

Final Fantasy VIII Item/Magic FAQ (NA)

by Dan Orner

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This walkthrough was originally written for Final Fantasy VIII on the PSX, but the walkthrough is still applicable to the PC version of the game.

FF8 Item/Magic FAQ v1.3 by Dan Orner, omegaonyx@geocities.com

-----CONTENTS-----

I. Version History

II. Items

- a. Recovery Items
- b. Battle Items
- c. Save Point Recovery Items
- d. GF Recovery Items
- e. Miscellaneous GF Items
- f. GF Ability Learning Items
 - Junction Abilities
 - Command Abilities
 - GF Abilities
 - Character Abilities
- g. Ammo
- h. Useless Items
- i. Blue Magic Learning Items
- j. Miscellaneous Items
- k. Magazines

III. Magic

- magic list
- list of best spells to junction for stats

IV. Where To Gain Boss Cards (NOT rare cards!)

V. Monster Locations

VI. Frequently Asked Questions

- Chocobo Forests
- Hatches in Centra Excavation Site
- Obel Lake quest
- Energy Crystal location
- Getting Malboro Tentacles
- Bell in Ultimecia Castle/Fighting Omega Weapon
- CC Group Member Locations
- Fighting Tonberry King
- Experience Gaining
- AP Gaining

VII. Credits

Welcome to the Final Fantasy 8 Item Usage FAQ! This centers on exactly what you can do

with items and where you can find them. You'll also get a comprehensive magic list; using the two in tandem gets you anywhere you want to go!

I. VERSION HISTORY

v1.0: Created FAQ.

v1.1: Added magic list!

Major update on item locations.

Added tips.

v1.2: More Frequently Asked Questions.

v1.3: Added info about Ribbon item.

Added Malboro question.

II. ITEMS

Refining items can result in either more items, or magic; if it's magic, it will be marked with a *. Any option with an NR! next to it means that I don't recommend using it. Most of Siren's Tool-RF and Carbuncle's Recov Med-RF will probably have this on it. The format is: Item name, main item use (when applicable), other uses, then a *, then how to get that item. The NR! will only appear in the uses for that item (above the *), so first look at the item you want to refine! The items appear in the order that they are shown on the item screen, NOT in alphabetical order. To find the item you want, use the "Find" command on your browser or text editor (if you can make it match the case, remember that all the entries are in uppercase.)

I am not here to outline every single method of how to get every item. If I refer to a quest, or am not clear enough on the exact details of acquiring a certain item, please refer to the main walkthrough in GameFAQs, by Cephiroth (cephiroth@yahoo.com).

If you see "random" by a boss, that means that it drops that item or a different one randomly.

TIPS:

-If the enemy you're trying to defeat/mug does not have the item you're looking for, try using GF Tonberry's LV Up or LV Down skill. (Generally, the better items are received from higher-level enemies.) Also try equipping GF Bahamut's skill "Rare Item" which also affects mugging chances. Remember that if you mug a boss, you can no longer receive any items from it, so choose which one you want! The only exception is the magazine you receive from BGH251F2, and any cards.

-If you Card an enemy, however, you CAN still collect items afterwards (or, alternatively, you can mug them and then Card them.) The payoff is usually double the amount of items!

-If you don't see a listed item offered at a shop, you need to learn GF Tonberry's "Familiar" ability.

-Speaking of which, since Tonberry is so important for a lot of these items, here's a short and easy way to get him: First you have to enter the Centra Ruins and get Odin; afterwards, you have to have 20 Chef's Knives in your inventory to get the Tonberry King to appear inside the Ruins. To maximize your Chef's Knives, first mug a Tonberry in the Ruins and then whittle his HP down and Card him. Modifying his card will yield yet another Chef's Knife! After you get 20, the Tonberry King will randomly appear in battle after defeating another Tonberry.

-You can only have 100 of any item at any time, so remember that before you modify any cards which give you 100 of an item (e.g. Cerberus, Quezacotl); the excess items will be discarded.

-Good luck!

-----RECOVERY ITEMS----- (used in battle and on the field)

POTION

Use: Restores 200 HP to one ally.

Refine 3 of them for 1 Potion+ using Med LV-UP (Alexander).

*

Bought for 100 Gil in almost all shops.

Defeat or mug G-Soldier or Esthar Soldier.

Defeat Elite Soldier.

POTION+

Use: Restores 400 HP to one ally.

Refine 3 of them to get 1 Hi-Potion using Med-LV Up (Alexander).

*

Refined from 3 Potions using Med-LV Up (Alexander).

HI-POTION

Use: Restores 1000 HP to one ally.

Refine 3 of them to get 1 Hi-Potion+ using Med-LV Up (Alexander).

*

Bought for 500 Gil in almost all shops.

Mug G-Soldier.

Mug or defeat Esthar Soldier or Slapper.

Defeat Elite Soldier.

2 refined from Healing Water using Recov Med-RF (Carbuncle).

6 refined from Healing Mail using Recov Med-RF (Carbuncle).

HI-POTION+

Use: Restores 2000 HP to one ally.

Refine 3 of them for 1 Mega-Potion using Med-LV Up (Alexander).

*

Refined from 3 Hi-Potions using Med-LV Up (Alexander).

X-POTION

Use: Restores all HP to one ally.

Refine 20 for 1 Elixir using Forbid Med-RF (Doomtrain).

*

Bought for 5000 Gil in Johnny's Shop in Esthar.

1 received during the Battle of the Gardens in Disc 2.

Refined from 4 Tents using Recov Med-RF (Carbuncle).

Refined from 2 Cottages using Recov Med-RF (Carbuncle).

Refined from 3 Mega-Potions using Med-LV Up (Alexander).

2 refined from Mesmerize Blade using Recov Med-RF (Carbuncle).

20 refined from 4 Healing Rings using Recov Med-RF (Carbuncle).

1 received by modifying 1 "Wedge, Biggs" (Boss L.5) card.

1 received by modifying 1 "Fujin, Raijin" (Boss L.6) card.

MEGA-POTION

Use: Restores 1000 HP to all allies.

Refine 3 of them for 1 X-Potion using Med-LV Up (Alexander).

*

Bought for 10,000 Gil in Johnny's Shop in Esthar.

1 received during the Battle of the Gardens in Disc 2.

Defeat Seifer (boss, Disc 2) for 8 of them.

Refined from 3 Hi-Potion+s using Med-LV Up (Alexander).

PHOENIX DOWN

Use: Restores one ally from Wounded status.

Refine 50 of them for a Mega Phoenix.

*

Bought for 500 Gil in almost all shops.

Defeat or mug G-Soldier.

2 refined from 1 Life Ring using Recov Med-RF (Carbuncle).

8 refined from 1 Regen Ring using Recov Med-RF (Carbuncle).

10 refined from 2 Phoenix Spirits using Recov Med-RF (Carbuncle).

MEGA PHOENIX

Use: Revives all allies (one ally must be alive to use it).

Refine 3 of them into 1 Phoenix Pinion using Tool-RF (Siren) or Med LV-UP (Alexander).

*

Bought for 10,000 Gil in Johnny's Shop in Esthar.

Get from Grease Monkey in FH in Disc 2.

Mug Seifer (boss, Galbadia Garden, Disc 2) for 8 of them.

Refined from 50 Phoenix Downs using Med-LV Up (Alexander).

ELIXIR

Use: Restores all HP and status to one ally.

Refine 10 for 1 Megalixir using Med-LV UP (Alexander).

Refine 10 for 1 Doc's Code using GFAbi Med-RF (Eden).

*

Bought for 50,000 Gil in Johnny's Shop in Esthar.

Defeat Elvoret (boss, Disc 1) for 2 of them.

Defeat Biggs (boss, D-District Prison, Disc 2) for 3 of them.

Mug Sphinxuar (boss, Ultimecia Castle).

1 received during the Battle of the Gardens in Disc 2.

Refined from 20 X-Potions using Forbid Med-RF (Doomtrain).

4 refined from Elem-Atk using Forbid Med-RF (Doomtrain).

4 refined from Elem Guard using Forbid Med-RF (Doomtrain).

4 refined from Status-Atk using Forbid Med-RF (Doomtrain).

4 refined from Status Guard using Forbid Med-RF (Doomtrain).

Refined from 10 Remedy+s using Med-LV UP (Alexander).

100 received by modifying 1 Angelo (GF L.8) card.

MEGALIXIR

Use: Restores all HP and status to all allies.

*

Defeat Sphinxaur (boss, Ultimecia Castle) for 2 of them.

Defeat or mug Fujin (both times).

Talk to and follow the Master Fisherman on your first arrival to FH.

Refined from 10 Elixir using Med-LV Up (Alexander).

Refined from 1 Doc's Code using Forbid Med-RF (Doomtrain).

Refined from 1 Med Kit using Forbid Med-RF (Doomtrain).

100 received by modifying 1 Bahamut (GF L.9) card.

ANTIDOTE

Use: Cures Poison status from one ally.

Refine into 1 Bio* using ST Mag-RF (Diablos).

*

Bought in most stores for 100 Gil.

Refined from 1 Poison Powder using ST Med-RF (Siren).

10 refined from 1 Venom Fang using ST Med-RF (Siren).

SOFT

Use: Cures Stone and Petrify status from one ally.

Refine into 3 Breaks* using ST Mag-RF (Diablos).

*

Bought in most shops for 100 Gil.

3 refined from 1 Cockatrice Pinion using ST Med-RF (Siren).

EYE DROPS

Use: Cures Blind status from one ally.

Refine into 1 Blind* using ST Mag-RF (Diablos).

*

Bought from most shops for 100 Gil.

3 refined from 1 Ochu Tentacle using ST Med-RF (Siren).

ECHO SCREEN

Use: Cures Silence status from one ally.

Refine into 2 Silence* using ST Mag-RF (Diablos).

*

Bought from most shops for 100 Gil.

3 refined from 1 Silence Powder using ST Med-RF (Siren).

HOLY WATER

Use: Cures Curse and Zombie status from one ally.

Refine into 2 Zombies* using ST Mag-RF (Diablos).

*

Bought from most shops for 100 Gil.

3 refined from 1 Zombie Powder using ST Med-RF (Siren).

REMEDY

Use: Cures all status problems.

Refine into 5 Cure spells using Supt Mag-RF (Leviathan).

Refine 10 of them into 1 Remedy+ using Med-LV Up (Alexander).

*

Bought at most item shops for 1000 Gil.

Defeat G-Soldier (rare).

Defeat Wedge (boss, Disc 2) for 8 of them.

20 refined from 1 Med Kit using ST Med-RF (Siren).

2 refined from 1 Malboro Tentacle using ST Med-RF (Siren).

Refined from 5 Betrayal Swords using ST Med-RF (Siren).

Refined from 5 Sleep Powders using ST Med-RF (Siren).

Refined from 1 Curse Spike using ST Med-RF (Siren).

Refined from 1 Dragon Fang using ST Med-RF (Siren).

REMEDY+

Use: Cures all status problems and magical status problems (slow, berserk, etc).

6 required in inventory to receive GF Doomtrain.

Refine 10 of them into 1 Elixir using Med-LV Up (Alexander).

*

Refined from 10 Remedys using Med-LV Up (Alexander).

-----BATTLE ITEMS----- (can only be used in battle; never last more than the duration of 1 battle.)

HERO-TRIAL

Use: Renders one ally invincible for a short time (50-50 chance).

Refine 10 of them for 1 Hero using Med-LV Up (Alexander).

*

If anyone knows where to find this, please tell me! *^_^*

HERO

Use: Renders one ally invincible for a short time.

Refine 10 of them for 1 Holy War-Trial using Med-LV Up (Alexander).

*

Mug or defeat Seifer (any time besides the 1st battle with him) for 1 of them.

Refined from 10 Hero-trials using Med-LV Up (Alexander).

100 received by modifying 1 Laguna (Player L.10) card.

HOLY WAR-TRIAL

Use: Renders all allies invincible for a short time (50-50 chance).
Refine 10 of them for 1 Holy War using Med-LV Up (Alexander).

*

Refined from 10 Heros using Med-LV Up (Alexander).
Refined from 10 Shaman Stones using Forbid Med-RF (Doomtrain).

HOLY WAR

Use: Renders all allies invincible for a short time (50-50 chance).
Refine 5 of them for 1 Knight's Code using GFAbi Med-RF (Eden).

*

Mug Seifer any of the 4 times you meet him (random).
Refined from 10 Holy War-trials using Med-LV Up (Alexander).
10 received by modifying 1 Gilgamesh (GF L.8) card.

SHELL STONE

Use: Raises one ally's magic defense by 50%.
Refine into 1 Shell* using Supt Mag-RF (Leviathan).

*

Dropped by Propagators (bosses, Disc 3).
Complete Chocobo Forests and have Chocobo search.
30 refined from 1 Force Armlet using Tool-RF (Siren).
10 refined from 1 Rune Armlet using Tool-RF (Siren).
10 received by modifying 1 Mobile Type 8 (Boss L.7) card.

PROTECT STONE

Use: Raises one ally's physical defense by 50%.
Refine into 1 Protect* using Supt Mag-RF (Leviathan).

*

Dropped by Propagators (bosses, Disc 3)
Complete Chocobo Forests and have Chocobo search.
30 refined from 1 Orihalcon using Tool-RF (Siren).
10 refined from 1 Turtle Shell using Tool-RF (Siren).
10 received by modifying 1 BGF251F2 (Boss L.7) card.

AURA STONE

Use: Enables one ally to use Limits even while not in critical status,
for a limited time.

Refine into 1 Aura* using Supt Mag-RF (Leviathan).

*

Dropped by Propagators (bosses, Disc 3)
Complete Chocobo Forests and have Chocobo search.
10 refined from 1 Hypno Crown using Tool-RF (Siren).
10 refined from 1 Power Wrist using Tool-RF (Siren).
2 refined from 1 Circllet using Tool-RF (Siren).
2 refined from 1 Fury Fragment using Tool-RF (Siren).
2 refined from 1 Strength Love using Tool-RF (Siren).
1 refined from 1 Steel Pipe using Tool-RF (Siren).

DEATH STONE

Use: Attempts to instantly kill one enemy.
Refine into 1 Death* using L Mag-RF (Siren).

*

Dropped by Propagators (bosses, Disc 3)
Complete Chocobo Forests and have Chocobo search.
2 refined from 1 Dead Spirit using Tool-RF (Siren).
10 received by modifying 1 Elvoret (Boss L.6) card.

HOLY STONE

Use: Casts a strong Holy-elemental spell on one enemy.
Refine into 1 Holy* using L Mag-RF (Siren).

*

Dropped by Propagators (bosses, Disc 3)
1 received by completing Vase side quest in Winhill.
Complete Chocobo Forests and have Chocobo search.
Defeat "Sorceresses" for 7 of them (bosses, Disc 4).
2 refined from 1 Moon Stone using Tool-RF (Siren).
10 received by modifying 1 Krystal (Boss L.6) card.

FLARE STONE

Use: Casts a strong spell with Fire, Ice, and Thunder elementals.
Refined into 1 Flare* using F Mag-RF (Ifrit).

*

Defeat Abadon (boss, Great Salt Lake) for 10 of them.
Dropped by Propagators (bosses, Disc 3)
Complete Chocobo Forests and have Chocobo search.
Defeat "Sorceresses" for 4 of them (bosses, Disc 3).
2 refined from 1 Inferno Fang using Tool-RF (Siren).
10 received by modifying 1 Tiamat (Boss L.7) card.

METEOR STONE

Use: Casts a multi-hit, non-elemental spell on all enemies.
Refined into 1 Meteor* using Forbid Mag-RF (Bahamut).

*

Dropped by Propagators (bosses, Disc 3)
Complete Chocobo Forests and have Chocobo search.
2 refined from 1 Star Fragment using Tool-RF (Siren).
5 received by modifying 1 Red Giant (Boss L.7) card.

ULTIMA STONE

Use: Casts a super-strong, non-elemental spell on all enemies.
Refined into 1 Ultima* using Forbid Mag-RF (Bahamut).

*

2 refined from 1 Energy Crystal using Tool-RF (Siren).
Dropped by Propagators (bosses, Disc 3)
Complete Chocobo Forests and have Chocobo search.
1 received by modifying 1 Ultima Weapon (Boss L.7) card.
Defeat Ultima Weapon (optional boss, Deep Sea Deposit) for 100 of them.

GYSAHL GREENS

Use: Summons Boko the Chocobo for a non-elemental attack.
Note: Boko's attack can be leveled up using the Chocobo World mini-game on PocketStation; however, this peripheral was not released in North America.

