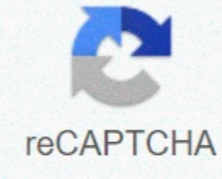




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Kingdom hearts 2 keyblade list

We have Soran keyblades, Donald's Staves and Goofy's Shields. I have gunna go in order to get a story, specialties near the bottom of each section. First up is Soran Keyblades: Kingdom Key Strength: +3, Magic: +1, Ability: Damage Control Good of Kingdom Key. Don't worry, you'll get this automatically. Star-finder strength: +3, Magic: +1, Ability: Air Combo Plus Automatically acquired in the Mysterious Tower. I'll give you a nice new look and a cool keychain. Shopping spree - Hidden Dragon Strength: +2, Magic: +2, Ability: MP Rage Defeat Shan-Yu in The Land of Dragons. All of China will learn of his epic defeat to prickly hair. Rumbling Rose Strength: +5, Magic: 0, Ability: Finishing Plus Obtain from Beast. The big guy missed you so much he made you a key blade! Hero's Crest Strength: +4, Magic: 0, Ability: Air Combo Boost GET UP ON THE HYDRA ON THE BACK. GET ON HYDRA'S BACK. All right, you get it. Loss Hydra Olympus Coliseum. Monochrome Strength: +3, Magic: +2, Ability: Item Boost Complete the Timeless River. It's literally the keychain of the steamship Willie. The cutest setback ever, thanks to Disney. Follow the Wind Strength: +3, Magic: +1, Ability: Draw Defeat Captain Barbossa in Port Royale. This keyblade isn't fantastic, but draw (Treasure Magnet) ability is incredibly useful when perfecting Drive form levels and making munny. Mysterious Abyss Strength: +3, Magic: +3, Ability: Blizzard Boost Complete Ursula Revenge. This is the penultimate part of Atlantica that can only be used when you win the Barbossa. Wishing Lamp Strength: +4, Magic: +3, Ability: Jackpot Defeat Jafar, as usual. The son of a doesn't know when to stop. You can make good munny with this keychain with the ability if you want! Crucial Pumpkin Strength: +6, Magic: +1, Ability: Combo Boost Defeat The Experiment. Sounds scarier than it is Imao. Circle of Life Strength: +4, Magic: +1, Ability: MP Haste Talk to Simba in the Oasis. Photon Debugger Strength: +3, Magic: +2, Ability: Thunder Boost Defeat the Hostile Program in Space Paranoids. Sweet Memories Strength: 0, Magic: +4, Ability: Drive Converter Complete the Expedition, last minigame at 100 Acre Wood. The ability of Drive Converter, this is good keyblade Drive grinds. Oathkeeper Strength: +3, Magic: +3, Ability: Form Boost Unlock the gate in Twilight Town (second visit). Oblivion Strength: +6, Magic: +2, Ability: Drive Boost Reunite with riku in a world that never existed. And enjoy the bromance. Gull Wing Strength: +2, Magic: +3, Ability: Experience Boost Talk for seagull wing girls after fighting 1000 Heartless. With Experience Boost (which doubles EXP when you are less than 50% HP), this is a good keychain for level grinding. Guardian Soul Strength: +5, Magic: +1, Talent: Reaction Boost Defeat Hades in Olympus Coliseum (Visit) Sleeping Lion Strength: +5, Magic: +3, Ability: Combo Plus Talk to Leon before moving to Space Paranoids for another visit. Fenrir Strength: +7, Magic: +1, Ability: Negative Combo Received from Tifa after speaking with Cloud and Sephiroth after the Sephiroth match. The negative combo ability is a bit downer, but the keyblade is very strong to make it. Feel free to refer to the Trophy Guide if you need help with the Sephy. Fatal Crest Strength: +3, Magic: +5, Ability: Berserk Charge Complete the Goddess of Fate Cup at the Olympus Coliseum. THIS IS MY FAVORITE KEYBLADE DESIGN & 3333 Too bad I suck at magic... Although Berserk Charge makes an eternal combination because it removes the combination finisher, so it's fun! Flame Strength's