

Inventory Items:

Note: Anything marked with a "****" can be missed forever. This even includes some very useful Talon units, like the FlushX and the Berth, the latter of which allows you to remove transformations, the former lets you recover and rest aboard the Talon. You can also miss crystals if you are not careful, reducing the number of Lost Spells and epic items you can craft.

Consumables

Name	Cost	Notes	Bought	Found
⌘Antedot	200	Recovers "Pois"	Cirrus (Purland) Darius (Purland) Dharm (Present) Donmac (Purland) Elan (Past) Elan (Future) Floatland Town (Floatland) Knaya (Purland) Muu (Past) Muu (Present) Muu (Future) New Dharm (Future)	-
⌘Awake	200	Recovers "Slep"	Elan (Present) Lae (Past) Porle (Purland) Viper City (Future)	Viper City (Future)
⌘Calm	200	Recovers "Conf"	Elan (Present) Lae (Past) Porle (Purland) Viper City (Future)	Cirrus (Purland)
⌘Cure1	50	Recovers HP by 40	Buzi (Talon) Dharm (Present) Dwelg Town (Underworld) Elan (Present) Knaya (Purland) Zhakal (Purland)	-
⌘Cure2	150	Recovers HP by 100	Buzi (Talon) Dwelg Town (Underworld) Elan (Past) Elan (Future) Floatland Town (Floatland) Knaya (Purland) Lae (Past) Muu (Past) Muu (Present) Muu (Future) New Dharm (Future) Porle (Purland) Viper City (Future) Zhakal (Purland)	Southeast Cave (Past)
			Buzi (Talon) Cave near Talonsburg (Purland) Cirrus (Purland)	Maitreya's Tower (Floatland) (x2)

☞Cure3	300	Recovers HP by 250	Darius (Purland) Donmac (Purland) Dwelg Town (Underworld) Knaya (Purland) Zhakal (Purland)	Mushrooms (Underworld) Twin Towers (Underworld) Undersea Shelter (Future) Underworld Cave (Underworld) (x2)
☞Elixir	3500	Recovers 100% of HP and MP	Buzi (Talon) Darius (Purland) Dwelg Town (Underworld) Floatland Town (Floatland) Knaya (Purland) Muu (Past) Muu (Present) Muu (Future) New Dharm (Future) Underworld Cave (Underworld) Zhakal (Purland)	Castle of Chaos (Present) Cave near Eitar's Village (Purland) Mount Goht(Purland)
☞EyeDrop	200	Recovers "Dark"	Cirrus (Purland) Darius (Purland) Dharm (Present) Donmac (Purland) Elan (Past) Elan (Future) Floatland Town (Floatland) Knaya (Purland) Muu (Past) Muu (Present) Muu (Future) New Dharm (Future)	-
☞Magic	1500	Recovers 100% of MP	Buzi (Talon) Dwelg Town (Underworld) Eastern Ruins (Purland) Knaya (Purland) Mushrooms (Underworld) Zhakal (Purland)	-
☞Relax	200	Recovers "Para"	Elan (Present) Lae (Past) Porle (Purland) Viper City (Future)	Castle of Chaos (Present)
🏠Tent	2000	Recovers 100% of HP and MP of entire party, can't be used during battle	Buzi (Talon) Dwelg Town (Underworld) Knaya (Purland) Zhakal (Purland)	-
☞Soft	200	Recovers "Ston"	Cirrus (Purland) Darius (Purland) Donmac (Purland) Knaya (Purland) Dharm (Present) Elan (Past) Elan (Future) Floatland Town (Floatland) Muu (Past) Muu (Present)	Muu (Past) Castle of Chaos (Present)

			Muu (Future) New Dharm (Future)	
⚔Throat	200	Recovers "Mute"	Darius (Purland) Floatland Town (Floatland) Knaya (Purland) Muu (Past) Muu (Present) Muu (Future) New Dharm (Future)	-

