

# Tactics Ogre: Let Us Cling Together Crafting Guide

by Maltherion

Updated to v1.0 on Jun 29, 2015

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Crafting Guide & FAQ
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Copyright 2011-2015 by Maltherion  
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===== [1.0] =====  
INTRODUCTION  
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Aahh, crafting.  
It's tedious, but it doesn't bother me yet. This FAQ will change that.\*  
Er, I mean...  
This FAQ provides lists of craftable equipment with item descriptions placed adjacent to each other for ease of stat comparison of base and upgraded items.

For any information regarding equipment beyond the scope of crafting, most especially rare and special drops, cursed weapons, and item sets, please consult Col\_Mobius' superb Equipment Guide. It may be found here:

[www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/62495](http://www.gamefaqs.com/psp/999440-tactics-ogre-let-us-cling-together/faqs/62495)

This crafting guide is not yet complete, but if you have anything you wish to add or correct, please feel free to contact me!

\* Apparently not. I'd still rather spend the rest of my days smelting Wootz Steel than farm another Glass Pumpkin, thank you very much.

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===== [2.0] =====  
VERSION HISTORY  
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Version 0.00 -- 3/26/2011 -- Began the FAQ

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FAQ created with the intention of compiling crafted equippable items' data. Hope to include the following:  
- Stats of both normal and upgraded (i.e., crafted) items  
- Total number of raw materials needed to create each item  
- Class/level requirements for each item

Version 0.8 -- 4/7/2011 -- First submission

-----  
First draft submitted, slightly earlier than intended, as I'm aware I will be unable to work on it over the next several days. Still missing recipes from several books, but most are covered so far. In addition to these, future versions plan to include:  
- Total number of raw materials needed to create each item  
- Classes that can equip each item  
- Ingredients and methods of obtaining them  
- Recipes for consumables and ingredients?

Version 0.9 -- 4/26/2011 -- First revision/update

-----  
Finally had a chance to update! I only filled in the rest of the recipes. I still need to do the rest of those things listed in prior version's notes. Semester ends next week, so I'll finally be able to devote some quality time

to the guide again after that.

Version 0.9.5 -- 5/12/2011 -- Update with additions

-----  
Notable in this update: A preliminary ingredients list.

I also composed indices for each item subsection, concisely listing items in order by level. This helps break up the subsections, and may be a useful resource in equipment planning.

Minor Update, 6/15/2011

-----  
Added target coordinates for most of the recipe book drops.  
Minor corrections throughout, few additions to the ingredient list.

Minor Update, 6/23/2011

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Some general additions/corrections.  
Added some [DROP] and [STEAL] information to the ingredient list.

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CRAFTING BASICS	[3.0]
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Here I will address some basics of the crafting system.

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WHAT IS CRAFTING?	[3.a]
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From the in-game Warren Report:

- You can craft items in shops to upgrade your current equipment and create new pieces not normally offered for sale.
- Crafting requires a recipe and the necessary ingredients and items.
- There is a risk that crafting may fail.

There is no fee for crafting an item, but the process consumes the ingredients that are used to craft it.

Sometimes when crafting an ingredient, an extra item of the type being created is produced. This can occur when crafting any type of ingredient, but not when crafting end products. This occurrence appears to be entirely random.

If the process fails, the used ingredients are lost.

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IS CRAFTING WORTHWHILE?	[3.b]
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Crafting is definitely worthwhile.

Upgraded equipment is noticeably stronger, and upgrading some items will confer additional effects, such as increased damage or resistance against certain enemy types or on-hit status effects.

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IS THERE A DOWNSIDE TO CRAFTING?	[3.c]
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Crafting is a notoriously time consuming process.

Items, including craftable ingredients, must be made one at a time. This becomes especially tedious in the case of crafting more advanced ingredients, such as a single bar of Wootz Steel which requires a total of 37 crafting processes.

A second downside is the possibility of failure. Each recipe, including those for ingredients, has a success rate which is based on your party's base stats.

Also worth noting is that crafted items' weight and RT are often increased. This is not necessarily a significant drawback, but it may be worth considering when planning or crafting equipment.

Level requirement also increases by 1 on upgraded weapons and armor (with a few exceptions), and by significantly more on upgraded jewelry.

----- [3.d] -----  
WHEN CAN I START CRAFTING?

You can begin crafting as soon as you obtain a recipe book. These first become available shortly after the beginning of Chapter 2.

----- [3.e] -----  
WHERE DO I GET RECIPES?

A number of recipe books can be bought in shops (at any time after they've become available), but many are acquired through certain battles.

See section [4.0] for a detailed list of recipe books and section [4.a] for specific locations.

----- [3.f] -----  
WHERE DO I GET INGREDIENTS?

Some raw ingredients can be bought in shops. Most ingredients are crafted using the store-bought raw ingredients. Certain ingredients can be discovered as hidden treasure on battleground maps. Certain ingredients are dropped by creatures or bought after auctioning them. Certain ingredients are rare drops from creatures.

See section [5.0] for a detailed list of ingredients.

----- [3.g] -----  
HOW CAN I INCREASE THE SUCCESS RATE?

Each item type corresponds to a specific stat. It appears that the game uses the highest base stat available among any of your units to calculate the success rate in each category.

Increasing base stats (not class or equipment modified stats) will result in higher success rate.

----- [3.h] -----  
IS CRAFTING PROFITABLE?

Most crafted items sell for less than the cost of their ingredients. However, everything from the Codex of Gems can be sold for a profit, most notably orbs, which can be crafted and sold for a 3660 Goth profit.

Barring discrepancies that might occur due to crafting failure or crafting bonus items...

Gems cost 280 Goth to craft, and sell for 425 Goth.  
 Orbs cost 840 Goth to craft, and sell for 4500 Goth.  
 Krystallos cost 280 Goth to craft, and sell for 500 Goth.

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 CAN I SELL CRAFTED ORBS TO RECRUIT DENEBO?  
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 [3.i]  
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No. These do not count toward the orbs you must buy from her shop.

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 RECIPE BOOKS & LOCATIONS  
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 [4.0]  
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Book	Achieved through..	Add'l notes
Melee Weapons I	Buy it in Ch. 2	Price: 1000 Goth
Melee Weapons II	Buy it in Ch. 3	Price: 2000 Goth
The Fist	Ch. 4 Side Quest	Ancient Temples
Fist Enchiridion	Ch. 4 Side Quest	Phorampa Wildwood
The Blade	Ch. 4 Side Quest	Ancient Temples
Dagger Enchiridion	Ch. 4 Side Quest	Ancient Temples
Sword Enchiridion	Ch. 4 Side Quest	Ancient Temples
2-H Sword Enchiridion	Ch. 4 Side Quest	Phorampa Wildwood
Axe, Spear & Hammer	Ch. 4 Side Quest	Ancient Temples
Axe Enchiridion	Ch. 3-4 Side Quest	Phorampa Wildwood
Spear Enchiridion	Ch. 3-4 Side Quest	Phorampa Wildwood
Hammer Enchiridion	Ch. 4 Side Quest	Pirate Graveyard
The Katana	Ch. 4 Side Quest	Ancient Temples
Katana Enchiridion	Ch. 3-4 Side Quest	Phorampa Wildwood
2-H Katana Enchiridion	Ch. 3-4 Side Quest	Phorampa Wildwood
Cudgel & Whip	Ch. 4 Side Quest	Ancient Temples
Cudgel Enchiridion	Ch. 4 Side Quest	Ancient Temples
Whip Enchiridion	Ch. 4 Side Quest	Phorampa Wildwood
Transcription	Ch. 4 Side Quest	Palace of the Dead
Musical Instruments I	Post-Game Side Quest	San Bronsa Ruins
Musical Instruments II	Post-Game Side Quest	San Bronsa Ruins
Ranged Weapons I	Buy it in Ch. 2	Price: 1000 Goth
Ranged Weapons II	Buy it in Ch. 3	Price: 2000 Goth
Ways of the Gerges	Story Battle, Ch. 2	Qadriga Fortress
The Bow	Ch. 4 Side Quest	Ancient Temples
Bow Enchiridion	Ch. 4 Side Quest	Phorampa Wildwood
The Crossbow	Ch. 4 Side Quest	Ancient Temples
Crossbow Enchiridion	Ch. 4 Side Quest	Palace of the Dead
The Fusil	Ch. 4 Side Quest	Grimsby Battle
Fusil Enchiridion	Ch. 4 Side Quest	Ancient Temples
Thrown Weapons I	Ch. 4 Side Quest	Palace of the Dead
Thrown Weapons II	Ch. 4 Side Quest	Ancient Temples
Smithing Armor I	Buy it in Ch. 2	Price: 1000 Goth
Smithing Armor II	Buy it in Ch. 3	Price: 2000 Goth
Armorcraft	Ch. 4 Side Quest	Ancient Temples
Shieldcraft	Ch. 4 Side Quest	Ancient Temples
Shield Enchiridion	Ch. 4 Side Quest	Ancient Temples
Helm Enchiridion	Ch. 4 Side Quest	Ancient Temples
Body Armor Enchiridion	Ch. 4 Side Quest	Pirate Graveyard
Armguard Enchiridion	Ch. 4 Side Quest	Palace of the Dead
Legguard Enchiridion	Ch. 4 Side Quest	Pirate Graveyard
Codex of Jewelry I	Buy it in Ch. 2	Price: 1500 Goth

Codex of Jewelry II	Buy it in Ch. 3	Price: 3000 Goth
Codex of Jewelry III	Ch. 4 Side Quest	Ancient Temples
Codex of Jewelry IV	Ch. 4 Side Quest	Ancient Temples
Codex of Ores	Buy it in Ch. 2	Price: 800 Goth
Codex of Gems	Story Battle, Ch. 3	Phidoch Castle
Codex of Timber	Buy it in Ch. 2	Price: 600 Goth
Codex of Textiles	Buy it in Ch. 2	Price: 700 Goth
On Medicine I	Buy it in Ch. 2	Price: 1000 Goth
On Medicine II	Story Battle, Ch. 2	Almorica Passage
Secrets of the Master	Ch. 4 Side Quest	Palace of the Dead

Note: Ways of the Gerges, Codex of Gems, and On Medicine II are guaranteed to drop from the enemy leader of their respective battles.

The following is a detailed list of specific locations of recipe books that cannot be bought and are not guaranteed battle drops.

These drop from very specific enemies, which may not always appear. It may be necessary to reload or withdraw from the battle and enter it again. Additionally, the enemies that drop these books will not drop them 100 percent of the time, and several attempts at killing them may be necessary in order for the desired item to appear.

Undead units must be exorcised in order for you to receive their loot.

It's worth noting that once an enemy drops a loot bag, its contents are set. However, you may use Chariot Tarot to kill the enemy in a different manner or from a different location to change what is dropped. If you spend 30+ minutes repeating this process without seeing the desired drop, it is likely that you have chosen the wrong target or the target is at an inappropriate level for the item to appear.

**\*\*A note on coordinates\*\***

The coordinate system used here acknowledges the leftmost corner (by navigating down and left) as (0, 0). Counting squares to the right corresponds to the x-coordinate, and counting squares up corresponds to the y-coordinate.

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 STORY BATTLES [4.a]  
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Chapter 4 Rhamsen Wreck Sidequest, Grimsby

The Fusil:

In the battle with Martym and Lindl, The Fusil is dropped by the Neutral Terror Knight Templar who starts the battle in the middle left area of the map. Lindl is directly facing him when the battle begins.

Target's exact starting location: (9, 5), Elevation 13.

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 PHORAMPA WILDWOOD [4.b]  
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These books can be obtained once your party has reached the 17-20 level range. The target enemy needs to be at least level 18; this varies in some cases, as described below.

Location: Gunagua Headwater

Recipe: Spear Enchiridion

Dropped By: Neutral Hawkman Rune Fencer wielding a spear or one-handed sword.

Target's exact starting location: (18, 8), Elevation 3.

Location: Whisper of Leaf and Water

Recipe: Axe Enchiridion

Dropped By: Neutral Female Human Beast Tamer wielding an axe or whip.

Target's exact starting location: (4, 19), Elevation 8.

Location: Lie Down in Green Pastures

Recipe: Katana Enchiridion

Dropped By: Neutral Male Human Ninja wielding any combination of katana and daggers.

Target's exact starting location: (13, 11), Elevation 3.

Location: The Frostfen

Recipe: 2-H Katana Enchiridion

Dropped By: Lawful Female Human Swordmaster wielding a two-handed katana.

Target's exact starting location: (1, 7), Elevation 8.

Location: Scenic Knoll

Recipe: Whip Enchiridion

Dropped By: Neutral Hawkman Beast Tamer wielding an axe (NOT a throwing axe) or whip. This item does not appear to drop from a target below level 20.

Target's exact starting location: (2, 15), Elevation 17.

Location: Heart of the Wildwood

Recipe: Fist Enchiridion

Dropped By: Neutral Male Human Warrior wielding fist, sword, or dagger.

This item does not appear to drop from a target below level 20.

Target's exact starting location: (1, 1), Elevation 5.

Location: Land of the Supplicant

Recipe: 2-H Sword Enchiridion

Dropped By: Chaotic Male Skeleton Terror Knight wielding a two-handed sword.

This item does not appear to drop from a target below level 20.

Target's exact starting location: (6, 19), Elevation 10.

Note: It is common two have two Skeleton Terror Knights appear close to each other on this map. The target is the one indicated above; for further clarification, it is male and has a high loyalty ("In the eyes of this unit, you are a worthy leader who can do no wrong").

Location: Wonder at the Gods Above

Recipe: Bow Enchiridion

Dropped By: Neutral Female Human Archer wielding a bow or crossbow. This item does not appear to drop from a target below level 20.

Target's exact starting location: (2, 14), Elevation 20.

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PIRATE GRAVEYARD  
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[4.c]  
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Location: Bosom of the Sea God (Floor 9)

Recipe: Legguard Enchiridion

Dropped By: Lawful Lizardman Hoplite wielding a crossbow and shield.

Target's exact starting location: (2, 21), Elevation 21.

Note: This enemy will not appear on the Iuria side quest.

Location: Midline Rift (Floor 10)

Recipe: Body Armor Enchiridion

Dropped By: Chaotic Blood Gavial (red lizardman) wielding a spear.

Target's exact starting location: (2, 9), Elevation 9.

Note: I have confirmed that it is possible to obtain this during the Iuria side quest.



Location: Into the Darkness (Floor 11)  
Recipe: Hammer Enchiridion  
Dropped By: Lawful Skeleton Knight wielding a hammer and shield.  
Target's exact starting location: (5, 8), Elevation 11.  
Note: This enemy will not appear on the Iuria side quest.

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THE ANCIENT TEMPLES  
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[4.d]  
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The boss of each of these shrines is guaranteed to drop two recipe books when encountered before level 33. They can still be obtained beyond level 33, but are less common at that point due to the expanded loot table.

The non-boss enemies drop recipe books on the 4th Descent of each shrine with the exception of Vaasa's Shrine, where the target is on the 3rd Descent.

Location: Temple of Lyuneram (Lhazan Fortress), 4th Descent  
Recipe: Cudgel Enchiridion  
Dropped By: Lawful Gorgon (golden lamia) wielding a cudgel and shield.  
Target's exact starting location: (2, 1), Elevation 9

Location: Temple of Lyuneram (Lhazan Fortress), Sanctum of Lyuneram  
Recipe: Thrown Weapons II  
Recipe: Codex of Jewelry IV  
Dropped By: Lygenstzel, the glowing Cockatrice boss.  
Target's exact starting location: (7, 28), Elevation 20.

Location: Temple of Greuza (Geyld Fortress), 4th Descent  
Recipe: Shield Enchiridion  
Dropped By: Neutral Lizardman Hoplite wielding a sword and shield.  
Target's exact starting location: (7, 7), Elevation 12.

Location: Temple of Greuza (Geyld Fortress), Sanctum of Greuza  
Recipe: Axe, Spear, & Hammers  
Recipe: The Katana  
Dropped By: Tlaloc, the glowing Octopus boss.  
Target's exact starting location: (5, 5), Elevation 9.

Location: Temple of Vaasa (Gecho Fortress), 3rd Descent  
Recipe: Dagger Enchiridion  
Dropped By: Zombie Chaotic Female Human Rogue wielding a dagger and shield.  
Target's exact starting location: (13, 14), Elevation 7.

Location: Temple of Vaasa (Gecho Fortress), Sanctum of Vaasa  
Recipe: The Bow  
Recipe: Armorcraft (can also be obtained from Temple of Xoshonell)  
Dropped By: Nathalork, the glowing Golem boss.  
Target's exact starting location: (20, 3), Elevation 3.

Location: Temple of Xoshonell (Boed Fortress), 4th Descent  
Recipe: Fusil Enchiridion  
Dropped By: Neutral Male Human Fusiler wielding a two-handed fusil.  
Target's exact starting location: (4, 2), Elevation 15.

Location: Temple of Xoshonell (Boed Fortress), Sanctum of Xoshonell  
Recipe: Armorcraft (can also be obtained from Temple of Vaasa)  
Recipe: The Fist (can also be obtained from Temple of Hahnela)  
Recipe: Codex of Jewelry III -- only drops at levels 33+

Recipe: Shieldcraft -- only drops at levels 33+  
Dropped By: Ifrit, the glowing Cyclops boss.  
Target's exact starting location: (9, 16), Elevation 8.

Location: Temple of Nestharot (Qadriga Fortress), 4th Descent  
Recipe: Helm Enchiridion  
Dropped By: Lawful Female Human Cleric wielding a lobber and shield.  
Target's exact starting location: (2, 14), Elevation 13.

Location: Temple of Nestharot (Qadriga Fortress), Sanctum of Nestharot  
Recipe: The Blade  
Recipe: Cudgel & Whip  
Dropped By: Xolotl, the glowing Hydra boss.  
Target's exact starting location: (17, 7), Elevation 5.

Location: Temple of Hahnela (Ndamsa Fortress), 4th Descent  
Recipe: Sword Enchiridion  
Dropped By: Lawful Female Human Knight wielding a sword and shield.  
Target's exact starting location: (3, 16), Elevation 12.

Location: Temple of Hahnela (Ndamsa Fortress), Sanctum of Hahnela  
Recipe: The Fist (can also be obtained from Temple of Xoshonell)  
Recipe: The Crossbow  
Dropped By: Vainateya, the glowing Gryphon boss.  
Target's exact starting location: (2, 4), Elevation 19.

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PALACE OF THE DEAD [4.e]  
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Location: Floor 10  
Recipe: Thrown Weapons I  
Dropped By: Neutral Female Human Beast Tamer wielding a thrown weapon.  
Target's exact starting location: (14, 4), Elevation 15.

Location: Floor 20  
Recipe: Armguard Enchiridion  
Dropped By: Neutral Lizardman Hoplite with low loyalty.  
Target's exact starting location: (10, 9), Elevation 11.

Location: Floor 22  
Recipe: Crossbow Enchiridion  
Dropped By: Skeleton Archer at bottom right of map at Elevation 10. This will appear only in a non-story battle.

Location: Floor 23  
Recipe: Transcriptions  
Dropped By: Chaotic Lamia Witch at Elevation 13 on ledge near your starting position.

Location: Floor 100  
Recipe: Secrets of the Master  
Dropped By: Nybeth, in story battle.

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SAN BRONSA RUINS [4.f]  
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Location: Tower of Law Eternal, various floors  
Recipe: Musical Instruments I

Dropped By: Various enemies

This recipe book has many drop locations throughout the Tower of Law

Eternal. I have listed several below, with their exact starting locations.

Floor 2: Lawful Familiar wielding a spellbook and shield; (1, 9), Elevation 25.

Floor 3: Chaotic Orc Berserker wielding a fist weapon; (13, 15), Elevation 25.

Floor 5: Chaotic Gremlin Rogue wielding a blowgun and shield; (11, 14),  
Elevation 17

Floor 5: Chaotic Gremlin Rogue wielding a fist weapon; (14, 13), Elevation 18.

Floor 6: Neutral Hawkman Archer wielding a crossbow; (9, 2), Elevation 15.

Floor 8: Neutral Orc Warrior wielding a two-handed sword, (6, 3), Elevation 12.

Floor 9: Chaotic Female Ghost Enchantress wielding a wand and shield; (2, 27),  
Elevation 20.

Location: Floating Ruins, Floor 1

Recipe: Musical Instruments II

Dropped By: Lamia Matriarch wielding a cudgel.

Target's exact starting location: (19, 8), Elevation 14.

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INGREDIENTS	[5.0]
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The following section provides information about each of the crafting ingredients, listed in alphabetical order. I will indicate methods of acquiring them ([AUCTION], [DROP], [STEAL], etc.) and, where applicable, the names of maps where they might be easily obtained.

When an ingredient is obtained through auctioning, it will appear in the shop's sundries in a specific limited quantity, and will remain there until purchased. When [AUCTION] is listed below, the number shown is the quantity made available in the shop through a single auction of the named creature.

When [CRAFT] is listed below, the recipe book it comes from is listed first, followed by (further indented) its component parts.

As for [DROP]s...

This is problematic, especially in the case of many of the rarer ingredients, as not every creature type that CAN drop something WILL drop it. For example, gryphons are known to drop Unicorn Horns, but only certain gryphons on certain maps are ABLE to drop them.

The [DROP] locations below indicate an enemy's specific starting area on the specified map. Each of those listed below are confirmed; enemies not listed may not drop the given item.

I have also included indications as to whether items may be found as hidden treasure on maps (designated by [TREASURE]); however, it would be nigh-impossible to denote specific locations as treasure found is based on luck and other variables.

Please note: This section is far from comprehensive as of this version; if you have anything you would like to add, your contributions are quite welcome. I would be particularly grateful for information regarding stealing items and specific enemy locations.

