

Beginner weapons & armors
 Advanced weapons & armors
 Expert weapons & armors
 Unique weapons & armors

Knives

Name	Cost	Basic Damage	Piercing Damage	Throw Value	Requirements	Special Effects
Dirk	2	1-3	0	+30	1 Dex	None
Dagger	5	1-6	1	0	None	None
Throwing Knife	5	1-6	1	+20	1 Dex	None
Air Lancet	7	2-12	1	+10	2 Dex	None
Valiant Knife	15	2-12	3	+10	2 Dex	None
Thieves' Knife	30	3-18	1-6	0	3 Dex	None
Guardian	40	3-18	5	0	3 Dex	None
Mithril Knife	55	4-24	1-6	0	4 Dex	None
Kyrasis	65	2-12	3-18	-10	4 Dex	None
Assassin	75	4-24	2-12	-10	5 Dex	None
Shock Blade	90	3-18	12	-20	6 Dex	None
Master Dagger	110	6-36	2-12	-20	7 Dex	None
Jade Dagger		5-30	3-18	-20	8 Dex	None
Dragon Dagger		6-36	4-24	-30	10 Dex	None
Life Knife		4-24	2-12	0	6 Dex + 4 IQ	Heals user ½ of damage

Swords

Name	Cost	Basic Damage	Piercing Damage	Special Effects	Requirements	Hands
Short Sword	15	2-12	1	None	2 Str	1
Broad Sword	25	2-12	1-6	None	3 Str	1
Gradeus	35	3-18	4	None	4 Str	1
Great Sword	50	3-18	2-12	None	5 Str	1
Sacknoth	60	4-24	9	None	6 Str	1
Mithril Blade	75	5-30	2-12	None	7 Str	1
Elandyr	90	4-24	4-24	None	8 Str	1
Blood Sword	100	6-36	3-18	None	9 Str	1
Vanquisher	120	7-42	3-18	None	10 Str	1
Giant's Knife	150	7-42	25	None	10 Str	2
Master Sword	200	9-54	6-36	None	12 Str	*2*
Jade Sword		9-54	7-42	None	14 Str	*2*
Dragon Sword		10-60	8-48	None	16 Str	*2*
Sword of Yadei		7-42	3-18	Roll with 5 dice	10 Str + 6 Dex	1

Hammer

Name	Cost	Basic Damage	Piercing Damage	Special Effects	Requirements	Hands
Small Hammer	20	3-18	1	None	3 Str	1
Hammer	30	3-18	1-6	None	4 Str	1
Bell Hammer	40	3-18	2-12	None	3 Str	2
Hammer of Delmire	65	4-24	3-18	None	5 Str	2
Gryphon Hammer	90	5-30	15	None	7 Str	2
Sledge Hammer	120	6-36	5-30	None	8 Str	2
War Hammer	150	7-42	6-36	None	9 Str	2
Master Hammer	200	8-48	7-42	None	11 Str	*2*
Jade Hammer		9-54	8-48	None	15 Str	*2*
Dragon Hammer		11-55	9-54	None	18 Str	*2*
Earth Hammer		5-30	3-18	Affects group (10')	9 Str +3 MR	2

Axes

Name	Cost	Basic Damage	Piercing Damage	Special Effects	Requirements	Hands
Hand Axe	15	2-12	1	None	2 Str	1
Axe	25	2-12	1-6	None	3 Str	1
Silt Axe	35	3-18	1-6	None	4 Str	1
Double Edged Axe	50	3-18	2-12	None	3 Str	2
Battle Axe	65	4-24	3-18	None	5 Str	2
Luckeran Axe	85	4-24	4-24	None	6 Str	2
Graveyard Axe	120	5-30	18	None	8 Str	2
Axe of Ages	150	7-42	5-30	None	10 Str	2
Master Axe	200	8-48	6-36	None	12 Str	*2*
Jade Axe		9-54	7-42	None	14 Str	*2*
Dragon Axe		10-60	30	None	16 Str	*2*
Shadow Axe		5-30	10-60	Roll with 3 dice	9 Str + 1 NV	2

Throwing

Name	Cost	Basic Damage	Piercing Damage	Throw Value	Requirements	Special Effects
Average Rock	-	1	0	+20	None	None
Large Rock	-	1-2	0	+10	1 Dex	None
Dirk	2	1-3	0	+30	1 Dex	None
Throwing Knife	5	1-6	1	+20	1 Dex	None
Air Lancet	7	2-12	1	+10	2 Dex	None
Tack Star	10	2-12	2	+20	1 Str + 2 Dex	None
Ninja Star	12	2-12	1-6	+20	2 Str + 2 Dex	None
Shuriken	15	3-18	2	+10	2 Str + 3 Dex	None
Full Moon	20	3-18	1-6	+20	3 Str + 3 Dex	None
Morning Star	20	2-12	2-12	+10	3 Str + 4 Dex	None
Boomerang	50	3-18	1	+20	4 Str + 3 Dex	Returns to thrower
Rising Sun	70	3-18	1-6	+20	5 Str + 3 Dex	Returns to thrower
Throwing Spear	25	3-18	2-12	0	6 Str + 4 Dex	None
Bladed Spear	35	4-24	12	-10	6 Str + 5 Dex	None
Barbed Spear	50	5-30	3-18	-20	7 Str + 6 Dex	None
Jade Spear		7-42	18	-20	8 Str + 7 Dex	None
Dragon Spear		7-42	5-30	0	10 Str + 8 Dex	None
Magic Spear		4-24	2-12	+30	6 Str + 5 Dex + 5 Speed	Halves enemy's speed

