

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 HERAT
- 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 | |