-----+  
Air Krystallos |-----

-----+  
[CRAFT]

Codex of Gems:  
Krystallos Ore x2

[TREASURE]

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-----+  
Ananawood |-----  
-----+

[CRAFT]

Codex of Timber:  
Log x3

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-----+  
Ancient Bone |-----  
-----+

[DROP]

Cyclops, Lake Bordu

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-----+  
Ancient Wood |-----  
-----+

[DROP]

Phorampa Wildwood  
Untrodden Marsh:  
ALL Octopi, (4, 1), (5, 6), (6, 15)  
The Feral Shore:  
ALL Octopi (Zombie), (12, 2), (12, 4), (13, 6)  
Gunagua Headwater:  
ALL Octopi, (15, 6), (18, 3), (19, 5), (21, 2)

Octopus, Lake Bordu

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-----+  
Baldur Ore |-----  
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[AUCTION]

x2, ANY Dragon (including Hydra)  
x16, Baldur Golem

[CRAFT]

Codex of Ores:  
Inferior Ore x2

[DROP]

Phorampa Wildwood  
Untrodden Marsh:  
ALL Octopi, (4, 1), (5, 6), (6, 15)

[STEAL]

Baldur Golem (Requires skill rank of 3)

-----+  
Baldur Ingot |-----  
-----+

[CRAFT]

Codex of Ores:

Baldur Ore x1

Silver Ingot x1

Krystallos Ore x1

-----+  
Baobawood |-----  
-----+

[CRAFT]

Codex of Timber:

Log x4

-----+  
Beast Claw |-----  
-----+

[DROP]

Bahanna Highlands:

Flood Dragon, (11, 9)

Madura Drift:

Frost Dragon, (7, 9)

Mount Hedon:

Flame Dragon, (9, 8)

Phorampa Wildwood

Field of Fallen Shadow:

Frost Dragon, (2, 17)

Flood Dragon, (5, 15)

Thunder Dragon, (6, 18)

Flame Dragon, (6, 21)

Earth Dragon, (10, 20)

Cloud Dragon, (13, 20)

Untrodden Marsh:

Earth Dragon, (1, 9)

Thunder Dragon, (3, 9)

Cloud Dragon, (3, 12)

Frost Dragon, (3, 14)

Flood Dragon, (5, 3)

Flame Dragon, (6, 7)

Scenic Knoll:

Flood Dragon, (1, 4)

Thunder Dragon, (3, 4)

Flame Dragon, (4, 2)

Earth Dragon, (5, 15)

Frost Dragon, (10, 3)

Cloud Dragon, (12, 3)

Land of the Supplicant:

Cloud Dragon, (5, 15)

Thunder Dragon, (5, 16)

Flame Dragon, (6, 17)

-----+  
-----+  
Beast Fang |-----+  
-----+  
[DROP]

Madura Drift:  
    Frost Dragons, (5, 11), (12, 9)  
Mount Hedon:  
    Flame Dragons, (7, 12), (12, 14)

Phorampa Wildwood  
Field of Fallen Shadow:  
    Frost Dragon, (2, 17)  
    Flood Dragon, (5, 15)  
    Thunder Dragon, (6, 18)  
    Flame Dragon, (6, 21)  
    Earth Dragon, (10, 20)  
    Cloud Dragon, (13, 20)  
Untrodden Marsh:  
    Earth Dragon, (1, 9)  
    Thunder Dragon, (3, 9)  
    Cloud Dragon, (3, 12)  
    Frost Dragon, (3, 14)  
    Flood Dragon, (5, 3)  
    Flame Dragon, (6, 7)  
Scenic Knoll:  
    Flood Dragon, (1, 4)  
    Thunder Dragon, (3, 4)  
    Flame Dragon, (4, 2)  
    Earth Dragon, (5, 15)  
    Frost Dragon, (10, 3)  
    Cloud Dragon, (12, 3)  
Land of the Supplicant:  
    Cloud Dragon, (5, 15)  
    Thunder Dragon, (5, 16)  
    Flame Dragon, (6, 17)

-----+  
-----+  
Beast Horn |-----+  
-----+  
[DROP]

Madura Drift:  
    Frost Dragons, (3, 13), (9, 12)  
Mount Hedon:  
    Flame Dragon, (10, 13)

Phorampa Wildwood  
Field of Fallen Shadow:  
    Frost Dragon, (2, 17)  
    Flood Dragon, (5, 15)  
    Thunder Dragon, (6, 18)  
    Flame Dragon, (6, 21)  
    Earth Dragon, (10, 20)  
    Cloud Dragon, (13, 20)  
Untrodden Marsh:

Earth Dragon, (1, 9)  
Thunder Dragon, (3, 9)  
Cloud Dragon, (3, 12)  
Frost Dragon, (3, 14)  
Flood Dragon, (5, 3)  
Flame Dragon, (6, 7)  
Scenic Knoll:  
Flood Dragon, (1, 4)  
Thunder Dragon, (3, 4)  
Flame Dragon, (4, 2)  
Earth Dragon, (5, 15)  
Frost Dragon, (10, 3)  
Cloud Dragon, (12, 3)  
Land of the Supplicant:  
Cloud Dragon, (5, 15)  
Thunder Dragon, (5, 16)  
Flame Dragon, (6, 17)

-----+  
Beasthide |-----  
-----+

[AUCTION]

x8, Hydra  
x8, Gryphon  
x8, Octopus  
x8, Cockatrice

[DROP]

Bahanna Highlands:  
Cyclops, (19, 4)  
Madura Drift:  
Gryphon, (2, 5)

Phorampa Wildwood

Adventurer's Gap:  
ALL Gryphons, (2, 14), (4, 14), (5, 17), (11, 14)  
Snowmelt Stream:  
ALL Gryphons, (8, 12), (9, 10), (9, 17), (10, 12)  
Feral Shore:  
ALL Octopi (Zombie), (12, 2), (12, 4), (13, 6)  
Gunagua Headwater:  
ALL Octopi, (15, 6), (18, 3), (19, 5), (21, 2)  
Whisper of Leaf and Water:  
ALL Cockatrice, (6, 14), (8, 13), (9, 18), (11, 19)  
Land of the Supplicant:  
ALL Gryphons, (12, 19), (14, 18), (15, 19)

[TREASURE]

-----+  
Birnewood |-----  
-----+

[CRAFT]

Codex of Timber:  
Log x2

[DROP]

Phorampa Wildwood

Adventurer's Gap:

Gryphons, (4, 14), (11, 14)

Snowmelt Stream:

Gryphons, (8, 12), (9, 10)

[STEAL]

Wizard

[TREASURE]

-----

-----+

Black Gems |-----

-----+

[CRAFT]

Codex of Gems:

Gemstones x2

-----

-----+

Black Ice Orb |-----

-----+

[AUCTION]

x2, Frost Dragon

[CRAFT]

Codex of Gems:

Ice Krystallos x3

-----

-----+

Blackpowder |-----

-----+

[CRAFT]

The Fusil:

Log x1

Saltpeter x1

Sulfur x1

[STEAL]

Fusilier (Requires skill rank 3)

-----

-----+

Bronze Ingot |-----

-----+

[CRAFT]

Codex of Ores:

Copper Ore x2

Tin Ore x1

[STEAL]

Warrior

Archer



Rune Fencer  
Knight  
Berserker

[TREASURE]

-----+  
Bundle of Herbs |-----  
-----+

[BUY]

Any shop, 50 Goth

[DROP]

Bahanna Highlands:  
Cyclops, (19, 4)

Phorampa Wildwood

Whisper of Leaf and Water:  
ALL Cockatrice, (6, 14), (8, 13), (9, 18), (11, 19)

[TREASURE]

-----+  
Cataract Orb |-----  
-----+

[AUCTION]

x2, Flood Dragon

[CRAFT]

Codex of Gems:  
Water Krystallos x3

-----+  
Copper Ore |-----  
-----+

[BUY]

Any shop, 120 Goth

[CRAFT]

Codex of Ores:  
Inferior Ore x1

-----+  
Cotton Thread |-----  
-----+

[BUY]

Any shop, 110 Goth

[TREASURE]

-----+  
Daedalus Pinion |-----  
-----+

[DROP]

Palace of the Dead

Floor 67:

Iron Golem, (14, 21)

Floor 75:

Iron Golem, (3, 22)

Floor 100:

Nybeth

-----

-----+  
Daedalus Rack |-----  
-----+

[DROP]

Palace of the Dead

Floor 57:

Necromancer, (13, 14)

Floor 62:

Necromancer, (28, 2)

Floor 100:

Nybeth

-----

-----+  
Dark Krystallos |-----  
-----+

[CRAFT]

Codex of Gems:

Krystallos Ore x2

[TREASURE]

-----

-----+  
Dust Orb |-----  
-----+

[AUCTION]

x2, Earth Dragon

[CRAFT]

Codex of Gems:

Earth Krystallos x3

-----

-----+  
Earth Krystallos |-----  
-----+

[CRAFT]

Codex of Gems:

Krystallos Ore x2

[TREASURE]

-----+  
-----+  
Enchanted Feather |-----+  
-----+  
[DROP]

Madura Drift:

Gryphon, (2, 5)

Phorampa Wildwood

Adventurer's Gap:

ALL Gryphons, (2, 14), (4, 14), (5, 17), (11, 14)

Snowmelt Stream:

ALL Gryphons, (8, 12), (9, 10), (9, 17), (10, 12)

-----+  
-----+  
Fiery Gems |-----+  
-----+  
[CRAFT]

Codex of Gems:

Gemstones x2

-----+  
-----+  
Fire Krystallos |-----+  
-----+  
[CRAFT]

Codex of Gems:

Krystallos Ore x2

[TREASURE]

-----+  
-----+  
Flannel |-----+  
-----+  
[CRAFT]

Codex of Textiles:

Woolen Thread x3

[TREASURE]

-----+  
-----+  
Fruit |-----+  
-----+  
[BUY]

Any shop, 70 Goth

[TREASURE]

-----+  
-----+  
Gale Orb |-----+  
-----+

-----+  
[AUCTION]  
x2, Cloud Dragon

[CRAFT]  
Codex of Gems:  
Air Krystallos x3

-----+  
Gemstones |-----  
-----+  
-----+

[AUCTION]  
x1, Hydra  
x1, Octopus

[CRAFT]  
Codex of Ores:  
Inferior Ore x2

[DROP]  
Dragon

[STEAL]  
Dragon

[TREASURE]

-----+  
Gloom Orb |-----  
-----+  
-----+

[AUCTION]  
x2, Dark Dragon

[CRAFT]  
Codex of Gems:  
Dark Krystallos x3

-----+  
Gold Ore |-----  
-----+  
-----+

[AUCTION]  
x1, Hydra  
x2, Gryphon  
x2, Cockatrice  
x2, Octopus

[CRAFT]  
Codex of Ores  
Inferior Ore x3

[STEAL]  
Stone Golem (Requires skill rank of 3)

[TREASURE]

-----

-----+  
Golden Ingot |-----  
-----+

[CRAFT]

Codex of Ores:  
Gold Ore x3

-----

-----+  
Golden Thread |-----  
-----+

[CRAFT]

Codex of Textiles:  
Silken Thread x2  
Golden Ingot x1  
Baldur Ingot x1

-----

-----+  
Goldleaf |-----  
-----+

[CRAFT]

Codex of Ores:  
Golden Ingot x2  
Silver Ingot x1  
Bronze Ingot x1

-----

-----+  
Graphite |-----  
-----+

[AUCTION]

x8, Arc Dragon  
x8, Earth Dragon  
x8, Clay Golem  
x8, Stone Golem  
x4, Iron Golem  
x4, Baldur Golem  
x12, Cyclops

[CRAFT]

Codex of Ores:  
Inferior Ore x1

[DROP]

Phorampa Wildwood  
Untrodden Marsh:  
Octopus, (4, 1)

[TREASURE]

-----

-----+

Hagane Steel |-----+  
-----+

[CRAFT]

Codex of Ores:

Iron Sand x3

Log x1

-----+  
Hempen Thread |-----+  
-----+

[BUY]

Any shop, 70 Goth

[TREASURE]

-----+  
Herbal Extract |-----+  
-----+

[CRAFT]

On Medicine I:

Bundle of Herbs x3

[DROP]

[TREASURE]

-----+  
Ice Krystallos |-----+  
-----+

[CRAFT]

Codex of Gems:

Krystallos Ore x2

[TREASURE]

-----+  
Inferior Ore |-----+  
-----+

[BUY]

Any shop, 70 Goth

[DROP]

Phorampa Wildwood

Scenic Knoll:

Gremlin, (10, 5)

Land of the Supplicant:

Gremlin, (11, 8)

[STEAL]

Dragon

Hydra

Clay Golem

Cyclops  
Cockatrice  
Gryphon  
Octopus

[TREASURE]

-----+  
-----+  
Inferno Orb |-----+  
-----+

[AUCTION]

x2, Flame Dragon

[CRAFT]

Codex of Gems:  
Fire Krystallos x3

-----+  
-----+  
Ink |-----+  
-----+

[BUY]

Any shop, 150 Goth

[TREASURE]

-----+  
-----+  
Iron Ingot |-----+  
-----+

[CRAFT]

Codex of Ores:  
Iron Ore x3

[STEAL]

Swordmaster  
Dragoon  
Rogue

-----+  
-----+  
Iron Ore |-----+  
-----+

[AUCTION]

x6, ANY Dragon (including Hydra)  
x4, Clay Golem  
x4, Stone Golem  
16, Iron Golem

[CRAFT]

Codex of Ores:  
Inferior Ore x2

[DROP]

Phorampa Wildwood

Heart of the Wildwood:  
Iron Golem, (9, 14)

[STEAL]

Stone Golem (Requires skill rank of 3)  
Iron Golem (Requires skill rank of 3)  
Baldur Golem (Requires skill rank of 3)

[TREASURE]

-----+  
Iron Sand |-----  
-----+

[AUCTION]

x4, ANY Golem

[CRAFT]

Codex of Ores:  
Inferior Ore x1

[DROP]

Phorampa Wildwood  
Untrodden Marsh:  
Octopus, (6, 15)  
Heart of the Wildwood:  
Iron Golem, (9, 14)

[STEAL]

Iron Golem (Requires skill rank of 3)

-----+  
Krystallos Ore |-----  
-----+

[AUCTION]

x1, Hydra  
x1, Octopus

[CRAFT]

Codex of Ores:  
Baldur Ore x1

[STEAL]

Dragon  
Hydra

[TREASURE]

-----+  
Leather |-----  
-----+

[CRAFT]

Codex of Textiles:  
Beasthide x3  
Tannin x1



[DROP]

Psonji Weald:  
Lizardmen,

Phorampa Wildwood  
Land of the Supplicant:  
Gremlin, (11, 8)

[STEAL]

Hoplite  
Familiar

[TREASURE]

-----+  
Light Krystallos |-----  
-----+

[CRAFT]

Codex of Gems:  
Krystallos Ore x2

[TREASURE]

-----+  
Lightning Krystallos |-----  
-----+

[CRAFT]

Codex of Gems:  
Krystallos Ore x2

[TREASURE]

-----+  
Limestone |-----  
-----+

[AUCTION]

x8, Frost Dragon  
x8, Clay Golem  
x8, Stone Golem  
x4, Iron Golem  
x4, Baldur Golem  
x8, Cyclops

[CRAFT]

Codex of Ores:  
Inferior Ore x2

[DROP]

Golem

[TREASURE]

-----+  
Linen |-----  
-----+

[CRAFT]

Codex of Textiles:  
Hempen Thread x2  
Cotton Thread x2

[STEAL]

Warrior  
Archer  
Rune Fencer  
Knight  
Terror Knight  
Berserker  
Familiar

[TREASURE]

-----

-----+  
Log |-----  
-----+

[BUY]

Any shop, 100 Goth

[DROP]

Phorampa Wildwood  
Scenic Knoll:  
Gremlin, (10, 5)

[STEAL]

Gryphon

[TREASURE]

-----

-----+  
Nightshade |-----  
-----+

[BUY]

Any shop, 50 Goth

[DROP]

Bahanna Highlands:  
Cyclops, (9, 14)

Phorampa Wildwood  
Whisper of Leaf and Water:  
ALL Cockatrice, (6, 14), (8, 13), (9, 18), (11, 19)

[TREASURE]

-----

-----+  
Nightshade Extract |-----

-----+  
[CRAFT]

On Medicine I:  
Nightshade x3

[DROP]

Phorampa Wildwood  
Field of Fallen Shadow:  
ALL Gremlins, (2, 13), (14, 3)

-----+  
Orichalcum |-----  
-----+  
-----+

[DROP]

Palace of the Dead  
Floor 55:  
Onyx Dragon, (6, 17)  
Floor 61:  
Baldur Golem, (19, 10)  
Floor 72:  
Warlock, (5, 16)

Temple of Vaasa (Gecho Fortress)  
Sanctum of Vaasa:  
Earth Guardian, (9, 16)

[STEAL]

Ethereal Beauty (Requires skill rank of 8)

-----+  
Parchment |-----  
-----+  
-----+

[CRAFT]

Codex of Textiles:  
Beasthide x2  
Water x1  
Limestone x1

[TREASURE]

-----+  
Pincord |-----  
-----+  
-----+

[CRAFT]

Codex of Textiles:  
Woolen Thread x2  
Cotton Thread x2

[STEAL]

Cleric  
Terror Knight  
Swordmaster  
Dragoon  
Rogue

[TREASURE]

-----+  
Platinum Ingot |-----  
-----+

[CRAFT]

Codex of Ores:  
Platinum Ore x3

-----+  
Platinum Ore |-----  
-----+

[AUCTION]

x1, Gryphon  
x1, Cockatrice  
x1, Octopus

[CRAFT]

Codex of Ores:  
Inferior Ore x3

[DROP]

Phorampa Wildwood  
Heart of the Wildwood:  
Iron Golem, (9, 14)

[STEAL]

Iron Golem (Requires skill rank of 3)

-----+  
Radiant Orb |-----  
-----+

[AUCTION]

x2, Arc Dragon

[CRAFT]

Codex of Gems:  
Light Krystallos x3

-----+  
Regal Gems |-----  
-----+

[CRAFT]

Codex of Gems:  
Gemstones x2

-----+  
Saltpeter |-----  
-----+

[AUCTION]

x8, Thunder Dragon

x8, Dark Dragon

x8, Cyclops

[CRAFT]

Codex of Ores:

Inferior Ore x2

[TREASURE]

-----+  
-----+

Satin |-----

-----+

[CRAFT]

Silken Thread x4

-----+  
-----+

Silken Thread |-----

-----+

[BUY]

Any shop, 400 Goth

-----+  
-----+

Silver Ingot |-----

-----+

[CRAFT]

Codex of Ores:

Silver Ore x3

-----+  
-----+

Silver Ore |-----

-----+

[AUCTION]

x4, ANY Dragon (including Hydra)

x4, Gryphon

x4, Cockatrice

x8, Octopus

x2, ANY Golem

[CRAFT]

Codex of Ores:

Inferior Ore x2

[STEAL]

Iron Golem (Requires skill rank of 3)

Baldur Golem (Requires skill rank of 3)

[TREASURE]

-----

-----+  
Silver Thread |-----  
-----+

[CRAFT]

Codex of Textiles:

Silken Thread x2  
Silver Ingot x1  
Baldur Ingot x1

-----+  
Skyiron |-----  
-----+

[DROP]

Golem

Known Drop Locations

Golems, Tzorious Field

-----+  
Spirits |-----  
-----+

[BUY]

Any shop, 130 Goth

[TREASURE]

-----+  
Steel Ingot |-----  
-----+

[CRAFT]

Codex of Ores:

Iron Ingot x2  
Graphite x1

-----+  
Storm Orb |-----  
-----+

[AUCTION]

x2, Thunder Dragon

[CRAFT]

Codex of Gems:

Lightning Krystallos x3

-----+  
Sulfur |-----  
-----+

[AUCTION]

x8, Flame Dragon  
x8, Cyclops

[CRAFT]

Codex of Ores:  
Inferior Ore x2

---

-----+

Tannin |-----

-----+

[BUY]

Any shop, 140 Goth

[CRAFT]

On Medicine I:  
Bundle of Herbs x2  
Water x1

[TREASURE]

---

-----+

Tin Ore |-----

-----+

[AUCTION]

x8, Cloud Dragon  
x8, Flood Dragon  
x8, Clay Golem  
x8, Stone Golem  
x4, Iron Golem  
x4, Baldur Golem  
x12, Cyclops

[CRAFT]

Codex of Ores:  
Inferior Ore x1

[DROP]

Phorampa Wildwood  
Untrodden Marsh:  
Octopus, (5, 6)

[TREASURE]

---

-----+

Toneriwood |-----

-----+

[CRAFT]

Codex of Timber:  
Log x1

[DROP]

Phorampa Wildwood  
Adventurer's Gap:  
Gryphons, (2, 14), (5, 17)  
Snowmelt Stream:  
Gryphons, (9, 17), (10, 12)

[STEAL]

Wizard  
Cleric  
Warlock

[TREASURE]

-----+  
-----+  
Tooth & Claw |-----+  
-----+

[DROP]

Phorampa Wildwood  
Land of the Supplicant:  
ALL Gryphons, (12, 19), (14, 18), (15, 19)

Lizardmen, Psonji Weald  
Reisan Way?