Event Items

Name	Notes	Found
🐈Catnip	Puts BlackCats to sleep	Eitar's Village (Purland)
🚪Chaos	Opens Castle of Chaos door	South Tower (Present)
📌Crystal	Combines to make 🏹Emperor	Twin Towers (Underworld)
📌Emblem	Combines to make 🏹Emperor	Mushrooms (Underworld)
🌳Ifram	Grows into the Ifram Tree	Muu (Past)
📌Katana	Combines to make 🏹Emperor	Donmac (Purland)
📌Metal	Combines to make 🛡Aegis	Cave near Mount Goht(Purland)
📌Oil	Combines to make 🛡Aegis	Underworld Cave (Underworld)
🚪Pass	Allows passage to the underworld	Cirrus (Purland)
Password	Allows entry to the Rebel's HQ	New Dharm (Future)
🚪Prison	Opens Faye's prison cell	North Maze (Purland)
📡Radar	Detects Units from the Talon	Palace (Present)
📡Radio	Allows communication with the Rebels from Floatland	Undersea Shelter (Future)
📡Remote	Calls the Talon	Ruins (Floatland)
📡Rocket	Allows entry to Floatland from the pier near the Palace	Viper City (Future)
📌Tablet	Convinces Shar to join	Southwest Ruins (Purland)
🚪Tower	Opens South Tower door	Elan (Present)

Magical Stones

Name	Notes	Found
💎Air	Makes Lost Magic	Maitreya's Tower (Floatland)*** Muu (Future)*** Northeastern Shipwreck 2 (Future)*** Northern Shipwreck (Past)*** South Tower (Present)***
💎Dark	Makes weapons and Armor	Cave near Donmac(Purland) Cave near Knaya (Purland) Cave near Mount Goht(Purland) Eastern Ruins (Purland) Eitar's Village (Purland) Mushrooms (Underworld) (x2) Twin Towers (Underworld) Underworld Cave (Underworld)

		South Eastern Shipwreck (Future)***
◆Earth	Makes Lost Magic	Castle of Chaos (Present)*** Central Shipwreck (Future)*** Maitreya's Tower (Floatland)*** Northeastern Shipwreck 1 (Future)*** Ruins (Floatland)***
◆Fire	Makes Lost Magic	Cave near Eitar's Village (Purland) Cave near Mount Goht(Purland) Southwest Ruins (Purland) Twin Towers (Underworld) Cave near Donmac (Purland)
◆Light	Makes weapons and Armor	Cave near Donmac(Purland) Cave near Knaya (Purland) Cave near Talonsburg (Purland) Eastern Ruins (Purland) Mount Goht(Purland) Mount Hasbid (Purland) Ruins (Floatland)*** Southwest Ruins (Purland) Underworld Cave (Underworld) Darius (Purland)
◆Water	Makes Lost Magic	Muu (Present)*** Ruins (Floatland) (x2)*** Southern Shipwreck (Past)*** Viper City (Future)***

Robotic Parts

Name	Cost	Notes	Bought	Found
⚔Attack	1500	Increases Robot's max Attack	Cirrus (Purland) Dharm (Present) Donmac (Purland) Elan (Past) Elan (Future) Knaya (Purland)	-
🛡Defense	1500	Increases Robot's max Defense	Elan (Present) Knaya (Purland) Lae (Past) Porle (Purland) Viper City (Future)	-
💪HP	1500	Increases Robot's max HP	Cirrus (Purland) Dharm (Present) Donmac (Purland) Elan (Past) Elan (Future) Knaya (Purland)	-
🏎Speed	1500	Increases Robot's max Agility	Elan (Present) Knaya (Purland) Lae (Past) Porle (Purland) Viper City (Future)	-

Talon Units

Name	Notes	Found
⌘Berth	Recovers party's HP, MP, and status	Viper City (Future)***
⌘Cannon	Attacks all enemies	-
⌘E-Ray	Attacks all enemies	Underworld Cave (Underworld)
⌘Flushex	Changes lead party member to original form	Lae (Past)***
⌘Future	Warps to Future	Castle of Chaos (Present)
⌘Hover	Allows flight over land and water	Castle of Chaos (Present) Talonsburg (Purland)
⌘Laser	Attacks all enemies	Cirrus (Purland)
⌘Missile	Attacks all enemies	Mount Hasbid (Purland)
⌘Past	Warps to Past	Elan (Present)
⌘Rover	Allows flight over land	Southeast Cave (Past)
⌘Shield	Prevents enemy attacks	Talonsburg (Purland)
⌘Soar	Allows flight over land, water, and mountains	Eastern Ruins (Purland)
⌘X-Plane	Warps to Pureland	Maitreya's Tower (Floatland)

Armor:

Note: Stat boosts and immunities are more meaningful end-game than simple defensive upgrades. Hold onto equipment that grants elemental immunities and stat boosts.