bond: +4, Magic: +4, Ability: Fire Boost Defeat the Nobodies with Axel at the end of Twilight Town's second visit (Betwixt and Between). AND THEN CRY BECAUSE YOU HAVE THIS KEYCHAIN, BUT AT WHAT COST. Ultima Strength: +6, Magic: +4, Ability: MP Haste ga Ultimate Keyblade! Made through object synthesis, as usual. With MP Haste ga, your MP recovery rate doubles, making it an incredibly useful keychain for magic users! Synthesis Guide HERE! Two Become One Strength: +5, Magic: +4, Ability: Light & Dark Defeat Roxas in The World That Never Was. The secret boss is fighting Ayooo. He's easier than his data battle, but organization XIII Guide HERE! Winner Proof Strength: +5, Magic: +7, Ability: EXP Zero Complete all Mushroom XIII Mini games. I never propose this weapon, Imao. If you are a magical user for sure, but I hope you are a LV 99 magic user, because otherwise, if you use this, you will not get any kind of EXP. Mushroom XIII Guide HERE! Then Donald's Staves: Magen Staff Strength: +1, Magic: +1, Ability: None Donald's Car Staff. Hammer Staff Strength: +2, Magic: +1, Ability: None Buy from Wallace in Twilight Town 100 munny. Comet Staff Strength: +2, Magic: +2, Ability: None Buy from Mosh in Olympus Coliseum for 200 munny. Victory Bell Strength: +3, Magic: +2, Ability: None Buy from Morlock at Port Royale to 400 munny. Meteor Staff Strength: +4, Magic: +3, Ability: Thunder Boost Chest at the Ship Graveyard: Seadrift Keep in Port Royale. Lord's Broom Strength: +3, Magic: +3, Ability: None Buy from Kumop in Pride Lands for 600 munny. Rising Dragon Strength: +4, Magic: +4, Ability: Fire Boost Complete the Cerberus Cup in Olympus Coliseum. Wisdom Wand Strength: +4, Magic: +5, Ability: Ability Buy from Stiltzkin in The World That Never Was for 2000 munny. Spell's Relic Strength: +4, Magic: +5, Ability: Blizzard Boost Dropped by Shaman heartless in the Pride Lands. Enemy Guide HERE! Spell's Relic Strength: +4, Magic: +5, Ability: Defender of Necromancer Heartless in the Cave of Remembrance. Enemy Guide HERE! Nobody Lance Strength: +5, Magic: +5, Ability: Item Boost Dropped by Nobodies in The World That Never Was. Vihollisen opas opas Queen Strength: +5, Magic: +6, Ability: Hyper Healing Donald's Ultimate Staff by Item Synthesis of course! Hyper Healing does it so donald doesn't die as much! Yaayy rescue! Synthesis Guide HERE! Save Queen + Strength: +5, Magic: +6, Ability: MP Rage You can upgrade Ultimate Staff to Ultimeter! It just changes your ability. Synthesis Guide HERE! Centurion Strength: +13, Magic: +3, Ability: None A new Final Mix edition for Item Synthesis weapons, this turns Donald into a destructive physical machine. You have to win the absent silhouette of the Loxaeus to get this recipe, so Organization XIII Guide HERE! & Synthesis Guide HERE! Centurion + Strength: +13, Magic: +3, Ability: Damage Control Upgrade the Centurion via Item Synthesis gives this bad boy help when their HP is in red: get half the damage! Synthesis Guide HERE! Pleasure Mushroom Strength: 0, Magic: +1, Ability: None Dropped by Mushroom XIII No. 1, 3, 5, 7, 9 and 11. They drop this item 55% of the time with ranking E and 65% of the time ranked D. Mushroom XIII Guide HERE! Pleasure Mushroom + Strength: 0, Magic: +3, Ability: None Dropped by Mushroom XIII No. 1, 3, 5, 7, 9 and 11. They drop this item 35% of the time at number D and 75% of the time with ranking C. Just give extra magic. Mushroom XIII Guide HERE! Precious Mushroom Strength: +1, Magic: +5, Ability: MP Haste Dropped by Mushroom XIII No. 1, 3, 5, 7, 9 and 11. They drop this item 25% of the time at number C and 85% of the time with B. Mushroom XIII Guide HERE! Precious