*

1 received during the Battle of the Gardens in Disc 2.
1 received from the Chicobo at Winhill during the Vase Quest.
Bought from the Chocoboy at any Chocobo Forest for 600 Gil each; after all the forests are completed, talk to the Chicobo at the Chocobo Sanctuary to automatically exchange 600 Gil for 1 Gysahl Greens.
100 received by modifying 1 Chicobo (GF L.8) card.

PHOENIX PINION

Use: Summons Phoenix, who revives any Wounded allies and hits all enemies with a strong Fire attack. Phoenix will appear randomly in all battles throughout the game when the party has been defeated, as long as one character has a Phoenix Pinion and the Item command.

Refine 20 of them for 1 Phoenix Spirit using GFAbi Med-RF (Eden).
Refine for 100 Firaga* using F Mag-RF (Ifrit).

*

Do Shumi Village quest.
Found in Lunatic Pandora as Zell.

Refined from 3 Mega Phoenixs using Med-LV Up (Alexander).

FRIENDSHIP

Use: Summons Moomba during battle.

*

The Friendship item can only be received via a PocketStation, which never came out in the US. If you're playing on a PC, the PocketStation is available. Since I don't own the PC version, I've never gotten this item.

MOG AMULET

Use: Summons MiniMog during battle (all GF's HP is healed)

*

The same situation as the Friendship item above.

-----SAVE POINT RECOVERY ITEMS----- (affect all allies. Can only be used from field while on a save point or the main map.)

TENT

Use: Recovers all HP for all allies.

Refine for 10 Curagas* using L Mag-RF (Siren).

*

Bought at most shops for 1000 Gil.

Mug Elite Soldier or Esthar Soldier.

4 refined from 1 X-Potion using Recov Med-RF (Carbuncle).

2 refined from 1 Healing Water using Tool-RF (Siren).

5 refined from 1 Regen Ring using Tool-RF (Siren).

PET HOUSE

Use: Recovers all HP for all GFs.

Refine into 2 G.F.Returners using GF Med-RF (Leviathan).

*

Bought at the Timber and Esthar pet stores for 1000 Gil.

Found in D-District Prison in Disc 2.

Refined from 1 Healing Mail using GF Med-RF (Leviathan).

2 refined from 1 Silver Armor using GF Med-RF (Leviathan).

4 refined from 1 Gold Armor using GF Med-RF (Leviathan).

16 refined from 1 Diamond Armor using GF Med-RF (Leviathan).

100 received by modifying 1 MiniMog (GF L.8) card.

COTTAGE

Use: Recovers all HP for all allies and all GFs.

Refine into 20 Curagas* from L Mag-RF (Siren).

Refine 2 into 1 X-Potion using Recov Med-RF (Carbuncle).

*

Bought for 1800 Gil at Johnny's Shop in Esthar.

Mug Elite Soldier.

Received from a Moomba in D-District Prison if Squall gave up.

Received from a boy during the Battle of the Gardens in Disc 2.

Refined from 1 Whisper using Tool-RF (Siren).

30 refined from 1 Healing Ring using Tool-RF (Siren).

50 refined from 1 Diamond Armor using Tool-RF (Siren).

-----GF RECOVERY ITEMS----- (can only be used on the field)

G-POTION

Use: Recovers 200 HP to one GF.

*

Bought for 200 Gil at most shops.

G-HI-POTION

Use: Recovers 1000 HP to one GF.

*

Bought for 600 Gil at most shops.

Defeat Sacred (optional GF boss, Tomb of Unknown King) (both times) for 8 of them.

2 refined from 1 Healing Water using GF Med-RF (Leviathan).

2 refined from 1 Mesmerize Blade using GF Med-RF (Leviathan).

4 refined from 1 Whisper using GF Med-RF (Leviathan).

G-MEGA-POTION

Use: Recovers 1000 HP to all GFs.

*

Defeat Odin (optional GF boss, Centra Ruins) for 8 of them.

20 refined from 1 Healing Ring using GF Med-RF (Leviathan).

1 received by modifying 1 Propagator (Boss L.7) card.

1 received by modifying 1 Sphinxara (Boss L.7) card.

G-RETURNER

Use: Revives one GF from Wounded status.

*

Defeat Ifrit (boss, Disc 1) for 3 of them.

Defeat Elvoret (boss, Disc 1) for 3 of them.

Defeat Diablos (optional GF boss) for 8 of them.

Defeat Minotaur (optional GF boss, Tomb of Unknown King) for 8 of them.

Defeat Iguions (bosses, Disc 1) for 4 each, or mug for 6 each.

Defeat Cerberus (optional GF boss, Galbadia Garden, Disc 2) for ? of them.

Bought for 500 Gil at most shops.

2 refined from 1 Life Ring using GF Med-RF (Leviathan).

2 refined from 1 Pet House using GF Med-RF (Leviathan).

6 refined from 1 Regen Ring using GF Med-RF (Leviathan).

40 refined from 1 Phoenix Spirit using GF Med-RF (Leviathan).

-----MISCELLANEOUS GF ITEMS----- (only used in the field; affect one GF)

PET NAME TAG

Use: Changes Angelo's name.

*

Found in Desert Prison in Disc 2.

>From man near Timber Maniacs building (see full FAQ).

RENAME CARD

Use: Changes the name of one GF.

*

Received from Zoom after giving him "Girl Next Door".

Received from a Moomba in the D-District Prison if Squall gave up.

1 received by modifying 1 Catoblepas (Boss L.7) card.

AMNESIA GREENS

Use: Makes a GF forget an ability. (This is useful when using the GF Learning Items, below.)

*

Bought for 1000 Gil at the Timber and Esthar Pet Shops.

-----GF LEARNING ITEMS----- (only used in the field; affect one GF. GF names in brackets indicate those GFs that will eventually learn the ability by itself, without using any items.)

---JUNCTION ABILITIES (attaches magic to raise a particular stat)

HP-J SCROLL

Ability: HP-J (junctions magic to HP stat)

[Quezacotl, Ifrit, Brothers, Diablos, Carbuncle]

Refine 10 of them into 1 Giant's Ring using GFAb1 Med-RF (Eden).

*

Bought for 10,000 Gil at the Timber and Esthar Pet Shops.

Refined from 2 HP Ups using GFAb1 Med-RF (Eden).

STR-J SCROLL

Ability: Str-J (junctions magic to Strength stat)

[Shiva, Ifrit, Brothers, Pandemona, Cerberus]

Refine 10 of them for 1 Power Wrist using GFAb1 Med-RF (Eden).

*

Bought for 10,000 Gil at the Timber and Esthar Pet Shops.

Refined from 2 Str Ups using GFAb1 Med-RF (Eden).

VIT-J SCROLL

Ability: Vit-J (junctions magic to Vitality (defense) stat)

[Quezacotl, Shiva, Carbuncle]

Refine 10 of them into 1 Orihalcon using GFAb1 Med-RF (Eden).

*

Bought for 10,000 Gil at the Timber and Esthar Pet Shops.

Refined from 2 Vit Ups using GFAb1 Med-RF (Eden).

MAG-J SCROLL

Ability: Mag-J (junctions magic to Magic stat)

[Quezacotl, Siren, Diablos, Carbuncle, Cerberus]

Refine 10 of them into 1 Force Armlet using GFAb1 Med-RF (Eden).

*

Bought for 10,000 Gil at the Timber and Esthar Pet Shops.

Refined from 2 Mag Ups using GFAb1 Med-RF (Eden).

SPR-J SCROLL

Ability: Spr-J (junctions magic to Spirit (magic defense) stat)

[Shiva, Brothers, Leviathan, Cerberus, Alexander]

Refine 10 of them into 1 Hypno Crown using GFAb1 Med-RF (Eden).

*

Bought for 10,000 Gil at the Timber and Esthar Pet Shops.

Refined from 2 Spr Ups using GFAb1 Med-RF (Eden).

SPD-J SCROLL

Ability: Spd-J (junctions magic to Speed stat)

[Pandemona, Cerberus, Eden]

Refine 10 of them into 1 Accelerator using GFAb1 Med-RF (Eden).

*

Mug Cerberus (optional GF boss, Galbadia Garden, Disc 2).

Found in Lunatic Pandora as Zell.

Refined from 2 Spd Up using GFAb1 Med-RF (Eden).

LUCK-J SCROLL

Ability: Luck-J (junctions magic to Luck stat)

[Cactuar]

Refine into 1 Luck Up using Forbid Med-RF (Doomtrain).

*

1 found during Obel Lake Quest.

Mug Odin (optional GF boss, Centra Ruins) for 1 of them.

Refined from 1 Dark Matter using GFAb1 Med-RF (Eden).

Refined from 2 Luck Ups using GFAb1 Med-RF (Eden).

AEGIS ARMLET

Ability: Eva-J (junctions magic to Evade stat)
[Cactuar, Eden]
Refined into 100 Haste spells using Time Mag-RF (Diablos).
2 refined into Spd Up using Forbid Med-RF (Doomtrain).
*
Defeat UFO? (optional "boss", UFO Quest) for 1 of them.
Refined from 50 Barriers using GFAb1 Med-RF (Eden).

ELEM ATK

Ability: Elem-Atk-J (junctions an elemental spell to attack)
[Quezacotl, Shiva, Ifrit, Brothers, Leviathan, Pandemona, Alexander, Doomtrain]
Refine into 4 Elixirs using Forbid Med-RF (Doomtrain).
*
Defeat Trauma (optional boss, Ultimecia Castle).
3 received by modifying 1 Ifrit (GF L.8) card.

ELEM GUARD

Ability: Elem-DefX4 (junctions 4 separate elemental spells to defense)
[Alexander, Doomtrain]
Refine into 4 Elixirs using Forbid Med-RF (Doomtrain).
*
Defeat Krysta (optional boss, Ultimecia Castle).
3 received by modifying 1 Selphie (Player L.10) card.

STATUS ATK

Ability: ST-Atk-J (junctions a status spell to attack)
[Siren, Carbuncle, Cerberus, Doomtrain]
Refine into 4 Elixirs using Forbid Med-RF (Doomtrain).
*
Defeat Catoblepas (optional boss, Ultimecia Castle).
Refined from 20 Royal Crowns using GFAb1 Med-RF (Eden).
3 received by modifying 1 Siren (GF L.8) card.

STATUS GUARD

Ability: ST-DefX4 (junctions 4 separate status spells to defense)
[Cerberus, Doomtrain]
Refine into 4 Elixirs using Forbid Med-RF (Doomtrain).
*
Received from Shumi Village Elder (see main FAQ)
Defeat Tiamat (optional boss, Ultimecia Castle).
3 received by modifying 1 Doomtrain (GF L.9) card.

---COMMAND ABILITIES (able to use specific commands in battle)

MAGIC SCROLL

Ability: Magic (casts magic in battle)
[all]
Refine into 10 Wizard Stones using Tool-RF (Siren).
*
Bought at the Timber Pet Shop for 5,000 Gil.

GF SCROLL

Ability: GF (summons GF in battle)
[all]
Refine into 10 Wizard Stones using Tool-RF (Siren).
*
Bought at the Timber Pet Shop for 5,000 Gil.

DRAW SCROLL

Ability: Draw (draws magic from enemies and draw points)

[all]

Refine into 10 Wizard Stones using Tool-RF (Siren).

*

Bought at the Timber Pet Shop for 5,000 Gil.

ITEM SCROLL

Ability: Item (uses items in battle)

[all]

Refine into 10 Wizard Stones using Tool-RF (Siren).

*

Bought at the Timber Pet Shop for 5,000 Gil.

GAMBLER SPIRIT

Ability: Card (turns weakened enemy into card)

[Quezacotl]

Refine into 10 Wizard Stones using Tool-RF (Siren).

*

1 received by modifying 5 Shumi Tribe (Boss L.6) cards.

PHOENIX SPIRIT

Ability: Revive (revive ally from Wounded status for free)

[Alexander]

Refine 2 into 10 Phoenix Down using Recov Med-RF (Carbuncle). NR!

Refine into 40 G-Returners using GF Med-RF (Leviathan). NR!

Refine into 100 Firaga* using F Mag-RF (Ifrit).

Refine into 100 Full-Life* using L Mag-RF (Siren).

*

Refined from 20 Phoenix Pinions using GFabl Med-RF (Eden).

3 received by modifying 1 Phoenix (GF L.9) card.

BOMB SPIRIT

Ability: Kamikaze (major damage to one enemy but character is Wounded)

[Cactuar]

Refine for 100 Firaga* using F Mag-RF (Ifrit).

*

Refined from 100 Bomb Fragments using GFabl Med-RF (Eden).

HUNGRY COOKPOT

Ability: Devour (destroys weakened enemy in exchange for permanent stat raises).

[Eden]

Refine into 1 Shaman Stone using Tool-RF (Siren).

*

1 received by modifying 1 PuPu card (RARE L.5 card - complete UFO quest).

HEALING RING

Ability: Recover (completely heals one ally for free)

[Alexander]

Refine 4 of them into 20 X-Potions using Recov Med-RF (Carbuncle).

Refine into 30 Cottages using Tool-RF (Siren). NR!

Refine for 20 G-Mega-Potions using GF Med-RF (Leviathan). NR!

Refine for 100 Curaga* using L Mag-RF (Siren).

*

Refined from 100 Whispers using GFabl Med-RF (Eden).

---GF ABILITIES (work automatically)

STEEL PIPE

Ability: SumMag+10% (attack power when summoned up 10%)

[all besides Carbuncle, Cactuar, Cerberus]

6 required in inventory to receive GF Doomtrain.

1 required for Irvine's L.1 weapon, Valiant (in case you want to retry it 8-))

1 required for Squall's L.2 weapon, Shear Trigger.

1 required for Irvine's L.2 weapon, Ulysses.

2 required for Irvine's L.3 weapon, Bismarck.

Refine into 1 Aura Stone using Tool-RF (Siren).

Refine into 20 Berserk* using ST Mag-RF (Diablos).

*

Defeat or mug Wendigo.

1 received by modifying 1 Elastoid (L.5) card.

CIRCLET

Ability: SumMag+10% (see above)

Refine into 2 Aura Stones using Tool-RF (Siren).

*

Mug NORG (boss, Disc 2) for 1 of them.

1 received by modifying 10 Gerogero (Boss L.6) cards.

STAR FRAGMENT

Ability: SumMag+20% (attack power when summoned up 20%)

[all besides Carbuncle, Cactuar, Cerberus]

2 required for Irvine's (final) L.4 weapon, Exeter.

3 required for Selphie's (final) L.4 weapon, Strange Vision.

1 required for Squall's L.6 weapon, Punishment.

Refine into 5 Meteor* using Forbid Mag-RF (Bahamut).

Refine into 2 Meteor Stones using Tool-RF (Siren). NR!

*

Defeat Anacondaaur (very rare), Chimera (rare), or Tri-Face (rare).

Defeat or mug Iron Giant.

Defeat T-Rexaur (very rare).

1 received by modifying 3 Iron Giant (L.5) cards.

ENERGY CRYSTAL

Ability: SumMag+30% (attack power when summoned up 30%)

[all besides Carbuncle, Cactuar, Cerberus]

1 required for Quistis's (final) L.4 weapon, Save The Queen.

2 required for Rinoa's (final) L.5 weapon, Shooting Star.

Refine into 2 Ultima Stones using Tool-RF (Siren). NR!

Refine into 3 Ultima* using Forbid Mag-RF (Bahamut).

Refine into 10 Pulse Ammo using Ammo-RF (Ifrit).

Refine 50 into 1 Samantha Soul using GFAb1 Med-RF (Eden). NR!

*

Defeat Behemoth (rare).

Defeat Elnoyle.

Defeat Ruby Dragon (rare).

1 received by modifying 10 Elnoyle (L.5) cards.

SAMANTHA SOUL

Ability: SumMag+40% (attack power when summoned up 40% Note: All SumMag abilities are cumulative; having all of them means it's up 100%!)

[Doomtrain, Bahamut, Eden]

Refine into 60 Triple* using Time Mag-RF (Diablos).

*

Defeat Adel (boss, Disc 3).

Refined from 50 Energy Crystals using GFAb1 Med-RF (Eden).

3 received by modifying 1 Quistis (Player L.10) card.

HEALING MAIL

Ability: GFHP+10% (self-explanatory)

[all]

Refine into 1 Pet House using GF Med-RF (Leviathan).
Refine into 6 Hi-Potions using Recov Med-RF (Carbuncle).
Refine into 20 Curaga* using L Mag-RF (Siren).

