

LUFIA'S WORLD

- 1 ALEKIA
- 2 CHATAM
- 3 CAVES
- 4 SHERAN
- 5 TRECK
- 6 EAST CAVE
- 7 NORTH CAVE
- 8 LORBENIA
- 9 GRENOBLE
- 10 OLD CAVE
- 11 TOWER
- 12 KIROF
- 13 MEDAN
- 14 GHOST CAVE
- 15 CAVE NEAR MEDAN
- 16 BELGEN
- 17 DAIS
- 18 TOWER
- 19 SURINIGAL
- 20 JENOBA
- 21 BLUE TOWER
- 22 GREEN TOWER
- 23 RUAN
- 24 RED TOWER
- 25 ELFREA
- 26 RANQS
- 27 CAVE NEAR RANQS
- 28 ODEL
- 29 LYDEN
- 30 WEST CAVE
- 31 ARUS
- 32 TOWER OF GRIEF
- 33 PLATINA
- 34 BAKKU
- 35 CARBIS
- 36 TOWER OF LIGHT
- 37 LINZE
- 38 GAYAS CAVE
- 39 MARSE
- 40 THREE ISLAND CAVES
- 41 HER AT
- 42 AISEN (PIRATE TOWER)
- 43 SOSHETTE
- 44 EPRO
- 45 OIL CAVE
- 46 ARUBUS
- 47 NORTH CAVE
- 48 SOUTH WEST CAVE
- 49 GLASDAR TOWER
- 50 FORFEIT ISLAND



Lufia Quick Chart

SPELLS

Name	User	MP	Effect
Flash	Lufia(1)	-2	Bolt of lightning, hits 1 enemy .
Bolt	Lufia(21)	-7	Big bolt of lightning, hits 1 enemy .
Thunder	Lufia(41)	-12	Huge bolt of lightning, hits 1 enemy .
Spark	Jerin(14)	-6	Column of flame, hits one group of enemies .
Flame	Jerin(22)	-10	Big column of flame, hits one group of enemies .
Vulcan	Jerin(34)	-15	Huge column of flame, hits one group of enemies .
Dew	Lufia(5)	-5	Column of water, hits one group of enemies .
Water	Lufia(23)	-10	Big column of water, hits one group of enemies .
Flood	Lufia(37)	-15	Huge column of water, hits one group of enemies .
Bang	Lufia(13)	-10	Small explosion, hits all enemies .
Blast	Lufia(31)	-15	Medium explosion, hits all enemies .
Sunder	Lufia(39)	-20	Huge explosion, hits all enemies .
Frost	Jerin(14)	-9	Wave of ice crystals, hits all enemies .
Blizzard	Jerin(30)	-13	Small lumps of ice, hits all enemies .
Glacier	Jerin(38)	-18	Huge lumps of ice, hits all enemies .
Perish	Lufia(33)	-4	Kills weak monsters, affects one enemy .
Succumb	Hero(44) Lufia(43)	-8	Kills weak monsters, affects one group .
Drowsy	Lufia(26)	-4	Makes monsters drowsy, affects one group .
Fright	Hero(31) Lufia(19)	-4	Makes monsters sleepy, affects one enemy .
Drain	Hero(10) Lufia(9)	-3	Lowers enemy DFP, Affects one enemy .
Dread	Hero(34)	-5	Lowers enemy DFP, affects one group .
Deflect	Lufia(11)	-3	Prevents monster magic, affects one enemy .
Bounce	Lufia(35)	-5	Prevents monster magic, affects one group .
Absorb	Lufia(17) Jerin(16)	-1	Absorbs monster MP, affects one member .
Fake	Hero(37)	-4	Increases AGL, affects your party .
Trick	Hero(39) Jerin(40)	-5	Increases ATP, affects one member .
Confuse	Jerin(18)	-3	Confuses monsters, affects one group .
Bravery	Hero(22)	-4	Increases DFP, Affects one member .
Courage	Hero(25) Lufia(25)	-5	Increases DFP, affects your party .
Shield	Lufia(3)	-2	Shield against spells, affects one member .
Protect	Lufia(29)	-5	Shield against spells, affects your party .
Mirror	Jerin(32)	-3	Deflects enemy spells, affects one member .
Statue	Hero(16)	-3	Turns one member to stone, spells can't affect you .
Strong	Hero(4) Lufia(7) Jerin(14)	-3	Partially restores HP, affects one member .
Stronger	Hero(19) Lufia(15) Jerin(20)	-5	Partially restores HP, affects one member .
Champion	Hero(28) Jerin(36)	-8	Completely restores HP, affects one member .
Boost	Lufia(27) Jerin(28)	-15	Partially restores HP, affects all members .
Valor	Hero(47)	-35	Completely restores HP, affects all members .
Poison	Hero(13) Jerin(14)	-2	Antidote for poison, affects one member .
Stun	Jerin(14)	-2	Antidote for paralysis, affects one member .
Revive	Jerin(26)	-10	Brought back to life, affects one member .
Rally	Hero(41) Jerin(42)	-30	Restores fight power, affects one member .
Stone	Hero(22) Jerin(24)	-5	Antidote for STATUE, affects one member .
Waken	Lufia(1)	-4	Wakes up your party, affects all members .
Warp	Jerin(14)	-8	Travel to any town you've been too, affects all members .
Escape	Jerin(14)	-8	Leave caves and dungeons, affects all members .
Float	Hero(7)	-2	Cross toxic marshes, affects all members .
Elf	Jerin(After you visit Elfrea)	-1	Travel to Elfrea, affects all members .