Body Armor

Name	Cost	Defense	M. Def.	Cyborg HP+	Notes	Bought	Found
⌘Leather	200	2	2	10	-	Dharm (Present)	-
⌘Bronze	700	3	2	30	-	Lae (Past)	-
⌘Silver	1300	4	4	40	-	Lae (Past)	-
⌘Gold	2400	5	5	50	-	Elan (Future)	-
⌘Mage	2600	5	6	40	◉Confuse	Elan (Future)	-
⌘Dragon	3400	6	6	70	-	Viper City (Future)	-
⌘Psi	-	7	7	100	Increases Agility +5	-	Castle of Chaos (Present)
⌘Fur	-	8	9	50	◉Para	-	North Maze (Pureland)
⌘Speed	-	9	8	130	Increases Agility +5	-	-
⌘Battle	-	10	9	100	Increases Attack +5	-	Maitreya's Tower (Floatland)
⌘Diamond	8500	11	10	110	◉Thunder	Knaya (Pureland)	-
⌘Wizard	18000	11	13	100	Increases Magic +5	Knaya (Pureland)	North Maze (Pureland) Southwest Ruins (Pureland)
⌘Mirror	13000	12	12	120	◉Mute	Juba (Talon) Knaya (Pureland)	-
⌘Samurai	18000	13	13	130	◉Stone	Cirrus (Pureland) Juba (Talon)	-
⌘Power	25000	15	12	140	Increases Attack +5	Dwelg Town (Underworld)	-

					Increases Agility +5		
⚔Light	25000	17	15	150	-	Dwelg Town (Underworld)	Cave near Knaya (Pureland)

Gloves

Name	Cost	Defense	M. Def.	Cyborg MP+	Notes	Bought	Found
⚔Leather	-	1	1	10	-	-	North Tower (Present)
⚔Bronze	400	2	1	30	-	Elan (Past) Elan (Present)	-
⚔Silver	1100	3	2	40	-	Muu (Past)	-
⚔Gold	1700	4	3	50	-	Muu (Past)	Castle of Chaos (Present)
⚔Dragon	2400	5	4	70	-	Muu (Present)	-
⚔Iron	4000	6	5	100	-	Muu (Future)	-
⚔Diamond	8500	7	7	120	⦿Thunder	Knaya (Pureland)	-
⚔Mirror	-	8	9	140	⦿Mute	-	Juba (Talon)
⚔Samurai	18000	9	11	150	⦿Stone	Cirrus (Pureland)	-
⚔Power	18000	9	15	150	Increases Attack +5	Juba (Talon)	-

Helmets

Name	Cost	Defense	M. Def.	Cyborg HP+	Notes	Bought	Found
⚔Leather	50	1	1	10	-	Dharm (Present)	-
⚔Bronze	400	2	1	30	-	Elan (Past) Elan (Present)	-
⚔Silver	1100	2	3	40	-	Lae (Past)	-
⚔Gold	1700	4	3	50	-	Muu (Present)	-
⚔Dragon	2400	6	6	70	-	Viper City (Future)	-
⚔Speed	4000	6	8	100	Increases Agility +5	Muu (Future)	-
⚔X-Plane	5500	8	8	90	-	Floatland Town (Floatland)	-
⚔Diamond	8500	9	10	110	⦿Thunder	Darius (Pureland) Knaya (Pureland)	-
⚔SandMan	-	10	10	60	Casts Sleep	-	Central Shipwreck (Future)
⚔Mirror	13000	10	12	130	⦿Mute	Knaya (Pureland)	-
⚔Hecate	25000	10	15	150	Increases Magic +5	Dwelg Town (Underworld)	-
⚔Samurai	18000	11	12	150	⦿Stone	Cirrus (Pureland)	Underworld Cave (Underworld)