*

Mug Snow Lion.
Defeat Turtapod.
1 received by modifying 5 Turtapod (L.4) cards.

SILVER MAIL

Ability: GFHP+20%

[all]

Refine 5 for 1 Gold Armor using GFAb1 Med-RF (Eden).

*

Defeat Snow Lion.

GOLD ARMOR

Ability: GFHP+30%

[all besides Quezacotl]

Refine 5 into 1 Diamond Armor using GFAb1 Med-RF (Eden).

*

Refined from 5 Silver Mails using GFAb1 Med-RF (Eden).

DIAMOND ARMOR

Ability: GFHP+40%

[Doomtrain, Bahamut, Eden]

Refine into 50 Cottages using Tool-RF (Siren). NR!

*

Refined from 5 Gold Armors using GFAb1 Med-RF (Eden).
Defeat Red Giant (optional boss, Ultimecia Castle).
3 received by modifying 1 Seifer (Player L.10) card.

---CHARACTER ABILITIES (affect equipped character)

REGEN RING

Ability: HP+20%

[Brothers, Diablos, Carbuncle]

1 required for Rinoa's (final) L.5 weapon, Shooting Star.
Refine into 8 Phoenix Downs using Recov Med-RF (Carbuncle). NR!
Refine into 5 Tents using Tool-RF (Siren). NR!
Refine into 6 G-Returners using GF Med-RF (Diablos). NR!
Refine into 20 Full-Life* using L Mag-RF (Siren).

*

Mug Biggs (Boss, D-District Prison, Disc 2) for 1 of them.
Mug or defeat Torama.
Defeat Chimera.
Defeat Mesmerize.
1 received by modifying 10 Chimera (L.5) cards.

GIANT'S RING

Ability: HP+40%

[Brothers, Diablos, Carbuncle]

Refine into 60 Protect* using Supt Mag-RF (Leviathan).
Refine 10 of them into 1 Gaea's Ring using GFAb1 Med-RF (Eden).

*

Bought at Esthar Pet Shop for 20,000 Gil.
Defeat Behemoth.
Refined from 10 HP-J Scrolls using GFAb1 Med-RF (Eden).

GAEA'S RING

Ability: HP+80%

[Brothers, Diablos]

Refine into 1 HP Up using Forbid Med-RF (Doomtrain).

*

Defeat Jumbo Cactuar.

Refined from 10 Giant's Rings using GFAb1 Med-RF (Eden).

3 received by modifying 1 Ward (Player L.10) card.

STRENGTH LOVE

Ability: Str+20%

[Ifrit, Pandemona]

Refine into 2 Aura Stones using Tool-RF (Siren).

*

Defeat Wendigo (rare).

Mug Wedge (boss, Disc 2) for 1 of them.

1 received by modifying 10 Gargantua (Boss L.7) cards.

POWER WRIST

Ability: Str+40%

[Ifrit, Pandemona]

Refine into 10 Aura Stones using Tool-RF (Siren).

Refine 10 of them into 1 Hyper Wrist using GFAb1 Med-RF (Eden).

*

Bought from Esthar Pet Shop for 20,000 Gil.

Mug Grendel.

Mug Abadon (boss, Disc 3) for 1 of them.

Refined from 10 Str-J Scrolls using GFAb1 Med-RF (Eden).

HYPER WRIST

Ability: Str+60%

[Bahamut]

Refine 10 of them into 1 Str Up using Forbid Med-RF (Doomtrain).

*

Defeat or mug Bahamut.

Refined from 10 Power Wrists using GFAb1 Med-RF (Eden).

3 received by modifying 1 Zell (Player L.10) card.

TURTLE SHELL

Ability: Vit+20%

[Shiva, Carbuncle]

1 required for Squall's L.4 weapon, Flame Saber.

1 required for Squall's L.6 weapon, Punishment.

Refine into 10 Protect Stones using Tool-RF (Siren). NR!

Refine into 30 Protect* using Supt Mag-RF (Leviathan).

*

Defeat low-level Adamantoise.

Defeat Armadodo.

1 received by modifying 3 Adamantoise (L.4) cards.

1 received by modifying 2 X-ATM092 (Boss L.6) cards.

ORIHALCON

Ability: Vit+40%

[Shiva, Carbuncle]

Refine into 30 Protect Stones using Tool-RF (Siren).

Refine 10 of them into 1 Adamantine using GFAb1 Med-RF (Eden).

*

Mug or defeat Adamantoise.

Defeat X-ATM092 ("optional" boss, Disc 1) for 1 of them (random).

Defeat Oilboyle (bosses, Disc 2).

Refined from 10 Vit-J Scrolls using GFAb1 Med-RF (Eden).

ADAMANTINE

Ability: Vit+60%

[NONE! SPECIAL ABILITY!]

1 required for Zell's (final) L.4 weapon, Ehrgeiz.

1 required for Selphie's (final) L.4 weapon, Strange Vision.

1 required for Squall's (final) L.7 weapon, Lionheart.

Refine 5 of them into 1 Vit Up using Forbid Med-RF (Doomtrain).

Refine 20 of them into 1 Steel Curtain using GFAb1 Med-RF (Eden).

*

Mug BGH251F2 (boss, FH, Disc 2).

Defeat Adamantoise (rare).

Refined from 10 Orihalcons using GFAb1 Med-RF (Eden).

10 received by modifying 1 Minotaur (GF L.8) card.

RUNE ARMLET

Ability: Spr+20%

[Shiva, Leviathan, Alexander]

Refine into 10 Shell Stones using Tool-RF (Siren). NR!

Refine into 40 Shell* using Supt Mag-RF (Leviathan).

*

Mug Vysage's right hand.

Defeat Blobra.

1 received by modifying 4 Blobra (L.1) cards.

FORCE ARMLET

Ability: Spr+40%

[Shiva, Leviathan, Alexander]

1 required for Rinoa's (final) L.4 weapon, Shooting Star.

Refine into 30 Shell Stones using Tool-RD (Siren).

Refine 10 of them into 1 Magic Armlet using GFAb1 Med-RF (Eden).

*

Bought at Esthar Pet Shop for 20,000 Gil.

Defeat Ochu (very rare).

Defeat Edea (boss, Disc 2) for 1 of them.

Refined from 10 Mag-J Scrolls using GFAb1 Med-RF (Eden).

MAGIC ARMLET

Ability: Spr+60%

[NONE! SPECIAL ABILITY!]

Refine 10 of them into 1 Spr Up using Forbid Med-RF (Doomtrain).

Refine 20 of them into 1 Moon Curtain using GFAb1 Med-RF (Eden).

*

Defeat Gargantua (optional boss, Ultimecia Castle).

Refined from 10 Force Armlets using GFAb1 Med-RF (Eden).

3 received by modifying 1 Rinoa (Player L.10) card.

HYPNO CROWN

Ability: Mag+40%

[Quezacotl, Siren, Diablos]

Refine into 10 Aura Stones using Tool-RF (Siren).

Refine 10 of them into 1 Royal Crown using GFAb1 Med-RF (Eden).

*

Defeat Malboro.

Defeat X-ATM092 ("optional" boss, Disc 1) for 1 of them (random).

Bought at Esthar Pet Shop for 20,000 Gil.

ROYAL CROWN

Ability: Mag+60%

[Bahamut]

Refine 10 of them into 1 Mag Up using Forbid Med-RF (Doomtrain).

Refine 20 of them into 1 Status Atk using GFAb1 Med-RF (Eden).

*

Mug Edea (both times) for 1 of them each time.

Defeat Tonberry King (optional GF boss, Centra Ruins) for 1 of them.

Refined from 10 Hypno Crowns using GFAb1 Med-RF (Eden).

3 received by modifying 1 Edea (Player L.10) card.

JET ENGINE

Ability: Spd+20%

[Pandemona, Cerberus]

*

Defeat Cactuar (very rare).

1 received by modifying 40 Tri-Point (Boss L.7) cards.

ROCKET ENGINE

Ability: Spd+40%

[Pandemona, Cerberus]

Refine into 50 Triple* using Time Mag-RF (Diablos).

Refine 5 of them into 1 Spd Up using Forbid Med-RF (Doomtrain).

*

Defeat Tri-Point (optional boss, Ultimecia Castle).

Refined from 10 Accelerators using GFAb1 Med-RF (Eden).

Refined from 100 Lightweights using GFAb1 Med-RF (Eden).

3 received by modifying 1 Irvine (Player L.10) card.

MOON CURTAIN

Ability: Auto-Shell (character automatically has 50% higher magic defense in battle)

[Doomtrain]

Refine into 100 Shell* using Supt Mag-RF (Leviathan).

Refine 2 of them into 1 Monk's Code using GFAb1 Med-RF (Eden).

*

Refined from 20 Magic Armlets using GFAb1 Med-RF (Eden).

Refined from 100 Malboro Tentacles using GFAb1 Med-RF (Eden).

3 received by modifying 1 Alexander (GF L.9) card.

STEEL CURTAIN

Ability: Auto-Protect (character automatically has 50% higher physical defense in battle)

[Bahamut]

Refine into 100 Protect* using Supt Mag-RF (Leviathan).

*

Refined from 20 Adamantines using GFAb1 Med-RF (Eden).

GLOW CURTAIN

Ability: Auto-Reflect (most spells bounce off character).

[Carbuncle]

Refine into 100 Reflect* using Supt Mag-RF (Leviathan).

*

Refined from 100 Dragon Skins using GFAb1 Med-RF (Eden).

3 received by modifying 1 Carbuncle (GF L.9) card.

ACCELERATOR

Ability: Auto-Haste (character is automatically 50% faster in battle)

[Cerberus]

Refine 50 of them for 1 Spd Up using Forbid Med-RF (Doomtrain).

Refine 10 of them for 1 Rocket Engine using GFAb1 Med-RF (Eden).

Refine for 100 Haste* using Time Mag-RF (Diablos).

*

Defeat PuPu (complete UFO quest). NR!

Refined from 10 Spd-J Scrolls using GFAb1 Med-RF (Eden).

3 received by modifying 1 Kiros (Player L.10) card.

MONK'S CODE

Ability: Counter (character automatically attacks whenever physically attacked)
[Carbuncle]

Refine for 1 Str Up using Forbid Med-RF (Doomtrain).

*

Refined from 2 Moon Curtains using GFAb1 Med-RF (Eden).

3 received by modifying 1 Eden (GF L.9) card.

KNIGHT'S CODE

Ability: Cover (character automatically takes physical damage instead of weaker allies)
[Brothers]

Refine for 1 Vit Up using Forbid Med-RF (Doomtrain).

*

Refined from 5 Holy Wars using GFAb1 Med-RF (Eden).

DOC'S CODE

Ability: Med Data (items have double effectiveness when used by character in battle)
[Alexander]

Refine for 1 Megalixir using Forbid Med-RF (Doomtrain).

*

Refined from 10 Elixirs using GFAb1 Med-RF (Eden).

3 received by modifying 1 Leviathan (GF L.9) card.

HUNDRED NEEDLES

Ability: Return Damage (returns 1/4 of damage when hit physically)
[NONE! SPECIAL ABILITY!]

Refine into 1 Spd Up using Forbid Med-RF (Doomtrain).

*

Refined from 100 Cactus Thorns using GFAb1 Med-RF (Eden).

THREE STARS

Ability: Expendx3-1 (when casting Triple spells, only uses one of them up)
[Eden]

Refine into 100 Triple* using Time Mag-RF (Diablos).

*

Defeat Blobra (very rare).

Mug Ultima Weapon (optional boss, Deep Sea Deposit).

Defeat Omega Weapon (optional boss, Ultimecia Castle).

1 received after finishing the Obel Lake quest.

3 received by modifying 1 Squall (Player L.10) card.

ROSETTA STONE

Ability: Abilityx4 (allows character to equip up to 4 support abilities)
[Eden]

Refine into 1 Shaman Stone using Tool-RF (Siren).

*

1 found in Ultimecia's Castle.

1 received by repeatedly trying to enter Cheryl's Store in Esthar (you don't have to select "Exit" to keep trying).

Refined from 1 Shaman Stone using GFAb1 Med-RF (Eden).

RIBBON

Ability: Ribbon (defends from all status ailments)
[NONE! SPECIAL ABILITY!]

*

This item can only be found using the special add-on game Chocobo World for the PocketStation. This isn't available in North America, but you can use it if you own FF8 for PC. (See the "Mog Amulet" and "Friendship" items.)

-----AMMO----- (used by Irvine in his Limit Break. Ammo is refined by Ammo-RF, which is learned by Ifrit.)

NORMAL AMMO

Effect: Regular damage.

Refine 1 for 1 Fast Ammo.

*

Bought from most shops for 20 Gil.

8 refined from 1 Screw.

SHOTGUN AMMO

Effect: Hits all enemies.

Refine 1 for 2 Fast Ammo.

*

Bought at most shops for 40 Gil.

DARK AMMO

Effect: Blinds enemy.

*

Bought for 300 Gil at the Esthar Shop.

20 refined from 1 Venom Fang.

30 received by modifying 1 Abadon (Boss L.6) card.

FIRE AMMO

Effect: Fire-elemental.

*

Bought for 500 Gil at the Esthar Shop.

10 refined from 1 Fuel.

10 refined from 1 Steel Orb.

40 refined from 1 Inferno Fang.

30 refined from 1 Oilboyle (Boss L.6) card.

DEMOLITION AMMO

Effect: Three times as strong as Normal Ammo.

*

Bought for 800 Gil at the Esthar Shop.

20 refined from 1 Missile.

20 refined from 1 Running Fire.

40 refined from 1 Cactus Thorn.

30 received by modifying 1 Trauma (Boss L.6) card.

FAST AMMO

Effect: Semi-automatic fire.

*

Bought for 100 Gil at the Esthar Shop.

1 refined from 1 Normal Ammo.

2 refined from 1 Shotgun Ammo.

1 received by modifying 1 GIM47N (L.5) card.

AP AMMO

Effect: Ignores enemy's defense rating.

*

10 refined from 1 Sharp Spike.

20 refined from 1 Chef's Knife.

PULSE AMMO

Effect: Ultimate ammo.

12 required for Squall's (final) L.7 weapon, Lionheart.

*

5 refined from 1 Laser Cannon.
10 refined from 1 Energy Crystal.
20 refined from 1 Power Generator.

-----USELESS ITEMS----- (cannot be used except for weapons and refining.)

M-STONE PIECE

6 required for Squall's L.1 weapon, Revolver (in case you want to retry it 8-)).
4 required for Zell's L.1 weapon, Metal Knuckle (in case you want to retry it).
2 required for Selphie's L.1 weapon, Nunchaku (in case you want to retry it).
2 required for Quistis' L.1 weapon, Chain Whip (in case you want to retry it).
3 required for Rinoa's L.1 weapon, Pinwheel (in case you want to retry it).
Refine for 5 Thunder* using T Mag-RF (Quezacotl).
Refine for 5 Blizzard* using I Mag-RF (Shiva).
Refine for 5 Fire* using F Mag-RF (Ifrit).
Refine for 5 Cure* using L Mag-RF (Siren) or Supt Mag-RF (Leviathan).
Refine for 5 Slow* using Time Mag-RF (Diablos).
Refine for 5 Silence* using ST Mag-RF (Diablos).

*

4 received by defeating Anacondaaur (boss, Disc 1).
Defeat Belhemel, Bite Bug, Blobra, Caterchipillar, Creeps, Elastoid, Funguar,
Gayla, Gesper or Red Bat.
Mug Bite Bug.
1 received by modifying 1 Funguar (L.1) card.
1 recieved by modifying 1 Bite Bug (L.1) card.

MAGIC STONE

1 required for Rinoa's L.2 weapon, Valkyrie.
2 required for Quistis' L.2 weapon, Slaying Tail.
Refine for 5 Thundara* using T Mag-RF (Quezacotl).
Refine for 5 Blizzara* using I Mag-RF (Shiva).
Refine for 5 Fira* using F Mag-RF (Ifrit).
Refine for 5 Cura* using L Mag-RF (Siren).
Refine for 5 Haste* using Time Mag-RF (Diablos).
Refine for 5 Berserk* using ST Mag-RF (Diablos).
Refine for 5 Dispel* using Supt Mag-RF (Leviathan).

*

Defeat Bite Bug, Buel, Caterchipillar, Jellee, Belhemel, or Abyss Worm.
Mug Bite Bug or Vysage's head.
1 received by modifying 1 Grat (L.2) card.
1 received by modifying 1 Buel (L.2) card.
1 received by modifying 1 Jellee (L.2) card.