RINGS

Name	Price	DFP	AGL	ATP	INT	STR	MGR	Weight
Power Ring	1200			+10				
High Power Ring	6000			+40				
Daze Ring	2400	+8					+4	
High Daze	9600	+40					+10	
Mind Ring	6000				+30	+10		
Sonic Ring	4800		+5					
Mach Ring	10800		+15					
Blue Ring	4000	+8		+10				
Yellow Ring	5000	+20					+20	
Red Ring	4000		+5		+10			
Purple Ring	6000	+10	+2	+10	+4		+10	
Green Ring	4000	+4	+10	+4	+4		+4	
White Ring	10000	+20	+4	+40				
Black Ring	12000	+5	+10	+10			+40	
Heavy Ring	4000			+80				120
Wave Ring	30000	+20	+8	+30	+15		+15	
Undead Ring	960							Defends against magic.
Ghost Ring	1440							Effective against ghosts.
Dragon Ring	3800							Effective against dragons.
Sea Ring	4440							Effective against sea monsters.
Fly Ring	1960							Effective against flying monsters.
Water Ring	2680							Effective against monsters that don't like water.
Fire Ring	3600							Effective against monsters that don't like fire.
Ice Ring	4000							Effective against monsters that don't like ice.
Electro Ring	3920							Effective against monsters that don't like electricity.
Flash Ring	3000							If wearing, Flash spells +80%. Others -50%.
Flame Ring	8000							If wearing, Flame Spells +60%. Others -50%.
Water Ring	6000							If wearing, Water spells +60%. Others -50%.
Blast Ring	10000							If wearing, Explosion spells +50%. Others -50%.
Frost Ring	7000							If wearing, Blizzard spells +50%. Others -50%.
Gloom Guard	3600							If wearing, your guard against gloom magic decreases 100%.
Gloom Ring	6900							If wearing, success with gloom magic is increased 50%.
Diamond Ring	7200							If wearing when you shop, merchants will charge more for goods.
Engage Ring	6000							If wearing when you shop, merchants will charge less.
Monster Ring	1200							If wearing, random monster appearances will occur 50% more.
Emerald	200							
Opal	100							