Other

Name	Cost	Defense	M. Def.	Cyborg MP+	Notes	Bought	Found
⚔Belt	100	1	3	20	-	Dharm (Present)	-
⚔Plume	500	1	3	30	⦿Sleep	Elan (Past) Elan (Present)	Southeast Cave (Past)
⚔Pendant	700	1	7	50	⦿Curse	Muu (Past)	-
⚔Brooch	1600	1	8	70	⦿Poison	Elan (Future)	-
⚔					⦿		

Shades	3400	1	9	110	Dark	Muu (Future)	-
☞Cool	-	1	10	100	☉Fire Casts Ice2	-	Mount Hasbid (Pureland)
☞Earring	5500	1	10	80	☉Para	Darius (Pureland) Knaya (Pureland) Floatland Town (Floatland)	-
☞Scarf	8500	1	12	130	☉Stone	Knaya (Pureland)	Eastern Ruins (Pureland)
☞Warm	-	1	12	120	☉Water Casts Fire2	-	Southwest Ruins (Pureland)
☞Bangle	18000	1	14	140	☉Mute	Juba (Talon)	-
☞Armlet	-	2	14	150	☉Fatal Casts Fatal	-	Juba (Talon)
☞Ribbon	-	2	15	150	☉All Increases Magic +5	-	Cave near Donmac(Pureland) Mount Goht(Pureland) (x3)

Shields

Name	Cost	Defense	M. Def.	Cyborg HP+	Notes	Bought	Found
♥Bronze	700	2	2	30	-	Lae (Past)	-
♥Silver	1300	3	3	40	-	Muu (Present)	-
♥Gold	1700	4	4	50	-	Elan (Future)	-
♥Fire	-	4	7	60	☉Ice	-	Castle of Chaos (Present)
♥Dragon	3400	5	7	70	-	Viper City (Future)	-
♥Ice	-	4	7	60	☉Fire	-	Maitreya's Tower (Floatland)
♥X-Plane	5500	7	8	90	-	Floatland Town (Floatland)	-
♥Diamond	8500	7	10	100	☉Thunder	Darius (Pureland) Knaya (Pureland)	-
♥Mirror	13000	8	12	120	☉Mute	Knaya (Pureland)	-
♥Samurai	18000	10	12	130	☉Stone	Cirrus (Pureland)	-
♥Aegis	-	10	13	150	☉Stone ☉Change Increases Agility +5	-	Juba (Talon)
♥Speed	-	11	15	150	Increases Agility +5	-	Juba (Talon)

Shoes

Name	Cost	Defense	M. Def.	Cyborg MP+	Notes	Bought	Found
♠Leather	50	1	1	10	-	Dharm (Present)	-
♠Bronze	500	2	2	30	-	Elan (Past) Elan (Present)	-
♠Iron	1100	3	3	50	-	Muu (Past)	-
♠Gold	1700	4	4	70	-	Muu (Present)	-
♠Geta	2400	5	6	100	Increases Agility +5	Viper City (Future)	-
♠Dragon	3400	6	7	90	Increases Magic +5	Muu (Future)	-
♠Diamond	5500	7	8	140	☉Thunder	Darius (Pureland)	-

						Knaya (Pureland)	
♂Hecate	13000	8	9	130	♂Mute	Knaya (Pureland)	-
♂Speed	5500	9	10	150	Increases Agility +5	Floatland Town (Floatland)	Juba (Talon)
♂Hermes	18000	9	15	150	Increases Agility +5	Dwelg Town (Underworld)	-

Weapons:

Note: Certain powerful enemies have the ♂Damage trait, making normal weapons far less effective against them. For the last 3rd of the game, weapons which cannot pierce ♂Damage are not recommended.