-----+  
-----+  
Unicorn Horn |-----+  
-----+

[DROP]

Lake Bordu:  
Gryphon,  
Madura Drift:  
Gryphon, (2, 5)

Phorampa Wildwood  
Whisper of Leaf and Water:  
ALL Cockatrice, (6, 14), (8, 13), (9, 18), (11, 19)  
Land of the Supplicant:  
ALL Gryphons, (12, 19), (14, 18), (15, 19)

-----+  
-----+  
Velvet |-----+  
-----+

[CRAFT]

Codex of Textiles:  
Cotton Thread x2  
Silken Thread x1

-----+  
-----+  
Verdant Gems |-----+  
-----+

[CRAFT]

Codex of Gems:  
Gemstones x2

-----+  
-----+  
Water |-----+  
-----+



[BUY]

Any shop, 50 Goth

[DROP]

Phorampa Wildwood

The Feral Shore:

ALL Octopi (Zombie), (12, 2), (12, 4), (13, 6)

Gunagua Headwater:

ALL Octopi, (15, 6), (18, 3), (19, 5), (21, 2)

[TREASURE]

-----+  
-----+  
Water Krystallos |-----+  
-----+  
-----+

[CRAFT]

Codex of Gems:

Krystallos Ore x2

[TREASURE]

-----+  
-----+  
White Gems |-----+  
-----+  
-----+

[CRAFT]

Codex of Gems:

Gemstones x2

-----+  
-----+  
Woolen Thread |-----+  
-----+  
-----+

[BUY]

Any shop, 90 Goth

[TREASURE]

-----+  
-----+  
Wootz Steel |-----+  
-----+  
-----+

[CRAFT]

Codex of Ores:

Baldur Ingot x2

Steel Ingot x2

-----+  
-----+  
Wyrms Claw |-----+  
-----+  
-----+

[DROP]

Madura Drift:

Frost Dragons, (5, 11), (12, 9)

Mount Hedon:

Flame Dragons, (7, 12), (12, 14)

Phorampa Wildwood

Field of Fallen Shadow:

Flood Dragon, (3, 6)

Thunder Dragon, (4, 8)

Flame Dragon, (5, 10)

Cloud Dragon, (6, 4)

Frost Dragon, (9, 4)

Earth Dragon, (11, 5)

Land of the Supplicant:

Frost Dragon, (2, 19)

Earth Dragon, (7, 15)

Flood Dragon, (8, 16)

-----

-----+

Wurm Fang |-----

-----+

[DROP]

Bahanna Highlands:

Flood Dragon, (1, 14)

Madura Drift:

Frost Dragons, (3, 13), (9, 12)

Mount Hedon:

Flame Dragon, (10, 13)

Phorampa Wildwood

Field of Fallen Shadow:

Flood Dragon, (3, 6)

Thunder Dragon, (4, 8)

Flame Dragon, (5, 10)

Cloud Dragon, (6, 4)

Frost Dragon, (9, 4)

Earth Dragon, (11, 5)

Land of the Supplicant:

Frost Dragon, (2, 19)

Earth Dragon, (7, 15)

Flood Dragon, (8, 16)

-----

-----+

Wurm Horn |-----

-----+

[DROP]

Bahanna Highlands:

Flood Dragon, (17, 8)

Madura Drift:

Frost Dragons, (3, 13), (9, 12), (19, 0)

Mount Hedon:

Flame Dragons, (2, 12), (10, 13)

Phorampa Wildwood

Field of Fallen Shadow:

Flood Dragon, (3, 6)

Thunder Dragon, (4, 8)

Flame Dragon, (5, 10)

Cloud Dragon, (6, 4)  
Frost Dragon, (9, 4)  
Earth Dragon, (11, 5)

Scenic Knoll:

ALL Dragons, (1, 4), (3, 4), (4, 2), (4, 12), (5, 3), (5, 12),  
(5, 15), (6, 9), (8, 3), (10, 3), (11, 1), (12, 3)

-----  
-----+  
Wyrms Scale |-----  
-----+

[DROP]

Bahanna Highlands:

Flood Dragons, (11, 9), (17, 8)

Madura Drift:

Frost Dragons, (9, 12), (19, 0)

Mount Hedon:

Flame Dragons, (2, 12), (9, 8)

Phorampa Wildwood

Field of Fallen Shadow:

Flood Dragon, (3, 6)

Thunder Dragon, (4, 8)

Flame Dragon, (4, 8)

Cloud Dragon, (6, 4)

Frost Dragon, (9, 4)

Earth Dragon, (11, 5)

Scenic Knoll:

Thunder Dragon, (4, 12)

Flame Dragon, (5, 3)

Earth Dragon, (5, 12)

Flood Dragon, (6, 9)

Cloud Dragon, (8, 3)

Frost Dragon, (11, 1)

Land of the Supplicant:

Frost Dragon, (2, 19)

Earth Dragon, (7, 15)

Flood Dragon, (8, 16)

-----  
-----+  
Wyrms Thighbone |-----  
-----+

[DROP]

Bahanna Highlands:

Flood Dragon, (17, 8)

Lambiss Hill:

Cloud Dragon,

Madura Drift:

Frost Dragon, (19, 0)

Mount Hedon:

Flame Dragons, (2, 12), (9, 8)

Phorampa Wildwood

Scenic Knoll:

Thunder Dragon, (4, 12)

Flame Dragon, (5, 3)

Earth Dragon, (5, 12)

Flood Dragon, (6, 9)  
Cloud Dragon, (8, 3)  
Frost Dragon, (11, 1)

-----+  
Wyrms Whisker |-----  
-----+

[DROP]

Madura Drift:

Frost Dragons, (5, 11), (12, 9)

Mount Hedon:

Flame Dragons, (2, 12), (7, 12), (12, 14)

Phorampa Wildwood

Scenic Knoll:

Thunder Dragon, (4, 12)

Flame Dragon, (5, 3)

Earth Dragon, (5, 12)

Flood Dragon, (6, 9)

Cloud Dragon, (8, 3)

Frost Dragon, (11, 1)

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===== ABBREVIATIONS [6.0] =====  
=====

To conserve space and keep the charts as clear as possible, this FAQ uses a number of abbreviations. Here is a list of abbreviations used in this guide:

Stats (added or decreased by an item):

ATK....Attack Power  
DEF....Defense  
HP....Health Points  
MP....Magic Points  
RT....Recovery Time  
LUK....Luck  
STR....Strength  
VIT....Vitality  
DEX....Dexterity  
AGI....Agility  
AVD....Avoidance  
INT....Intelligence  
MND....Mind  
RES....Magic Resistance

Additional Damage (on Weapons)/

Additional Resistances (on Armor):

AIR....Air  
EAR....Earth  
LGT....Lightning  
WAT....Water  
FIR....Fire  
ICE....Ice

DRK.....Dark  
LT.....Light  
HUM.....Human  
BST.....Beast  
REP.....Reptile  
DRG.....Dragon  
DIV.....Divine  
UMB.....Umbra  
FAE.....Faerie  
PHN.....Phantom  
GOL.....Golem

Classes:

WARR...Warrior  
ARCH...Archer  
WIZ...Wizard  
CLR...Cleric  
RUNE...Rune Fencer  
KNI...Knight  
TK....Terror Knight  
BRSK...Berserker  
SWD...Swordmaster  
DGN...Dragoon  
NJA...Ninja  
ROG...Rogue  
FUS...Fusilier  
BSTT...Beast Tamer  
WLK...Warlock  
NEC...Necromancer  
LRD...Lord  
RGR...Ranger  
PST...Priest  
DRKP...Dark Priest  
PCS...Princess  
PDN...Paladin  
AST...Astromancer  
VTN...Vartan  
WK....White Knight  
SHM...Shaman  
WIC...Wicce  
SNG...Songstress  
BUC...Buccaneer  
KnC...Knight Commander  
LCH...Lich  
DVK...Divine Knight  
HPL...Hoplite  
JGT...Juggernaut  
PAT...Patriarch  
FAM...Familiar

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=====

=====  
WEAPONS  
=====

=====  
[7.0]  
=====

Here you will find all the craftable weapons, juxtaposed with their regular counterparts (where applicable) for ease of comparison.

Each subsection is prefaced by an index summarizing items by level requirement, and also denoting handedness and the recipe book where it is found.

-----  
 Fists  
 -----

-----  
 [7.a]  
 -----

Lvl	Item Name	H	Source
1	Leather Caestus	2	
2	Leather Caestus +1	2	Melee I
4	Bronze Knuckles	2	
5	Bronze Knuckles +1	2	Melee I
7	Iron Claws	2	
8	Iron Claws +1	2	Melee I
10	Cat Bagh Nakh	2	
11	Cat Bagh Nakh +1	2	Melee I
13	Baldur Claws	2	
14	Baldur Claws +1	2	Melee II
16	Katara	2	
17	Katara +1	2	Melee II
19	Tiger Bagh Nakh	2	
20	Tiger Bagh Nakh +1	2	Melee II
22	Damasc Claws	2	
23	Damasc Claws +1	2	The Fist
25	Dragon Claws	2	The Fist
26	Dragon Blades	2	Fist E.
28	Jamadhar	2	The Fist
29	Vishnu's Katara	2	Fist E.
31	Hellhound Claws	2	The Fist
32	Kerberos Claws	2	The Fist
34	Daedalus Knuckles	2	Secrets

```

=====|=====
Leather Caestus      |Leather Caestus +1
-----|-----
Level Req: 1        |Level Req: 2
Damage Type: Crushing 5 |Damage Type: Crushing 7
                    |
Range: 1            |Range: 1
Area: 1             |Area: 1
Weight: 8           |Weight: 9
RT: +25            |RT: +27
                    |
ATK: 45            |ATK: 56
HP: 5              |HP: 8
STR: 1             |STR: 3
AVD: 3             |AVD: 5
                    |
Equippable:        |Equippable:
                    |
-----|-----

```

```

FROM MELEE WEAPONS I
Leather Caestus +1:
  Leather Caestus x1
  Leather x3 (Beasthide x6, Tannin x3)
-----|-----

```

```

=====|=====
Bronze Knuckles     |Bronze Knuckles +1
-----|-----
Level Req: 4        |Level Req: 5
Damage Type: Crushing 5 |Damage Type: Crushing 7
                    |
Range: 1            |Range: 1
Area: 1             |Area: 1
Weight: 9           |Weight: 10
RT: +27            |RT: +29
                    |
ATK: 53            |ATK: 64
HP: 6              |HP: 9
STR: 2             |STR: 4
AGI: 2             |AGI: 3
                    |
Equippable:        |Equippable:
                    |
-----|-----

```

```

FROM MELEE WEAPONS I
Bronze Knuckles +1:
  Bronze Knuckles x1
  Bronze Ingot x2 (Copper Ore x4, Tin Ore x2)
  Leather x1 (Beasthide x3, Tannin x1)
-----|-----

```

```

=====|=====
Iron Claws          |Iron Claws +1
-----|-----
Level Req: 7        |Level Req: 8
Damage Type: Piercing 6 |Damage Type: Piercing 8
                    |
Range: 1            |Range: 1
Area: 1             |Area: 1
Weight: 9           |Weight: 10

```

RT: +28	RT: +30
ATK: 61	ATK: 72
HP: 4	HP: 7
STR: 1	STR: 3
VIT: 3	VIT: 4
AVD: -1	AVD: -3
Equippable:	Equippable:

-----

FROM MELEE WEAPONS I

Iron Claws +1:  
 Iron Claws x1  
 Iron Ingot x2 (Iron Ore x6)  
 Leather x1 (Beasthide x3, Tannin x1)

-----

===== Cat Bagh Nakh -----	=====  Cat Bagh Nakh +1  -----
Level Req: 10	Level Req: 11
Damage Type: Slashing 6	Damage Type: Slashing 8  Bonus damage vs. BST 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 10	Weight: 11
RT: +30	RT: +32
ATK: 69	ATK: 80
HP: 5	HP: 8
STR: 1	STR: 3
VIT: 1	VIT: 3
AGI: 1	AGI: 3
MND: -1	MND: -2
	On Hit: Poisoned
Equippable:	Equippable:

-----

FROM MELEE WEAPONS I

Cat Bagh Nakh +1:  
 Cat Bagh Nakh x1  
 Beast Fang x1  
 Beast Claw x1  
 Grimoire Toxigaz x1

-----

===== Baldur Claws -----	=====  Baldur Claws +1  -----
Level Req: 13	Level Req: 14
Damage Type: Piercing 7	Damage Type: Piercing 9  Bonus damage vs. FAE 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 10	Weight: 11



RT: +31	RT: +34
ATK: 77	ATK: 88
HP: 4	HP: 7
MP: 5	MP: 8
LUK: -1	LUK: -3
VIT: 2	VIT: 4
DEX: 1	DEX: 3
INT: 4	INT: 5
Equippable:	Equippable:

-----

FROM MELEE WEAPONS II

Baldur Claws +1:  
 Baldur Claws x1  
 Silver Ingot x1  
 Baldur Ingot x1

-----

=====	=====
Katara	Katara +1
-----	-----
Level Req: 16	Level Req: 17
Damage Type: Piercing 7	Damage Type: Piercing 9
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 11	Weight: 12
RT: +33	RT: +35
ATK: 85	ATK: 96
HP: 5	HP: 8
STR: 1	STR: 3
VIT: 2	VIT: 4
DEX: 1	DEX: 3
Equippable:	Equippable:

-----

FROM MELEE WEAPONS II

Katara +1:  
 Katara x1  
 Iron Ingot x1  
 Steel Ingot x1

-----

=====	=====
Tiger Bagh Nakh	Tiger Bagh Nakh +1
-----	-----
Level Req: 19	Level Req: 20
Damage Type: Slashing 8	Damage Type: Slashing 10
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 12	Weight: 12
RT: +35	RT: +37
ATK: 93	ATK: 104
HP: 8	HP: 11

LUK: -1 | LUK: -3  
STR: 2 | STR: 4  
AGI: 1 | AGI: 3  
AVD: 2 | AVD: 4  
|  
Equippable: | Equippable:  
|

-----  
FROM MELEE WEAPONS II

Tiger Bagh Nakh +1:  
Tiger Bagh Nakh x1  
Beast Fang x1  
Beast Claw x1  
Grimoire Miasme x1  
-----

=====  
Damasc Claws	Damasc Claws +1
Level Req: 22	Level Req: 23
Damage Type: Piercing 8	Damage Type: Piercing 10
Bonus damage vs. GOL 5	
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 12	Weight: 13
RT: +36	RT: +39
ATK: 101	ATK: 113
HP: 6	HP: 9
STR: 2	STR: 4
VIT: 3	VIT: 5
MND: 1	MND: 2
RES: 3	RES: 5
Skill Bonus: Fists +1	
On Hit: Stunned	
Equippable:	Equippable:

-----  
FROM THE FIST

Damasc Claws +1:  
Damasc Claws x1  
Steel Ingot x1  
Wootz Steel x2  
-----

=====  
Dragon Claws	Dragon Blades
Level Req: 25	Level Req: 26
Damage Type: Crushing 9	Damage Type: Crushing 11
Bonus Damage vs. DRG 10	Elemental affinity: FIR 15
Bonus Damage vs. DRG 15	
Range: 1 | Range: 1  
Area: 1 | Area: 1  
Weight: 13 | Weight: 13  
RT: +38 | RT: +40

ATK: 109	ATK: 120
HP: 8	HP: 11
STR: 2	STR: 4
DEX: 1	DEX: 3
AVD: 2	AVD: 4
RES: 1	RES: 2

Skill Bonus: Draconology +1	Skill Bonus: Draconology +2
	On Hit: Fire Averse
	Effect: Flame Breath

Equippable:	Equippable:
-------------	-------------

FROM THE FIST	FROM FIST ENCHIRIDION
Dragon Claws:	Dragon Blades:
Wyrn Fang x1	Dragon Claws x1
Wyrn Claw x1	Wyrmscale Sleeves x1
Wyrn Scale x1	Wyrn Horn x1
Leather x1	Inferno Orb x1

Jamadhar	Vishnu's Katara
-----	-----
Level Req: 28	Level Req: 29
Damage Type: Slashing 9	Damage Type: Slashing 11
	Elemental Affinity: WAT 15

Range: 1	Range: 1
Area: 1	Area: 1
Weight: 13	Weight: 14
RT: +39	RT: +42

ATK: 117	ATK: 128
HP: 7	HP: 10
STR: 3	STR: 6
VIT: 1	VIT: 3
DEX: 2	DEX: 4
MND: -1	MND: -3
	Skill Bonus: Fists +2
	On Hit: Water Averse
	Effect: Instill Water

Equippable:	Equippable:
-------------	-------------

FROM THE FIST	FROM FIST ENCHIRIDION
Jamadhar:	Vishnu's Katara
Steel Ingot x1	Jamadhar x1
Wootz Steel x1	Wootz Steel x1
Golden Ingot x1	Golden Ingot x1
Verdant Gems x1	Cataract Orb x1

Hellhound Claws	Kerberos Claws
-----	-----

Level Req: 31  
Damage Type: Crushing 10

Range: 1  
Area: 1  
Weight: 14  
RT: +41

ATK: 125  
HP: 6  
STR: 2  
VIT: 1  
AGI: 1  
AVD: 1  
RES: -2

Equippable:

|Level Req: 32  
|Damage Type: Crushing 12  
|Elemental Affinity: DRK 15

|Range: 1  
|Area: 1  
|Weight: 14  
|RT: +43

|ATK: 136  
|HP: 9  
|STR: 4  
|VIT: 3  
|AGI: 3  
|AVD: 3  
|RES: -4

|Skill Bonus: Augment Darkness +1  
|On Hit: Dark Averse  
|Effect: Word of Pain II

|Equippable:

-----+  
FROM THE FIST

Hellhound Claws:  
Tooth & Claw x2  
Wootz Steel x1  
Regal Gems x1

|FROM THE FIST

|Kerberos Claws:  
|Hellhound Claws x1  
|Tooth & Claw x1  
|Wootz Steel x1  
Gloom Orb x1

=====  
Daedalus Knuckles

-----  
Level Req: 34  
Damage Type: Crushing 11  
Elemental Affinity: EAR 15

Range: 1  
Area: 1  
Weight: 14  
RT: +43

ATK: 133  
HP: 7  
LUK: 15  
STR: 4  
VIT: 2  
INT: 2

Skill Bonus: Augment Earth +1  
On Hit: Earth Averse

Equippable:

-----  
FROM SECRETS OF THE MASTER

Daedalus Knuckles:  
Daedalus Pinion x1

Daedalus Rack x1  
Skyiron x1  
Dust Orb x1

-----  
Daggers

-----  
[7.b]  
-----

Lvl	Item Name	H	Source
1	Sticker	1	
2	Sticker +1	1	Melee I
4	Battle Knife	1	
5	Battle Knife +1	1	Melee I
7	Dirk	1	
8	Dirk +1	1	Melee I
10	Butcher Knife	1	
11	Butcher Knife +1	1	Melee I
13	Baldur Dagger	1	
14	Baldur Dagger +1	1	Melee II
16	Kris	1	
17	Kris +1	1	Melee II
19	Kidney Spike	1	
20	Kidney Spike +1	1	Melee II
22	Damasc Dagger	1	
23	Damasc Dagger +1	1	The Blade
25	Valiant's Dagger	1	The Blade
26	Brilliant Dagger	1	Dagger E.
28	Marauder Knife	1	The Blade
29	Predator Knife	1	Dagger E.
37	Dragon Fang	1	Dagger E.

=====  
Sticker

=====  
|Sticker +1

-----	-----
Level Req: 1	Level Req: 2
Damage Type: Piercing 4	Damage Type: Piercing 6
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 2	Weight: 3
RT: +8	RT: +10
ATK: 30	ATK: 40
DEX: 2	DEX: 4
AVD: 3	AVD: 5
Equippable:	Equippable:

-----

FROM MELEE WEAPONS I

  Sticker +1:

    Sticker x1

    Bronze Ingot x2 (Copper Ore x4, Tin Ore x2)

    Toneriwood x1

-----

=====	=====
Battle Knife	Battle Knife +1
-----	-----
Level Req: 4	Level Req: 5
Damage Type: Piercing 5	Damage Type: Piercing 7
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 2	Weight: 3
RT: +9	RT: +11
ATK: 37	ATK: 47
STR: 1	STR: 3
DEX: 3	DEX: 5
AGI: 1	AGI: 3
AVD: 1	AVD: 3
Equippable:	Equippable:

-----

FROM MELEE WEAPONS I

  Battle Knife +1:

    Battle Knife x1

    Bronze Ingot x2 (Copper Ore x4, Tin Ore x2)

    Toneriwood x1

-----

=====	=====
Dirk	Dirk +1
-----	-----
Level Req: 7	Level Req: 8
Damage Type: Piercing 4	Damage Type: Piercing 6
	Bonus Damage vs. BST 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 3	Weight: 3

RT: +11	RT: +13
ATK: 44	ATK: 54
HP: 2	HP: 4
DEX: 1	DEX: 1
AGI: 2	AGI: 3
AVD: 4	AVD: 5

|ON HIT: Silenced

Equippable:	Equippable:
-------------	-------------

-----  
FROM MELEE WEAPONS I

Dirk +1:  
 Bronze Ingot x1 (Copper Ore x2, Tin Ore x1)  
 Iron Ingot x1  
 Grimoire Scellant x1

Butcher Knife	Butcher Knife +1
-----	-----
Level Req: 10	Level Req: 11
Damage Type: Slashing 4	Damage Type: Slashing 6
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 3	Weight: 4
RT: +12	RT: +14
ATK: 51	ATK: 61
VIT: 2	VIT: 4
MND: 1	MND: 3
RES: 2	RES: 4
Equippable:	Equippable:

-----  
FROM MELEE WEAPONS I

Butcher Knife +1:  
 Butcher Knife x1  
 Iron Ingot x2 (Iron Ore x6)  
 Birnewood x1

Baldur Dagger	Baldur Dagger +1
-----	-----
Level Req: 13	Level Req: 14
Damage Type: Slashing 5	Damage Type: Slashing 7
	Bonus damage vs. DIV 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 3	Weight: 4
RT: +14	RT: +16
ATK: 58	ATK: 68
MP: 5	MP: 8

LUK: -1	LUK: -3
VIT: 2	VIT: 4
DEX: 1	DEX: 3
INT: 4	INT: 5
Equippable:	Equippable:

-----  
FROM MELEE WEAPONS II

Baldur Dagger +1:  
Baldur Dagger x1  
Silver Ingot x1  
Baldur Ingot x1  
Leather x1

=====	=====
Kris	Kris +1
-----	-----
Level Req: 16	Level Req: 17
Damage Type: Piercing 5	Damage Type: Piercing 7
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 4	Weight: 4
RT: +15	RT: +14
ATK: 65	ATK: 75
HP: 5	HP: 8
DEX: 2	DEX: 4
AVD: 1	AVD: 3
Equippable:	Equippable:

-----  
FROM MELEE WEAPONS II

Kris +1:  
Kris x1  
Silver Ingot x1  
Iron Ingot x1  
Ananawood x1

=====	=====
Kidney Spike	Kidney Spike +1
-----	-----
Level Req: 19	Level Req: 20
Damage Type: Piercing 5	Damage Type: Piercing 7
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 4	Weight: 5
RT: +16	RT: +18
ATK: 72	ATK: 82
HP: 1	HP: 3
LUK: -1	LUK: -3
VIT: 1	VIT: 3
DEX: 1	DEX: 3
AVD: 2	AVD: 4



Equippable: | Equippable:

-----  
FROM MELEE WEAPONS II

Kidney Spike +1:  
Kidney Spike x1  
Iron Ingot x1  
Steel Ingot x1  
Ananawood x1

===== | =====  
Damasc Dagger	Damasc Dagger +1
Level Req: 22	Level Req: 23
Damage Type: Slashing 6	Damage Type: Slashing 8
Bonus Damage vs. GOL 5	
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 4	Weight: 5
RT: +18	RT: +20
ATK: 79	ATK: 89
STR: 1	STR: 3
DEX: 2	DEX: 4
RES: 3	INT: 5
MND: 3	
RES: 5	
Skill Bonus: Daggers +1	
On Hit: Stunned	
Equippable:	Equippable:

-----  
FROM THE BLADE

Damasc Dagger +1:  
Damasc Dagger x1  
Steel Ingot x1  
Wootz Steel x1  
Baobawood x1

===== | =====  
Valiant's Dagger	Brilliant Dagger
Level Req: 25	Level Req: 26
Damage Type: Piercing 7	Damage Type: Piercing 9
Bonus Damage vs. UMB 10	
Elemental Affinity: LT 7	
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 5	Weight: 5
RT: +19	RT: +21
ATK: 86 | ATK: 96  
VIT: 3 | VIT: 5