WIZARD STONE

Refine for 5 Thundaga* using T Mag-RF (Quezacotl).
Refine for 5 Blizzaga* using I Mag-RF (Shiva).
Refine for 5 Firaga* using F Mag-RF (Ifrit).
Refine for 5 Curaga* using L Mag-RF (Siren).
Refine for 5 Stop* using Time Mag-RF (Diablos).
Refine for 5 Bio* using ST Mag-RF (Diablos).
Refine for 20 Dispel* using Supt Mag-RF (Leviathan).
Refine into 1 Magic Scroll using Tool-RF (Siren).
Refine into 1 GF Scroll using Tool-RF (Siren).
Refine into 1 Draw Scroll using Tool-RF (Siren).
Refine into 1 Item Scroll using Tool-RF (Siren).
Refine into 1 Gambler's Spirit using Tool-RF (Siren).

*

Defeat Bite Bug, Buel, Caterchipillar, Funguar, Gayla, Geezard, Granaldo,

Jelleye (rare), or Vysage's right hand.

Mug or defeat Bite Bug or Turtpod.

Defeat Granaldo (boss, Disc 1) for 16 of them.

Defeat Oilboyles (bosses, Balamb Garden MD Level) for 16 of them (8 each).

Defeat NORG (boss, Disc 2) for 8 of them.

Mug Propagators (bosses, Disc 3) for 1 of them.

1 received by modifying 1 Vysage (L.4) card.

1 received by modifying 1 Imp (L.4) card.

OCHU TENTACLE

2 required for Quistis's L.3 weapon, Red Scorpion.

Refine into 30 Drain* using ST Mag-RF (Diablos).

Refine into 3 Eye Drops using ST Med-RF (Siren). NR!

*

Mug or defeat Ochu.

1 received by modifying 1 Ochu (L.3) card.

HEALING WATER

Refine into 20 Curaga* using L Mag-RF (Siren).

Refine into 2 Hi-Potions using Recov Med-RF (Carbuncle). NR!

Refine into 2 Tents using Tool-RF (Siren). NR!

Refine into 2 G-Hi-Potions using GF Med-RF (Leviathan). NR!

*

Defeat Geezard or Jelleye (a bit rare).

Mug Jelleye.

COCKATRICE PINION

1 required for Rinoa's L.4 weapon, Cardinal.

Refine into 20 Break* using ST Mag-RF (Diablos).

Refine into 3 Softs using ST Med-RF (Siren). NR!

*

Mug or defeat Cockatrice.

1 received by modifying 1 Cockatrice (L.1) card.

1 received by modifying 1 Iguion (Boss L.6) card.

ZOMBIE POWDER

Refine into 20 Zombie* using ST Mag-RF (Diablos).

Refine into 3 Holy Waters using ST Med-RF (Siren). NR!

*

Mug or defeat Blood Soul.

Defeat Gerogero (boss, Disc 1) for 8 of them.

1 received by modifying 1 Blood Soul (L.1) card.

LIGHTWEIGHT

Refine into 20 Haste* using Time Mag-RF (Diablos).

Refine 100 of them into 1 Rocket Engine using GFabl Med-RF (Eden).

*

Defeat or mug Vysage's head.

Defeat Cactuar (rare).

100 received by modifying 1 Cerberus (GF L.9) card.

SHARP SPIKE

1 required for Quistis's L.2 weapon, Slaying Tail.

2 required for Selphie's L.2 weapon, Morning Star.

4 required for Selphie's L.3 weapon, Crescent Wish.

1 required for Rinoa's L.4 weapon, Cardinal.

4 required for Quistis's (final) L.4 weapon, Save The Queen.

Refine into 10 AP Ammo using Ammo-RF (Ifrit).

*

Defeat Death Claw, Grand Mantis, or Armadodo.

Mug Grand Mantis or Death Claw.

1 received by modifying 1 Grand Mantis (L.2) card.

1 received by modifying 1 Death Claw (L.3) card.

1 received by modifying 1 Hexadragon (L.4) card.

SCREW

2 required for Squall's L.1 weapon, Revolver (in case you want to retry it 8-))

4 required for Irvine's L.1 weapon, Valiant (in case you want to retry it)

1 required for Squall's L.2 weapon, Shear Trigger.

2 required for Irvine's L.2 weapon, Ulysses.

8 required for Squall's L.3 weapon, Cutting Trigger.

8 required for Rinoa's L.3 weapon, Rising Sun.

8 required for Irvine's L.3 weapon, Bismarck.

4 required for Squall's L.4 weapon, Flame Saber.

18 required for Irvine's (final) L.4 weapon, Exeter.

12 required for Squall's L.5 weapon, Twin Lance.

8 required for Squall's L.6 weapon, Punishment.

Refine into 8 Normal Ammo using Ammo-RF (Ifrit).

*

Mug or defeat Geezard.

5 received from modifying 1 Geezard (L.1) card.

SAW BLADE

1 required for Rinoa's L.3 weapon, Rising Sun.

Refine into 10 Death* using L Mag-RF (Siren).

Refine into 20 Dispel* using Supt Mag-RF (Leviathan).

*

Mug or defeat Belhemel.

1 received by modifying 1 Belhemel (L.2) card.

MESMERIZE BLADE

1 required for Squall's L.3 weapon, Cutting Trigger.

1 required for Rinoa's L.4 weapon, Cardinal.

Refine for 20 Regen* using L Mag-RF (Siren).

Refine into 2 X-Potions using Recov Med-RF (Carbuncle).

Refine into 2 G-Hi-Potions using GF Med-RF (Leviathan). NR!

*

Mug or defeat Mesmerize.

1 received by modifying 1 Mesmerize (L.2) card.

VAMPIRE FANG

Refine into 20 Drain* using ST Mag-RF (Diablos).

*

Mug or defeat Glacial Eye or Red Bat.

1 received by modifying 1 Red Bat (L.1) card.

FURY FRAGMENT

1 required for Zell's L.3 weapon, Gauntlet.

1 required for Zell's (final) L.4 weapon, Ehrgeiz.

Refine into 5 Aura* using Supt Mag-RF (Leviathan).

Refine into 2 Aura Stones using Tool-RF (Siren). NR!

*

Defeat Blue Dragon or Ruby Dragon.

Defeat Grendel (rare).

1 received by modifying 4 Blue Dragon (L.4) cards.

BETRAYAL SWORD

1 required for Squall's L.4 weapon, Flame Saber.

Refine into 20 Confuse* using ST Mag-RF (Diablos).

Refine 5 into 1 Remedy using ST Med-RF (Siren). NR!

*

Defeat Blitz or Forbidden.

Mug Forbidden.

1 received by modifying 1 Forbidden (L.3) card.

SLEEP POWDER

Refine into 5 Sleep* using ST Mag-RF (Diablos).

Refine 5 into 1 Remedy using ST Med-RF (Siren). NR!

*

Defeat Ochu.

Mug or defeat Grat or Funguar.

LIFE RING

1 required for Selphie's L.3 weapon, Crescent Wish.

Refine into 2 Phoenix Down using Recov Med-RF (Carbuncle).

Refine into 2 G-Returner using GF Med-RF (Leviathan).

*

Mug or defeat Vysage's left hand (Lefty).

Defeat Mesmerize.

Defeat Turtapod (rare).

1 received by modifying 5 Torama (L.4) cards.

1 received by modifying 1 Granaldo (Boss L.6) card.

DRAGON FANG

1 required for Squall's (final) L.7 weapon, Lionheart.

Refine into 1 Remedy using ST Med-RF (Siren). NR!

Refine into 20 Cure* using Supt Mag-RF (Leviathan).

Refine 100 into 1 Med Kit using GFabl Med-RF (Eden).

*

Defeat Blue Dragon, Grendel, or Hexadragon.

DEAD SPIRIT

Refine into 20 Death* using L Mag-RF (Siren).

Refine into 2 Death Stones using Tool-RF (Siren). NR!

*

Defeat Blood Soul or Imp.

100 received by modifying 1 Odin (GF L.9) card.

-----BLUE MAGIC LEARNING ITEMS----- (can only be used on the field, and only on Quistis;
they can only be used this way once. Any help
on the magic descriptions would be appreciated!)

SPIDER WEB

Magic: Ultra Waves (attack all enemies)

1 required for Quistis's L.1 weapon, Chain Whip (in case you want to retry it 8-))

Refine into 20 Slow* using Time Mag-RF (Diablos).

*

Mug or defeat Caterchipillar.

1 received by modifying 1 Caterchipillar (L.1) card.

CORAL FRAGMENT

Magic: Electrocute (thunder-elemental attack on all enemies)

*

Defeat Cockatrice or Blitz.

Mug or defeat Creeps.

1 received by modifying 1 Creeps (L.2) card.

CURSE SPIKE

Magic: LV?Death (causes Death to certain level enemies)

2 required for Selphie's (final) L.4 weapon, Strange Vision.
Refine into 10 Pain* using ST Mag-RF (Diablos).
Refine into 1 Remedy using ST Med-RF (Siren). NR!
Refine 100 into 1 Dark Matter using Tool-RF (Siren must be at Level 100).

*

Defeat Creeps, Death Claw, Forbidden, Grand Mantis, Imp, or Malboro.
Mug or defeat Tri-Face.
1 received by modifying 1 Tri-Face (L.3) card.

BLACK HOLE

Magic: Degenerator (attempts to kill one enemy)
Refine into 30 Demi* using ST Mag-RF (Diablos).

*

Mug or defeat Gesper.
1 received by modifying 1 Gesper (L.1) card.
100 received by modifying 1 Diablos (GF L.9) card.

WATER CRYSTAL

Magic: Aqua Breath (water-elemental attack on all enemies)
Refine into 50 Water* using I Mag-RF (Shiva).

*

Defeat Chimera or Grand Mantis (rare).
Defeat or mug Fastitocalon.
Mug or defeat Fastitocalon-F (rare).
1 received by modifying 5 Fastitocalon-F (L.1) cards.
1 received by modifying 1 Fastitocalon (L.3) card.

MISSILE

Magic: Micro Missiles (take away certain percentage of enemy HP, depending on
Quistis's condition)

Refine into 20 Demolition Ammo using Ammo-RF (Ifrit).

*

Mug GIM52A.
Defeat BGH251F2 (boss, second battle) for 8 of them.

MYSTERY FLUID

Magic: Acid (status change on one enemy)
Refine into 10 Meltdown* using ST Mag-RF (Diablos).

*

Mug or defeat Gayla.
1 received by modifying 1 Gayla (L.1) card.

RUNNING FIRE

Magic: Gatling Gun (non-elemental attack on one enemy)
Refine into 20 Demolition Ammo using Ammo-RF (Ifrit).

*

Mug or defeat SAM08G.
Defeat Iron Giant.
Defeat BGH251F2 (boss, second battle).
1 received by modifying 1 SAM08G (L.3) card.

INFERNO FANG

Magic: Fire Breath (Fire-elemental attack)
1 required for Selphie's L.3 weapon, Crescent Wish.
Refine into 20 Flare* using F Mag-RF (Ifrit).
Refine into 2 Flare Stones using Tool-RF (Siren). NR!
Refine into 40 Fire Ammo using Ammo-RF (Ifrit).

*

Defeat Hexadragon.
Mug or defeat Ruby Dragon.

1 received by modifying 10 Ruby Dragon (L.5) cards.

WHISPER

Magic: White Wind (heal HP for entire party based on difference between current and max HP (if she has 9998 out of 9999 HP, it'll heal 1 HP.)

Refine into 50 Curaga* using L Mag-RF (Siren).

Refine into 4 G-Hi-Potions using GF Med-RF (Leviathan). NR!

Refine into 1 Cottage using Tool-RF (Siren). NR!

Refine 100 into 1 Healing Ring using GF Abl Med-RF (Eden).

*

Mug or defeat Adamantoise.

MALBORO TENTACLE

Magic: Bad Breath (cause many status ailments on all enemies)

2 required for Quistis's (final) L.4 weapon, Save The Queen.

6 required in inventory to receive GF Doomtrain.

Refine into 40 Bio* using ST Mag-RF (Diablos).

Refine into 2 Remedys using ST Med-RF (Siren). NR!

Refine 100 into 1 Moon Curtain using GF Abl Med-RF (Eden).

*

Defeat or mug Malboro.

1 received by modifying 4 Malboro (L.5) cards.

LASER CANNON

Magic: Homing Laser

Refine into 5 Pulse Ammo using Ammo-RF (Ifrit).

*

Defeat Belhemel or Elastoid (very rare).

Mug Elastoid (mini-boss, Lunatic Pandora Lab as Laguna, Disc 3).

Defeat Mobile Type 8 (boss, Disc 3) for 2 of them.

POWER GENERATOR

Magic: Ray Bomb

Refine into 20 Pulse Ammo using Ammo-RF (Ifrit).

*

Found in Lunatic Pandora as Zell.

Defeat Blitz (rare).

BARRIER

Magic: Mighty Guard (cast Shell and Protect on the entire party; also other random status like Float may occur).

Refine into 40 Shell* using Supt Mag-RF (Leviathan).

Refine 50 into 1 Aegis Amulet using GF Abl Med-RF (Eden).

*

Mug or defeat Behemoth.

1 received by modifying 10 Behemoth (L.5) cards.

DARK MATTER

Magic: Shockwave Pulsar (5-digit damage) (you'll probably only get one; don't refine it!)

Refine into 100 Ultima* using Forbid Mag-RF (Bahamut). NR!

Refine into 1 Shaman Stone using Tool-RF (Siren). NR!

Refine into 1 Luck-J Scroll using GF Abl Med-RF (Eden). NR!

*

Refined from 100 Curse Spikes using Tool-RF (Siren must be at Level 100).

-----COMPATIBILITY ITEMS----- (used in the field on a character; raises his/her alignment with a specific GF. The higher the alignment, the faster the GF will come when summoned.)

BOMB FRAGMENT

Effect: Ifrit +1

1 required for Selphie's L.1 weapon, Nunchaku (in case you want to retry it 8-))

1 required for Irvine's L.2 weapon, Ulysses.

Refine 100 into 1 Bomb Spirit using GFAb1 Med-RF (Eden).

*

Mug or defeat Bomb.

1 received by modifying 1 Bomb (L.4) card.

RED FANG

Effect: Ifrit +3

2 required for Squall's L.5 weapon, Twin Lance.

Refine into 20 Firaga* using F Mag-RF (Ifrit).

*

Defeat or mug Hexadragon.

Defeat Chimera (rare).

ARCTIC WIND

Effect: Shiva +1

Refine into 20 Blizzaga* using I Mag-RF (Shiva).

*

Defeat Glacial Eye.

1 received by modifying 1 Glacial Eye (L.2) card.

NORTH WIND

Effect: Shiva +3

Refine into 20 Blizzaga* using I Mag-RF (Shiva).

*

Defeat or mug Snow Lion.

1 received by modifying 1 Snow Lion (L.3) card.

100 received by modifying 1 Shiva (GF L.8) card.

DYNAMO STONE

Effect: Quezacotl +3

4 required for Irvine's L.3 weapon, Bismarck.

Refine into 20 Thundaga* using T Mag-RF (Quezacotl).

*

Mug or defeat Blitz or Elastoid.

Defeat Creeps or Cockatrice.

1 received by modifying 1 Blitz (L.4) card.

100 received by modifying 1 Quezacotl (GF L.8) card.

SHEAR FEATHER

Effect: Pandemona +1

1 required for Rinoa's L.2 weapon, Valkyrie.

Refine into 20 Aero* using T Mag-RF (Quezacotl).

*

Mug or defeat Thrustaevis.

Mug Death Claw.

1 received by modifying 1 Thrustaevis (L.2) card.

VENOM FANG

Effect: Doomtrain +3

Refine into 20 Bio* using ST Mag-RF (Diablos).

Refine into 10 Antidotes using ST Med-RF (Siren). NR!

Refine into 20 Dark Ammo using Ammo-RF (Ifrit).

*

Mug or defeat Anacondaaur.

1 received by modifying 1 Anacondaaur (L.2) card.

STEEL ORB

Effect: Diablos +3

2 required for Selphie's L.2 weapon, Morning Star.

Refine into 15 Demi* using Time Mag-RF (Diablos).

Refine into 10 Fire Ammo using Ammo-RF (Ifrit).

*

Defeat Wendigo.

Mug GIM47N.

1 received by modifying 1 Wendigo (L.4) card.