Axes

Name	Cost	Power	Multiplier	Ignores ♂Damage	Cyborg HP+	Notes	Bought	Found
♂Battle	500	20	x2 Human	No	10	-	Lae (Past)	-
♂Tomhawk	1700	45	x2 Human	No	60	-	Elan (Future)	-
♂Rune	13000	100	x2 Human	No	120	Increases Attack +5	Knaya (Pureland) Masa (Talon)	-
♂Para	18000	150	x2 Human	Yes	130	Casts Para Increases Attack +5 Increases Magic +5	Masa (Talon)	-

Bows

Name	Cost	Power	Multiplier	Ignores ♂Damage	Cyborg HP+	Notes	Bought	Found
♂Long	100	7	None	No	10	-	Dharm (Present)	-
♂Gold	700	25	None	No	50	-	Muu (Past)	-
♂Elven	13000	100	None	Yes	120	-	Knaya (Pureland)	-
♂Samurai	-	170	None	No	140	-	-	Masa (Talon)

Claws

Name	Cost	Power	Multiplier	Ignores ♂Damage	Cyborg HP+	Notes	Bought	Found
♂CatClaw	2400	45	x2 Human	Yes	70	Casts Venom Increases Agility +5	Viper City (Future)	-
♂Poison	18000	140	x2 Human	Yes	130	Casts Venom Increases Agility +5 Increases Magic +5	Cirrus (Pureland)	Cave near Eitar's Village (Pureland)

Clubs

Name	Cost	Power	Multiplier	Ignores ♂Damage	Cyborg HP+	Notes	Bought	Found
♂Iron	-	21	x2 Human	No	30	-	-	Southeast Cave (Past)
♂Gold	-	40	x2 Human	No	70	-	-	Northeastern Shipwreck 2 (Future)

Explosives

				♂				
--	--	--	--	---	--	--	--	--

Name	Cost	Power	Multiplier	Ignores Damage	Cyborg HP+	Notes	Bought	Found
☛Napalm	500	10	None	Yes	30	One use Attacks all enemies	Elan (Past) Elan (Present)	-
☛Grenade	1100	30	None	No	50	One use Attacks all enemies	Muu (Past)	-
☛TNT	1700	40	None	No	60	One use Attacks all enemies	Muu (Present)	South Tower (Present) Southern Shipwreck (Past)
☛TearGas	1700	60	None	Yes	110	One use Attacks all enemies Paralyzes enemies	Elan (Future) Floatland Town (Floatland)	Northern Shipwreck (Past)
☛Star	5500	60	None	Yes	110	One use Attacks all enemies	Floatland Town (Floatland)	Darius (Pureland)
☛Nuke	50000	250	None	No	250	One use Attacks all enemies	Dwelg Town (Underworld)	Mount Goht(Pureland)

Firearms

Name	Cost	Power	Multiplier	Ignores Damage	Cyborg HP+	Notes	Bought	Found
☛Poison	8500	30	x2 Mutant x2 Human	Yes	110	Poisons enemy	Knaya (Pureland)	-
☛Fire	-	30	None	Yes	70	Attacks with Fire	-	Ruins (Floatland)
☛Magnum	-	40	None	No	110	-	-	-
☛SMG	3400	40	None	No	80	-	Muu (Future) Viper City (Future)	Ruins (Floatland)
☛Psi	5500	60	x2 Mutants	No	100	Mutants Gain 2x Magic Bonus Increases Magic +5	Darius (Pureland) Knaya (Pureland)	Maitreya's Tower (Floatland)
☛Laser	13000	90	None	No	120	-	Cirrus (Pureland) Knaya (Pureland)	-

Knives

Name	Cost	Power	Multiplier	Ignores Damage	Cyborg HP+	Notes	Bought	Found
☛Psi	600	17	x2 Mutant	No	30	Uses Magic Stat For Damage Increases Agility +5	Elan (Past) Elan (Present)	-
☛Adamant	3400	50	x2 Human	Yes	80	Casts Ice1 Increases Magic +5	Muu (Future)	-