DEX: 3	DEX: 5
AVD: 2	AVD: 4
RES: 2	RES: 4
Skill Bonus: Daggers +1	Skill Bonus: Augment Light +1
	On Hit: Light Averse
Equippable:	Equippable:

-----+-----	
FROM THE BLADE	FROM DAGGER ENCHIRIDION
Valiant's Dagger:	Brilliant Dagger:
Wootz Steel x1	Valiant's Dagger x1
Baobawood x1	Wootz Steel x1
Fiery Gems x1	Golden Ingot x1
	Radiant Orb x1
-----+-----	

===== =====	
Marauder Knife	Predator Knife
----- -----	
Level Req: 28	Level Req: 29
Damage Type: Slashing 8	Damage Type: Slashing 10
Elemental Affinity: WAT 7	Elemental Affinity: ICE 15
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 5	Weight: 6
RT: +21	RT: +23
ATK: 93	ATK: 103
STR: 2	STR: 5
DEX: 2	DEX: 4
AGI: 1	AGI: 3
MND: 2	MND: 4
RES: 1	RES: 3
Skill Bonus: Augment Water +1	Skill Bonus: Augment Ice +1
On Hit: Water Averse	On Hit: Ice Averse
	Debuff Resist: Stunproof
Equippable:	Equippable:

-----+-----	
FROM THE BLADE	FROM DAGGER ENCHIRIDION
Marauder Knife +1:	Predator Knife:
Steel Ingot x1	Marauder Knife x1
Wootz Steel x1	Jamadhar x1
Platinum Ingot x1	Platinum Ingot x1
Water Krystallos x1	Black Ice Orb x1
-----+-----	

=====	
Dragon Fang	
-----	
Level Req: 37	
Damage Type: Piercing 10	
Elemental Affinity: Earth 15	
Bonus Damage vs. DRG 20	

Range: 1 |  
 Area: 1 |  
 Weight: 6 |  
 RT: +25 |  
  
 ATK: 114 |  
 HP: 10 |  
 DEX: 6 |  
 AVD: 3 |  
 MND: 5 |  
  
 Skill Bonus: Draconology +2 |  
 On Hit: Envenomed |  
 Effect: Poison Breath |  
  
 Equippable: |  
 |

-----  
 FROM DAGGER ENCHIRIDION

Dragon Fang:  
   Wyrn Fang x1  
   Wyrn Horn x1  
   Wyrn Thighbone x1  
   Dust Orb x1

-----  
 One-Handed Swords

-----  
 [7.c]  
 -----

Lvl	Item Name	H	Source
1	Short Sword	1	
2	Short Sword +1	1	Melee I
3	Gladius	1	
4	Gladius +1	1	Melee I
6	Rapier	1	
7	Rapier +1	1	Melee I
8	Shamshir	1	
9	Shamshir +1	1	Melee I
11	Baldur Sword	1	
12	Bladur Sword +1	1	Melee II
13	Cutlass	1	
14	Cutlass +1	1	Melee II
16	Khora	1	

17	Khora +1	1	Melee II
18	Damasc Sword	1	
19	Damasc Sword +1	1	The Blade
21	Walloon Sword	1	The Blade
22	Lightning Sword	1	Sword E.
23	Ice Blade	1	The Blade
24	Isberg	1	Sword E.
26	Kukri	1	The Blade
27	Fandango	1	Sword E.
42	Daedalus Blade	1	Secrets

Short Sword	Short Sword +1
Level Req: 1	Level Req: 2
Damage Type: Slashing 4	Damage Type: Crushing 7
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 6	Weight: 9
RT: +17	RT: +27
ATK: 37	ATK: 56
STR: 2	STR: 3
Equippable:	Equippable:

FROM MELEE WEAPONS I

- Short Sword +1:
- Short Sword x1
- Bronze Ingot x1
- Toneriwood x1
- Leather x1

Gladius	Gladius +1
Level Req: 3	Level Req: 4
Damage Type: Piercing 4	Damage Type: Crushing 7
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 6	Weight: 9
RT: +19	RT: +27
ATK: 44	ATK: 56
STR: 1	STR: 3

DEX: 2 |AVD: 5  
|  
Equippable: |Equippable:  
|

-----  
FROM MELEE WEAPONS I

Gladius +1:  
Gladius x1  
Bronze Ingot x1  
Toneriwood x1  
Leather x1  
-----

===== | =====  
Rapier	Rapier +1
Level Req: 6	Level Req: 7
Damage Type: Piercing 4	Damage Type: Piercing 6
Bonus Damage vs. GOL 5	
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 7	Weight: 7
RT: +20	RT: +22
ATK: 51	ATK: 58
VIT: 2	VIT: 4
DEX: 1	DEX: 3
Equippable:	Equippable:

-----  
FROM MELEE WEAPONS I

Rapier +1:  
Rapier x1  
Iron Ingot x1  
Toneriwood x1  
The Hanged Man x1  
-----

===== | =====  
Shamshir	Shamshir +1
Level Req: 8	Level Req: 9
Damage Type: Slashing 4	Damage Type: Slashing 6
Bonus Damage vs. HUM 5	
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 7	Weight: 8
RT: +21	RT: +23
ATK: 56	ATK: 65
HP: 2	HP: 5
STR: 1	STR: 3
AGI: 1	AGI: 3
Equippable:	Equippable:
-----

FROM MELEE WEAPONS I

Shamshir +1:  
Shamshir x1  
Iron Ingot x1  
Birnewood x1  
Leather x1

---

=====	=====
Baldur Sword	Bladur [sic] Sword +1
-----	-----
Level Req: 11	Level Req: 12
Damage Type: Slashing 5	Damage Type: Slashing 7
	Bonus Damage vs. PHN 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 8	Weight: 8
RT: +23	RT: +24
ATK: 63	ATK: 72
MP: 5	MP: 8
LUK: -1	LUK: -3
VIT: 2	VIT: 4
DEX: 1	DEX: 3
INT: 4	INT: 5
Equippable:	Equippable:

---

FROM MELEE WEAPONS II

Bladur Sword +1:  
Baldur Sword x1  
Silver Ingot x1  
Baldur Ingot x1  
Birnewood x1

---

=====	=====
Cutlass	Cutlass +1
-----	-----
Level Req: 13	Level Req: 14
Damage Type: Slashing 5	Damage Type: Slashing 7
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 8	Weight: 9
RT: +24	RT: +26
ATK: 70	ATK: 79
HP: 4	HP: 7
STR: 2	STR: 4
AGI: 1	AGI: 3
MND: 2	MND: 4
	ON HIT: Falsestrike
Equippable:	Equippable:

---

FROM MELEE WEAPONS II

Cutlass +1:  
Cutlass x1  
Iron Ingot x1  
Steel Ingot x1  
Haunt's Tome x1

---

Khora	Khora +1
-----	-----
Level Req: 16	Level Req: 17
Damage Type: Slashing 6	Damage Type: Slashing 8
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 8	Weight: 9
RT: +25	RT: +27
ATK: 77	ATK: 86
STR: 1	STR: 3
DEX: 2	DEX: 4
AGI: 1	AGI: 3
RES: 1	RES: 3
Equippable:	Equippable:

---

FROM MELEE WEAPONS II

Khora +1:  
Khora x1  
Iron Ingot x1  
Steel Ingot x1  
Ananawood x1

---

Damasc Sword	Damasc Sword +1
-----	-----
Level Req: 18	Level Req: 19
Damage Type: Slashing 6	Damage Type: Slashing 8
	Bonus damage vs GOL 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 9	Weight: 10
RT: +27	RT: +29
ATK: 84	ATK: 93
HP: 2	HP: 5
VIT: 3	VIT: 5
AVD: 1	AVD: 3
RES: 3	INT: 2
	RES: 5
	Skill Bonus: 1H Swords +1
	On Hit: Stunned
Equippable:	Equippable:

-----  
FROM THE BLADE

Damasc Sword +1:  
  Damasc Sword x1  
  Steel Ingot x1  
  Wootz Steel x1  
  Baobawood x1

-----

=====|=====

Walloon Sword

|Lightning Sword

-----|-----  
Level Req: 21

|Level Req: 22

Damage Type: Piercing 6

|Damage Type: Piercing 8

|Bonus damage vs UMB 5

|Elemental Affinity: LGT 7

|

Range: 1

|Range: 1

Area: 1

|Area: 1

Weight: 9

|Weight: 10

RT: +28

|RT: +30

|

ATK: 91

|ATK: 100

LUK: -1

|LUK: -3

STR: 2

|STR: 4

DEX: 1

|DEX: 3

AGI: 2

|AGI: 4

|

|On Hit: Lightning Averse

|

Equippable:

|Equippable:

|

-----|-----

FROM THE BLADE

|FROM SWORD ENCHIRIDION

Walloon Sword:

| Lightning Sword:

  Shamshir +1 x1

|  Walloon Sword x1

  Steel Ingot x1

|  Baldur Ingot x1

  Golden Ingot x1

|  Lightning Krystallos x1

  Regal Gems x1

|  Storm Orb x1

=====|=====

Ice Blade

|Isberg

-----|-----  
Level Req: 23

|Level Req: 24

Damage Type: Slashing 7

|Damage Type: Slashing 9

Elemental Affinity: ICE 7

|Elemental Affinity: ICE 15

|

Range: 1

|Range: 1

Area: 1

|Area: 1

Weight: 10

|Weight: 10

RT: +30

|RT: +31

|

ATK: 98

|ATK: 107

MP: 2

|MP: 5

STR: 1

|STR: 3

VIT: 4

|VIT: 6

MND: 2

|MND: 4

|

On Hit: Ice Averse

|On Hit: Ice Averse



Equippable:	Equippable:
-----	-----
FROM THE BLADE	FROM SWORD ENCHIRIDION
Ice Blade:	Isberg:
Steel Ingot x1	Ice Blade x1
Wootz Steel x1	Steel Ingot x1
Baobawood x1	Wootz Steel x1
Ice Krystallos x1	Black Ice Orb x1
-----	-----

=====	=====
Kukri	Fandango
-----	-----
Level Req: 26	Level Req: 27
Damage Type: Slashing 7	Damage Type: Slashing 9
	Bonus Damage vs. PHN 5
	Elemental Affinity: FIR 15
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 10	Weight: 11
RT: +31	RT: +33
ATK: 105	ATK: 114
STR: 3	HP: 3
VIT: 2	STR: 5
DEX: 1	VIT: 4
	DEX: 3
	AVD: 1
	On Hit: Fire Averse
Equippable:	Equippable:
-----	-----

FROM THE BLADE	FROM SWORD ENCHIRIDION
Kukri:	Fandango:
Steel Ingot x1	Kukri x1
Wootz Steel x1	Wootz Steel x2
Baobawood x1	Inferno Orb x1
Fiery Gems x1	
-----	-----

=====	=====
Daedalus Blade	
-----	
Level Req: 42	
Damage Type: Slashing 9	
Elemental Affinity: LGT 15	
Range: 1	
Area: 1	
Weight: 13	
RT: +39	
ATK: 147	
STR: 7	
DEX: 3	

AVD: 1 |  
 |  
 Skill Bonus: Augment Lightning +1 |  
 On Hit: Lightning Averse |  
 Effect: Lightning Bow III |  
 |  
 Equippable: |  
 |

-----  
 FROM SECRETS OF THE MASTER

Daedalus Blade:  
 Daedalus Pinion x1  
 Daedalus Rack x1  
 Orichalcum x1  
 Storm Orb x1

-----  
 Two-Handed Swords

-----  
 [7.d]  
 -----

Lvl	Item Name	H	Source
1	Broadsword	2	
2	Broadsword +1	2	Melee I
4	Viking Sword	2	
5	Viking Sword +1	2	Melee I
7	Zweihander	2	
8	Zweihander +1	2	Melee I
10	Baldur Blade	2	
11	Baldur Blade +1	2	Melee I
13	Bastard Sword	2	
14	Bastard Sword +1	2	Melee II
16	Claymore	2	
17	Claymore +1	2	Melee II
19	Falx	2	
20	Falx +1	2	Melee II
22	Damasc Blade	2	
23	Damasc Blade +1	2	The Blade
21	Desert Blade	2	The Blade
26	Gaia Blade	2	2-H Sword E.

28	The Headsman	2	The Blade
29	The Dark Headsman	2	2-H Sword E.
31	Rhomphaia	2	The Blade
32	Grasshewer Blade	2	2-H Sword E.

Broadsword	Broadsword +1
Level Req: 1	Level Req: 2
Damage Type: Slashing 4	Damage Type: Slashing 6
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 9	Weight: 9
RT: +26	RT: +28
ATK: 48	ATK: 59
HP: 5	HP: 8
STR: 5	STR: 7
DEX: -1	DEX: -3
AVD: -1	AVD: -3
Equippable:	Equippable:

FROM MELEE WEAPONS I

Broadsword +1:  
 Broadsword x1  
 Bronze Ingot x2  
 Toneriwood x1

Viking Sword	Viking Sword +1
Level Req: 4	Level Req: 5
Damage Type: Piercing 3	Damage Type: Piercing 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 9	Weight: 10
RT: +27	RT: +29
ATK: 45	ATK: 67
STR: 3	STR: 5
VIT: 1	VIT: 3
AGI: -1	AGI: -3
	ON HIT: Knockback
Equippable:	Equippable:

FROM MELEE WEAPONS I

Viking Sword +1:  
Viking Sword x1  
Bronze Ingot x1  
Toneriwood x1  
Leather x1

```
=====|=====
Zweihander |Zweihander +1
-----|-----
Level Req: 7 |Level Req: 8
Damage Type: Crushing 4 |Damage Type: Crushing 6
|
Range: 1 |Range: 1
Area: 1 |Area: 1
Weight: 10 |Weight: 10
RT: +29 |RT: +31
|
ATK: 64 |ATK: 75
STR: 2 |STR: 4
VIT: 2 |VIT: 4
AVD: -1 |AVD: -3
MND: -1 |MND: -3
|
|ON HIT: Breached
|
Equippable: |Equippable:
|
```

-----  
FROM MELEE WEAPONS I

Zweihander +1:  
Zweihander x1  
Iron Ingot x1  
Birnewood x1  
The Chariot x1

```
=====|=====
Baldur Blade |Baldur Blade +1
-----|-----
Level Req: 10 |Level Req: 11
Damage Type: Slashing 5 |Damage Type: Slashing 7
|
Range: 1 |Range: 1
Area: 1 |Area: 1
Weight: 10 |Weight: 11
RT: +30 |RT: +33
|
ATK: 72 |ATK: 83
MP: 5 |MP: 8
LUK: -1 |LUK: -3
VIT: 2 |VIT: 4
DEX: 1 |DEX: 3
INT: 4 |INT: 5
|
Equippable: |Equippable:
|
```

-----  
FROM MELEE WEAPONS I

Baldur Blade +1:

Baldur Blade x1  
Silver Ingot x1  
Baldur Ingot x1  
Birnewood x1

```
=====|=====
Bastard Sword          |Bastard Sword +1
-----|-----
Level Req: 13         |Level Req: 14
Damage Type: Slashing 4 |Damage Type: Slashing 6
                        |
Range: 1              |Range: 1
Area: 1               |Area: 1
Weight: 11            |Weight: 11
RT: +32               |RT: +34
                        |
ATK: 80               |ATK: 91
HP: 2                 |HP: 4
STR: 3                |STR: 5
DEX: 2                |DEX: 4
RES: 1                |MND: 2
                        |RES: 3
                        |
                        |ON HIT: Knockback
                        |
Equippable:           |Equippable:
                        |
-----|-----
```

FROM MELEE WEAPONS II  
Bastard Sword +1:  
Bastard Sword x1  
Iron Ingot x1  
Steel Ingot x1  
Ananawood x1

```
=====|=====
Claymore               |Claymore +1
-----|-----
Level Req: 16         |Level Req: 17
Damage Type: Slashing 5 |Damage Type: Slashing 7
                        |
Range: 1              |Range: 1
Area: 1               |Area: 1
Weight: 11            |Weight: 12
RT: +34               |RT: +36
                        |
ATK: 88               |ATK: 99
AGI: 2                |STR: 1
AVD: 1                |AGI: 4
RES: 4                |AVD: 3
                        |RES: 7
                        |
                        |ON HIT: Breached
                        |
Equippable:           |Equippable:
                        |
-----|-----
```

FROM MELEE WEAPONS II

Claymore +1:  
Claymore x1  
Iron Ingot x1  
Steel Ingot x1  
Haunt's Tome x1

```
=====|=====
Falx          |Falx +1
-----|-----
Level Req: 19 |Level Req: 20
Damage Type: Slashing 6 |Damage Type: Slashing 8
|
Range: 1      |Range: 1
Area: 1      |Area: 1
Weight: 12   |Weight: 12
RT: +35     |RT: +37
|
ATK: 96      |ATK: 107
STR: 2       |LUK: -2
VIT: 1       |STR: 4
INT: 2       |VIT: 3
|             |DEX: 1
|             |INT: 4
|
Equippable:  |Equippable:
|
```

-----  
FROM MELEE WEAPONS II

Falx +1:  
Falx x1  
Steel Ingot x1  
Golden Ingot x1  
Ananawood x1

```
=====|=====
Damasc Blade |Damasc Blade +1
-----|-----
Level Req: 22 |Level Req: 23
Damage Type: Slashing 6 |Damage Type: Slashing 8
|Bonus Damage vs. GOL 5
|
Range: 1      |Range: 1
Area: 1      |Area: 1
Weight: 12   |Weight: 13
RT: +37     |RT: +39
|
ATK: 104     |ATK: 115
VIT: 2       |VIT: 4
AGI: 1       |AGI: 3
AVD: 2       |AVD: 4
RES: 1       |MND: 1
|             |RES: 3
|
|Skill Bonus: 2H Swords +1
|On Hit: Stunned
|
Equippable:  |Equippable:
|
```

-----  
FROM THE BLADE  
Damasc Blade +1:  
  Damasc Blade x1  
  Steel Ingot x1  
  Wootz Steel x1  
  Baobawood x1  
-----

```
=====|=====
Desert Blade      |Gaia Blade
-----|-----
Level Req: 21     |Level Req: 26
Damage Type: Slashing 7 |Damage Type: Slashing 9
Elemental Affinity: EAR 7 |Elemental Affinity: EAR 15
|
Range: 1          |Range: 1
Area: 1           |Area: 1
Weight: 13        |Weight: 14
RT: +38           |RT: +41
|
ATK: 112          |ATK: 123
STR: 2            |STR: 4
DEX: 1            |DEX: 3
MND: 2            |MND: 4
|
Skill Bonus: Augment Earth +1 |Skill Bonus: Anatomy +1
On Hit: Earth Averse          |On Hit: Earth Averse
                              |Effect: Vulcan Lance III
|
Equippable:                  |Equippable:
|
-----|-----
```

```
FROM THE BLADE      |FROM 2-H SWORD ENCHIRIDION
Desert Blade:       |Gaia Blade:
  Steel Ingot x1    |  Desert Blade x1
  Wootz Steel x1    |  Steel Ingot x1
  Baobawood x1      |  Wootz Steel x1
  Earth Krystallos x1 |  Dust Orb x1
-----|-----
```

```
=====|=====
The Headsman       |The Dark Headsman
-----|-----
Level Req: 28      |Level Req: 29
Damage Type: Slashing 6 |Damage Type: Slashing 8
Elemental Affinity: DRK 7 |Elemental Affinity: DRK 15
Bonus Damage vs. HUM 5   |Bonus Damage vs. UMB 5
|
Range: 1           |Range: 1
Area: 1            |Area: 1
Weight: 13         |Weight: 14
RT: +40            |RT: +42
|
ATK: 120           |ATK: 131
LUK: -3            |LUK: -5
STR: 3             |STR: 5
VIT: 2             |VIT: 4
AGI: 2             |AGI: 4
RES: 2             |RES: 2
-----|-----
```

Skill Bonus: Augment Darkness +1	Skill Bonus: Lament of the Dead +2
On Hit: Dark Averse	On Hit: Dark Averse
	Debuff Resist: Fearproof
Equippable:	Equippable:

FROM THE BLADE	FROM 2-H SWORD ENCHIRIDION
The Headsman:	The Dark Headsman:
Steel Ingot x1	The Headsman x1
Wootz Steel x1	Wootz Steel x1
Baobawood x1	Platinum Ingot x1
Dark Krystallos x1	Gloom Orb x1

Rhomphaia	Grasshewer Blade
-----	-----
Level Req: 31	Level Req: 32
Damage Type: Crushing 7	Damage Type: Crushing 9
	Elemental Affinity: LGT 15
	Bonus Damage vs. BST 10
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 14	Weight: 15
RT: +42	RT: +44
ATK: 128	ATK: 139
VIT: 3	VIT: 5
DEX: 1	DEX: 3
AVD: 3	AVD: 5
MND: 2	MND: 4
RES: 1	RES: 3
	Skill Bonus: Augment Lightning +1
	On Hit: Lightning Averse
	Debuff Resist: Stoneproof
Equippable:	Equippable:

FROM THE BLADE	FROM 2-H SWORD ENCHIRIDION
Rhomphaia:	Grasshewer Blade:
Steel Ingot x1	Rhomphaia x1
Wootz Steel x2	Steel Ingot x1
Lightning Krystallos x1	Wootz Steel x1
	Storm Orb x1

-----  
Axes  
-----

-----  
[7.e]  
-----

Lvl	Item Name	H	Source
1	Hand Axe	1	



2	Hand Axe +1	1	Melee I
5	Battle Axe	1	
6	Battle Axe +1	1	Melee I
7	Heavy Axe	2	
8	Heavy Axe +1	2	Melee I
10	Baldur Axe	2	
11	Baldur Axe +1	2	Melee I
13	Tabar Zin	1	
14	Tabar Zin +1	1	Melee II
16	Chakmak	1	
17	Chakmak +1	1	Melee II
19	Guisarme	2	
20	Guisarme +1	2	Melee II
22	Damasc Axe	2	
23	Damasc Axe +1	2	Axe, Spear & Hammer
25	Balbriggan	1	Axe, Spear & Hammer
26	Trovaon	1	Axe E.
28	Dragon Axe	2	Axe, Spear & Hammer
29	Terre Axe	2	Axe E.
31	Glamrock	2	
32	Stardust	2	Axe E.