ITEMS

Name	Price	Use
Grilled Newt	2	Recover 10±2 HP, one member.
Wind Flute	4600	Recover 60±10 HP, one member.
Potion	8	Recover 20±5 HP, one member.
Hi-Potion	400	Recover 100±10 HP, one member.
Ex-Potion	3000	Recover all HP, one member.
Magic Potion	10	Recover 20±5 MP, one member.
Hi-Magic	1000	Recover 40±10 MP, one member.
Ex-Magic	6000	Recover all MP, one member.
Antidote	6	Heals poisoning.
Sweet Water	10	50% less chance of monster appearance when used.
Foul Water	10	50% more chance of monster appearance.
Awake	10	Wakes up one sleeping party member.
Stone Cure	100	Cures Stone, one member.
Mystery Pin	30	Cures paralysis, one member.
Brone Sword	5	Cures confusion, one member.
Swing Wing	80	Warps you to any place you have already visited.
Escape	200	Escape from Caves and Dungeons..
Magic Guard	50	Increases MGR 60% during battle, one member.
Power Gourd	100	Increases ATP 60% during battle.
Mind Gourd	100	Increases INT 60% during battle.
Great Potion	0	Adds 4±1 HP to Max. HP, one member.
Spell Potion	0	Adds 4±1 MP to Max. MP, one member.
Speed Potion	0	Adds 2±1 to Max. AGL, one member.
Mind Potion	0	Adds 2±1 to Max. INT, one member.
Power Potion	0	Adds 2±1 to Max. STR, one member.
Float	50	Allows you to float over poison ponds.
Smoke Ball	80	Creates a diversion so that you may run away from an enemy.
Arrow	2	ATP 40±3, one enemy.
Mid-Arrow	50	ATP 102±8, one enemy.
Big Arrow	100	ATP 250±25, one enemy.
Arrows	10	ATP 40±4, one group of enemies.
Hi-Arrow	100	ATP 120±6, one group of enemies.
Ex-Arrows	200	ATP 250±10, one group of enemies.
Dragon Arrow	200	ATP 220±6 vs. dragon, one enemy.
Bomb	100	ATP 80±4, all enemies.
Hi-Bomb	250	ATP 160±8, all enemies.
Ex-Bomb	500	ATP 255±44, all enemies.
Empty Bottle	2	ATP 50±20, one enemy.
Dragon Tooth	120	ATP 100±50 vs. dragon.
Sleep Arrow	5	40% chance of arrow working, one group of enemies.
Puzzle Arrow	8	40% chance of success, one group of enemies.
Stun Arrow	15	40% chance of success, one group of enemies.
Gloom Arrow	80	20% chance of success, one enemy.
Poison Pin	10	Gloom attack, success 70%.
Gloom Voice	600	Gloom attack, success 100%.
Teddy Bear	50	Confusion, success 50%.
Stuffed Dog	10	Paralyzed, success 50%.
Stuffed Pig	10	Sleep, success 50%.
Miracle	5000	Completely recovers HP and MP, even if member is completely out, one member.
Revive	500	Recovers HP and MP, even if member is completely out, one member.
Pear Cider	10	Regain 30±3 HP and ATP up 10%, one member.
Sour Cider	20	Regain 50±10 HP and ATP up 20%, one member.
Lime Cider	20	Regain 50±5 HP and ATP up 30%, one member.
Plum Cider	30	Regain 60±6 HP and ATP up 40%, one member.
Apple Cider	1000	Regain 100±10 HP and ATP up 50%, one member.
Dragon Egg	0	Collect 8 and take them to the dragon temple.
Secret Map	500	
Crown	2000	
Silver Wick	2300	
Royal Statue	5000	
Silver Tarot	1800	
Straw Doll	10	
Long Nail	4	

ARMOR

Name	User	Price	DFP	Weight
Dress	-L-J	120	+4	10
Cloth	HLAJ	140	+8	15
Cloth Armor	H-A	240	+12	25
Robe	-L-J	260	+11	20
Tan Armor	H-A	480	+16	30
Tan Robe	-L-J	540	+15	25
Light Armor	H-A	3000	+28	35
Light Robe	-L-J	3360	+24	30
Chain Mail	H-A	960	+20	45
Chain Cloth	-L-J	1100	+18	35
Plate Cloth	-L-J	5700	+35	50
Brone Armor	H-A	1400	+24	60
Quilted Silk	-L-J	4800	+28	35
Half Mail	H-A	4200	+32	65
Brone Robe	-L-J	1500	+21	45
Silver Armor	H-A	7200	+42	70
Silver Robe	-L-J	8400	+34	50
Plate Mail	H-A	5800	+36	80
Zircon Robe	-L-J	12000	+44	55
Zircon Armor	H-A	12000	+50	75
Clear Silk	-L-J	10000		
Might Armor	H-A	60000		
Carbo Plate	H-A	10800	+46	75
Gown	-L-J	100	+2	1
Apron	HLAJ	60	+2	1