Ordnance

Name	Cost	Power	Multiplier	Ignores Damage	Cyborg HP+	Notes	Bought	Found
☛ATM	5500	70	None	No	110	-	Darius (Pureland) Knaya (Pureland)	Ruins (Floatland)
☛Vulkan	8500	80	None	No	120	-	Knaya (Pureland)	Twin Towers (Underworld)
☛Laser	18000	90	None	No	140	-	Masa (Talon)	-
☛Missile	25000	100	None	No	150	-	Dwelg Town (Underworld)	-

Other

Name	Cost	Power	Multiplier	Ignores ◦Damage	Cyborg HP+	Notes	Bought	Found
⚔Battle	100	7	x2 Human	No	10	-	Dharm (Present)	-
⚔Petrify	-	100	x2 Human	Yes	110	Turns enemy to stone	-	Masa (Talon)
⚔Saw	18000	-	x2 Human		130	50% chance of killing enemy	Cirrus (Pureland)	-
⚔Blitz	1700	-	x2 Human		60	Lowers enemy's Magic	Elan (Future)	-
⚔Razor	700	27	x2 Human	No	30	-	Lae (Past)	-
⚔B-Jack	-	40	x2 Human	No	70	-	-	South Tower (Present)
⚔Boomrng	2400	40	x2 Human	No	70	-	Viper City (Future)	-
⚔Ninja	-	220	x2 Human	No	150	-	-	Masa (Talon)

Skills

Name	Cost	Power	Multiplier	Ignores ◦Damage	Cyborg HP+	Notes	Bought	Found
✊Punch	700	5	x1.5 Beast	No	30	-	Lae (Past)	-
✊Kick	1700	6	x1.5 Beast	No	50	-	Muu (Present)	-
✊Headbut	2400	7	x1.5 Beast	No	60	-	Elan (Future)	-
✊X-Kick	5500	8	x1.5 Beast	No	90	-	Muu (Future)	-
✊Smother	8500	9	x1.5 Beast	No	100	-	Darius (Pureland) Knaya (Pureland)	Southwest Ruins (Pureland)
✊Kneebut	13000	10	x1.5 Beast	No	110	-	Knaya (Pureland)	-
✊Jyudo	25000	11	x1.5 Beast	No	120	-	Knaya (Pureland)	-
✊Karate	28000	12	x1.5 Beast	No	140	-	Dwelg Town (Underworld)	-

Spears

Name	Cost	Power	Ignores ◦Damage	Multiplier	Cyborg HP+	Notes	Bought	Found
⚔White	-	130	Yes	x2 Human	120	-	-	Masa (Talon)
⚔Gungnir	18000	160	No	x2 Human	130	-	Cirrus (Pureland)	-

Staves

Name	Cost	Power	Multiplier	Ignores ◦Damage	Cyborg HP+	Notes	Bought	Found
⚔Bronze	50	6	x2 Human	No	20	-	Dharm (Present)	-
⚔Gold	400	10	x2 Human	No	30	-	Elan (Past) Elan (Present)	-
⚔Fire	500	15	x2 Human	No	50	Casts Fire1	Lae (Past) Muu (Past)	-
⚔X-Plane	1100	20	x2 Human	No	70	Casts Aero	Muu (Present)	-
⚔Thunder	-	22	x2 Human	Yes	60	Casts Lit1	-	Northeastern Shipwreck 1 (Future)
⚔X-Fire	-	45	x2 Mutant	No	110	Casts Erase Increases Agility +5 Increases Magic +5	-	Ruins (Floatland)
⚔Fast	4000	60	x2 Mutant	No	120	Casts Ice2 Increases Magic +5	Floatland Town (Floatland)	-
						Casts Stone		

Wall	18000	140	x2 Human	No	150	Increases Defense +5 Increases Agility +5 Increases Magic +5	Masa (Talon)	-
------	-------	-----	----------	----	-----	--	--------------	---