Flails

Name	Cost	Basic Damage	Piercing Damage	Special Effects	Requirements	Hands
Flail	25	2-12	1-6	None	3 Str	1
Bladed Flail	40	4-24	1-6	None	5 Str	1
Big Flail	55	4-24	2-12	None	6 Str	1
War Flail	70	5-30	2-12	None	7 Str	1
Spiked Flail	95	6-36	3-18	None	9 Str	1
Power Flail	120	5-30	5-30	None	8 Str	2
Tiger Flail	150	7-42	20	None	10 Str	2
Dual-Chained Flail	200	8-48	5-30	+3 Shield Avoidance	13 Str	*2*
Master Flail		10-60	6-36	None	14 Str	*2*
Jade Flail		10-60	8-48	None	16 Str	*2*
Dragon Flail		12-72	8-48	None	18 Str	*2*
Poison Chain		5-30	3-18	-10 H.P. per turn	8 Str + 2 BS	1

Maces

Name	Cost	Basic Damage	Piercing Damage	Special Effects	Requirements	Hands
Mace	30	3-18	1-6	None	4 Str	1
Big Mace	45	4-24	1-6	None	5 Str	1
Battle Mace	55	3-18	3-18	None	4 Str	2
Spiked Mace	75	4-24	4-24	None	6 Str	2
Imperial Mace	120	6-24	15	None	8 Str	2
Slash Mace	150	7-42	5-30	None	10 Str	2
Master Mace	200	8-48	6-36	None	12 Str	*2*
Jade Mace		10-60	20	None	14 Str	*2*
Dragon Mace		10-60	7-42	None	15 Str	*2*
Amazing Mace		6-36	3-18	Increases Speed by 2	8 Str + 1 Lore	2

Staves

Name	Cost	Basic Damage	Piercing Damage	Special Effects	Requirements	Hands
Staff	20	2-12	1-6	None	2 Dex	*2*
Heavy Staff	30	3-18	1-6	None	3 Dex	*2*
Intricate Staff	50	2-12	1-6	2 Attacks	5 Dex	*2*
Vigilant Staff	70	2-12	8	2 Attacks	3 Str + 5 Dex	*2*
Adorian Staff	100	3-18	2-12	2 Attacks	4 Str + 5 Dex	*2*
Ninjas' Staff	130	2-12	7	3 Attacks	5 Str + 6 Dex	*2*
Jade Staff		3-18	2-12	3 Attacks	5 Str + 7 Dex	*2*
Dragon Staff		3-18	3-18	3 Attacks	6 Str + 8 Dex	*2*
Sage's Staff		3-18	1-6	2 Attacks and +10 Regeneration	3 Str + 6 Dex + 4 IQ + 2 MR	*2*

Bows

Name	Cost	Basic Damage	Piercing Damage	Special Effects	Requirements	Range
Short Bow	10	1-6	1	None	1 Dex	40
Bow	20	2-12	1	None	3 Dex	40
Longbow	30	2-12	1-6	None	5 Dex	50
Great Bow	45	3-18	4	None	7 Dex	50
Archers' Bow	60	3-18	2-12	None	9 Dex	60
White Bow	75	4-24	8	None	11 Dex	70
Wind Force	100	5-30	2-12	None	12 Dex	80
Bow of Ecstasy	120	5-30	3-18	None	13 Dex	100
Ash Bow		6-36	4-24	None	14 Dex	100
Dragon Bow		8-48	15	None	15 Dex	120
Power Bow		3-18	2-12	Strength added to damage	8 Dex + 5 Str	50

Arrows

Name	Cost	Special Effects	Additional Basic Damage
Wood Arrow x 10	5	None	0
Gray Arrow x 10	10	None	+5
Silver Arrow x 5	10	None	+7
Pronged Arrow x 5	15	None	+10
Poison Arrow x 5	20	-5 H.P. per turn	+10
War Arrow x 5	20	None	+12
Golden Arrow x 5	25	None	+15
Master Arrow x 5	30	None	+17
Jade Arrow		-10 H.P. per turn	+20
Dragon Arrow		-15 H.P. per turn	+25
Elven Arrow		-3 A.V.	+12