Hand Axe	Hand Axe +1
-----	-----
Level Req: 1	Level Req: 2
Damage Type: Slashing 1	Damage Type: Crushing 7
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 6	Weight: 7
RT: +18	RT: +20
ATK: 40	ATK: 49
VIT: 2	VIT: 4
AVD: 1	AVD: 2

Equippable:	Equippable:
-----	
FROM MELEE WEAPONS I	
Hand Axe +1:	
Hand Axe x1	
Bronze Ingot x2	
Toneriwood x1	
-----	
===== =====	
Battle Axe	Battle Axe +1
-----	-----
Level Req: 5	Level Req: 6
Damage Type: Slashing 2	Damage Type: Slashing 4
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 6	Weight: 7
RT: +19	RT: +21
ATK: 47	ATK: 56
HP: 6	HP: 8
AGI: 1	AGI: 3
	ON HIT: Misstep
Equippable:	Equippable:

-----	
FROM MELEE WEAPONS I	
Battle Axe +1:	
Battle Axe x1	
Bronze Ingot x1	
Toneriwood x1	
The Tower x1	

===== =====	
Heavy Axe	Heavy Axe +1
-----	-----
Level Req: 7	Level Req: 8
Damage Type: Slashing 3	Damage Type: Slashing 5
	Bonus Damage vs. REP 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 10	Weight: 10
RT: +29	RT: +31
ATK: 65	ATK: 76
STR: 1	STR: 3
VIT: 2	VIT: 4
	ON HIT: Knockback
Equippable:	Equippable:

-----	
FROM MELEE WEAPONS I	

Heavy Axe +1:  
Heavy Axe x1  
Iron Ingot x1  
Toneriwood x1  
Leather x1

```
=====|=====
Baldur Axe          |Baldur Axe +1
-----|-----
Level Req: 10      |Level Req: 11
Damage Type: Slashing 5 |Damage Type: Slashing 7
|
Range: 1           |Range: 1
Area: 1            |Area: 1
Weight: 10         |Weight: 11
RT: +31           |RT: +33
|
ATK: 74            |ATK: 84
MP: 5              |MP: 8
LUK: -1            |LUK: -3
VIT: 2             |VIT: 4
DEX: 1             |DEX: 3
INT: 4             |INT: 5
|
Equippable:        |Equippable:
|
```

-----  
FROM MELEE WEAPONS I

Baldur Axe +1:  
Baldur Axe x1  
Silver Ingot x1  
Baldur Ingot x1  
Birnewood x1

```
=====|=====
Tabar Zin           |Tabar Zin +1
-----|-----
Level Req: 13      |Level Req: 14
Damage Type: Slashing 4 |Damage Type: Slashing 6
|
Range: 1           |Range: 1
Area: 1            |Area: 1
Weight: 8          |Weight: 8
RT: +24           |RT: +25
|
ATK: 68            |ATK: 77
STR: 1             |STR: 3
DEX: 2             |DEX: 4
AGI: 1             |AGI: 3
|
Equippable:        |Equippable:
|
```

-----  
FROM MELEE WEAPONS II

Tabar Zin +1:  
Tabar Zin x1  
Iron Ingot x1  
Steel Ingot x1

Ananawood x1

```
-----  
=====|=====  
Chakmak |Chakmak +1  
-----|-----  
Level Req: 16 |Level Req: 17  
Damage Type: Slashing 3 |Damage Type: Slashing 5  
 |Bonus damage vs. HUM 5  
 |  
Range: 1 |Range: 1  
Area: 1 |Area: 1  
Weight: 8 |Weight: 9  
RT: +25 |RT: +27  
 |  
ATK: 75 |ATK: 84  
HP: 4 |HP: 7  
DEX: 1 |VIT: 1  
AVD: 2 |DEX: 3  
RES: 1 |AVD: 4  
 |RES: 3  
 |  
 |ON HIT: Misstep  
 |  
Equippable: |Equippable:  
 |
```

-----  
FROM MELEE WEAPONS II

Chakmak +1:  
Chakmak x1  
Iron Ingot x1  
Steel Ingot x1  
Skulldust Nostrum x1

```
=====|=====  
Guisarme |Guisarme +1  
-----|-----  
Level Req: 19 |Level Req: 20  
Damage Type: Slashing 4 |Damage Type: Slashing 7  
 |  
Range: 1 |Range: 1  
Area: 1 |Area: 1  
Weight: 12 |Weight: 13  
RT: +36 |RT: +38  
 |  
ATK: 99 |ATK: 110  
MP: 3 |MP: 5  
STR: 2 |STR: 4  
INT: 2 |DEX: 1  
 |INT: 4  
 |RES: 2  
 |  
Equippable: |Equippable:  
 |
```

-----  
FROM MELEE WEAPONS II

Guisarme +1:  
Guisarme x1  
Steel Ingot x1

Golden Ingot x1  
Ananawood x1

```
-----  
=====|=====  
Damasc Axe          |Damasc Axe +1  
-----|-----  
Level Req: 22      |Level Req: 23  
Damage Type: Slashing 6 |Damage Type: Slashing 8  
                    |Bonus Damage vs. GOL 5  
                    |  
Range: 1           |Range: 1  
Area: 1            |Area: 1  
Weight: 12         |Weight: 13  
RT: +37           |RT: +40  
                    |  
ATK: 107          |ATK: 118  
HP: 5             |HP: 8  
VIT: 1            |VIT: 3  
AGI: 2            |AGI: 4  
                    |  
                    |Skill Bonus: Axes +1  
                    |On Hit: Stunned  
                    |  
Equippable:       |Equippable:  
                    |  
-----
```

FROM AXE, SPEAR & HAMMER

Damasc Axe +1:  
 Damasc Axe x1  
 Steel Ingot x1  
 Wootz Steel x1  
 Baobawood x1

```
-----  
=====|=====  
Balbriggan         |Trovaon  
-----|-----  
Level Req: 25      |Level Req: 26  
Damage Type: Piercing 5 |Damage Type: Piercing 7  
                    |Elemental Affinity: LGT 7  
                    |  
Range: 1           |Range: 1  
Area: 1            |Area: 1  
Weight: 10         |Weight: 10  
RT: +29           |RT: +31  
                    |  
ATK: 96           |ATK: 105  
STR: 3            |STR: 5  
DEX: 2            |VIT: 2  
MND: 2            |DEX: 3  
                    |MND: 3  
                    |  
                    |Skill Bonus: Anatomy +1  
                    |On Hit: Lightning Averse  
                    |  
Equippable:       |Equippable:  
                    |  
-----
```

FROM AXE, SPEAR & HAMMER

|FROM AXE ENCHIRIDION

Balbriggan:	Trovaon:
Steel Ingot x1	Balbriggan x1
Wootz Steel x1	Wootz Steel x2
Baobawood x1	Storm Orb x1
Leather x1	

```

=====|=====
Dragon Axe      |Terre Axe
-----|-----
Level Req: 28  |Level Req: 29
Damage Type: Slashing 6 |Damage Type: Slashing 8
Bonus Damage vs. DRG 10 |Elemental Affinity: EAR 10
                    |Bonus Damage vs. DRG 15
                    |
Range: 1        |Range: 1
Area: 1         |Area: 1
Weight: 14     |Weight: 14
RT: +41        |RT: +43
                    |
ATK: 124       |ATK: 135
MP: 2          |MP: 4
LUK: -2        |LUK: -4
STR: 1         |STR: 3
DEX: 3         |DEX: 5
RES: 2         |RES: 4
                    |
Skill Bonus: Draconology +1 |Skill Bonus: Draconology +2
                    |On Hit: Earth Averse
                    |Effect: Sand Breath
                    |
Equippable:    |Equippable:
                    |

```

```

-----+-----
FROM AXE, SPEAR & HAMMER |FROM AXE ENCHIRIDION
Dragon Axe:              |Terre Axe:
  Wyrms Fang x1         |Dragon Axe x1
  Wyrms Claw x1        |Wyrms Horn x1
  Wyrms Scale x1       |Wootz Steel x1
  Wootz Steel x1       |Dust Orb x1

```

```

=====|=====
Glamrock          |Stardust
-----|-----
Level Req: 31    |Level Req: 32
Damage Type: Slashing 7 |Damage Type: Slashing 9
Elemental Affinity: FIR 10 |Elemental Affinity: LGT 15
                    |
Range: 1        |Range: 1
Area: 1         |Area: 1
Weight: 14     |Weight: 15
RT: +42        |RT: +45
                    |
ATK: 132       |ATK: 143
HP: 20         |MP: 15
STR: 3         |VIT: 3
VIT: 3         |DEX: 1
DEX: 3         |INT: 4
AVD: 5         |RES: 6

```

MND: 4

Skill Bonus: Augment Fire +1

On Hit: Fire Averse

Debuff Resist: Stunproof

Equippable:

|  
|  
|  
|  
|  
|  
|

|Skill Bonus: Augment Light +1

|On Hit: Light Averse

|Equippable:

-----  
FROM AXE ENCHIRIDION

Stardust:

Glamrock x1

Skyiron x1

Platinum Ingot x1

Radiant Orb x1  
-----

NOTE: Stardust should be considered direct upgrade from Glamrock,  
but there is significant difference between stats and properties.  
-----

-----  
Spears

-----  
[7.f]  
-----

Lvl	Item Name	H	Source
1	Bronze Spear	2	
2	Bronze Spear +1	2	Melee I
5	Xyston	2	
6	Xyston +1	2	Melee I
7	Voulge	2	
8	Voulge +1	2	Melee I
10	Baldur Spear	2	
11	Baldur Spear	2	Melee II
13	Scorpion	2	
14	Scorpion +1	2	Melee II
16	Trident	2	
17	Trident +1	2	Melee II
19	Bardiche	2	
20	Bardiche +1	2	Melee II
22	Damasc Spear	2	
23	Damasc Spear +1	2	Axe, Spear & Hammer

25	Poleaxe	2	Axe, Spear & Hammer
26	Hache	2	Spear E.
28	Culnrikolnne	2	Axe, Spear & Hammer
29	Holy Lance	2	Spear E.
31	Volcaetus	2	
32	Ignis	2	Spear E.

===== Bronze Spear -----	=====  Bronze Spear +1  -----
Level Req: 1	Level Req: 2
Damage Type: Piercing 4	Damage Type: Piercing 6
Range: 1~2	Range: 1~2
Area: 1	Area: 1
Weight: 8	Weight: 9
RT: +24	RT: +26
ATK: 41	ATK: 52
HP: 5	HP: 8
STR: 3	STR: 5
RES: 2	RES: 4
Equippable:	Equippable:

-----  
FROM MELEE WEAPONS I

- Bronze Spear +1:
    - Bronze Spear x1
    - Bronze Ingot x2
    - Toneriwood x1
- 

===== Xyston -----	=====  Xyston +1  -----
Level Req: 5	Level Req: 6
Damage Type: Piercing 4	Damage Type: Piercing 6
Range: 1~2	Range: 1~2
Area: 1	Area: 1
Weight: 9	Weight: 9
RT: +26	RT: +28
ATK: 49	ATK: 60
MP: 4	MP: 7
STR: 1	STR: 3
VIT: 2	VIT: 4
Equippable:	Equippable:

-----  
FROM MELEE WEAPONS I



Xyston +1:  
Xyston x1  
Bronze Ingot x1  
Toneriwood x1  
Leather x1

```
=====|=====
Voulge          |Voulge +1
-----|-----
Level Req: 7    |Level Req: 8
Damage Type: Piercing 5 |Damage Type: Piercing 7
                  |Bonus Damage vs. GOL 5
                  |
Range: 1~2      |Range: 1~2
Area: 1         |Area: 1
Weight: 9       |Weight: 10
RT: +27        |RT: +30
                  |
ATK: 57        |ATK: 68
HP: 2          |HP: 5
DEX: 3         |DEX: 5
AGI: 2         |AGI: 4
                  |
                  |ON HIT: Breached
                  |
Equippable:    |Equippable:
                  |
-----|-----
```

FROM MELEE WEAPONS I

Voulge +1:  
Voulge x1  
Iron Ingot x1  
Toneriwood x1  
The Chariot x1

```
=====|=====
Baldur Spear    |Baldur Spear +1
-----|-----
Level Req: 10   |Level Req: 11
Damage Type: Piercing 5 |Damage Type: Piercing 7
                  |Bonus damage vs. UMB 5
                  |
Range: 1~2      |Range: 1~2
Area: 1         |Area: 1
Weight: 10      |Weight: 10
RT: +29        |RT: +31
                  |
ATK: 65        |ATK: 76
MP: 5          |MP: 8
LUK: -1        |LUK: -3
VIT: 2         |VIT: 4
DEX: 1         |DEX: 3
INT: 4         |INT: 5
                  |
Equippable:    |Equippable:
                  |
-----|-----
```

FROM MELEE WEAPONS II

Baldur Spear +1:  
Baldur Spear x1  
Silver Ingot x1  
Baldur Ingot x1  
Birnewood x1

```
=====|=====
Scorpion |Scorpion +1
-----|-----
Level Req: 13 |Level Req: 14
Damage Type: Piercing 4 |Damage Type: Piercing 6
|
Range: 1~2 |Range: 1~2
Area: 1 |Area: 1
Weight: 10 |Weight: 11
RT: +31 |RT: +33
|
ATK: 73 |ATK: 84
STR: 2 |STR: 4
VIT: 1 |VIT: 3
AVD: 1 |AVD: 3
MND: 2 |MND: 3
|
Skill Bonus: Resist Poison +1 |Skill Bonus: Resist Poison +2
|
|On Hit: Poisoned
|
Equippable: |Equippable:
|
```

-----  
FROM MELEE WEAPONS II

Scorpion +1:  
Scorpion x1  
Silver Ingot x1  
Baldur Ingot x1  
Birnewood x1

```
=====|=====
Trident |Trident +1
-----|-----
Level Req: 16 |Level Req: 17
Damage Type: Piercing 5 |Damage Type: Piercing 7
|
Range: 1~2 |Range: 1~2
Area: 1 |Area: 1
Weight: 11 |Weight: 11
RT: +32 |RT: +34
|
ATK: 81 |ATK: 92
HP: 5 |HP: 8
VIT: 2 |VIT: 4
DEX: 1 |DEX: 3
RES: 5 |RES: 8
|
Equippable: |Equippable:
|
```

-----  
FROM MELEE WEAPONS II

Trident +1:  
Trident x1  
Iron Ingot x1  
Steel Ingot x1  
Ananawood x1

```
=====|=====
Bardiche |Bardiche +1
-----|-----
Level Req: 19 |Level Req: 20
Damage Type: Piercing 6 |Damage Type: Piercing 8
|
Range: 1~2 |Range: 1~2
Area: 1 |Area: 1
Weight: 11 |Weight: 12
RT: +34 |RT: +36
|
ATK: 89 |ATK: 100
STR: 1 |STR: 3
VIT: 2 |VIT: 4
AVD: 2 |AGI: 1
MND: 1 |AVD: 4
|MND: 3
|
|On Hit: Knockback
|
Equippable: |Equippable:
|
```

FROM MELEE WEAPONS II  
Bardiche +1:  
Bardiche x1  
Steel Ingot x1  
Ananawood x1

```
=====|=====
Damasc Spear |Damasc Spear +1
-----|-----
Level Req: 22 |Level Req: 23
Damage Type: Piercing 6 |Damage Type: Piercing 8
|Bonus Damage vs. GOL 5
|
Range: 1 |Range: 1
Area: 1 |Area: 1
Weight: 12 |Weight: 13
RT: +35 |RT: +38
|
ATK: 97 |ATK: 105
STR: 3 |STR: 5
AGI: 2 |VIT: 2
INT: 1 |AGI: 4
RES: 2 |AVD: 1
|INT: 3
|RES: 4
|
|Skill Bonus: Spears +1
|On Hit: Stunned
|
```

Equippable:	Equippable:
-----	
FROM AXE, SPEAR & HAMMER	
Damasc Spear +1:	
Damasc Spear x1	
Steel Ingot x1	
Wootz Steel x1	
Baobawood x1	
-----	
===== =====	
Poleaxe	Hache
-----	-----
Level Req: 25	Level Req: 26
Damage Type: Piercing 7	Damage Type: Piercing 9
	Elemental Affinity: EAR 7
Range: 2~3	Range: 2~3
Area: 1	Area: 1
Weight: 12	Weight: 1
RT: +37	RT: +39
ATK: 105	ATK: 116
HP: 4	HP: 7
STR: 1	STR: 3
DEX: 2	DEX: 4
MND: 3	AGI: 2
RES: 1	MND: 5
	RES: 2
	Skill Bonus: Augment Earth +1
	On Hit: Earth Averse
Equippable:	Equippable:
-----	
FROM AXE, SPEAR & HAMMER	FROM SPEAR ENCHIRIDION
Poleaxe:	Hache:
Steel Ingot x1	Poleaxe x1
Wootz Steel x1	Steel Ingot x1
Baobawood x1	Wootz Steel x1
Verdant Gems x1	Dust Orb x1
-----	
===== =====	
Culnrikolnne	Holy Lance
-----	-----
Level Req: 28	Level Req: 29
Damage Type: Piercing 6	Damage Type: Piercing 8
Elemental Affinity: LT 7	Elemental Affinity: LT 15
Bonus Damage vs. UMB 5	Bonus Damage vs. UMB 10
Range: 2~3	Range: 2~3
Area: 1	Area: 1
Weight: 13	Weight: 14
RT: +39	RT: +41
ATK: 113	ATK: 124
MP: 5	MP: 8

LUK: -3	LUK: -5
VIT: 3	VIT: 5
DEX: 1	DEX: 3
INT: 1	INT: 3
MND: 1	MND: 3

Skill Bonus: Augment Light +1	Skill Bonus: Daemonology +2
On Hit: Light Averse	On Hit: Light Averse

Equippable:	Equippable:
-------------	-------------

-----+-----  
FROM AXE, SPEAR & HAMMER | FROM SPEAR ENCHIRIDION

Culnrikolnne:	Holy Lance:
Unicorn Horn x1	Culnrikolnne x1
Baldur Ingot x1	Unicorn Horn x1
Platinum Ingot x1	Wootz Steel x1
Light Krystallos x1	Radiant Orb x1

=====|=====

Volcaetus	Ignis
-----	-----
Level Req: 31	Level Req: 32
Damage Type: Piercing 7	Damage Type: Piercing 9
Elemental Affinity: FIR 7	Elemental Affinity: FIR 15

Range: 2~3	Range: 2~3
Area: 1	Area: 1
Weight: 13	Weight: 14
RT: +40	RT: +42

ATK: 121	ATK: 132
HP: 3	HP: 5
STR: 3	STR: 5
VIT: 2	VIT: 4
AVD: 2	AVD: 4
RES: 5	RES: 7

Skill Bonus: Anatomy +1	Skill Bonus: Augment Fire +1
On Hit: Knockback	On Hit: Fire Averse
Debuff Resist: Stunproof	Debuff Resist: Stunproof

Equippable:	Equippable:
-------------	-------------

-----+-----  
FROM SPEAR ENCHIRIDION

Ignis:
Volcaetus x1
Wootz Steel x1
Fire Krystallos x1
Inferno Orb x1

-----  
Hammers

-----  
[7.g]

Lvl	Item Name	H	Source
1	Halt Hammer	1	
2	Halt Hammer +1	1	Melee I
5	Caldia	1	Melee I
6	Iron Fan	1	Melee I
6	Morning Star	1	
7	Morning Star +1	1	Melee I
10	Baldur Hammer	2	
11	Baldur Hammer +1	2	Melee I
13	War Hammer	1	
14	War Hammer +1	1	Melee II
16	War Maul	2	
17	War Maul +1	2	Melee II
19	Spiked Flail	1	
20	Spiked Flail +1	1	Melee II
22	Damasc Hammer	2	
23	Damasc Hammer +1	2	Axe, Spear & Hammer
25	Dragon Hammer	1	Axe, Spear & Hammer
26	Sanguine Hammer	1	Hammer E.
28	Yggdrasil Gnarl	2	Axe, Spear & Hammer
29	Glacies	2	Hammer E.