Swords

Name	Cost	Power	Multiplier	Ignores oDamage	Cyborg HP+	Notes	Bought	Found
Long	200	10	x2 Human	No	10	-	Dharm (Present)	-
Battle	400	15	x2 Human	No	20	-	Elan (Past) Elan (Present)	-
Silver	700	25	x2 Human	No	40	-	Muu (Past)	-
Gold	1100	35	x2 Human	No	50	-	Muu (Present)	-
Laser	2400	50	x2 Human	No	70	-	Viper City (Future)	Viper City (Future)
Psi	3400	55	x2 Mutant	No	90	Uses Magic Stat For Damage	Muu (Future)	-
Drain	-	60	x2 Human	Yes	110	Drains HP to user	-	Southwest Ruins (Pureland)
X-Plane	4000	65	x2 Human	No	90	-	Floatland Town (Floatland)	-
Dragon	5500	70	x2 Human	No	100	-	Darius (Pureland) Knaya (Pureland)	-
Durend	-	75	x2 All	Yes	110	Enhanced Damage on Pureland Bosses	-	Mount Hasbid (Pureland)
Emperor	-	75	x2 All	Yes	130	Enhanced Damage on Pureland Bosses	-	Masa (Talon)
Sun	-	90	x2 Human	Yes	120	-	-	Cave near Talonsburg (Pureland)
Masmune	-	100	x2 All	Yes	140	Enhanced Damage on Pureland Bosses	-	Masa (Talon)
Muramas	-	100	x2 All	Yes	140	Reflects a Portion of Damage Dealt to User Enhanced Damage on Pureland Bosses	-	Underworld Cave (Underworld)
Xcalibr	-	170	x2 All	Yes	150	Enhanced Damage on Pureland Bosses	-	Zhakal (Pureland)
Defense	25000	190	x2 Human	No	140	Increases Attack +5 Increases Defense +5 Increases Agility +5 Increases Magic +5	Dwelg Town (Underworld)	-

Spells:

Note: Make sure you have a complete collection of magic on every character before you warp to Pureland. Many spells become unavaliable after that point. Also note that you will only have enough crystals to create one of each lost magic spells. If you want duplicates, it will cost you at least one of your spells.

Black

Name	Cost	MP	Spell Power	Element	Notes	Bought	Found
Ice 1	400	8	18	Ice	Attacks one enemy with ice	Dharm (Present) Elan (Past) Elan (Present)	-
Sleep	400	8	-	-	Puts one enemy to sleep, recovers "Slep" on one ally	Dharm (Present)	-
Fire1	700	12	26	Fire	Attacks one enemy with fire	Lae (Past) Muu (Past)	-
Venom	700	12	-	-	Poisons one enemy, recovers "Pois" on one ally	Elan (Past) Elan (Present)	-

						Lae (Past)	
●Lit 1	1700	16	42	Thunder	Attacks one enemy with thunder	Elan (Future) Muu (Present) New Dharm (Future)	-
●Para	1700	16	-	-	Paralyzes one enemy, recovers "Para" on one ally	Muu (Past) Muu (Present)	-
●Ice 2	3400	20	64	Ice	Attacks one enemy or enemy group with ice	Muu (Future) Viper City (Future)	-
●Mute	3400	20	-	-	Mutes one enemy	Elan (Future) New Dharm (Future)	-
●Erase	5500	24	-	-	Nullifies one enemy's Defense spells	Floatland Town (Floatland) Muu (Future)	-
●Fire2	5500	24	82	Fire	Attacks one enemy or enemy group with fire	Darius (Pureland) Floatland Town (Floatland) Knaya (Pureland)	-
●Exit	8500	28	-	-	Escapes from dungeons, kills one enemy	Darius (Pureland) Knaya (Pureland) Viper City (Future)	Maitreya's Tower (Floatland)
●Lit 2	8500	28	130	Thunder	Attacks one enemy or enemy group with thunder	Knaya (Pureland)	-
●Drain	18000	32	X	-	Damage: X=(Max HP)-(Current HP) Drained to user	Cirrus (Pureland)	-
●Virus	18000	32	150	Typeless	Attacks one enemy or enemy group with poison	Cirrus (Pureland) Shar (Talon)	-
●Fatal	25000	36	-	-	Kills one enemy	Dwelg Town (Underworld)	-
●Nuke	25000	36	180	Typeless	Attacks all enemies with fire	Dwelg Town (Underworld)	-