MOON STONE

Effect: Alexander +3

1 required for Irvine's (final) L.4 weapon, Exeter.

Refine into 20 Holy* using L Mag-RF (Siren).

Refine into 2 Holy Stone using Tool-RF (Siren). NR!

*

Defeat or mug Imp.

Mug or defeat Elnoyle.

DINO BONE

Effect: Brothers +3

1 required for Squall's L.5 weapon, Twin Lance.

2 required for Irvine's (final) L.4 weapon, Exeter.

Refine into 20 Quake* using Time Mag-RF (Diablos).

*

Mug or defeat T-Rexaur.

Defeat Armadodo.

1 received by modifying 1 Armadodo (L.3) card.

1 received by modifying 2 T-Rexaur (L.4) cards.

100 received by modifying 1 Sacred (GF L.8) card.

WINDMILL

Effect: Pandemona +3

2 required for Rinoa's (final) L.5 weapon, Shooting Star.

Refine into 20 Tornado* using T Mag-RF (Quezacotl).

*

Mug or defeat Thrustaevis.

Defeat Abyss Worm.

1 received by modifying 1 Abyss Worm (L.3) card.

100 received by modifying 1 Pandemona (GF L.9) card.

DRAGON SKIN

Effect: Carbuncle +3

1 required for Zell's L.3 weapon, Gauntlet.

2 required for Quistis's L.3 weapon, Red Scorpion.

4 required for Zell's (final) L.4 weapon, Ehrgeiz.

Refine into 20 Reflect* using Supt Mag-RF (Leviathan).

Refine 100 into 1 Glow Curtain using GFABl Med-RF (Eden)

*

Defeat Anacondaaur.

Mug Anacondaaur (rare).

FISH FIN

Effect: Leviathan +2

1 required for Zell's L.1 weapon, Metal Knuckle (in case you want to retry it 8-))

Refine into 20 Blizzaga using I Mag-RF (Shiva).

*

Defeat or mug Fastitocalon-F.

DRAGON FIN

Effect: Cerberus +3

1 required for Zell's L.2 weapon, Maverick.

Refine into 20 Double* using Time Mag-RF (Diablos).

*

Defeat Grendel.

1 received by modifying 1 Grendel (L.2) card.

SILENCE POWDER

Effect: Siren +3

Refine into 20 Silence* using ST Mag-RF (Diablos).

Refine into 3 Echo Screens using ST Med-RF (Siren). NR!

*

Defeat or mug Grat.

POISON POWDER

Effect: Doomtrain +1

Refine into 3 Antidotes using ST Med-RF (Siren).

*

Defeat Grat or Tri-Face.

Mug or defeat Imp.

CHEF'S KNIFE

Effect: Tonberry +3

1 required for Squall's L.6 weapon, Punishment.

20 required to get GF Tonberry in Centra Ruins.

Refine into 30 Death* using L Mag-RF (Siren).

Refine into 20 AP Ammo using Ammo-RF (Ifrit).

*

Mug or defeat Tonberry.

1 received by modifying 1 Tonberry (L.3) card.

1 received by modifying 1 Tonberry King (Boss L.5) card.

CACTUS THORN

Effect: Cactuar +3

Refine into 40 Demolition Ammo using Ammo-RF (Ifrit).

Refine into 1 Hundred Needles using GFabl Med-RF (Eden).

*

Mug or defeat Cactuar.

Mug Jumbo Cactuar for 4 of them.

1 received by modifying 1 Cactuar (L.3) card.

SHAMAN STONE

Effect: Bahamut +3

Refine 10 of them into 1 Holy War-trial using Forbid Med-RF (Doomtrain). NR!

Refine into 1 Rosetta Stone using GFabl Med-RF (Eden). (recommended)

Refine into 1 LuvLuvG using Tool-RF (Siren).

*

Refined from 1 Dark Matter using Tool-RF (Siren).

Refined from 1 Hungry Cookpot using Tool-RF (Siren).

Refined from 1 Rosetta Stone using Tool-RF (Siren).

LUVLUVG

Effect: All GF +20

*

Found in Lunatic Pandora as Zell.

100 received by modifying 1 Chubby Chocobo (GF L.8) card.

-----MISCELLANEOUS ITEMS-----

FUEL

Fuels vehicles (cars etc.). Used automatically.

*

Bought in most shops for 3000 Gil.

Mug Oilboyles (bosses, Disc 2) for 4 each.

MAGICAL LAMP

Use to summon and fight Diablos.

*

Given to Squall by Headmaster Cid in Balamb Garden, before the Timber mission.

GIRL NEXT DOOR

Give to Zone for a Rename Card and the Shiva card.

*

Found in the Timber Maniacs building.

SOLOMON'S RING

Use when you have 6 Malboro Tentacles, Remedy+s, and Steel Pipes to receive GF Doomtrain.

*

Found in Tear's Point.

SORCERESS' LETTER

Letter from Edea. Sell for some nice cash if you've already used it on the White SeeD Ship.

*

Received as part of the story.

HP UP

Use: Field

Effect: Raises HP permanently by 10 for one ally.

Refine 2 of them for 1 HP-J Scroll using GFabl Med-RF (Eden).

*

Refined from 1 Gaea's Ring using Forbid Med-RF (Doomtrain).

STR UP

Use: Field

Effect: Raises Strength permanently by 1 for one ally.

Refine 2 of them for 1 Str-J Scroll using GFabl Med-RF (Eden).

*

Found in Desert Prison (Disc 2)

Mug or defeat Raijin (all 3 times) (win 1, mug 2).

Refined from 10 Hyper Wrists using Forbid Med-RF (Doomtrain).

Refined from 1 Monk's Code using Forbid Med-RF (Doomtrain).

VIT UP

Use: Field

Effect: Raises Vitality (defense) permanently by 1 for one ally.

Refine 2 of them for 1 Vit-J Scroll using GFabl Med-RF (Eden).

*

Refined from 5 Adamantines using Forbid Med-RF (Doomtrain).

Refined from 1 Knight's Code using Forbid Med-RF (Doomtrain).

MAG UP

Use: Field

Effect: Raises Magic permanently by 1 for one ally.

Refine 2 of them for 1 Mag-J Scroll using GFabl Med-RF (Eden).

*

Mug NORG's Left Pod (boss, Disc 2) for 2 of them.

SPR UP

Use: Field

Effect: Raises Spirit (magic defense) permanently by 1 for one ally.

*

Refine 2 of them for 1 Spr-J Scroll using GFABl Med-RF (Eden).

Mug NORG's Right Pod (boss, Disc 2) for 1 of them.

SPD UP

Use: Field

Effect: Raises Speed permanently by 1 for one ally.

Refine 2 of them for 1 Spd-J Scroll using GFABl Med-RF (Eden).

*

Refined from 2 Aegis Amulets using Forbid Med-RF (Doomtrain).

Refined from 1 Hundred Needles using Forbid Med-RF (Doomtrain).

Refined from 50 Accelerators using Forbid Med-RF (Doomtrain).

Refined from 5 Rocket Engines using Forbid Med-RF (Doomtrain).

-----MAGAZINES----- (usable only in the field. Note: The Timber Maniacs you find are not items! They don't show up on the item list.)

Weapons Monthly: Gives specs on upgrading weapons.

*

March Issue: Defeat Elvoret (boss, Disc 1).

April Issue: On Squall's desk once he gets his own room.

May Issue: In Deling City Sewers.

June Issue: Defeat BGH251F2 (boss, Missile Base, Disc 1).

July Issue: Balamb Garden Training Area; must be in Disc 3.

August Issue: Hidden in Trabia Garden (see main FAQ).

1st Issue: In Lunatic Pandora Laboratory as Laguna.

All issues can be bought at the Esthar Book Shop for 1000 Gil, besides 1st issue, which must be bought for 50,000 Gil. (Tonberry's Familiar ability is required to buy the 1st issue.)

Combat King: Gives Zell new moves. You must have the magazine to use the new move.

*

Vol.001: Desert Prison

Vol.002: Defeat Fujin in Balamb (Disc 2).

Vol.003: Zell's sequence in Balamb Hotel (see main FAQ)

Vol.004: Talk to an Esthar soldier when you first visit Esthar City,

Vol.005: Lunatic Pandora as Zell

All issues can be bought at the Esthar Book Shop for 1000 Gil, besides Vol.005, which must be bought for 30,000 Gil. (Tonberry's Familiar ability is required to buy Vol.005.)

Pet Pal: Gives Rinoa's pet new moves. You must have the magazine to learn the move.

*

Vol.I: On the train to Timber (Disc 1).

Vol.II: Rinoa's room in the Forest Owl train after the train mission (Disc 1).

Vol.III: Bought at Timber Pet Store.

Vol.IV: Bought at Timber Pet Store.

Vol.V: Bought at Esthar Pet Store.

Vol.VI: Bought at Esthar Pet Store.

Pet Pals can be bought for 1000 Gil:

1 and 2 at the Esthar Book Shop

3 and 4 at the Timber Pet Shop

5 and 6 at the Esthar Pet Shop

Occult Fan: Tabloid, mostly useless because of its grainy pictures.

*

Vol.I: In Balamb Garden Library.

Bought from Esthar Book Shop for 35,000 Gil.

Vol.II: In the Dollet Pub Owner's back room.

Bought from Esthar Book Shop for 35,000 Gil.

Vol.III: From Master Fisherman during FIRST visit to FH.

Vol.IV: From the presidential secretary in Esthar.

Note that you can sell the Occult Fans for a large wad of cash!

III. MAGIC LIST

This is a comprehensive list of the uses of magic, their stat-raising abilities, and where to find them. I'll only give one or two Draw Points and enemies who carry the spell; I'm not going to list every single one. Here are the abbreviations I'll be using: ED = Elemental Defense; EA = Elemental Attack; SD = Status Defense; SA = Status Attack. The format is basically the same as the Items list, but there are three sections: uses (main use and refining uses), stat raising, and where to get it (the sections are separated by a *.) The values for stat raising are indicated for when 100 spells are junctioned to the stat. The ones which are recommended are marked with a ^. Note that every spell can only be gained from one type of refining ability, so it will only be listed once.

Stat explanations:

HP: Hit Points

STR: Strength (effectiveness of physical attack)

VIT: Vitality (defense against physical attacks)

MAG: Magic (effectiveness of magical attack)

SPR: Spirit (defense against magical attack)

SPD: Speed (rate at which ATB bar fills up)

EVA: Evade (chance of evading physical attacks - max of 100%)

HIT: Hit (accuracy with physical attacks - max of 255%)

LUCK: Luck (not really known)

TIPS:

-To get the most magic out of a Draw Point or enemy, make sure the character who Draws has a high Magic stat.

-You can only draw from an enemy or Draw Point if you are Junctioned with the Draw command!

-As a rule, draw points on the overworld (which are invisible) yield less spells at one time than ones in dungeons/towns, but they usually refill faster. See next entry.

-You can only draw 9 spells from one monster in a single turn, but monsters carry unlimited spells. The best way to get magic in the game is to put a monster to sleep or some other status which renders it impotent (like Blind for physical monsters and Silence for magical ones) - using Doomtrain will work nicely in almost any case - and then draw as many spells as you want from it!

-If an enemy does not have the spell listed when you try, use Tonberry's LV Up skill. A (HL) means that only high-level (above Lv.40 or so) monsters carry that spell.

-Spell groups (Fire, Blizzard, Thunder, Cure) almost always are carried by the same monster and as the monster raises levels, so does the spell it carries.

-The higher-level spells are only kept by powerful enemies and so are tough to draw for them. The best way to get these is to go to the Islands Closest To Heaven and Hell (see section V), equip Diablos's Enc-None ability, and enjoy! Clean out one island, head to the next one, and by the time you're done there, the first island will have regenerated! The spells you'll find are: Meteor, Ultima, Holy, Aura, Triple, Tornado, Quake, and Full-life. Warning; you'll almost never receive more than 5 spells per Draw Point on these islands, no matter how high your Magic stat is.

AERO

Effect: Wind attack on one enemy; can't be Reflected.

Refine 10 of them into 1 Tornado* using High Mag-RF (Alexander).

*

[HP+300, STR+17, VIT+10, MAG+16, SPR+10, SPD+20^, EVA+8%^, HIT+22%^, LUCK+15^]
[EA gains Wind +80%; ED gains Wind +80%]

*

20 refined from 1 Shear Feather using T Mag-RF (Quezacotl).

Draw from Thrustaervis, Death Claw, Abyss Worm.

Draw from Fujin (boss, Disc 2).

Draw from Ruby Dragon (boss, Disc 3).

APOCALYPSE

Effect: Super-powerful secret spell; can't be Reflected.

*

[Cannot junction.]

*

Draw from Ultimecia's final form.

AURA

Effect: Gives one ally Aura status (can use Limits even at full health).

*

[HP+3400^, STR+70^, VIT+22, MAG+24^, SPR+24^, SPD+10, EVA+2%, HIT+50%^, LUCK+40^]

*

1 refined from 1 Aura Stone using Supt Mag-RF (Leviathan).

5 refined from 1 Fury Fragment.

Draw points on Island Closest To Hell and pointy end of Long Horn Island (NW of Dollet).

Draw from Seifer (boss, end of Disc 3).

BERSERK

Effect: Gives one target Berserk Status (attack power is up but target can only attack).

*

[HP+300, STR+13^, VIT+8, MAG+14^, SPR+8, SPD+5, EVA+2%, HIT+4%, LUCK+3]

[SA gains Berserk +100%, SD gains Berserk+100%^]

*

Refine 5 from 1 Magic Stone using ST Mag-RF (Diablos).

Refine 20 from 1 Steel Pipe.

Draw from Wendigo, Grat, Snow Lion.

Draw from Gerogero (boss, Disc 1).

Draw from Sacred/Minotaur (optional GF bosses, Tomb of Unknown King).

BIO

Effect: Poison-elemental attack to one target which adds Poison status.

*

[HP+700, STR+24^, VIT+15, MAG+24^, SPR+15, SPD+5, EVA+2%, HIT+4%, LUCK+4]

[ED gains Poison+150%, EA gains Poison+100%, SD gains Poison+100%, SA gains Poison+100%]

*

Refine 1 from 1 Antidote using ST Mag-RF (Diablos).

Refine 5 from 1 Wizard Stone.

Refine 20 from 1 Venom Fang.

Refine 40 from 1 Malboro Tentacle.

Draw Point on Island Closest To Heaven.

Draw from Anacondaur (HL), Tri-Face, Vysage, Lefty, Blue Dragon, Chimera, Malboro.

Draw from Tri-Point (optional boss, Ultimecia Castle).

Draw from Gargantua (optional boss, Ultimecia Castle).

BLIND

Effect: Adds Blind status to one target.

*

[HP+100, STR+6, VIT+5, MAG+12^, SPR+10, SPD+3, EVA+2%, HIT+30%^, LUCK+2]

[SD gains Blind+100%^, SA gains Blind+100%]

*

1 refined from 1 Eye Drops using ST Mag-RF (Diablos).
Draw from Blobra, Blood Soul, Forbidden, Tri-Face, Ochu, Imp.

BLIZZARD

Effect: Ice-elemental attack on one target.

Refine 5 into 1 Blizzara using Mid Mag-RF (Quezacotl).

*

[HP+100, STR+10^, VIT+4, MAG+10^, SPR+4, SPD+8^, EVA+3%, HIT+10%^, LUCK+3]

[ED gains Ice+50%^, EA gains Ice+50%]

*

5 refined from 1 M-Stone Piece using I Mag-RF (Shiva).

Draw from Fastitocalon-F, Buel, Glacial Eye, Thrustaevis, Grendel, Jelleye, Snow Lion, Adamantoise, and G-Soldier.

BLIZZARA

Effect: Stronger version of Blizzard.

Refine 5 into 1 Blizzaga using High Mag-RF (Alexander).

*

[HP+200, STR+15^, BIT+8, MAG+15^, SPR+8, SPD+12^, EVA+4%, HIT+16%^, LUCK+12]

[ED gains Ice+80%^, EA gains Ice+80%]

*

1 refined from 5 Blizzard* using Mid Mag-RF (Quezacotl).

5 refined from 1 Magic Stone using I Mag-RF (Shiva).

See Blizzard* for enemies.

BLIZZAGA

Effect: Strongest version of Blizzard.

*

[HP+1400^, STR+30^, VIT+16, MAG+30^, SPR+16, SPD+14^, EVA+4%, HIT+20%^, LUCK+14]

[ED gains Ice+120%^, EA gains Ice+100%]

*

1 refined from 5 Blizzara* using High Mag-RF (Alexander).