Halt Hammer	Halt Hammer +1
-----	-----
Level Req: 1	Level Req: 2
Damage Type: Crushing 3	Damage Type: Crushing 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 7	Weight: 7
RT: +20	RT: +22
ATK: 48	ATK: 58
STR: 3	STR: 4
AVD: -3	AVD: -4

Equippable: | Equippable:

|

-----  
FROM MELEE WEAPONS I

Halt Hammer +1:

Halt Hammer x2

Bronze Ingot x2

Toneriwood x1  
-----

=====  
Caldia

|=====  
|Iron Fan

-----  
Level Req: 5

|-----  
|Level Req: 6

Damage Type: Crushing 1

|Damage Type: Crushing 5

|Bonus Damage vs. HUM 5

|

Range: 1

|Range: 1

Area: 1

|Area: 1

Weight: 5

|Weight: 8

RT: +14

|RT: +23

|

ATK: 18

|ATK: 64

MP: 3

|HP: 10

LUK: 5

|STR: 5

DEX: 4

|VIT: 4

INT: 5

|AGI: -4

MND: 1

|

RES: 5

|

|

Skill Bonus: Augment Darkness +1 | On Hit: Stunned

Debuff Resist: Charmproof

|

Effect: Charm

|

|

Equippable (Female Only):

|Equippable (Male Only):

|

-----  
FROM MELEE WEAPONS I

|-----  
|FROM MELEE WEAPONS I

Caldia:

|Iron Fan:

Enchanted Feather x1

|Caldia x1

Zolia Draught x1

|Iron Ingot x2

Dark Krystallos x1

|Nightshade Extract x1

Cotton Thread x1  
-----

|

NOTE: Iron Fan should be considered direct upgrade from Caldia,  
but there is significant difference between stats and properties.  
-----

=====  
Morning Star

|=====  
|Morning Star +1

-----  
Level Req: 6

|-----  
|Level Req: 7

Damage Type: Crushing 4

|Damage Type: Crushing 6

|Bonus Damage vs. REP 5

|

Range: 1

|Range: 1

Area: 1

|Area: 1

Weight: 7

|Weight: 8

RT: +22

|RT: +24

|

ATK: 62	ATK: 72
HP: 2	HP: 5
STR: 2	STR: 4
MND: 1	MND: 3
	ON HIT: Knockback
Equippable:	Equippable:

-----

FROM MELEE WEAPONS I

Morning Star +1:  
Morning Star x1  
Iron Ingot x2  
Leather x1

-----

=====	=====
Baldur Hammer	Baldur Hammer +1
-----	-----
Level Req: 10	Level Req: 11
Damage Type: Crushing 5	Damage Type: Crushing 7
	Bonus Damage vs. DIV 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 11	Weight: 12
RT: +34	RT: +36
ATK: 88	ATK: 100
MP: 5	MP: 8
LUK: -1	LUK: -3
VIT: 2	VIT: 4
DEX: 1	DEX: 3
INT: 4	INT: 5
	ON HIT: Silenced
Equippable:	Equippable:

-----

FROM MELEE WEAPONS I

Baldur Hammer +1:  
Baldur Hammer x1  
Silver Ingot x1  
Baldur Ingot x1  
Nightshade Extract x1

-----

=====	=====
War Hammer	War Hammer +1
-----	-----
Level Req: 13	Level Req: 14
Damage Type: Piercing 4	Damage Type: Piercing 6
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 9	Weight: 9
RT: +26	RT: +28



ATK: 80	ATK: 90
STR: 4	STR: 6
DEX: 2	DEX: 3
	AVD: 2
	MND: 2
Equippable:	Equippable:

-----

FROM MELEE WEAPONS II

War Hammer +1:  
 War Hammer x1  
 Iron Ingot x1  
 Steel Ingot x1  
 Ananawood x1

-----

=====	=====
War Maul	War Maul +1
-----	-----
Level Req: 16	Level Req: 17
Damage Type: Crushing 5	Damage Type: Crushing 7
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 12	Weight: 13
RT: +37	RT: +39
ATK: 105	ATK: 117
STR: 1	STR: 3
VIT: 2	VIT: 4
INT: 1	AGI: 2
	INT: 3
	RES: 1
	On Hit: Knockback
Equippable:	Equippable:

-----

FROM MELEE WEAPONS II

War Maul +1:  
 War Maul x1  
 Silver Ingot x1  
 Steel Ingot x1  
 Ananawood x1

-----

=====	=====
Spiked Flail	Spiked Flail +1
-----	-----
Level Req: 19	Level Req: 20
Damage Type: Crushing 6	Damage Type: Crushing 8
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 10	Weight: 10
RT: +29	RT: +31
ATK: 94	ATK: 104

HP: 2	HP: 5
STR: 2	STR: 4
DEX: 1	DEX: 3
MND: 2	MND: 4
Equippable:	Equippable:

-----

FROM MELEE WEAPONS II

Spiked Flail +1:  
 Spiked Flail x1  
 Steel Ingot x1  
 Ananawood x1

-----

=====	=====
Damasc Hammer	Damasc Hammer +1
-----	-----
Level Req: 22	Level Req: 23
Damage Type: Crushing 6	Damage Type: Crushing 8
Bonus Damage vs. GOL 5	
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 13	Weight: 14
RT: +40	RT: +43
ATK: 122	ATK: 134
MP: 2	HP: 3
VIT: 3	MP: 5
DEX: 1	VIT: 4
AGI: 2	DEX: 2
RES: 2	AGI: 4
	RES: 3
	Skill Bonus: Hammers +1
	On Hit: Stunned
Equippable:	Equippable:

-----

FROM AXE, SPEAR & HAMMER

Damasc Hammer +1:  
 Damasc Hammer x1  
 Steel Ingot x1  
 Wootz Steel x1  
 Baobawood x1

-----

=====	=====
Dragon Hammer	Sanguine Hammer
-----	-----
Level Req: 25	Level Req: 26
Damage Type: Crushing 7	Damage Type: Crushing 9
Bonus Damage vs. DRG 5	Bonus Damage vs. DRG 10
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 11	Weight: 11
RT: +32	RT: +34

ATK: 108		ATK: 118
LUK: 5		LUK: 8
STR: 2		STR: 3
AVD: 4		AVD: 5
MND: 1		MND: 2

Skill Bonus: Draconology +1		Skill Bonus: Draconology +2
		Effect: Stun Breath

Equippable:		Equippable:
-------------	--	-------------

FROM AXE, SPEAR & HAMMER		FROM HAMMER ENCHIRIDION
Dragon Hammer:		Sanguine Hammer:
Wurm Thighbone x1		Dragon Hammer x1
Wurm Fang x1		Wurm Horn x1
Wootz Steel x1		Wurm Whisker x1
Baobawood x1		Wootz Steel x1

=====		=====
Yggdrasil Gnarl		Glacies
-----		-----
Level Req: 28		Level Req: 29
Damage Type: Crushing 7		Damage Type: Crushing 9
		Bonus Damage vs. BST 10
		Elemental Affinity: ICE 7
Range: 1		Range: 1
Area: 1		Area: 1
Weight: 15		Weight: 15
RT: +44		RT: +46
ATK: 138		ATK: 150
MP: 3		MP: 7
VIT: 4		VIT: 5
DEX: 2		DEX: 3
INT: 1		INT: 3
MND: 1		MND: 2
RES: 2		RES: 3
		Skill Bonus: Augment Ice +1
		On Hit: Ice Averse
Equippable:		Equippable:

FROM AXE, SPEAR & HAMMER		FROM HAMMER ENCHIRIDION
Yggdrasil Gnarl:		Glacies:
Ancient Wood x1		Yggdrasil Gnarl x1
Wootz Steel x1		Wurm Thighbone x1
Platinum Ingot x1		Wootz Steel x1
Baobawood x1		Black Ice Orb x1

Lvl	Item Name	H	Source
1	Hisyu	1	
2	Superior Hisyu	1	Melee I
4	Wakizashi	1	
5	Superior Wakizashi	1	Melee I
7	Jitte	1	
8	Superior Jitte	1	Melee I
10	Spiritblade	1	
11	Superior Spiritblade	1	Melee I
13	Ninja Sword	1	
14	Superior Ninja Sword	1	Melee II
16	Moon Sickle	1	
17	Superior Moon Sickle	1	Melee II
19	Sai	1	
20	Superior Sai	1	Melee II
22	Muso Blade	1	
23	Superior Muso Blade	1	The Katana
25	Tigerblade	1	The Katana
26	Superior Tigerblade	1	Katana E.
28	Ghostblade	1	The Katana
29	Superior Ghostblade	1	Katana E.
31	Brahma	1	The Katana
32	Superior Brahma	1	Katana E.

Hisyu	Superior Hisyu
-----	-----
Level Req: 1	Level Req: 2
Damage Type: Piercing 1	Damage Type: Piercing 3
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 2	Weight: 3
RT: +9	RT: +11

ATK: 29 |ATK: 40  
DEX: 3 |DEX: 5  
AGI: 1 |AGI: 3  
MND: 2 |MND: 4

Equippable: |Equippable:  
NJA |NJA

-----  
FROM MELEE WEAPONS I

Superior Hisyu:  
Hisyu x1  
Iron Ingot x2  
Toneriwood x1

===== |=====

Wakizashi	Superior Wakizashi
-----	-----
Level Req: 4	Level Req: 5
Damage Type: Slashing 1	Damage Type: Slashing 3
	Bonus Damage vs. HUM 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 3	Weight: 3
RT: +10	RT: +13
ATK: 37	ATK: 48
STR: 1	STR: 2
AGI: 2	AGI: 4
Equippable:	Equippable:
NJA	NJA

-----  
FROM MELEE WEAPONS I

Superior Wakizashi:  
Wakizashi x1  
Iron Ingot x1  
Toneriwood x1  
Cotton Thread x1

===== |=====

Jitte	Superior Jitte
-----	-----
Level Req: 7	Level Req: 8
Damage Type: Crushing 1	Damage Type: Crushing 3
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 3	Weight: 4
RT: +12	RT: +14
ATK: 45	ATK: 56
STR: 2	HP: 2
VIT: 1	STR: 4
AVD: 2	VIT: 3
	AVD: 4
Equippable:	Equippable:

NJA

|NJA

-----  
FROM MELEE WEAPONS I

Superior Jitte:

Jitte x1

Iron Ingot x1

Birnewood x1

Cotton Thread x1  
-----

=====  
Spiritblade

|=====  
|Superior Spiritblade

-----  
Level Req: 10

|-----  
|Level Req: 11

Damage Type: Slashing 2

|Damage Type: Slashing 4

|Bonus Damage vs. PHN 5

|

Range: 1

|Range: 1

Area: 1

|Area: 1

Weight: 3

|Weight: 4

RT: +14

|RT: +16

|

ATK: 53

|ATK: 64

MP: 5

|MP: 8

LUK: -1

|LUK: -3

VIT: 2

|VIT: 4

DEX: 1

|DEX: 3

INT: 4

|INT: 5

|

Equippable:

|Equippable:

NJA

NJA

FROM MELEE WEAPONS I

Superior Spiritblade:

Spiritblade x1

Silver Ingot x1

Baldur Ingot x1

Birnewood x1  
-----

=====  
Ninja Sword

|=====  
|Superior Ninja Sword

-----  
Level Req: 13

|-----  
|Level Req: 14

Damage Type: Slashing 2

|Damage Type: Slashing 4

|

Range: 1

|Range: 1

Area: 1

|Area: 1

Weight: 3

|Weight: 4

RT: +14

|RT: +17

|

ATK: 61

|ATK: 72

HP: 5

|HP: 8

STR: 2

|STR: 3

VIT: 3

|VIT: 5

MND: 2

|MND: 4

|

Equippable:

|Equippable:

NJA

NJA

FROM MELEE WEAPONS II  
Superior Ninja Sword:  
Ninja Sword x1  
Iron Ingot x1  
Steel Ingot x1  
Birnewood x1

---

=====	=====
Moon Sickle	Superior Moon Sickle
-----	-----
Level Req: 16	Level Req: 17
Damage Type: Slashing 2	Damage Type: Slashing 4
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 4	Weight: 5
RT: +17	RT: +19
ATK: 69	ATK: 80
VIT: 1	VIT: 3
AVD: 3	AVD: 4
RES: 2	RES: 4
Equippable:	Equippable:
NJA	NJA

---

FROM MELEE WEAPONS II  
Superior Moon Sickle:  
Moon Sickle x1  
Steel Ingot x1  
Hagane Steel x1  
Ananawood x1

---

=====	=====
Sai	Superior Sai
-----	-----
Level Req: 19	Level Req: 20
Damage Type: Piercing 3	Damage Type: Piercing 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 5	Weight: 5
RT: +18	RT: +21
ATK: 77	ATK: 88
HP: 1	HP: 4
LUK: 6	LUK: 9
STR: 2	STR: 4
DEX: 1	VIT: 2
INT: 5	DEX: 3
	INT: 7
Equippable:	Equippable:
NJA	NJA

---

FROM MELEE WEAPONS II  
Superior Sai:  
Sai x1

Steel Ingot x1  
Hagane Steel x1  
Silken Thread x1

```
=====|=====
Musou Blade          |Superior Musou Blade
-----|-----
Level Req: 22        |Level Req: 23
Damage Type: Slashing 3 |Damage Type: Slashing 5
                        |Bonus Damage vs. GOL 5
                        |
Range: 1              |Range: 1
Area: 1               |Area: 1
Weight: 5             |Weight: 5
RT: +20              |RT: +22
                        |
ATK: 85               |ATK: 96
VIT: 2                |VIT: 4
AGI: 2                |AGI: 3
INT: 1                |INT: 3
                        |RES: 2
                        |
                        |Skill Bonus: 1H Katana +1
                        |On Hit: Stunned
                        |
Equippable:           |Equippable:
                        |
```

```
-----
FROM THE KATANA
Superior Musou Blade:
  Musou Blade x1
  Hagane Steel x1
  Wootz Steel x1
  Silver Thread x1
```

```
=====|=====
Tigerblade           |Superior Tigerblade
-----|-----
Level Req: 25        |Level Req: 26
Damage Type: Slashing 4 |Damage Type: Slashing 6
                        |
Range: 1              |Range: 1
Area: 1               |Area: 1
Weight: 5             |Weight: 6
RT: +22              |RT: +24
                        |
ATK: 93               |ATK: 104
HP: 4                 |HP: 7
LUK: 10               |LUK: 15
VIT: 3                |STR: 2
DEX: 1                |VIT: 5
AVD: 1                |DEX: 3
                        |AVD: 3
                        |
Equippable:           |Equippable:
                        |
```

```
-----+-----
FROM THE KATANA      |FROM KATANA ENCHIRIDION
```



Tigerblade:	Superior Tigerblade:
Hagane Steel x1	Tigerblade x1
Wootz Steel x1	Hagane Steel x2
Baobawood x1	Wootz Steel x1
Golden Thread x1	

```

=====|=====
Ghostblade      |Superior Ghostblade
-----|-----
Level Req: 28   |Level Req: 29
Damage Type: Slashing 4 |Damage Type: Slashing 6
                |Elemental Affinity: WAT 10
                |
Range: 1        |Range: 1
Area: 1         |Area: 1
Weight: 6       |Weight: 6
RT: +23        |RT: +25
                |
ATK: 101       |ATK: 112
VIT: 2         |VIT: 4
DEX: 5         |DEX: 8
MND: 1         |MND: 3
RES: 4         |RES: 6
                |
                |Skill Bonus: Augment Water +1
                |On Hit: Water Averse
                |Debuff Resist: Charmproof
                |Effect: Aquablast II
                |
Equipable:     |Equipable:
                |

```

```

-----|-----
FROM THE KATANA      |FROM KATANA ENCHIRIDION
Ghostblade:         | Superior Ghostblade:
  Muso Blade x1     | Ghostblade x1
  Hagane Steel x1   | Hagane Steel x1
  Golden Thread x1  | Wootz Steel x1
  Regal Gems x1     | Cataract Orb x1

```

```

=====|=====
Brahma           |Superior Brahma
-----|-----
Level Req: 31    |Level Req: 32
Damage Type: Slashing 5 |Damage Type: Slashing 7
Elemental Affinity: EAR 5 |Elemental Affinity: LT 10
                    |Bonus Damage vs. UMB 10
                    |
Range: 1         |Range: 1
Area: 1          |Area: 1
Weight: 6        |Weight: 7
RT: +25         |RT: +27
                |
ATK: 109        |ATK: 120
HP: 5           |HP: 8
STR: 1          |STR: 2
VIT: 3          |VIT: 4
DEX: 1          |DEX: 2
AVD: 1          |AVD: 2

```

Skill Bonus: Augment Earth +1	Skill Bonus: Augment Light +1
On Hit: Earth Averse	On Hit: Light Averse
Effect: Vulcan Lance III	Debuff Resist: Charmproof
Equippable:	Equippable:

FROM THE KATANA	FROM KATANA ENCHIRIDION
Brahma:	Superior Brahma:
Ghostblade x1	Brahma x1
Hagane Steel x1	Hagane Steel x1
Wootz Steel x1	Platinum Ingot x1
Earth Krystallos x1	Radiant Orb x1

Two-Handed Katana

[7.i]

Lvl	Item Name	H	Source
1	Tachi	2	
2	Superior Tachi	2	Melee I
4	Siege Sword	2	
5	Sawblade	2	Melee I
7	Nodachi	2	
8	Superior Nodachi	2	Melee I
10	Mageblade	2	
11	Superior Mageblade	2	Melee II
13	Cane Blade	2	
14	Superior Cane Blade	2	Melee II
16	Dechevalier	2	
17	Superior Dechevalier	2	Melee II
19	Blacksteel Blade	2	
20	Laquersteel Blade	2	Melee II
22	Helm Halver	2	
23	Superior Helm Halver	2	The Katana
25	Oakblade	2	The Katana
26	Nene Bane	2	2-H Katana E.

28	Whispertouch Blade	2	The Katana
29	Firefly	2	2-H Katana E.
31	Macuahuitl	2	The Katana
32	Bringer of Light	2	2-H Katana E.

Tachi	Superior Tachi
Level Req: 1	Level Req: 2
Damage Type: Slashing 3	Damage Type: Slashing 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 8	Weight: 9
RT: +24	RT: +26
ATK: 38	ATK: 52
STR: 2	STR: 4
AVD: 1	AVD: 2
Equippable:	Equippable:
SWD	SWD

FROM MELEE WEAPONS I

- Superior Tachi:  
Tachi x1  
Iron Ingot x2  
Toneriwood x1

Siege Sword	Sawblade
Level Req: 4	Level Req: 5
Damage Type: Crushing 4	Damage Type: Crushing 6
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 9	Weight: 9
RT: +26	RT: +28
ATK: 48	ATK: 61
STR: 1	STR: 3
DEX: 2	DEX: 4
Equippable:	Equippable:
SWD	SWD

FROM MELEE WEAPONS I

- Sawblade:  
Siege Sword x1  
Iron Ingot x1  
Toneriwood x1  
Cotton Thread x1

```

=====|=====
Nodachi |Superior Nodachi
-----|-----
Level Req: 7 |Level Req: 8
Damage Type: Slashing 3 |Damage Type: Slashing 5
|Bonus Damage vs. HUM 5
|
Range: 1 |Range: 1
Area: 1 |Area: 1
Weight: 9 |Weight: 10
RT: +28 |RT: +30
|
ATK: 58 |ATK: 71
STR: 1 |STR: 2
VIT: 2 |VIT: 3
AVD: 1 |AVD: 2
|
|On Hit: Knockback
|
Equippable: |Equippable:
SWD |SWD
-----

```

FROM MELEE WEAPONS I

Superior Nodachi:

Nodachi x1  
Iron Ingot x1  
Birnewood x1  
Cotton Thread x1

```

=====|=====
Mageblade |Superior Mageblade
-----|-----
Level Req: 10 |Level Req: 11
Damage Type: Slashing 4 |Damage Type: Slashing 6
|Bonus damage vs. UMB 5
|
Range: 1 |Range: 1
Area: 1 |Area: 1
Weight: 10 |Weight: 11
RT: +29 |RT: +32
|
ATK: 67 |ATK: 80
MP: 5 |MP: 8
LUK: -1 |LUK: -3
VIT: 2 |VIT: 4
DEX: 1 |DEX: 3
INT: 4 |INT: 5
|
|On Hit: Silenced
|
Equippable: |Equippable:
-----

```

FROM MELEE WEAPONS II

Superior Mageblade:

Mageblade x1  
Silver Ingot x1  
Baldur Ingot x1

Grimoire Scellant x1

---

=====	=====
Cane Blade	Superior Cane Blade
-----	-----
Level Req: 13	Level Req: 14
Damage Type: Slashing 4	Damage Type: Slashing 6
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 10	Weight: 11
RT: +31	RT: +34
ATK: 77	ATK: 90
STR: 2	HP: 3
DEX: 3	STR: 4
AVD: 1	DEX: 5
MND: 1	AVD: 2
	MND: 3
Equippable:	Equippable:

---

FROM MELEE WEAPONS II

- Superior Cane Blade:
- Cane Blade x1
- Steel Ingot x1
- Hagane Steel x1
- Ananawood x1

---

=====	=====
Dechevalier	Superior Dechevalier
-----	-----
Level Req: 16	Level Req: 17
Damage Type: Slashing 5	Damage Type: Slashing 7
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 11	Weight: 12
RT: +33	RT: +36
ATK: 86	ATK: 100
VIT: 2	HP: 3
AGI: 1	VIT: 4
RES: 2	AGI: 2
	INT: 2
	RES: 3
	On Hit: Knockback
Equippable:	Equippable:

---

FROM MELEE WEAPONS II

- Superior Dechevalier:
- Dechevalier x1
- Steel Ingot x1
- Hagane Steel x1

Silken Thread x1

```
-----  
=====|=====  
Blacksteel Blade      |Laquersteel Blade  
-----|-----  
Level Req: 19         |Level Req: 20  
Damage Type: Slashing 5 |Damage Type: Slashing 7  
|  
Range: 1              |Range: 1  
Area: 1               |Area: 1  
Weight: 12            |Weight: 13  
RT: +35               |RT: +38  
|  
ATK: 96               |ATK: 109  
LUK: -5               |LUK: -10  
STR: 1                |STR: 2  
VIT: 1                |VIT: 3  
DEX: 2                |DEX: 3  
MND: 2                |MND: 3  
|  
Equippable:           |Equippable:  
|
```

-----  
FROM MELEE WEAPONS II

Laquersteel Blade:  
Blacksteel Blade x1  
Steel Ingot x1  
Hagane Steelx1  
Silver Thread x1

```
=====|=====  
Helm Halver           |Superior Helm Halver  
-----|-----  
Level Req: 22         |Level Req: 23  
Damage Type: Slashing 6 |Damage Type: Slashing 8  
|Bonus Damage vs. GOL 5  
|  
Range: 1              |Range: 1  
Area: 1               |Area: 1  
Weight: 12            |Weight: 13  
RT: +37               |RT: +40  
|  
ATK: 106              |ATK: 119  
HP: 5                 |HP: 8  
STR: 2                |STR: 4  
DEX: 1                |VIT: 2  
INT: 1                |DEX: 3  
|INT: 2  
|  
|Skill Bonus: 2H Katana +1  
|On Hit: Stunned  
|  
Equippable:           |Equippable:  
|
```

-----  
FROM THE KATANA

Superior Helm Halver:  
Helm Halver x1



Equippable:	Equippable:
-----+	
FROM THE KATANA	FROM 2-H KATANA ENCHIRIDION
Whispertouch Blade:	Firefly:
Musou Blade x1	Whispertouch Blade x1
Hagane Steel x1	Hagane Steel x1
Golden Thread x1	Wootz Steel x1
Dark Krystallos x1	Gale Orb x1
-----	

=====	=====
Macuahuitl	Bringer of Light
-----	-----
Level Req: 31	Level Req: 32
Damage Type: Slashing 8	Damage Type: Slashing 8
Elemental Affinity: EAR 10	Elemental Affinity: LGT 10
Bonus Damage vs. BST 10	
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 14	Weight: 15
RT: +43	RT: +46
ATK: 134	ATK: 148
VIT: 3	HP: 4
AGI: 3	STR: 4
AVD: 1	VIT: 5
RES: 4	
Skill Bonus: Parry +1	Skill Bonus: Augment Lightning +1
On Hit: Earth Averse	On Hit: Lightning Averse
Debuff Resist: Stoneproof	Effect: Galvanize
Effect: Petrifog	
Equippable:	Equippable:
-----+	

FROM THE KATANA	FROM 2-H KATANA ENCHIRIDION
Macuahuitl:	Bringer of Light:
Tigerblade x1	Macuahuitl x1
Hagane Steel x1	Hagane Steel x1
Wootz Steel x1	Platinum Ingot x1
Earth Krystallos x1	Storm Orb x1
-----	

NOTE: Bringer of Light should be considered direct upgrade from Macuahuitl, but there is significant difference between stats and properties.

-----	-----
Cudgels	[7.j]
-----	-----

-----		-----
Lvl	Item Name	H Source
-----	-----	-----
1	Sibyl's Staff	2
-----	+-----	+-----



2	Sibyl's Staff +1	2	Melee I
4	Mage Staff	1	
5	Mage Staff +1	1	Melee I
10	Baldur Mace	2	
11	Baldur Mace +1	2	Melee I
14	Exarch's Staff	2	
15	Exarch's Staff +1	2	Melee II
18	Magus Staff	1	
19	Magus Staff +1	1	Melee II
21	Damasc Mace	2	
22	Damasc Mace +1	2	Cudgel & Whip
25	Staff of Restoration	1	Cudgel & Whip
26	Staff of Purification	1	Cudgel & Whip
30	Wand of [Element]	1	Cudgel E.