Lost

Name	Cost	MP	Spell Power	Element	Notes	Bought	Found
●Dive	0	0	-	-	Allows diving and surfacing in ocean	-	Elan (Past)
●Float	0	0	-	-	Allows floating above the world and ocean	-	North Tower (Present)
●CureA	10000	8	-	-	Recovers 30% of HP on all allies, attacks undead	Knaya (Pureland) Shar (Talon)	-
●Pure	10000	8	-	-	Recovers "Curse" or inflicts it on foes.	Knaya (Pureland)	-
●Flood	-	16	60	Ice	Attacks all enemies with water	-	Shar (Talon)
●Morph	0	16	-	-	Changes party into WaterHags or Dwelgs	-	Elan (Future)
●CureB	61800	24	-	-	Recovers 60% of HP on all allies, attacks undead	Cirrus (Pureland) Shar (Talon)	-
●Wind	-	24	160	Tornado	Attacks all enemies with tornado	-	Shar (Talon)
●Cycle	-	32	-	-	Recovers from all status conditions, inflicts 2 status afflictions on foes.	-	Shar (Talon)
●FireX	-	32	100	Fire	Attacks all enemies with fire	-	Shar (Talon)
●LifeA	-	40	-	-	Recovers "Fell" on all allies, attacks undead	-	Shar (Talon)
●Shake	-	40	130	Quake	Attacks all enemies	-	Shar (Talon)
●Exit2	-	48	-	-	Escapes from dungeons, kills enemy group	-	Shar (Talon)
●Lit X	-	48	160	Thunder	Attacks all enemies with thunder	-	Shar (Talon)
●Flare	-	56	200	Typeless	Attacks all enemies	-	Shar (Talon)

◉LifeB	-	56	-	-	Recovers "Fell" and 100% of HP on all allies, kills undead	-	Shar (Talon)
--------	---	----	---	---	--	---	--------------

White

Name	Cost	MP	Spell Power	Element	Notes	Bought	Found
◉Cure1	400	8	-	-	Recovers 30% of HP on one ally, attacks undead	Dharm (Present) Elan (Past) Elan (Present)	-
◉Shell	400	8	-	-	Increases Defense +10 of one ally in battle	Dharm (Present)	-
◉Aero	700	12	26	Tornado	Attacks one enemy with tornado	Lae (Past) Muu (Past)	-
◉Spark	700	12	-	-	Blinds one enemy, recovers "Dark" on one ally	Elan (Past) Elan (Present) Lae (Past)	-
◉Conf	1700	16	-	-	Confuses one enemy, recovers "Conf" on one ally	Muu (Past) Muu (Present)	-
◉Cure2	1700	16	-	-	Recovers 60% of HP on one ally, attacks undead	Elan (Future) Muu (Present) New Dharm (Future)	-
◉Quake	3400	20	30	Quake	Attacks all enemies with quake	Muu (Future) Viper City (Future)	-
◉Stone	3400	20	-	-	Turns one enemy to stone, recovers "Ston" on one ally	Elan (Future) New Dharm (Future)	-
◉Cure3	5500	24	-	-	Recovers 100% of HP on one ally, attacks undead	Darius (Pureland) Floatland Town (Floatland) Knaya (Pureland)	-
◉Fast	5500	24	-	-	Increases Attack +10 of one ally in battle	Floatland Town (Floatland) Muu (Future)	-
◉Heal	8500	28	-	-	Recovers from all status conditions	Darius (Pureland) Knaya (Pureland) Viper City (Future)	Darius (Pureland)
◉Weak	8500	28	130	Tornado	Attacks all enemies with tornado	Knaya (Pureland)	-
◉Life	18000	32	-	-	Recovers "Fell" on one ally, attacks undead	Cirrus (Pureland) Shar (Talon)	-
◉Wall	18000	32	-	-	Protects one ally against enemy magic	Knaya (Pureland)	-
◉White	25000	36	170	Typeless	Attacks all enemies	Dwelg Town (Underworld)	-
◉Magma	25000	36	210	Quake	Attacks all enemies with quake	Dwelg Town (Underworld)	-