HELMET

Name	User	Price	DFP	Weight
Cloth Helmet	H-A	120	+2	5
Tan Helmet	H-A	240	+5	10
Ribbon	-L-J	210	+2	7
Wood Helmet	H-A	540	+8	14
Glass Cap	-L-J	460	+4	10
Brone Shield	H-A	1200	+11	21
Red Beret	-L-J	120	+8	14
Iron Helmet	H-A	2500	+14	30
Plate Cap	-L-J	3800	+10	17
Plate Helmet	H-A	4900	+16	24
Glass Beret	-L-J	1000	+6	15
Silver Helmet	H-A	7400	+18	27
Sakret	-L-J	6200	+12	22
Zircon Beret	-L-J	9600	+16	25
Zircon Helmet	H-A	10200	+25	30
Might Helmet	H-A	8900	+20	29
Might Cap	-L-J	8500	+14	24
Hairband	-L-J	210	+1	1
Broach	-L-J	50	+1	1
Earring	-L-J	80	+1	1
Necklace	-L-J	100	+1	1
Carbo Helmet	H-A	10200		
Ear Tip	-L-J	50	+1	1
Pot	HLAJ	60	+3	1
Diamond Crown	HLAJ	12000	+4	10

WEAPONS

Name	User	Price	ATP	Weight
Knife	HLAJ	10	+13	10
Club	H-A	120	+28	20
Mace	-L-J	600	+45	20
Dagger	HLAJ	50	+19	15
Long Knife	-L-J	180	+24	40
Short Sword	H-A	360	+39	30
Rod	-L-J	4800	+75	28
Gladius	H-A	15300	+168	80
Glass Rope	-L-J	7200	+88	25
Silver Plate	H-A	1400	+71	40
Staff	-L-J	360	+37	35
Scimitar	H-A	2100	+90	50
Rapier	-L-J	2400	+66	30
Long Sword	H-A	4800	+115	50
Long Staff	-L-J	1200	+56	40
Axe	H-A	3000	+104	80
Spear	H-A	780	+53	45
Morning Star	H-A	9600	+142	100
Mace	-L-J	600	+45	20
Cat-Whip	-L-J	15600	+121	60
Battle Axe	H-A	12000	+155	85
Hammer Rod	-L-J	9600	+98	55
Trident	H-A	7800	+128	60
Silver Rod	-L-J	12000	+112	50
Silver Sword	H-A	24000	+192	90
Buster Sword	H-A	2800	+217	90
Zircon Rod	-L-J	19200	+160	50
Great Axe	H-A	18600	+180	100
Grand Blade	H-A	38000	+244	85
Zircon Axe	-A	48000	+288	85
Zircon Sword	H---	42000	+256	75
Broad Sword	H-A	1200	+81	75
Broad Rod	-L-J	1200	+50	75
Luck Blade	-A	2400	+400	80
Gloom Pick	-L-J	4800	+0	50
Dual Blade	H---	0	+300	0
Might Sword	H-A	9500	+380	30
Elven Bow	-J	2800		
Artea's Bow	-J	24000		
Might Bow	H-A	30000		
Carbo Sword	H-A	33600	+232	85
Frying Pan	HLAJ	50	+5	3
Zircon Plate	HLAJ	70	+10	1

SHOES

Name	User	Price	DFP	AGL	ATP	Weight
Sandals	HLAJ	50	+2			2
Cloth Shoes	HLAJ	300	+4			4
Tan Shoes	HLAJ	840	+6			5
Spike Shoes	H-A	2000	+4		+5	8
Brone Helmet	-L-J	3000	+2		+5	4
Wind Shoes	H-A		+5			5
Wind Heels	-L-J	4900		+5		5
Knife Shoes	H-A	6000	+5		+10	10
Needle Heels	-L-J	7200	+2		+10	8
Sonic Shoes	H-A	8600	+5	+8		4
Sonic Heels	-L-J	10200	+3	+8		2
Sword Shoes	H-A	11000	+8		+15	15
Heeled Shoes	-L-J	11400	+3	+15		12
Mach Shoes	H-A	11600		+10		5
Mach Heels	-L-J	12200		+10		3

SHIELDS

Name	User	Price	DFP	Weight
Bracelet	-L-J	90	+2	7
Tan Shield	HLAJ	180	+5	15
Wood Shield	H-A	360	+7	20
Buckler	H-A	1000	+13	14
Wood Wrist	-L-J	480	+8	21
Kite Shield	H-A	1400	+15	20
Round Shield	H-A	1920	+18	30
Round Wrist	-L-J	2600	+1	