5 refined from 1 Wizard Stone using I Mag-RF (Shiva).

20 refined from 1 Arctic Wind.

20 refined from 1 North Wind.

Draw Point near Elder's House in Shumi Village; in Timber Maniacs Building.

See Blizzard* for enemies.

BREAK

Effect: Adds Stone status to one target.

*

[HP+1000^, STR+20, VIT+20, MAG+34^, SPR+35^, SPD+10, EVA+4%, HIT+10%, LUCK+12]

[SD gains Stone+100%, SA gains Stone+100%^]

*

20 refined from 1 Cockatrice Pinion using ST Mag-RF (Diablos).

Draw from Cockatrice (HL), Imp, Blue Dragon.

Draw from Iguion (boss, Disc 1).

CONFUSE

Effect: Add Confuse status to one target.

*

[HP+700, STR+22, VIT+18, MAG+28^, SPR+18, SPD+18^, EVA+4%, HIT+8%^, LUCK+8]

[SD gains Confuse+100%^, SA gains Confuse+100%]

*

Refine 20 from 1 Betrayal Sword using ST Mag-RF (Diablos).

Draw from Funuar, Blobra, Grat, Belhemel (HL), Fastitocalon (HL), Ochu, Imp.

Draw from Oilboyle (boss, Disc 2).

CURE

Effect: Recovers HP (can be used in the field).

Refine 5 of them for 1 Cura* using Mid Mag-RF (Quezacotl).

*

[HP+200, STR+4, VIT+15^, MAG+4, SPR+15^, SPD+3, EVA+2%, HIT+2%, LUCK+2]

*

5 refined from 1 M-Stone Piece using L Mag-RF (Siren) or Supt Mag-RF (Leviathan).

20 refined from 1 Dragon Fang using Supt Mag-RF (Leviathan).

Draw from G-Soldier, Geezard, Blobra, Caterchipillar, Mesmerize, Glacial Eye, Anacondaaur, Turtapod.

CURA

Effect: Stronger version of Cure.

Refine 5 of them for 1 Curaga* using High Mag-RF (Alexander).

*

[HP+500^, STR+8, VIT+28^, MAG+8, SPR+28^, SPD+4, EVA+2%, HIT+3%, LUCK+3]

*

1 refined from 5 Cure* using Mid Mag-RF (Quezacotl).

5 refined from 1 Magic Stone using L Mag-RF (Siren).

See Cure* for enemies.

Draw from Biggs (boss, Disc 2).

CURAGA

Effect: Strongest version of Cure.

*

[HP+2200^, STR+20, VIT+65^, MAG+20, SPR+65^, SPD+10, EVA+4%, HIT+10%, LUCK+10]

*

1 refined from 5 Cura* using High Mag-RF (Alexander).

100 refined from 1 Healing Ring using L Mag-RF (Siren).

20 refined from 1 Healing Mail.

20 refined from 1 Healing Water.

50 refined from 1 Whisper.

Draw Point in Edea's House.

See Cure* for enemies (minus Geezard).

Draw from Tonberry King (optional GF boss, Centra Ruins).

Draw from Propagator (bosses, Disc 3).

Draw from Bahamut (optional GF boss, Deep Sea Research Center).

DEATH

Effect: Cause KO to one target.

*

[HP+1800^, STR+22, VIT+22, MAG+38^, SPR+58^, SPD+10, EVA+4%, HIT+10%, LUCK+38^]

[SD gains Death+100%, SA gains Death+100%]

*

1 refined from 1 Death Stone using L Mag-RF (Siren).

10 refined from 1 Saw Blade.

20 refined from 1 Dead Spirit.

30 refined from 1 Chef's Knife.

Draw from Buel (HL), Creeps (HL), Forbidden (HL), Tonberry, Torama, Blue Dragon, Elnoyle (HL).

Draw from Odin (optional GF boss, Centra Ruins).

Draw from Tonberry King (optional GF boss, Centra Ruins).

DEMI

Effect: Lowers target's HP by a set percentage; can't be Reflected.

*

[HP+1600^, STR+34^, VIT+18, MAG+36^, SPR+18, SPD+12, EVA+4%, HIT+14%, LUCK+10]

*

15 refined from 1 Steel Orb using Time Mag-RF (Diablos).

30 refined from 1 Black Hole.

Draw from Lefty, Torama, Malboro.

Draw from Diablos (optional GF boss).

Draw from Edea (boss, Disc 2).
Draw from Ruby Dragon (boss, Disc 3).
Draw from Jumbo Cactuar (optional GF boss, Cactuar Island).
Draw from Red Giant (optional boss, Ultimecia Castle).

DISPEL

Effect: Removes magical effects like Reflect, Shell, and Protect; can't be Reflected.

*

[HP+1000^, STR+12, VIT+36^, MAG+16, SPR+60^, SPD+8, EVA+4%, HIT+8%, LUCK+14]
[SD gains Drain+50%]

*

5 refined from 1 Magic Stone using Supt Mag-RF (Leviathan).
20 refined from 1 Wizard Stone.
20 refined from 1 Saw Blade.
Draw from Gesper (HL), Blood Soul, Mesmerize (HL), Death Claw, Turtapod, Hexadragon.
Draw from Edea (boss, Disc 1).

DOUBLE

Effect: Allows target to cast two spells in the same turn.

Refine 10 of them into 1 Triple* using High Mag-RF (Alexander).

*

[HP+200, STR+15^, VIT+6, MAG+18^, SPR+6, SPD+10, EVA+4%, HIT+40%^, LUCK+2]

*

20 refined from 1 Dragon Fin using Time Mag-RF (Diablos).
Draw from Grendel, Elnoye.
Draw from Elvoret (boss, Disc 1).
Draw from Gerogero (boss, Disc 1).
Draw from Minotaur (optional GF boss, Tomb of Unknown King).
Draw from Edea (boss, Disc 1).
Draw from Odin (optional GF boss, Centra Ruins).
Draw from Cerberus (optional GF boss, Disc 2).

DRAIN

Effect: Steals HP from target and gives it to caster.

*

[HP+400, STR+13, VIT+30^, MAG+20^, SPR+24^, SPD+6, EVA+2%, HIT+5%, LUCK+4]
[SD gains Drain+100%, SA gains Drain+100%]

*

20 refined from 1 Vampire Fang using ST Mag-RF (Diablos).
30 refined from 1 Ochu Tentacle.
Draw Point in Winhill.
Draw from Red Bat, Blue Dragon.

ESUNA

Effect: Removes all status conditions like Blind, Petrify, and Vit 0.

*

[HP+500^, STR+6, VIT+36^, MAG+12, SPR+16^, SPD+3, EVA+2%, HIT+3%, LUCK+10]
[SD gains: Poison, Stone, Blind, Slow, Silence, Berserk, Sleep, Stop, Curse, Confusion all +20%^]

*

Draw from Mesmerize, Grand Mantis, Turtapod, Vysage, Chimera.
Draw from Biggs (boss, Disc 1).
Draw from Gerogero (boss, Disc 1).

FIRE

Effect: Fire-elemental attack on one target.

Refine 5 of them into 1 Fira* using Mid Mag-RF (Quezacotl).

*

[HP+100, STR+10^, VIT+4, MAG+10^, SPR+4, SPD+8^, EVA+3%, HIT+10%^, LUCK+8]
[ED gains Fire+50%^, EA gains Fire+80%]

*

5 refined from 1 M-Stone Piece using F Mag-RF (Ifrit).
Draw Point in Fire Cavern near Balamb.
Draw from Bite Bug, G-Soldier, Buel, Anaconda, Grendel, Jelle, T-Rexaur, Bomb,
Hexadragon, Ruby Dragon.

FIRA

Effect: Stronger version of Fire.
Refine 5 of them into 1 Firaga* using High Mag-RF (Alexander).

*

[HP+200, STR+15^, VIT+8, MAG+15^, SPR+8, SPD+12^, EVA+4%, HIT+16%^, LUCK+12]
[ED gains Fire+80%^, EA gains Fire+80%]

*

1 refined from 5 Fire* using Mid Mag-RF (Quezacotl).
5 refined from 1 Magic Stone using F Mag-RF (Ifrit).
See Fire* for enemies.
Draw from Wedge (boss, Disc 2).

FIRAGA

Effect: Strongest version of Fire.

*

[HP+1400^, STR+30^, VIT+16, MAG+30^, SPR+16, SPD+14^, EVA+4%, HIT+20%^, LUCK+14]
[ED gains Fire+120%^, EA gains Fire+100%]

*

1 refined from 5 Fira* using High Mag-RF (Alexander).
20 refined from 1 Red Fang using F Mag-RF (Ifrit).
100 refined from 1 Phoenix Pinion.
100 refined from 1 Phoenix Spirit.
100 refined from 1 Bomb Spirit.
Draw Point in Sculptor's House in Shumi Village.
See Fire* for enemies.
Draw from Ruby Dragon (boss, Disc 3).

FLARE

Effect: Strong Fire/Ice/Thunder attack on one target; can't be Reflected.

*

[HP+3200^, STR+56^, VIT+26^, MAG+44^, SPR+26^, SPD+12, EVA+4%, HIT+26%^, LUCK+12]
[ED gains Fire, Ice and Thunder all +80%^]

*

1 refined from 1 Flare Stone using F Mag-RF (Ifrit).
20 refined from 1 Inferno Fang using F Mag-RF (Ifrit).
Draw from Tri-Face (HL), Behemoth, Ruby Dragon (HL).
Draw from Bahamut (optional GF boss, Deep Sea Research Center).
Draw from Mobile Type 8 (boss, Disc 3).
Draw from Adel (boss, Disc 4).
Draw from "Sorceress" third type (boss, Disc 4).
Draw from Trauma (optional boss, Ultimecia Castle).
Draw from Tiamat (optional boss, Ultimecia Castle).
Draw from Omega Weapon (optional boss, Ultimecia Castle).

FLOAT

Effect: Adds Float status to one ally (protects from Earth attacks).

*

[HP+200, STR+8, VIT+15^, MAG+8, SPR+15^, SPD+16^, EVA+4%, HIT+12%^, LUCK+20^]
[ED gains Earth+50%]

*

Draw Point at entrance to Tomb of Unknown King.
Draw from Gesper, Blood Soul, Thrustaevs,

FULL-LIFE

Effect: Revives one ally with full HP (can be used on the field).

*

[HP+4800^, STR+20, VIT+80^, MAG+20, SPR+85^, SPD+8, EVA+4%, HIT+8%, LUCK+20]

[ED gains all elements +40%^; SD gains Death+100%]

*

20 refined from 1 Regen Ring using L Mag-RF (Siren).

100 refined from 1 Phoenix Spirit.

Draw from Tonberry King (optional GF boss, Centra Ruins).

Draw from Bahamut (optional GF boss, Deep Sea Research Center).

Draw from Fujin (boss, Discs 2 and 3).

HASTE

Effect: Gives one target Haste status.

*

[HP+500, STR+12, VIT+16, MAG+20^, SPR+20, SPD+50^, EVA+8%, HIT+10%, LUCK+10]

*

5 refined from 1 Magic Stone using Time Mag-RF (Diablos).

20 refined from 1 Lightweight.

100 refined from 1 Accelerator.

Draw from Cactuar, Vysage, Iron Giant.

Draw from Biggs (boss, Disc 2).

Draw from Seifer (boss, Disc 2).

Draw from "Sorceress" second type (boss, Disc 4).

Draw from Tri-Point (optional boss, Ultimecia Castle).

HOLY

Effect: Strong Holy-elemental attack on one target.

*

[HP+3800^, STR+55^, VIT+28, MAG+45^, SPR+48^, SPD+10, EVA+8%, HIT+24%^, LUCK+14]

[ED gains Holy+200%, EA gains Holy+100%, SD gains Death, Drain, Confuse, Zombie, Sleep, Berserk, Blind, and Poison all +40%^]

*

1 refined from 1 Holy Stone using L Mag-RF (Siren).

20 refined from 1 Moon Stone using L Mag-RF (Siren).

Draw Point in captain's cabin on the White Seed Ship.

Draw from Elnoyle.

Draw from "Sorceress" third type (boss, Disc 4).

Draw from Krysta (optional boss, Ultimecia Castle).

Draw from Omega Weapon (optional boss, Ultimecia Castle).

LIFE

Effect: Revives one ally with minimal HP (can use in the field).

*

[HP+1200^, STR+8, VIT+50^, MAG+10, SPR+50^, SPD+4, EVA+2%, HIT+3%, LUCK+4]

[ED gains all elements +30%^, SD gains Death+20%]

*

Draw from Mesmerize, Creeps, Grand Mantis, Turtapod (HL), Torama.

Draw from Sacred (optional GF boss, Tomb of Unknown King).

Draw from Seifer and Edea (bosses, Disc 1).

MELTDOWN

Effect: Adds Vit 0 Status to one target.

*

[HP+1500^, STR+24^, VIT+80^, MAG+20, SPR+20, SPD+3, EVA+2%, HIT+12%, LUCK+8]

*

10 refined from 1 Mystery Fluid using ST Mag-RF (Diablos).

Draw from Gayla, Bomb (HL).

Draw from Jumbo Cactuar (optional GF boss, Cactuar Island).

METEOR

Effect: Non-elemental attack hits random enemies about 8 times.

*

[HP+4600^, STR+75^, VIT+34^, MAG+52^, SPR+34^, SPD+30^, EVA+12%, HIT+40%^, LUCK+22^]
[ED gains Earth and Wind +150%]

*

1 refined from 1 Meteor Stone using Forbid Mag-RF (Diablos).
5 refined from 1 Star Fragment using Forbid Mag-RF (Diablos).
Draw Point in Great Salt Lake (climb the bones).
Draw from Ruby Dragon.
Draw from Catoblepas (optional boss, Ultimecia Castle).
Draw from Omega Weapon (optional boss, Ultimecia Castle).

PAIN

Effect: Adds Blind, Poison, and Silence to one target.

*

[HP+2800^, STR+42^, VIT+36^, MAG+60^, SPR+45^, SPD+4, EVA+2%, HIT+4%, LUCK+40^]
[SD gains Poison, Blind and Silence and Curse all +100%^]

*

10 refined from 1 Curse Spike using ST Mag-RF (Diablos).
Draw from Tri-Face (HL), Ochu (HL), Elnoyle.

PROTECT

Effect: Adds Protect Status to one target (physical defense +50%)

*

[HP+400, STR+6, VIT+40^, MAG+10, SPR+18, SPD+3, EVA+2%, HIT+3%, LUCK+14^]
[ED gains Fire, Ice and Thunder all +20%]

*

1 refined from 1 Protect Stone using Supt Mag-RF (Leviathan).
30 refined from 1 Turtle Shell.
60 refined from 1 Giant's Ring.
100 refined from 1 Steel Curtain.
Draw from Blobra, Gesper, Armadodo, Righty, Wendigo, Adamantoise, Hexadragon, Iron Giant.
Draw from X-ATM092 ("optional" boss, Disc 1).
Draw from Sacred/Minotaur (optional GF bosses, Tomb of Unknown King).

QUAKE

Effect: Earth-elemental attack to all enemies (can't be Reflected).

*

[HP+2600^, STR+40^, VIT+20, MAG+40^, SPR+20, SPD+7, EVA+3%, HIT+30%^, LUCK+12]
[ED gains Earth+200%^, EA gains Earth+100%]

*

20 refined from 1 Dino Bone using Time Mag-RF (Diablos).
Draw from Armadodo (HL), Abyss Worm (HL), Lefty, T-Rexaur (HL), Iron Giant (HL), Malboro.
Draw from Cerberus (optional GF boss, Disc 2).
Draw from Gargantua (optional boss, Ultimecia Castle).

REFLECT

Effect: Adds Reflect status to one ally.

*

[HP+2000^, STR+14, VIT+46^, MAG+20, SPR+72^, SPD+10, EVA+4%, HIT+8%, LUCK+16]
[SD gains Poison, Petrify, Blind, Slow, Silence, Berserk, Sleep, Stop, Curse,
Confusion all +25%^]

*

20 refined from 1 Dragon Skin using Supt Mag-RF (Leviathan).
100 refined from 1 Glow Curtain.
Draw from Death Claw (HL), Adamantoise (HL), Ruby Dragon (HL).
Draw from Wedge (boss, Disc 2).
Draw from Gargantua (optional boss, Ultimecia Castle).

REGEN

Effect: Gradually recovers target's HP.