Cross-Bows

Name	Cost	Basic Damage	Piercing Damage	Special Effects	Requirements	Range
Small Cross	15	1-6	1	None	1 Dex	30
Crossbow	25	2-12	1	None	2 Dex	30
Reinforced X	50	3-18	1-6	None	5 Dex	40
Trigger X	65	4-24	4	None	6 Dex	40
Death Cross	75	4-24	2-12	None	7 Dex	60
Tri-Cross	100	1-6	2-12	3 Attacks	10 Dex	50
Dragon Cross		6-36	4-24	None	12 Dex	80
Precision X		3-18	2-12	No penalty for aiming	6 Dex + Level 5	40

Bolts

Name	Cost	Special Effects	Additional Basic Damage
Bolt x 10	5	None	0
Steel Bolt x 10	10	None	+5
Bolt of Ergoth x 5	15	None	+10
Pronged Bolt x 5	20	None	+12
Razor Bolt x 5	25	None	+15
Master Bolt x 5	30	None	+17
Jade Bolt		None	+20
Dragon Bolt		None	+25
Dwarven Bolt		+4 Shield Avoidance	+15

Gauntlets

Name	Cost	Basic Damage	Piercing Damage	Special Effects	Requirements
Fist	-	1-6	0	None	None
Leather Glove	5	1-6	1	None	1 Str
Gauntlet	15	2-12	2	None	2 Str
Brass Knuckle	20	2-12	1-6	None	3 Str
Spiked Glove	30	3-18	1-3	None	4 Str
Mithril Claw	35	3-18	5	None	5 Str
Kaiser	45	3-18	2-12	None	6 Str
Poison Claw	50	3-18	1-6	-5 H.P. per turn	5 Str
Fire Knuckle	70	4-24	2-12	None	6 Str
Tiger Fangs	90	5-30	10	None	7 Str
Master Claw	120	6-36	12	None	8 Str
Jade Claw		7-42	3-18	None	9 Str
Dragon Claw		8-48	12	None	10 Str
Iron Fist		3-18	2-12	+10 Aftershock	6 Str + 100 Max H.P.

Shields

Name	Cost	Special Effects	Basic Damage	Piercing Damage	Requirements
Small Shield	10	-5 D.V.	1-6	1	1 Str
Guardian Shield	25	-3 D.V.	1-6	1-3	2 Str
Large Shield	40	-1 D.V.	2-12	1	4 Str
Taldenar Shield	50	None	2-12	1-3	5 Str
Mithril Shield	60	+1 D.V.	2-12	3	6 Str
Master Shield	75	+3 D.V.	2-12	4	7 Str
Jade Shield		+5 D.V.	3-18	1-6	8 Str
Dragon Shield		+7 D.V.	3-18	2-12	10 Str
Shield of Yadei		+2 D.V. May block and attack with same B.S.	3-18	8	7 Str + AV<7

Armor Mails

Name	Cost	Protection	Special Effects	Requirements
Cloth Armor	5	1	None	None
Leather Armor	10	3	None	1 Str
Chain Mail	15	5	None	2 Str
Scale Armor	25	8	None	2 Str
Plate Mail	30	10	None	3 Str
Heavy Plate	35	12	None	4 Str
Mithril Mail	45	15	Protects Special	5 Str
Crystal Armor	50	18	None	6 Str
Master Armor	65	20	None	7 Str
Jade Plate		25	Protects Special	9 Str
Dragon Scale		30	Protects Special	10 Str
Holy Armor		½ of damage done	None	6 Str + 3 MR

Helmets

Name	Cost	Protection	Special Effects	Requirements
Chain Helmet	5	2	None	1 Str
Barred Helmet	10	4	None	2 Str
Masked Helmet	15	5	None	3 Str
Plate Helmet	20	6	None	4 Str
Heavy Helmet	25	8	None	5 Str
Mithril Helmet	30	10	Protects Neck	6 Str
Crystal Helm	40	12	Protects Neck	7 Str
Master Helm	50	15	Protects Neck	8 Str
Jade Helmet		20	Protects Neck	9 Str
Dragon Helmet		25	Protects Neck	10 Str
Skull Cap		10	Adds intelligence to attack damage (melee & throwing)	6 Str + 4 IQ

Leggings

Name	Cost	Protection	Special Effects	Requirements
Leather Leggings	5	1	None	1 Str
Chain Leggings	10	2	None	2 Str
Scaled Leggings	15	4	None	3 Str
Plated Leggings	20	5	None	4 Str
Heavy Plated Leggings	25	7	None	5 Str
Mithril Leggings	30	8	None	6 Str
Crystal Leggings	35	10	Protects Special	7 Str
Master Leggings	45	12	Protects Special	8 Str
Jade Leggings		15	Protects Special	9 Str
Dragon Leggings		20	Protects Special	10 Str
Enchanted Leggings		8	+15 Mana	5 Str + 50 Mana