Mushroom + Strength: +2, Magic: +7, Ability: MP Hastera Dropped by Mushroom XIII No. 1, 3, 5, 7, 9 and 11. They drop this item 15% of the time at number B and 90% of the time in Position A. Total Kick! Mushroom XIII Guide HERE! Premium Mushroom Strength: +3, Magic: +9, Ability: MP Haste ga Dropped by Mushroom XIII No. 1, 3, 5, 7, 9 and 11. They drop this item 10% of the time at number A and 100% of the time ranked S. This staff is much better than Save the Queen, and if you're going to get rewards, you're going to get this beauty anyway! Mushroom XIII Guide HERE! And finally, Goofy's Shields: Knight's Shield Strength: +1, Magic: 0, Ability: None Good of Goofy's shield. Car, car! Adamant Shield Strength: +2, Magic: 0, Ability: None Buy Wallace from Twilight Town to 100 munny. Falling Star Strength: +3, Magic: 0, Ability: None Buy from Moshi at the Olympus Coliseum for 200 munny. Genji Shield Strength: +6, Magic: 0, Ability: Hyper Healing Complete the Titan Cup. Kill them. Chain Gear Strength: +3, Magic: 0, Ability: None Buy from Morlock at Port Royale to 400 munny. Dreamcloud Strength: +4, Magic: 0, Ability: None Buy from Kumop in Pride Lands for 600 munny. Ogre Shield Strength: +5, Magic: 0, Ability: Defender Chest in the Throne Room in the Land of Dragons (second trip). Knight Defender Strength: +7, Magic: 0, Talent: None Buy from In a world that never existed for a 2000 munny. Nobody Guard Strength: +8, Magic: 0, Ability: MP Rage Dropped by Gambler Nobodies in Twilight Town (second visit). Enemy Guide HERE! Akashic Record Strength: +7, Magic: 0, Ability: MP Haste Dropped by Bookmaster heartless in Hollow Bastion/Radiant Garden and Space Paranoids. Enemy Guide HERE! Akashic Record + Strength: +7, Magic: 0, Ability: MP Hastera Dropped by Runemaster heartless in the Cavern of Remembrance. Enemy Guide HERE! Frozen Pride Strength: +5, Magic: 0, Ability: None latest addition to Item Synthesis protectors! You have to win Vexen's silhouette data to get the recipe! Organization XIII Guide HERE! & Synthesis Guide HERE! Frozen Pride + Strength: +5, Magic: 0, Ability: MP Haste ga Upgrade plus via synthesis to add MP Haste ga to your arsenal! Synthesis Guide HERE! Save the King Strength: +9, Magic: 0, Ability: Item Boost Ultimate Shield! I have to go to that man of object synthesis. Save the King + Strength: +9, Magic: 0, Ability: MP Rage Upgrade your Ultimate Shield to Ultimeter Shield via synthesis! Synthesis Guide HERE! Happy Mushroom Strength: +1, Magic: 0, Ability: None Dropped by Mushroom XIII No. 2, 4, 6, 8, 10 and 12. They drop this item 55% of the time at number E and 65% of the time rank D. Mushroom XIII Guide HERE! Happy Mushroom + Strength: +3, Magic: 0, Ability: None Dropped by Mushroom XIII No. 2, 4, 6, 8, 10 and 12. They drop this item 35% of the time at number D and 75% of the time rank C. Mushroom XIII Guide HERE! Palatial Mushroom Strength: +5, Magic: 0, Ability: Protect Dropped by Mushroom XIII No. 2, 4, 6, 8, 10 and 12. They drop this item 25% of the time at number C and 85% of the time rank B. Mushroom XIII Guide HERE! Palatial Mushroom + Strength: +7, Magic: 0, Ability: Protera Dropped by Mushroom XIII No. 2, 4, 6, 8, 10 and 12. They drop this item 15% of the time at number B and 90% of the time rank A. Mushroom XIII Guide HERE! Limited Mushroom Strength: +9, Magic: 0, Ability: Protega Dropped by Mushroom XIII No. 2, 4, 6, 8, 10 and 12. They drop this item 15% of the time at number A and 100% of the time in rank S technically in Goofy's best shield due to Protega, reducing the damage by 40%. Go get the ill! Mushroom XIII Guide HERE! Here!

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