*

[HP+2600^, STR+18, VIT+70^, MAG+18, SPR+60^, SPD+8, EVA+4%, HIT+12%, LUCK+8]

*

20 refined from 1 Mesmerize Blade using L Mag-RF (Siren).

Draw Point in FH.

Draw from Lefty, Behemoth.

Draw from Biggs (boss, Disc 2).

Draw from Ultima Weapon (optional boss, Deep Sea Deposit).

SCAN

Effect: Views enemy stats.

*

[HP+100, STR+5, VIT+5, MAG+5, SPR+5, SPD+3, EVA+2%, HIT+3%, LUCK+3 - nothing good]

*

Draw from Bite Bug, Funguar, Red Bat, Fastitocalon-F, Glacial Eye, Thrustaevis, Fastitocalon.

SHELL

Effect: Adds Shell status to target (magical defense +50%)

*

[HP+400^, STR+6, VIT+18, MAG+10, SPR+40^, SPD+3, EVA+2%, HIT+3%, LUCK+14]

[ED gains all elements +20%^]

*

1 refined from 1 Shell Stone using Supt Mag-RF (Leviathan).

40 refined from 1 Rune Armlet.

40 refined from 1 Barrier.

100 refined from 1 Moon Curtain.

Draw from Blobra, Gesper, Armadodo, Righty, Adamantoise, Hexadragon, Iron Giant.

Draw from Sacred/Minotaur (optional GF bosses, Tomb of Unknown King).

SILENCE

Effect: Adds Silence status to target.

*

[HP+100, STR+5, VIT+5, MAG+12^, SPR+10, SPD+4, EVA+1%, HIT+3%, LUCK+2]

[SD gains Silence+100%^, SA gains Silence+100%^]

*

2 refined from 1 Echo Screen using ST Mag-RF (Diablos).

5 refined from 1 M-Stone Piece.

20 refined from 1 Silence Powder.

Draw Point in Dollet.

Draw from Funguar, Blood Soul, Grat, Tri-Face, Ochu, Imp.

SLEEP

Effect: Adds Sleep status to target.

*

[HP+100, STR+6, VIT+5, MAG+8, SPR+10^, SPD+4, EVA+4%, HIT+3%, LUCK+2]

[SD gains Sleep+100^, SA gains Sleep+100^]

*

5 refined from 1 Sleep Powder using ST Mag-RF (Diablos).

Draw from Funguar, Gayla, Fastitocalon-F, Blood Soul, Grat.

SLOW

Effect: Adds Slow status to target.

*

[HP+500^, STR+12, VIT+16, MAG+20, SPR+20, SPD+40^, EVA+8%, HIT+10%^, LUCK+10]

[SD gains Slow+100%^, SA gains Slow+100%]

*

5 refined from 1 M-Stone Piece using Time Mag-RF (Diablos).

20 refined from 1 Spider Web.

Draw from Caterchipillar, Tri-Face.
Draw from Biggs (boss, Disc 2).
Draw from NORG's Right Pod (boss, Disc 2).

STOP

Effect: Stops ATB bar for target.

*

[HP+800^, STR+18, VIT+20, MAG+30^, SPR+24, SPD+48^, EVA+10%, HIT+20%^, LUCK+10]
[SD gains Stop+100%^, SA gains Stop+100%]

*

5 refined from 1 Wizard Stone using Time Mag-RF (Diablos).
Draw from Caterchipillar (HL), Forbidden, Tri-Face (HL).
Draw from BGH251F2 (boss, Disc 2).
Draw from Odin (optional GF boss, Centra Ruins).

THUNDER

Effect: Thunder-elemental attack to one target.

Refine 5 of them into 1 Thundara* using Mid Mag-RF (Quezacotl).

*

[HP+100, STR+10^, VIT+4, MAG+10^, SPR+4, SPD+8, EVA+3%, HIT+10%^, LUCK+8]
[ED gains Thunder+50%^, EA gains Thunder+50%^]

*

5 refined from 1 M-Stone Piece using T Mag-RF (Quezacotl).
Draw Point in Balamb.
Draw from Geezard, Red Bat, Gayla, Caterchipillar, Cockatrice, Buel, Belhemel, Creeps,
Jelleye, T-Rexaur, Blitz, Chimera.

THUNDARA

Effect: Stronger version of Thunder.

Refine 5 of them into 1 Thundaga* using High Mag-RF (Alexander).

*

[HP+200, STR+15^, VIT+8, MAG+15^, SPR+8, SPD+12, EVA+4%, HIT+16%^, LUCK+12]
[ED gains Thunder+80%^, EA gains Thunder+80%^]

*

1 refined from 5 Thunder* using Mid Mag-RF (Quezacotl).
5 refined from 1 Magic Stone using T Mag-RF (Quezacotl).
Draw Point in Deling City (west of Caraway's Mansion).
See Thunder* for enemies.

THUNDAGA

Effect: Strongest version of Thunder.

*

[HP+1400^, STR+30^, VIT+16, MAG+30^, SPR+16, SPD+14, EVA+4%, HIT+20%^, LUCK+14]
[ED gains Thunder+120%^, EA gains Thunder+100%^]

*

1 refined from 5 Thundara* using Mid Mag-RF (Quezacotl).
5 refined from 1 Wizard Stone using T Mag-RF (Quezacotl).
20 refined from 1 Dynamo Stone.
See Thunder* for enemies (minus Geezard).

TRIPLE

Effect: Allows target to cast three spells in the same turn.

*

[HP+2400^, STR+70^, VIT+10, MAG+70^, SPR+10, SPD+70^, EVA+16%^, HIT+150%^, LUCK+30^]

*

1 refined from 10 Double* using High Mag-RF (Alexander).
50 refined from 1 Rocket Engine using Time Mag-RF (Diablos).
60 refined from 1 Samantha Soul.
100 refined from 1 Three Stars.
Draw from Odin (optional GF boss, Centra Ruins).

Draw from Cerberus (optional GF boss, Disc 2).

TORNADO

Effect: Strong wind attack on all enemies (can't be reflected).

*

[HP+3000^, STR+48^, VIT+24, MAG+42^, SPR+24, SPD+33^, EVA+13%, HIT+38%^, LUCK+14]
[ED gains Wind+200%^, EA gains Wind+100%]

*

1 refined from 10 Aero* using High Mag-RF (Alexander).
20 refined from 1 Windmill using T Mag-RF (Quezacotl).
Draw from Thrustaevis (HL), Abyss Worm (HL), Behemoth.
Draw from Jumbo Cactuar (optional GF boss, Cactuar Island).
Draw from Fujin (boss, Discs 2 and 3).
Draw from Tri-Point (optional boss, Ultimecia Castle).

ULTIMA

Effect: Powerful non-elemental attack strikes all enemies (can't be reflected).

*

[HP+6000^, STR+100^, VIT+82^, MAG+100^, SPR+95^, SPD+60^, EVA+24%^, HIT+60%^, LUCK+64^]
[ED gains all elements +100%^]

*

1 refined from 1 Ultima Stone using Forbid Mag-RF (Bahamut).
3 refined from 1 Energy Crystal.
100 refined from 1 Dark Matter. NR!
Draw Point in Mayor Dobe's House in FH; at entrance to Shumi Village at 5000 Gil a pop.
Draw from Ultima Weapon (optional boss, Deep Sea Deposit).
Draw from Omega Weapon (optional boss, Ultimecia Castle).

WATER

Effect: Water-elemental attack on one target.

*

[HP+300, STR+20^, VIT+14, MAG+18^, SPR+14, SPD+12, EVA+4%, HIT+18%^, LUCK+13]
[ED gains Water+150%^, EA gains Water+100%]

*

50 refined from 1 Water Crystal using I Mag-RF (Shiva).
Draw from Fastitocalon-F, Grand Mantis, Fastitocalon, Chimera.

ZOMBIE

Effect: Adds Zombie status to one target.

*

[HP+800^, STR+15, VIT+24^, MAG+15, SPR+12, SPD+2, EVA+1%, HIT+2%, LUCK+2]
[SD gains Zombie+100%^, SA gains Zombie+100%]

*

2 refined from 1 Holy Water using ST Mag-RF (Diablos).
20 refined from 1 Zombie Powder.
Draw from Blood Soul, Forbidden.
Draw from Gerogero (boss, Disc 1).

---LIST OF BEST JUNCTION SPELLS

The ^ recommended picks above are the picks for THAT spell; that is, which stat I recommed that spell to be junctioned to. The following is a list of the best 5 spells to junction to a stat. Because the ultimate spells are good with any stat, I'll list them plus another five spells wherever applicable. The ultimate spells are: Ultima, Meteor, Holy, Aura, Triple, and Flare.

HP: Ultima 6000, Meteor 4600, Full-life 4800, Holy 3800, Aura 3400, Flare 3200,
Tornado 3000, Pain 2800, Quake 2600, Regen 2600, Triple 2400, Curaga 2200.
STR: Ultima 100, Meteor 75, Aura 70, Triple 70, Flare 56, Holy 55, Tornado 48,
Pain 42, Quake 40, Demi 34, Firaga/Blizzaga/Thundaga 20.

VIT: Ultima 82, Full-life 80, Meltdown 80, Regen 70, Curaga 65, Life 50.
MAG: Ultima 100, Triple 70, Pain 60, Meteor 52, Holy 45, Flare 44, Tornado 42,
Quake 40, Death 38, Demi 36, Firaga/Blizzaga/Thundaga/Stop 30.
SPR: Ultima 95, Full-life 82, Reflect 72, Curaga 65, Regen/Dispel 60, Death 58.
SPD: Triple 70, Ultima 60, Haste 50, Stop 48, Slow 40, Tornado 33, Meteor 30,
Aero 20.
EVA: Ultima 24%, Triple 16%, Tornado 13%, Meteor 12%, Stop 10%, Aero/Haste/
Holy/Slow 8%.
HIT: Triple 150, Ultima 60, Aura 50, Meteor/Double 40, Tornado 38, Blind/Quake 30,
Flare 26, Holy 24, Aero 22.
LUCK: Ultima 64, Aura/Pain 40, Death 38, Triple 30, Meteor 22, Float/Full-life 20,
Reflect 16.

IV. BOSS CARD LOCATIONS

All cards below Level 8 (besides PuPu) can be gotten by winning them, or turning an enemy into a card. For bosses, turning certain regular enemies into cards will get you a boss card. Here's the list (the second enemy on the list is always weaker and therefore easier to Card).

Tonberry King: Malboro, Fastitocalon
Wedge, Biggs: Snow Lion, Funguar
Fujin, Raijin: Iron Giant, Jelleye
Elvoret: Ochu, Bite Bug
X-ATM092: SAM08G, Red Bat
Granaldo: Death Claw, Blobra
Gerogero: Cactuar, Gayla
Iguion: Tonberry, Gesper
Abadon: Abyss Worm, Blood Soul
Trauma: Turtapod, Caterchipillar
Oilboyle: GIM47N, Cockatrice
Shumi Tribe: T-Rexaur, Grat
Krysta: Bomb, Buel
Propagator: Blitz, Mesmerize
Jumbo Cactuar: Wendigo, Glacial Eye
Tri-Point: Torama, Belhemel
Gargantua: Imp, Thrustaevis
Mobile Type 8: Blue Dragon, Anacondaur
Sphinxara: Adamantoise, Creeps
Tiamat: Hexadragon, Grendel
BGH251F2: Behemoth, Grand Mantis
Red Giant: Chimera, Forbidden
Catoblepas: Elnoyle, Armadodo
Ultima Weapon: Elastoid, Tri-Face

V. MONSTER LOCATIONS

Bosses only appear once except when specified, so take the opportunity!
The Island Closest To Hell is the westernmost island on the map.
The Island Closest To Heaven is the northernmost SMALL island (not continent) north of Esthar.
For a much more detailed list of locations, please check out Scott Ong's monster FAQ (it's available at GameFAQs.com).

Abyss Worm: Kashkabald Desert (Centra area)

Adamantoise: beaches of Long Horn Island (island east of Dollet)
Adel: Boss, Lunatic Pandora (Disc 3)
Anaconda: Roshfell Forest (north of Timber),
Deep Sea Research Center (before fighting Bahamut)
Armadodo: Tomb Of The Unknown King, Centra Ruins
Bahamut: Optional boss, Deep Sea Research Center
Base Leader: Boss, Missile Base (Disc 2)
Base Soldier: Bosses, Missile Base (Disc 2)
Behemoth: Great Esthar Plains (after moon mission) (rare),
Deep Sea Research Center, Lunatic Pandora as Squall
Belhemel: Galbadia Garden Area
BGH251F2: Boss, Missile Base (Disc 2) and again in FH.
Biggs: Boss, Dollet Communication Tower (Disc 1) and Desert Prison (Disc 2)
Bite Bug: Balamb Area, Winhill as Laguna, Trabia Area,
Trabia Canyon as Laguna, Esthar City (before moon mission)
Blitz: Galbadia Garden (Disc 2), Edea's House Area Forests
Blobra: Tomb Of The Unknown King, Centra Ruins
Blood Soul: Galbadia Garden Area, Winhill Area
Blue Dragon: Trabia Area Forests (rare), Island Closest To Hell,
Deep Sea Research Center
Bomb: Fire Cavern, Centra Ruins, Deep Sea Research Center
Buel: Fire Cavern, Tomb Of The Unknown King, Centra Ruins
Cactuar: Cactuar Island (near Kashkabald Desert, Centra area), Kashkabald Desert
Caterchipillar: Balamb Area Forests, Winhill as Laguna
Catoblepas: Optional boss, Ultimecia Castle (Disc 4)
Cerberus: Optional boss, Galbadia Garden (Disc 2)
Chimera: Kashkabald Desert (Centra Area) (rare),
Island Closest To Hell (westernmost island on map)
Cockatrice: Timber Area Forests
Creeps: Deling City Sewers, Galbadia Garden (Disc 2)
Death Claw: Galbadia Garden (Disc 2)
Edea: Boss, Deling City (Disc 1) and again in Galbadia Garden (Disc 2)
Elastoid: Centra Excavation Site as Laguna (rare),
Lunatic Pandora Laboratory as Laguna
Elite Soldier: Dollet (Disc 1), Timber (Disc 1), Desert Prison,
Missile Base, FH (Disc 2), Balamb Garden (Disc 2),
Galbadia Garden (Disc 2), Esthar City (invasion),
Lunatic Pandora as Zell
Elnoye: Esthar City (after moon mission)
Elvoret: Boss, Dollet Communication Tower (Disc 1)
Esthar Soldier: Centra Excavation Site and Lunatic Pandora Lab as Laguna
Fake President: Boss, Presidential Train (Disc 1)
Fastitocalon: D-District Prison area
Fastitocalon-F: Balamb Area Beaches, Deling City Area Beaches
Forbidden: Tomb Of The Unknown King (rare), Centra Ruins
Fujin: Boss in Balamb (Disc 2) and again in Lunatic Pandora (Disc 3)
G-Soldier: Timber (Disc 1), Missile Base, FH (Disc 2),
Balamb Garden (Disc 2), Galbadia Garden (Disc 2),
Esthar City (invasion), Lunatic Pandora as Zell,
Dollet pathway to Communication Tower (all Discs)
Gargantua: Optional boss, Ultimecia Castle (Disc 4)
Gayla: Trabia Area, Trabia Canyon as Laguna, Esthar City (after moon mission)
Geezard: Dollet Area, Galbadian Garden Area, Deling City Area,
Desert Prison, Missile Base, Edea's House Area Forests
Gerogero: Boss, Presidential Train (Disc 1)
Gesper: Centra Excavation Site as Laguna (rare), Lunatic Pandora Lab as Laguna
GIM47N: Desert Prison, FH (Disc 2)
GIM52A: Desert Prison (a bit rare), Balamb Garden (Disc 2),
Esthar City (invasion), Lunatic Pandora as Zell
Glacial Eye: Balamb Area, Esthar City (before moon mission)

Granaldo: Boss, Balamb Garden Training Center (Disc 1)
Grand Mantis: Stairway to Deling City Sewers, Edea's House Area Forests
Grat: Balamb Garden Training Area
Grendel: Deep Sea Research Center, Island Closest To Heaven
Hexadragon: Grandidi Forest (see Malboro); Island Closest To Hell
Ifrit: Boss, Fire Cavern (Disc 1)
Iguion: Bosses, Deling City (Disc 1)
Imp: Great Esthar Plains (after moon mission), Deep Sea Research Center,
Lunatic Pandora as Squall
Iron Giant: Esthar City (after moon mission), Deep Sea Research Center,
Lunatic Pandora as Squall
Jelleye: Galbadia Garden (Disc 2), Edea's House Area
Jumbo Cactuar: Optional boss, Cactuar Island
Krysta: Optional boss, Ultimecia Castle (Disc 4)
Left Orb: Part of NORG, boss in Disc 2
Left Probe: Part of Mobile Type 8, boss in Disc 3
Lefty: Part of Vysage
Malboro: Grandidi Forest (north of Esthar; must use Chocobo to reach it),
Great Esthar Plains (before moon mission) (rare),
Island Closest To Heaven
Mesmerize: Trabia Area, Trabia Canyon as Laguna,
Great Esthar Plains (before moon mission)
Minotaur: Optional boss, Tomb Of The Unknown King (Disc 1)
Mobile Type 8: Boss, Lunatic Pandora (Disc 3)
NORG: Boss, Balamb Garden B1 (Disc 2)
Ochu: Timber Area Forests, Trabia Canyon as Laguna, Island Closest To Heaven
Odin: Optional boss, Centra Ruins
Oilboyle: Bosses, Balamb Garden MD Level (Disc 2)
Omega Weapon: Optional boss, Ultimecia Castle (Disc 4)
Paratrooper: Balamb Garden (Disc 2)
PuPu: Optional enemy, after completing UFO Quest
Raijin: Boss twice in Balamb (Disc 2) and again in Lunatic Pandora (Disc 3)
Raldo: Part of Granaldo, boss in Disc 1.
Red Bat: Fire Cavern, Deling City Sewers, Centra Ruins
Red Giant: Optional boss, Ultimecia Castle (Disc 4)
Right Orb: Part of NORG, boss in Disc 2
Right Probe: Part of Mobile Type 8, boss in Disc 3
Righty: Part of Vysage
Ruby Dragon: Edea's House Area Forests (rare), Deep Sea Research Center,
Island Closest To Hell
Sacred: Optional boss, Tomb Of The Unknown King (Disc 1) (fight him twice)
SAM08G: Missile Base, FH (Disc 2), Lunatic Pandora as Zell
Seifer: Boss in Deling City (Disc 1), twice in Galbadia Garden (Disc 2),
and again in Lunatic Pandora (Disc 3).
Slapper: Galbadia Garden Ice Rink (Disc 2)
Snow Lion: Bika Snowfield forests (Trabia Garden area)
"Sorceress": Bosses, Disc 4
Sphinxara: Boss, Ultimecia Castle (Disc 4)
T-Rexaur: Balamb Garden Training Area, Island Closest To Hell
Tiamat: Optional boss, Ultimecia Castle (Disc 4)
Tonberry: Centra Ruins
Tonberry King: Optional boss, Centra Ruins
Torama: Great Esthar Plains (after moon mission), Lunatic Pandora as Squall
Trauma: Optional boss, Ultimecia Castle (Disc 4)
Tri-Face: Balamb Garden MD Level (rare), Galbadia Garden (Disc 2),
Deep Sea Research Center
Tri-Point: Optional boss, Ultimecia Castle (Disc 4)
Thrustaevis: Timber Area, Deling City Area, Desert Prison
Turtapod: Esthar City (after moon mission), Lunatic Pandora as Squall
Ultima Weapon: Optional boss, Deep Sea Deposit

Vysage: Winhill Area, Great Salt Lake

Wedge: Dollet Communication Tower (Disc 1) and Desert Prison (Disc 2)

Wendigo: Timber Area Forests, Deling City Area (brown land), Desert Prison

X-ATM092: Boss, Dollet (Disc 1)

VII. FREQUENTLY ASKED QUESTIONS

I know, this is supposed to be just an item and magic FAQ, but I'm getting a lot of flak from this stuff, so I'll just outline the basic quests you'll need to get some of the items mentioned here.

Q. How do I complete the Chocobo Forests and what are they good for?

No, this doesn't belong here at all. But I had it written down already anyway, so here goes. 8-) The basic idea is to use the ChocoSonar to find "hot spots" and the ChocoZiner to interact with them. The goal is to have only one chicobo left. When there's only one chicobo around, talk to it to find the mother chocobo.

-Sometimes the Sonar is very sensitive and will only give you a reading if you're in an exact

spot. This can be very annoying sometimes!

-Blowing the Ziner causes some Chicobos to fall and some to rise. You have to experiment to

see which one causes what. That's the challenge in the forests. Some spots cause only two chocobos to fall, for example, while blowing it again would cause four of them to rise.

-Talk to the Chocoboy for a hint: he'll tell you the name of the forest, which is usually fairly helpful. For the Solitary Forest, you'll have to wander around in the top-right area

for quite a while until you manage to find the exact spot where the lone chicobo is hiding.

For the Roaming Forest, you'll have to go almost all the way down to the entrance to find one

of the chicobos.

-Once you've found the mother chocobo, don't get on it right away! Walk around some more with

the ChocoSonar until you hit another spot; then use the Ziner to make the Chocobo search there. It'll dig up some Stones (Ultima, Protect, Flare etc.) and you will have completed the

Forest. Oh, in one forest the Chocoboy is standing on the spot where you

have to search. If he seems perturbed about something, try to initiate a card game and tell him to move.

-Completing all of the Chocobo Forests and entering the Chocobo Sanctuary will net you the Chicobo card. Losing this in the Card Queen Quest will get you the Chubby Chocobo card; modify it for 100 LuvLuvG's!

Q. In Laguna's second dream sequence, do I have to open all three hatches? Can I get the Old Key for good?

-It is a good idea to open all three hatches (you'll return here later as Squall and each hatch will have a great item inside). However, you can only open one manually.

One will open by pushing the detonator and another will open if you push the boulder you see

(2 screens up from the detonator). I'm not sure if you can open them all after pushing the detonator in the wrong order. *^_^*

-The Old Key is just there for amusement, as far as I know, and has no real purpose.

Q. What's the Obel Lake Quest?

The following was copied directly from Cephiroth's FAQ (see credits).

When you examine the lake north of Timber, Squall will be presented with 2 options:

- Throw a rock.
- Try humming.

Hum to have a shadow in the lake talk to you; it'll ask of Squall to locate a monkey. Head on over to the forest west of Dollet; run around a bit in there until a message pops up to say the animal was sighted. You may need to keep pressing the 'X' (U.S) or 'Circle' (Japanese) button for that to happen. Report back to the shadow and it'll hint at the existence of 4 special rocks in the world. To get clues for the locations of all 4 rocks, have Squall throw a rock until it bounces six times (this occurs randomly) before humming again for the shadow. The 4 locations are:

1. Along the shores of Balamb. You'll have to find a rock with an inscription on it.
2. The tiny island to the east of Timber, north of the Horizon Bridge.
3. The cliffs south of Galbadia Garden (or what used to be the Garden). You have to land the Ragnarok on the cliff above the waterfall nearby. Examine the ground above the waterfall.
4. The forest west of Dollet.

Examine these locations with the 'X' (U.S) or 'Circle' (Japanese) to find the rocks. Each has its own unique inscription. When rearranged, you'll get a message from the 4 rocks about

a hidden treasure in the plains north of Esthar. Pilot your Ragnarok over there, and comb the Mordred Plains. You can't trigger the hidden treasure event unless you locate all 4 rocks first. There'll be tons of talking stones (Moais?) here; try to locate a red one, and

go the opposite direction it tells you to. Keep searching and you'll eventually find a red stone which tells you that, "The treasure is not here." Examine the same area again to obtain a 'Three Stars' item, which grants a G.F. the 'Expendx3-1' character ability (use 3 spells in a row for the cost of only 1). If you need a hint, I'll say it's located in the south-east of the plains, but not too far away from the center of it. Happy searching! It took me quite a while too.

Apart from this event, the shadow will drop several other hints... one will be regarding another hidden treasure; head for Eldbeak Peninsula, which is on Trabia, north from Balamb.

Examine the tip of the peninsula to get an inscription: "TRETIMEASUREATMINOFFDEISLE" . (The hint was "Take time off at Eldbeak Peninsula". Remove the words "Time" and "Off" from the inscription to get "Treasure At Minde Isle". - ed.) Fly the Ragnarok over to Minde Isle, which is a small island south-west of Esthar City. Search the southern regions of the island for a 'Luck-J Scroll'.

"Back in the day, south of here, there used to be a small but beautiful village surrounded by deep forests. Everyone lived a happy life there." He's simply telling you about a forgotten village, located in a clearing in a strangely shaped forest to the east of Edea's

Orphanage. Search the area to see Squall's comments, but you won't get anything for this.

Q. Where do I find Energy Crystals?

The easiest way to get them is to enter Esthar City after you finish the moon mission. I can't remember the exact location, but it's on the left side of the city. Look for a man in black, crouching on the side of the road. Talk to him and he'll laugh, then a fight with an Elnoye will start. You can beat him easily if you Junction Death X 100 to Status Attack, or almost as easily (but it takes a lot longer) by junctioning Sleep. There's a good chance you'll get an Energy Crystal or two when you win. Leave the screen

and re-enter; the man will be there again! (Don't get confused - there's yet another man crouching by the side of the road who'll laugh when you talk to him, but no fight will begin. A man near him will say, "Poor guy, he's in shock" or something of the sort so you know you're in the wrong place.)

Q. I have to mug a Malboro to get its Tentacles, but how do I counteract its status attack?

Malboros can be found on the Great Esthar Plains (before the moon mission) or on the Island Closest To Heaven (see Enemy Location section) after getting the Ragnarok.

Here's a quote from Cephiroth's FF8 FAQ (my comments are in [] brackets):

When you do encounter a Malboro (ugly green plants with a black mouth), the only malady from its 'Bad Breath' preventing the party from acting will be 'Sleep', so wait until the Malboro smacks you with a physical attack. Your primary goal will be to wake the character equipped with 'Mug' up, so if the Malboro attacks someone else, have that someone else target your stealer, and have him/her steal from the Malboro before you escape. You'll need 9 Malboro Tentacles in total. Use one of them on Quistis for her to learn 'Bad Breath'. [1 more is for the Doomtrain GF, and the rest are for weapons.]

Alternatively, you can utilize Pandemona's 'Initiative' character ability. This allows the particular character to always start a battle with a full time bar; have your stealer equipped with this, plunder quickly from the Malboro and escape. Remember to cure your characters after the fight!

[You'll want to Junction Sleep to your Status Defense, if you can; if you have another space, try Berserk. Check the magic section for details on how to get these spells.]

Q. What's the bell for in Ultimecia Castle?

You can use it to fight Omega Weapon.

The following is a small excerpt from Cephiroth's FAQ:

First off, take your main party and position them at the Switch Spot in the Courtyard, outside the Chapel. Have the secondary party make their way to the Eastern Stairway Hall of the castle, outside the Art Gallery where the bell is. Ring it once, then quickly step into the nearby Switch Spot. Proceed into the Chapel as your main party, where you'll find Omega Weapon waiting for you.

Q. How do I beat Omega Weapon?

I'm warning you, you don't get anything awesome for beating him. My personal strategy requires the Gilgamesh card, which can only be obtained by completing the Card Club quest in Balamb Garden and beating Card King. Use Card Mod to turn the Gilgamesh Card into 10 Holy Wars. Now fight around by the Courtyard first, and have everyone attack Squall until he either dies or turns critical. (If he dies, use a Phoenix Down to revive him so he's still critical.) Now junction all the best stats to Strength and Speed for Squall, and make sure the other two characters have the Item command, and some Meltdown and Full-Life spells. (It goes without saying that you'll need the Lionheart weapon for this.) Note: I don't recommend having Auto-Haste on a character; it screws up the time when the Holy War is used up. Now complete the excerpt from the above Q (regarding the bell) to enter the fight. Immediately use a Holy War on the

party. Have one character cast Meltdown on Omega Weapon. Now have Squall continually unleash Renzokuken on Omega Weapon. Have the other characters do ABSOLUTELY NOTHING. Keep them around for the second the Holy War wears off, and have whichever one is there use another one. If your stats are high enough, 4 or 5 Holy Wars should do it.

Q. What's the deal with the painting puzzle in Ultimecia Castle?

This is one of the most interesting quandaries I've ever seen in an RPG. Again, much thanks, is an excerpt from Cephiroth's FAQ:

First: It's imperative you examine ALL 12 paintings. (There are 4 on the first floor and 8 on the second floor.)

To solve the puzzle... try going up to the 2nd floor of the Art Gallery. You'll see a clock painted onto the floor below; take note of the numbers the hands point to: VIII, IIII, VI. The 'V' indicates you should select only titles beginning with 'V', while the following 'I's give you the exact number of 'I's in each correct title.

So 'VIII' would represent 'VivIdarIum', 'IIII' would represent 'IntervIgIlIum' and 'VI' represents 'VIator'. These are read in the order of hour, minute and second.

Just an aside (from me): Most real clocks with Roman numerals have IV for 4, not IIII (although the latter is indeed used a bit).

Q. Where do I find the Card Club members?

First, you have to win between 20-25 card battles within Balamb Garden before they'll allow you to play them. Each player appears in Garden, but won't play you until you've beaten the one before them (you have to beat them in order).

The first player, Jack (a black-haired boy) is at the entrance to the Garden (where the Directory is). When you talk to him, he'll say something like "Have you heard about the CC Group?" If you've won the requisite amount of battles, his real name will appear when he talks to you, and he'll challenge you to a duel instead.

The second member, Club (also a black-haired boy) is located in the hall near the dormitory. He doesn't always appear, so try entering and leaving the screen if you don't see him. If you talk to him he'll say "...".

Next is Diamond, actually a pair of girls, who appear in the same screen as Jack did.

Next is Spade, a man who appears just outside the elevator on the second floor. He doesn't appear often, so try entering and exiting the screen until he does appear.

Finally, talk to Xu on the bridge for the next battle. She has the Carbuncle rare card. After you win, talk to Dr. Kadowaki in the hospital, then go to your room. Search your bed, choose "Leave me alone", then rest a few times, until you get the final battle.

Oh: anytime after beating Jack, you can go into the Training Center. You may have noticed a man who sells you items here (near the Draw point on the small lake). The man is actually Joker, a member of the CC Club. If you have the Battle Meter from Cid (I missed it the first time I played through the game), Joker will upgrade it for you if you beat him. He also has the Leviathan card.

As for beating the CC members, you don't get any items, but you can win some nice rare cards off of them. The final member has the Gilgamesh card, which can be modified for 10 Holy Wars. Oh, and beating the CC Club opens the way to an awesome cheat which allows for unlimited Rare Cards in Disc 4.

Q. How do I get to fight Tonberry King?

In the Centra Ruins, you'll fight tiny lizards named Tonberries. You can get one as a GF, but it takes a lot of patience. You'll have to defeat the Tonberry King, but the tricky thing is getting him to appear. You need to have 20 Chef's Knives in your inventory; he'll then appear randomly after you defeat another Tonberry. One way to try it is to equip the Mug and Card abilities. Then Mug the Tonberry for a Chef's Knife, then whittle down its HP until you can turn it into a Card. Modify the Card for another Chef's Knife! Act quickly; if the Tonberry gets too close, it'll start instantly killing allies! Use Meltdown and Squall's Renzokuken to hit it hard and fast. (If you find that you can't get his HP down quick enough, forget about Carding it and just Mug it (defeating it doesn't always yield a Chef's Knife, meaning you just wasted a battle!) You can't run from battles with Tonberries. The Tonberry King himself isn't all that tough, but has a lot of HP. The Tonberry GF has some excellent menu abilities, and the LV Up/LV Down commands are a must-have. Summoning him is kind of useless, though.

Q. Where's the best place to gain experience?

If you have the Ragnarok and you're up for some challenge, try the Island Closest To Heaven or Hell (see Monster Location section). The enemies here are all Level 100. Take Quistis with you and keep her at critical status; use Degenerator (learned from the Black Hole item) to kill off any enemy instantly. Good luck!

Q. Where's the best place to gain AP?

The best place is Cactuar Island (west of Kashkabald Desert in Centra) but you can't go there until you get the Ragnarok. However, there's a glitch that allows you to head there before that! Just dock at the beach on the west side of Kashkabald Desert, then walk south (you have to go through a very small opening) until you're directly opposite Cactuar Island. Go to the menu screen and you'll see that the game thinks you're actually on the island, so you can fight Cactuars to your heart's content! Each Cactuar gives 20 AP, but you must have a high hit % and speed. Squall's attack works well.

VII. CREDITS

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