Sibyl's Staff	Sibyl's Staff +1
-----	-----
Level Req: 1	Level Req: 2
Damage Type: Crushing 1	Damage Type: Crushing 3
	Bonus Damage vs. PHN 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 6	Weight: 7
RT: +19	RT: +22
ATK: 14	ATK: 30
MP: 5	MP: 8
VIT: 1	VIT: 3
INT: 2	INT: 4
MND: 4	MND: 8
RES: 3	RES: 5
Equippable:	Equippable:

FROM MELEE WEAPONS I  
Sibyl's Staff +1:  
Sibyl's Staff x1  
Silver Ingot x2  
Toneriwood x1

=====|=====

Mage Staff	Mage Staff +1
-----	-----
Level Req: 4	Level Req: 5
Damage Type: Crushing 1	Damage Type: Crushing 3
	Bonus damage vs. DIV 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 5	Weight: 6
RT: +14	RT: +17
ATK: 21	ATK: 34
MP: 8	MP: 11
AVD: 1	VIT: 1
INT: 5	AVD: 3
MND: 2	INT: 7
	MND: 4
Equippable:	Equippable:

-----

FROM MELEE WEAPONS I

Mage Staff +1:  
 Unicorn Horn x1  
 Enchanted Feather x1  
 Silver Ingot x1

-----

=====	=====
Baldur Mace	Baldur Mace +1
-----	-----
Level Req: 10	Level Req: 11
Damage Type: Crushing 6	Damage Type: Crushing 8
	Bonus Damage vs. BST 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 8	Weight: 9
RT: +23	RT: +26
ATK: 36	ATK: 52
HP: 8	HP: 10
MP: 5	MP: 8
LUK: -1	LUK: -3
STR: 3	STR: 5
VIT: 2	VIT: 4
INT: 4	INT: 5
MND: -2	MND: -3
Equippable:	Equippable:

-----

FROM MELEE WEAPONS I

Baldur Mace +1:  
 Baldur Mace x1  
 Silver Ingot x1  
 Baldur Ingot x1  
 Leather x1

-----

```

=====|=====
Exarch's Staff      |Exarch's Staff +1
-----|-----
Level Req: 14      |Level Req: 15
Damage Type: Crushing 3 |Damage Type: Crushing 4
                    |
Range: 1           |Range: 1
Area: 1            |Area: 1
Weight: 8          |Weight: 9
RT: +25           |RT: +28
                    |
ATK: 47           |ATK: 62
MP: 8              |MP: 11
VIT: 2            |VIT: 4
INT: 2            |INT: 4
MND: 7            |MND: 9
                    |
                    |On Hit: Silenced
                    |
Equippable:       |Equippable:
                    |
-----|-----

```

FROM MELEE WEAPONS II

```

Exarch's Staff +1:
  Exarch's Staff x1
  Ancient Wood x1
  Baldur Ingot x1
  White Gems x1
-----|-----

```

```

=====|=====
Magus Staff        |Magus Staff +1
-----|-----
Level Req: 18      |Level Req: 19
Damage Type: Crushing 1 |Damage Type: Crushing 2
                    |
Range: 1           |Range: 1
Area: 1            |Area: 1
Weight: 7          |Weight: 7
RT: +20           |RT: +22
                    |
ATK: 48           |ATK: 61
MP: 10            |MP: 13
VIT: 1            |VIT: 3
INT: 8            |INT: 10
MND: 1            |MND: 3
                    |
Equippable:       |Equippable:
                    |
-----|-----

```

FROM MELEE WEAPONS II

```

Magus Staff +1:
  Magus Staff x1
  Baldur Ingot x1
  Verdant Gems x1
  Black Gems x1
-----|-----

```

```

=====|=====
Damasc Mace        |Damasc Mace +1

```

-----	-----
Level Req: 21	Level Req: 22
Damage Type: Crushing 7	Damage Type: Crushing 9
Bonus Damage vs. HUM 5	Bonus Damage vs. GOL 5
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 10	Weight: 11
RT: +30	RT: +33
ATK: 68	ATK: 84
HP: 5	HP: 8
STR: 4	STR: 6
DEX: 3	DEX: 5
	AVD: 2
	RES: 2
Skill Bonus: Anatomy +1	Skill Bonus: Cudgels +1
	On Hit: Stunned
Equippable:	Equippable:

-----

FROM CUDGEL & WHIP

Damasc Mace +1:

  Damasc Mace x1

  Steel Ingot x1

  Wootz Steel x2

-----

=====	
Staff of Restoration	
-----	
Level Req: 25	
Damage Type: Crushing 2	
Elemental Affinity: LT 5	
Bonus Damage vs. PHN 5	
Range: 1	
Area: 1	
Weight: 8	
RT: +23	
ATK: 66	
MP: 12	
VIT: 3	
INT: 5	
MND: 9	
Effect: Heal 100	
Equippable:	

-----

FROM CUDGEL & WHIP

Staff of Restoration:

  Exarch's Staff +1 x1

  Unicorn Horn x1

  Grimoire Vitalite III x1

  Radiant Orb x1

-----  
=====|  
Staff of Purification

Level Req: 26 |  
Damage Type: Crushing 2 |  
Elemental Affinity: LT 5 |  
Bonus Damage vs. PHN 5 |

Range: 1 |  
Area: 1 |  
Weight: 9 |  
RT: +26 |

ATK: 79 |  
MP: 12 |  
VIT: 3 |  
INT: 9 |  
MND: 5 |

Effect: Exorcism |

Equippable:

FROM CUDGEL & WHIP

Staff of Purification:  
Exarch's Staff +1 x1  
Enchanted Feather x1  
Grimoire Exorcisme x1  
Radiant Orb x1  
-----|

=====|  
Wand of Air

Level Req: 30 |  
Damage Type: Crushing 2 |  
Elemental Affinity: AIR 5 |

Range: 1 |  
Area: 1 |  
Weight: 9 |  
RT: +27 |

ATK: 84 |  
MP: 16 |  
VIT: 3 |  
INT: 11 |  
MND: 4 |  
RES: 2 |

Skill Bonus: Augment Air +1 |  
On Hit: Air Averse |

Equippable:

FROM CUDGEL ENCHIDIRION

Wand of Air:  
Magus Staff +1 x1  
Golden Ingot x1  
Platinum Ingot x1  
Gale Orb x1

=====|  
Wand of Earth
Level Req: 30 |  
Damage Type: Crushing 2 |  
Elemental Affinity: EAR 5 |

Range: 1 |  
Area: 1 |  
Weight: 9 |  
RT: +27 |

ATK: 84 |  
MP: 16 |  
VIT: 3 |  
INT: 11 |  
MND: 4 |  
RES: 2 |

Skill Bonus: Augment Earth +1 |  
On Hit: Earth Averse |

Equippable: |

-----|  
FROM CUDGEL ENCHIDIRION

Wand of Earth:  
Magus Staff +1 x1  
Golden Ingot x1  
Platinum Ingot x1  
Dust Orb x1

=====|  
Wand of Lightning
Level Req: 30 |  
Damage Type: Crushing 2 |  
Elemental Affinity: LGT 5 |

Range: 1 |  
Area: 1 |  
Weight: 9 |  
RT: +27 |

ATK: 84 |  
MP: 16 |  
VIT: 3 |  
INT: 11 |  
MND: 4 |  
RES: 2 |

Skill Bonus: Augment Lightning +1|

On Hit: Lightning Averse

Equippable:

-----  
FROM CUDGEL ENCHIDIRION

Wand of Lightning:

Magus Staff +1 x1

Golden Ingot x1

Platinum Ingot x1

Storm Orb x1

=====  
Wand of Water

-----  
Level Req: 30

Damage Type: Crushing 2

Elemental Affinity: WAT 5

Range: 1

Area: 1

Weight: 9

RT: +27

ATK: 84

MP: 16

VIT: 3

INT: 11

MND: 4

RES: 2

Skill Bonus: Augment Water +1

On Hit: Water Averse

Equippable:

-----  
FROM CUDGEL ENCHIDIRION

Wand of Water:

Magus Staff +1 x1

Golden Ingot x1

Platinum Ingot x1

Cataract Orb x1

=====  
Wand of Fire

-----  
Level Req: 30

Damage Type: Crushing 2

Elemental Affinity: EAR 5

Range: 1

Area: 1

Weight: 9

RT: +27

ATK: 84

MP: 16

VIT: 3 |  
 INT: 11 |  
 MND: 4 |  
 RES: 2 |  
 |  
 Skill Bonus: Augment Fire +1 |  
 On Hit: Fire Averse |  
 |  
 Equippable: |  
 |

-----  
 FROM CUDGEL ENCHIDIRION

Wand of Fire:  
 Magus Staff +1 x1  
 Golden Ingot x1  
 Platinum Ingot x1  
 Inferno Orb x1  
 -----

=====|  
Wand of Ice
Level Req: 30
Damage Type: Crushing 2
Elemental Affinity: EAR 5
Range: 1
Area: 1
Weight: 9
RT: +27
ATK: 84
MP: 16
VIT: 3
INT: 11
MND: 4
RES: 2
Skill Bonus: Augment Ice +1
On Hit: Ice Averse
Equippable:

-----  
 FROM CUDGEL ENCHIDIRION

Wand of Ice:  
 Magus Staff +1 x1  
 Golden Ingot x1  
 Platinum Ingot x1  
 Black Ice Orb x1  
 -----

-----  
 Whips [7.k]  
 -----

-----  

Lvl	Item Name	H	Source
-----	-----	-----	-----

 -----



9	Bullwhip	2	
10	Bullwhip +1	2	Melee I
15	Spiked Laurel	2	
16	Spiked Laurel +1	2	Melee II
20	Clearcrack Whip	2	Cudgel & Whip
25	Holy Comet	2	Whip E.
35	Blood Whip	2	Whip E.

=====		=====	
Bullwhip		Bullwhip +1	
-----		-----	
Level Req: 9		Level Req: 10	
Damage Type: Crushing 3		Damage Type: Crushing 5	
		Bonus Damage vs. BST 5	
Range: 1~2		Range: 1~2	
Area: 1		Area: 1	
Weight: 9		Weight: 10	
RT: +28		RT: +31	
ATK: 62		ATK: 74	
STR: 3		STR: 5	
VIT: 2		VIT: 4	
		AVD: 2	
Equippable:		Equippable:	

-----

FROM MELEE WEAPONS I

- Bullwhip +1:
    - Bullwhip x1
    - Leather x2
    - Toneriwood x1
- 

=====		=====	
Spiked Laurel		Spiked Laurel +1	
-----		-----	
Level Req: 15		Level Req: 16	
Damage Type: Crushing 4		Damage Type: Crushing 6	
Range: 1~2		Range: 1~2	
Area: 1		Area: 1	
Weight: 11		Weight: 12	
RT: +33		RT: +36	
ATK: 86		ATK: 98	
HP: 4		HP: 7	
VIT: 3		STR: 2	
DEX: 2		VIT: 5	
RES: 1		DEX: 3	
		RES: 3	

Equippable:

|Equippable:

-----  
FROM MELEE WEAPONS II

Spiked Laurel +1:  
Spiked Laurel x1  
Steel Ingot x2  
Leather x1  
-----

=====|  
Clearcrack Whip |

-----|  
Level Req: 20 |  
Damage Type: Crushing 7 |

Range: 1~2 |  
Area: 1 |  
Weight: 13 |  
RT: +38 |

ATK: 110 |  
STR: 3 |  
DEX: 5 |  
AGI: 2 |  
INT: 6 |

Effect: Drain Mind |

Equippable:

FROM CUDGEL & WHIP

Clearcrack Whip:  
Silver Ingot x1  
Baldur Ingot x2  
Leather x1  
-----

=====|  
Holy Comet |

-----|  
Level Req: 25 |  
Damage Type: Crushing 6 |  
Elemental Affinity: LT 10 |  
Bonus Damage vs. PHN 5 |

Range: 1~2 |  
Area: 1 |  
Weight: 13 |  
RT: +40 |

ATK: 122 |  
HP: 5 |  
STR: 1 |  
VIT: 4 |  
AVD: 3 |  
RES: 4 |

Skill Bonus: Augment Light +1 |  
 |  
 Equippable: |  
 |

-----  
 FROM WHIP ENCHIRIDION

Holy Comet:  
 Clearcrack Whip x1  
 Unicorn Horn x1  
 Enchanted Feather x1  
 Radiant Orb x1

=====|  
Blood Whip
Level Req: 35
Damage Type: Crushing 9
Elemental Affinity: DRK 10
Range: 1~2
Area: 1
Weight: 15
RT: +45
ATK: 146
STR: 6
DEX: 4
INT: -5
MND: 3
Skill Bonus: Augment Darkness +1
Debuff Resist: Stunproof
Effect: Drain Heart
Equippable:

-----  
 FROM WHIP ENCHIRIDION

Blood Whip:  
 Clearcrack Whip x1  
 Tooth & Claw x1  
 Wyrms Whisker x1  
 Gloom Orb x1

-----  
 SPELLBOOKS

-----  
 [7.1]  
 -----

Lvl	Item Name	H	Source
15	Biblion [...]	1	Transcription

=====|  
 Biblion Anatomiae |

-----  
Level Req: 15  
Damage Type: Crushing 10  
Bonus Damage vs. HUM 15

Range: 1  
Area: 1  
Weight: 7  
RT: +21

ATK: 55  
MP: 15  
STR: -5  
INT: 10  
MND: 5  
RES: 6

Skill Bonus: Anatomy +2

Equippable:

-----  
FROM TRANSCRIPTION  
Biblion Anatomiae:  
Parchment x2  
Ink x1  
Goldleaf x1  
-----

=====|  
Biblion Teratos

-----  
Level Req: 15  
Damage Type: Crushing 10  
Bonus Damage vs. BST 15

Range: 1  
Area: 1  
Weight: 7  
RT: +21

ATK: 55  
MP: 15  
STR: -5  
INT: 10  
MND: 5  
RES: 6

Skill Bonus: Teratology +2

Equippable:

-----  
FROM TRANSCRIPTION  
Biblion Teratos:  
Parchment x2  
Ink x1  
Goldleaf x1  
-----

=====|  
Biblion Herpetou
Level Req: 15 |  
Damage Type: Crushing 10 |  
Bonus Damage vs. REP 15 |

Range: 1 |  
Area: 1 |  
Weight: 7 |  
RT: +21 |

ATK: 55 |  
MP: 15 |  
STR: -5 |  
INT: 10 |  
MND: 5 |  
RES: 6 |

Skill Bonus: Herpetology +2 |

Equippable:

FROM TRANSCRIPTION

Biblion Herpetou:  
Parchment x2  
Ink x1  
Goldleaf x1  
-----|

=====|  
Biblion Drakontos
Level Req: 15 |  
Damage Type: Crushing 10 |  
Bonus Damage vs. DRG 15 |

Range: 1 |  
Area: 1 |  
Weight: 7 |  
RT: +21 |

ATK: 55 |  
MP: 15 |  
STR: -5 |  
INT: 10 |  
MND: 5 |  
RES: 6 |

Skill Bonus: Draconology + 2 |

Equippable:

FROM TRANSCRIPTION

Biblion Drakontos:  
Parchment x2  
Ink x1  
Goldleaf x1

-----  
=====|  
Biblion Sacri
Level Req: 15 |  
Damage Type: Crushing 10 |  
Bonus Damage vs. DIV 15 |

Range: 1 |  
Area: 1 |  
Weight: 7 |  
RT: +21 |

ATK: 55 |  
MP: 15 |  
STR: -5 |  
INT: 10 |  
MND: 5 |  
RES: 6 |

Skill Bonus: Sacrology +2 |

Equippable:

FROM TRANSCRIPTION

Biblion Sacri:  
Parchment x2  
Ink x1  
Goldleaf x1  
-----

=====|  
Biblion Daemonis
Level Req: 15 |  
Damage Type: Crushing 10 |  
Bonus Damage vs. UMB 15 |

Range: 1 |  
Area: 1 |  
Weight: 7 |  
RT: +21 |

ATK: 55 |  
MP: 15 |  
STR: -5 |  
INT: 10 |  
MND: 5 |  
RES: 6 |

Skill Bonus: Daemonology +2 |

Equippable:

FROM TRANSCRIPTION

Biblion Daemonis:  
Parchment x2

Ink x1  
Goldleaf x1

-----  
=====|  
Biblion Spiritus
Level Req: 15
Damage Type: Crushing 10
Bonus Damage vs. FAE 15
Range: 1
Area: 1
Weight: 7
RT: +21
ATK: 55
MP: 15
STR: -5
INT: 10
MND: 5
RES: 6
Skill Bonus: Aurology +2
Equippable:
-----

FROM TRANSCRIPTION  
Biblion Spiritus:  
Parchment x2  
Ink x1  
Goldleaf x1

-----  
=====|  
Biblion Thanatos
Level Req: 15
Damage Type: Crushing 10
Bonus Damage vs. PHN 15
Range: 1
Area: 1
Weight: 7
RT: +21
ATK: 55
MP: 15
STR: -5
INT: 10
MND: 5
RES: 6
Skill Bonus: Thanatology +2
Equippable:
-----

FROM TRANSCRIPTION

Biblion Thanatos:

Parchment x2

Ink x1

Goldleaf x1

=====|  
Biblion Pupparris |

-----|  
Level Req: 15 |

Damage Type: Crushing 10 |

Bonus Damage vs. GOL 15 |

Range: 1 |

Area: 1 |

Weight: 7 |

RT: +21 |

ATK: 55 |

MP: 15 |

STR: -5 |

INT: 10 |

MND: 5 |

RES: 6 |

Skill Bonus: Golemy +2 |

Equippable: |

-----|  
FROM TRANSCRIPTION

Biblion Pupparris:

Parchment x2

Ink x1

Goldleaf x1

-----|  
MUSICAL INSTRUMENTS

-----|  
[7.m]

Lvl	Item Name	H	Source
8	Pandeiro	1	
9	Pandeiro +1	1	Musical I
16	Bolon	2	
17	Bolon +1	2	Musical I
24	Cavaquinho	2	
25	Cavaquinho +1	2	Musical II



Pandeiro	Pandeiro +1
-----	-----
Level Req: 8	Level Req: 9
Damage Type: Crushing 1	Damage Type: Crushing 1
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 6	Weight: 6
RT: +17	RT: +19
ATK: 35	ATK: 44
MP: 15	MP: 23
MND: 2	VIT: 2
	INT: 1
	MND: 4
	RES: 1
Skill Bonus: Instruments +1	Skill Bonus: Instruments +2
Equippable:	Equippable:

-----

FROM MUSICAL INSTRUMENTS I

Pandeiro +1:  
Pandeiro x1  
Beasthide x1  
Birnewood x1  
Steel Ingot x1

-----

=====	=====
Bolon	Bolon +1
-----	-----
Level Req: 16	Level Req: 17
Damage Type: Crushing 2	Damage Type: Crushing 3
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 9	Weight: 9
RT: +27	RT: +28
ATK: 53	ATK: 62
MP: 10	MP: 18
VIT: 1	VIT: 3
MND: 3	INT: 1
	MND: 5
	RES: 3
Skill Bonus: Instruments +1	Skill Bonus: Instruments +2
Equippable:	Equippable:

-----

FROM MUSICAL INSTRUMENTS I

Bolon +1:  
Bolon x1  
Beasthide x1  
Ananawood x1  
Steel Ingot x1

-----

```

=====|=====
Cavaquinho |Cavaquinho +1
-----|-----
Level Req: 24 |Level Req: 25
Damage Type: Crushing 3 |Damage Type: Crushing 3
|
Range: 1 |Range: 1
Area: 1 |Area: 1
Weight: 10 |Weight: 11
RT: +30 |RT: +32
|
ATK: 71 |ATK: 80
MP: 20 |MP: 28
DEX: 2 |DEX: 3
MND: 4 |INT: 2
| |MND: 6
| |RES: 2
|
Skill Bonus: Instruments +1 |Skill Bonus: Instruments +2
|
Equippable: |Equippable:
|

```

-----  
FROM MUSICAL INSTRUMENTS II

Cavaquinho +1:  
Cavaquinho x1  
Baobawood x1  
Steel Ingot x1  
Golden Ingot x1

-----

```

-----
BLOWGUNS [7.n]
-----

```

```

-----
Lvl      Item Name                H      Source
-----|-----|-----|-----
  1 | Gerges Blowgun          |  1 |
-----+-----+-----+-----
  8 | Stundart Blowgun        |  1 | Gerges
-----+-----+-----+-----
 10 | Wortdart Blowgun        |  1 | Gerges
-----+-----+-----+-----
 12 | Baldur Blowgun          |  1 | Ranged II
-----+-----+-----+-----
 13 | Frogdart Blowgun        |  1 | Gerges
-----+-----+-----+-----
 17 | Mutedart Blowgun        |  1 | Gerges
-----+-----+-----+-----
 20 | Petridart Blowgun       |  1 | Gerges
-----+-----+-----+-----
 24 | Damasc Blowgun          |  1 | Ranged II
-----|-----|-----|-----

```

```

=====|
Gerges Blowgun |

```

-----  
Level Req: 1  
Damage Type: Piercing 8  
Bonus Damage vs. REP 5

Range: 2~4  
Area: 1  
Weight: 3  
RT: +9

ATK: 30  
LUK: 10  
DEX: 5  
AGI: 5  
AVD: 5

Equippable:

-----  
NOTE: Cannot be crafted.  
-----

=====  
Stundart Blowgun  
-----

Level Req: 8  
Damage Type: Piercing 9  
Bonus Damage vs. REP 5

Range: 2~4  
Area: 1  
Weight: 7  
RT: +22

ATK: 35  
LUK: 15  
DEX: 8  
AGI: 6  
AVD: 8

On Hit: Stunned  
Debuff Resist: Stunproof

Equippable:

-----  
FROM WAYS OF THE GERGES

Stundart Blowgun:  
Gerges Blowgun x1  
Iron Ingot x1  
Nightshade Extract x1  
Grimoire Paralysie x1  
-----

=====  
Wortdart Blowgun  
-----

Level Req: 10  
Damage Type: Piercing 9  
Bonus Damage vs. REP 5

Range: 2~4  
Area: 1  
Weight: 7  
RT: +22

ATK: 37  
LUK: 10  
STR: 2  
VIT: 1  
DEX: 10  
AGI: 8  
AVD: 3

On Hit: Charmed  
Debuff Resist: Charmproof

Equippable:

-----  
FROM WAYS OF THE GERGES

Worddart Blowgun:  
Gerges Blowgun x1  
Iron Ingot x1  
Nightshade Extract x1  
Grimoire Tentation x1  
-----

=====|  
Baldur Blowgun

Level Req: 12 |  
Damage Type: Piercing 9 |  
Bonus Damage vs. UMB 5 |

Range: 3~5 |  
Area: 1 |  
Weight: 8 |  
RT: +25 |

ATK: 45 |  
HP: 4 |  
LUK: -1 |  
STR: 5 |  
VIT: 2 |  
DEX: 1 |  
INT: 8 |  
RES: 3 |

Skill Bonus: Blowguns +1 |

Equippable: |

-----  
FROM RANGED WEAPONS II

Baldur Blowgun:  
Silver Ingot x1  
Baldur Ingot x1  
Golden Ingot x1  
-----

```
=====|
Frogdart Blowgun |
-----|
Level Req: 13 |
Damage Type: Piercing 9 |
Bonus Damage vs. REP 5 |
|
Range: 2~4 |
Area: 1 |
Weight: 7 |
RT: +22 |
|
ATK: 35 |
LUK: 15 |
DEX: 8 |
AGI: 6 |
AVD: 8 |
|
On Hit: Stunned |
Debuff Resist: Stunproof |
|
Equippable: |
-----|
```

```
FROM WAYS OF THE GERGES
Frogdart Blowgun:
  Gerges Blowgun x1
  Iron Ingot x1
  Nightshade Extract x1
  Grimoire Toxigaz x1
-----
```

```
=====|
Mutedart Blowgun |
-----|
Level Req: 17 |
Damage Type: Piercing 9 |
Bonus Damage vs. REP 5 |
|
Range: 2~4 |
Area: 1 |
Weight: 7 |
RT: +22 |
|
ATK: 35 |
LUK: 15 |
DEX: 8 |
AGI: 6 |
AVD: 8 |
|
On Hit: Stunned |
Debuff Resist: Stunproof |
|
Equippable: |
-----|
```

```
FROM WAYS OF THE GERGES
Mutedart Blowgun:
  Gerges Blowgun x1
```

Iron Ingot x1  
Nightshade Extract x1  
Grimoire Scellant x1

=====  
Petridart Blowgun  
-----  
Level Req: 20  
Damage Type: Piercing 9  
Bonus Damage vs. REP 5  
  
Range: 2~4  
Area: 1  
Weight: 7  
RT: +22  
  
ATK: 35  
LUK: 15  
DEX: 8  
AGI: 6  
AVD: 8  
  
On Hit: Stunned  
Debuff Resist: Stunproof  
  
Equippable:

-----  
FROM WAYS OF THE GERGES  
Petridart Blowgun:  
Gerges Blowgun x1  
Iron Ingot x1  
Nightshade Extract x1  
Grimoire Petrifiant x1

=====  
Damasc Blowgun  
-----  
Level Req: 24  
Damage Type: Piercing 12  
Bonus Damage vs. GOL 5  
  
Range: 3~5  
Area: 1  
Weight: 11  
RT: +33  
  
ATK: 69  
HP: 15  
VIT: 8  
AGI: 6  
AVD: 8  
  
Skill Bonus: Blowguns +1  
  
Equippable:

FROM RANGED WEAPONS II

Damasc Blowgun:

Baldur Blowgun x1

Wootz Steel x1

Golden Ingot x1

Platinum Ingot x1

-----

-----

BOWS

[7.0]

-----

-----

-----

Lvl	Item Name	H	Source
1	Shortbow	1	
2	Shortbow +1	1	Ranged I
4	Great Bow	2	
5	Great Bow +1	2	Ranged I
7	Longbow	2	
8	Longbow +1	2	Ranged I
10	Baldur Bow	1	
11	Baldur Bow +1	1	Ranged II
14	Composite Bow	2	
15	Composite Bow +1	2	Ranged II
18	Seige Bow	2	
19	Seige Bow +1	2	Ranged II
22	Damasc Bow	1	
23	Damasc Bow +1	1	The Bow
24	Crescente	2	
25	Cupido Bow	2	The Bow
26	Permafrost Bow	2	
27	Ixquimilli's Bow	2	The Bow
29	Tempest Bow	2	
30	Garuda Bow	2	Bow E.
32	Thunder Bow	2	
33	Indra's Bow	2	Bow E.

-----

```

=====|=====
Shortbow                               |Shortbow +1
-----|-----
Level Req: 1                           |Level Req: 2
Damage Type: Piercing 10               |Damage Type: Piercing 12
                                         |
Range: 3~6                              |Range: 3~6
Area: 1                                 |Area: 1
Weight: 5                               |Weight: 6
RT: +16                                 |RT: +18
                                         |
ATK: 28                                 |ATK: 39
DEX: 1                                  |DEX: 3
AVD: 2                                  |AVD: 4
                                         |
Equippable:                             |Equippable:
                                         |

```

-----

FROM RANGED WEAPONS I

```

Shortbow +1:
  Shortbow x1
  Toneriwood x2
  Hempen Thread 1

```

```

=====|=====
Great Bow                              |Great Bow +1
-----|-----
Level Req: 4                           |Level Req: 5
Damage Type: Piercing 10               |Damage Type:
                                         |
Range: 4~7                              |Range: 1
Area: 1                                 |Area: 1
Weight: 8                               |Weight:
RT: +24                                 |RT: +
                                         |
ATK: 40                                 |ATK: 56
DEX: 2                                  |DEX: 3
                                         |
Equippable:                             |Equippable:
                                         |

```

-----

FROM RANGED WEAPONS I

```

Great Bow +1:
  Great Bow x1
  Toneriwood x1
  Beast Horn x1
  Hempen Thread x1

```

```

=====|=====
Longbow                                |Longbow +1
-----|-----
Level Req: 7                           |Level Req: 8
Damage Type: Piercing 11               |Damage Type: Piercing 13
                                         |Bonus Damage vs. REP 5
                                         |

```



Range: 5~8	Range: 5~8
Area: 1	Area: 1
Weight: 9	Weight: 9
RT: +26	RT: +28
ATK: 48	ATK: 61
STR: 1	STR: 3
VIT: -1	VIT: -3
DEX: 2	DEX: 4
AGI: 1	AGI: 3
	On Hit: Knockback
Equippable:	Equippable:

-----  
FROM RANGED WEAPONS I

Longbow +1:  
Longbow x1  
Birnewood x1  
Iron Ingot x1  
Hempen Thread x1

-----

=====	=====
Baldur Bow	Baldur Bow +1
-----	-----
Level Req: 10	Level Req: 11
Damage Type: Piercing 11	Damage Type: Piercing 13
	Bonus Damage vs. GOL 5
Range: 3~6	Range: 3~6
Area: 1	Area: 1
Weight: 7	Weight: 8
RT: +20	RT: +23
ATK: 52	ATK: 63
MP: 5	MP: 8
LUK: -1	LUK: -3
VIT: 2	VIT: 4
DEX: 1	DEX: 3
INT: 4	INT: 5
	On Hit: Silenced
Equippable:	Equippable:

-----  
FROM RANGED WEAPONS II

Baldur Bow +1:  
Baldur Bow x1  
Silver Ingot x1  
Baldur Ingot x1  
Hempen Thread x1

-----

=====	=====
Composite Bow	Composite Bow +1
-----	-----
Level Req: 14	Level Req: 15

Damage Type: Piercing 12	Damage Type: Piercing 14
Range: 4~7	Range: 4~7
Area: 1	Area: 1
Weight: 10	Weight: 11
RT: +29	RT: +32
ATK: 66	ATK: 78
DEX: 2	DEX: 3
AGI: 1	AGI: 4
	MND: 2
	RES: 2
	On Hit: Knockback
Equippable:	Equippable:

-----

FROM RANGED WEAPONS II

Composite Bow +1:  
Composite Bow x1  
Iron Ingot x1  
Steel Ingot x2

-----

=====	=====
Seige [sic] Bow	Seige [sic] Bow +1
-----	-----
Level Req: 18	Level Req: 19
Damage Type: Piercing 12	Damage Type: Piercing 14
Range: 5~8	Range: 5~8
Area: 1	Area: 1
Weight: 10	Weight: 11
RT: +31	RT: +33
ATK: 75	ATK: 87
STR: 4	STR: 6
AVD: 2	VIT: 1
	DEX: 2
	AVD: 3
	INT: 1
Skill Bonus: Bows +1	Skill Bonus: Bows +2
	On Hit: Bound
Equippable:	Equippable:

-----

FROM RANGED WEAPONS II

Seige Bow +1:  
Seige Bow x1  
Iron Ingot x1  
Steel Ingot x2

-----

=====	=====
Damasc Bow	Damasc Bow +1
-----	-----
Level Req: 22	Level Req: 23

Damage Type: Piercing 12

Range: 3~6

Area: 1

Weight: 8

RT: +25

ATK: 76

HP: 5

VIT: 4

MND: 4

RES: 1

Equippable:

|Damage Type: Piercing 14

|Bonus Damage vs. GOL 10

|Range: 3~6

|Area: 1

|Weight: 9

|RT: +27

|ATK: 87

|HP: 8

|VIT: 8

|DEX: 2

|MND: 6

|RES: 3

|Skill Bonus: Bows +1

|On Hit: Stunned

|Equippable:

-----  
FROM THE BOW

Damasc Bow +1:

Damasc Bow x1

Steel Ingot x1

Wootz Steel x1  
-----

=====  
Crescente

-----  
Level Req: 24

Damage Type: Piercing 12

Range: 4~7

Area: 1

Weight: 11

RT: +34

ATK: 92

STR: 3

DEX: 2

AGI: 1

Equippable:

|=====  
|Cupido Bow

|-----  
|Level Req: 25

|Damage Type: Piercing 14

|Range: 4~7

|Area: 1

|Weight: 12

|RT: +37

|ATK: 105

|STR: 5

|DEX: 4

|AGI: 2

|AVD: 1

|INT: 1

|On Hit: Charmed

|Equippable:

-----  
FROM THE BOW

Cupido Bow:

Crescente x1

Steel Ingot x1

Wootz Steel x1

Golden Ingot x1  
-----

=====  
|=====  
=====

Permafrost Bow	Ixquimilli's Bow
-----	-----
Level Req: 26	Level Req: 27
Damage Type: Piercing 13	Damage Type: Piercing 15
Elemental Affinity: Ice 7	Elemental Affinity: Ice 15
Range: 5~8	Range: 5~8
Area: 1	Area: 1
Weight: 12	Weight: 13
RT: +36	RT: +39
ATK: 101	ATK: 113
HP: 2	HP: 3
DEX: 5	DEX: 6
INT: 1	INT: 3
RES: 5	RES: 8
Skill Bonus: Bows +1	Skill Bonus: Augment Ice +1
	On Hit: Shackled
	Debuff Resist: Stoneproof
	Effect: Instill Ice
Equippable:	Equippable:

-----

FROM THE BOW

Ixquimilli's Bow:  
 Permafrost Bow x1  
 Steel Ingot x1  
 Wootz Steel x1  
 Black Ice Orb x1

-----

=====	=====
Tempest Bow	Garuda Bow
-----	-----
Level Req: 29	Level Req: 30
Damage Type: Piercing 13	Damage Type: Piercing 15
Elemental Affinity: AIR 7	Elemental Affinity: AIR 15
Bonus Damage vs. BST 10	Bonus Damage vs. BST 15
Range: 6~9	Range: 6~9
Area: 1	Area: 1
Weight: 13	Weight: 13
RT: +38	RT: +40
ATK: 110	ATK: 122
VIT: 4	VIT: 6
DEX: 1	DEX: 3
RES: 1	AVD: 2
	RES: 3
Skill Bonus: Bows +1	Skill Bonus: Augment Air +1
	On Hit: Air Averse
	Effect: Instill Air
Equippable:	Equippable:

-----

FROM BOW ENCHIRIDION

Garuda Bow:  
 Tempest Bow x1  
 Enchanted Feather x1  
 Wootz Steel x1  
 Gale Orb x1

```

=====|=====
Thunder Bow                |Indra's Bow
-----|-----
Level Req: 32              |Level Req: 33
Damage Type: Piercing 14  |Damage Type: Piercing 16
Elemental Affinity: LGT 7 |Elemental Affinity: LGT 15
Bonus Damage vs. REP 10   |Bonus Damage vs. REP 15
                            |
Range: 4~7                 |Range: 4~7
Area: 1                    |Area: 1
Weight: 13                 |Weight: 14
RT: +40                    |RT: +42
                            |
ATK: 119                   |ATK: 131
STR: 5                     |STR: 7
DEX: 2                     |DEX: 4
INT: 1                     |AVD: 2
MND: 1                     |INT: 2
                            |MND: 2
                            |
Skill Bonus: Bows +1      |Skill Bonus: Augment Lightning +1
                            |On Hit: Lightning Averse
                            |Debuff Resist: Silenceproof
                            |Effect: Instill Lightning
                            |
Equippable:                |Equippable:
                            |
=====|=====

```

FROM BOW ENCHIRIDION

Indra's Bow +1:  
 Thunder Bow x1  
 Baldur Ingot x1  
 Wootz Steel x1  
 Storm Orb x1

CROSSBOWS

[7.p]

Lvl	Item Name	H	Source
1	Crossbow	1	
2	Crossbow +1	1	Ranged I
5	Stonebow	2	
6	Stonebow +1	2	Ranged I
8	Bowgun	2	

9	Bowgun +1	2	Ranged I
11	Baldur Crossbow	1	
12	Baldur Crossbow +1	1	Ranged II
14	Heavy Crossbow	2	
15	Heavy Crossbow +1	2	Ranged II
17	Arbalest	2	
18	Arbalest +1	2	Ranged II
20	Steelbow	2	
21	Steelbow +1	2	Ranged II
23	Damasc Crossbow	1	
24	Damasc Crossbow +1	1	The Crossbow
26	Roodbow	2	
27	Al-iklil	2	Crossbow E.
30	Daedalus Bowgun	2	Secrets

Crossbow	Crossbow +1
-----	-----
Level Req: 1	Level Req: 2
Damage Type: Piercing 11	Damage Type: Piercing 13
Range: 3~6	Range: 3~6
Area: 1	Area: 1
Weight: 5	Weight: 6
RT: +16	RT: +18
ATK: 30	ATK: 41
AGI: 2	DEX: 1
	AGI: 3
Equippable:	Equippable:

FROM RANGED WEAPONS I

- Crossbow +1:
  - Crossbow x1
  - Toneriwood x2
  - Bronze Ingot x1

Stonebow	Stonebow +1
-----	-----
Level Req: 5	Level Req: 6

Damage Type: Crushing 12	Damage Type: Crushing 14
Range: 3~6	Range: 3~6
Area: 1	Area: 1
Weight: 8	Weight: 9
RT: +24	RT: +27
ATK: 42	ATK: 54
STR: 3	STR: 5
VIT: 1	VIT: 4
	On Hit: Knockback
Equippable:	Equippable:

-----  
FROM RANGED WEAPONS I

Stonebow +1:  
 Stonebow x1  
 Birnewood x1  
 Bronze Ingot x1  
 Inferior Ore x1

-----

=====	=====
Bowgun	Bowgun +1
-----	-----
Level Req: 8	Level Req: 9
Damage Type: Piercing 12	Damage Type: Piercing 14
	Bonus Damage vs. BST 5
Range: 4~7	Range: 4~7
Area: 1	Area: 1
Weight: 9	Weight: 10
RT: +26	RT: +29
ATK: 51	ATK: 63
HP: 6	HP: 9
STR: 2	STR: 4
AVD: 2	AVD: 3
RES: 1	RES: 2
	On Hit: Stunned
Equippable:	Equippable:

-----  
FROM RANGED WEAPONS I

Bowgun +1:  
 Bowgun x1  
 Birnewood x1  
 Bronze Ingot x1  
 Iron Ingot x1

-----

=====	=====
Baldur Crossbow	Baldur Crossbow +1
-----	-----
Level Req: 11	Level Req: 12
Damage Type: Piercing 11	Damage Type: Piercing 13

	Bonus Damage vs. DIV 5
Range: 3~6	Range: 3~6
Area: 1	Area: 1
Weight: 7	Weight: 8
RT: +21	RT: +23
ATK: 54	ATK: 65
MP: 5	MP: 8
LUK: -1	LUK: -3
VIT: 2	VIT: 4
DEX: 1	DEX: 3
INT: 4	INT: 5
	On Hit: Silenced
Equippable:	Equippable:

-----

FROM RANGED WEAPONS II

Baldur Crossbow +1:  
 Baldur Crossbow x1  
 Silver Ingot x1  
 Baldur Ingot x2

-----

=====	=====
Heavy Crossbow	Heavy Crossbow +1
-----	-----
Level Req: 14	Level Req: 15
Damage Type: Piercing 11	Damage Type: Piercing 13
Range: 4~7	Range: 4~7
Area: 1	Area: 1
Weight: 10	Weight: 11
RT: +30	RT: +32
ATK: 68	ATK: 80
HP: 3	HP: 7
STR: 3	STR: 5
DEX: 2	DEX: 4
RES: 2	RES: 3
	On Hit: Knockback
Equippable:	Equippable:

-----

FROM RANGED WEAPONS II

Heavy Crossbow +1:  
 Heavy Crossbow x1  
 Iron Ingot x2  
 Steel Ingot x1

-----

=====	=====
Arbalest	Arbalest +1
-----	-----
Level Req: 17	Level Req: 18
Damage Type: Piercing 12	Damage Type: Piercing 14



Range: 4~7	Range: 4~7
Area: 1	Area: 1
Weight: 10	Weight: 11
RT: +31	RT: +34
ATK: 77	ATK: 89
VIT: 4	VIT: 6
MND: 5	AGI: 2
	AVD: 2
	MND: 7
	On Hit: Knockback
Equippable:	Equippable:

-----

FROM RANGED WEAPONS II

Arbalest +1:  
 Arbalest x1  
 Iron Ingot x1  
 Steel Ingot x2

-----

=====	=====
Steelbow	Steelbow +1
-----	-----
Level Req: 20	Level Req: 21
Damage Type: Crushing 12	Damage Type: Crushing 14
Range: 5~8	Range: 5~8
Area: 1	Area: 1
Weight: 11	Weight: 12
RT: +33	RT: +36
ATK: 86	ATK: 98
HP: 3	HP: 6
STR: 1	STR: 2
VIT: 1	VIT: 3
AGI: 2	AGI: 4
	INT: 1
	MND: 2
	On Hit: Silenced
Equippable:	Equippable:

-----

FROM RANGED WEAPONS II

Steelbow +1:  
 Steelbow x1  
 Steel Ingot x3

-----

=====	=====
Damasc Crossbow	Damasc Crossbow +1
-----	-----
Level Req: 23	Level Req: 24
Damage Type: Piercing 12	Damage Type: Piercing 14

Range: 3~6	Range: 3~6
Area: 1	Area: 1
Weight: 9	Weight: 10
RT: +27	RT: +29
ATK: 86	ATK: 97
DEX: 4	STR: 2
AVD: 1	DEX: 6
RES: 2	AVD: 3
	RES: 4
Skill Bonus: Crossbows +1	Skill Bonus: Crossbows +2
	On Hit: Stunned
Equippable:	Equippable:

-----

FROM THE CROSSBOW

Damasc Crossbow +1:  
 Damasc Crossbow x1  
 Steel Ingot x1  
 Wootz Steel x2

-----

=====	=====
Roodbow	Al-iklil
-----	-----
Level Req: 26	Level Req: 27
Damage Type: Piercing 13	Damage Type: Piercing 15
Elemental Affinity: LT 5	Elemental Affinity: LT 5
Bonus Damage vs. PHN 5	Bonus Damage vs. PHN 10
Range: 4~7	Range: 5~8
Area: 1	Area: 1
Weight: 12	Weight: 13
RT: +37	RT: +39
ATK: 103	ATK: 116
HP: 5	HP: 8
STR: 1	STR: 3
VIT: 2	VIT: 4
INT: 1	AGI: 2
	INT: 3
	MND: 2
Skill Bonus: Augment Light +1	Skill Bonus: Crossbows +1
On Hit: Light Averse	On Hit: Light Averse
	Effect: Instill Light
Equippable:	Equippable:

-----

FROM CROSSBOW ENCHIRIDION

Al-iklil:  
 Roodbow x1  
 Wootz Steel x1  
 Golden Ingot x1  
 Radiant Orb x1

-----

```

=====|
Daedalus Bowgun |
-----|
Level Req: 30 |
Damage Type: Piercing 20 |
|
Range: 5~8 |
Area: 1 |
Weight: 14 |
RT: +41 |
|
ATK: 124 |
STR: 7 |
DEX: 3 |
AVD: 4 |
|
On Hit: Bound |
Debuff Resist: Stunproof |
|
Equippable: |
-----|

```

FROM SECRETS OF THE MASTER

```

Daedalus Bowgun:
  Keening Bowgun x1
  Daedalus Pinion x1
  Daedalus Rack x1
  Orichalcum x1
-----

```

-----  
FUSILS  
-----

-----  
[7.q]  
-----

Lvl	Item Name	H	Source
15	Rimfire	1	The Fusil
16	Rimfire +1	1	Fusil E.
22	Commander's Gun	2	The Fusil
23	Commander's Gun +1	2	Fusil E.
29	Musket	2	The Fusil
30	Musket +1	2	Fusil E.

```

=====|=====
Rimfire |Rimfire +1
-----|-----
Level Req: 15 |Level Req: 16
Damage Type: Piercing 11 |Damage Type: Piercing 13
|
Range: 1~4 |Range: 1~4
Area: 1 |Area: 1

```

Weight: 9	Weight: 9
RT: +26	RT: +28
ATK: 80	ATK: 88
HP: 2	HP: 5
DEX: 3	STR: 2
	DEX: 5
	AVD: 1
Skill Bonus: Fusils +1	Skill Bonus: Fusils +2
Equippable:	Equippable:

-----	-----
FROM THE FUSIL	FROM FUSIL ENCHIRIDION
Rimfire:	Rimfire +1:
Steel Ingot x2	Rimfire x1
Blackpowder x1	Wootz Steel x1
Birnewood x1	Blackpowder x1
	Beast Horn x1
-----	-----

=====	=====
Commander's Gun	Commander's Gun +1
-----	-----
Level Req: 22	Level Req: 23
Damage Type: Piercing 13	Damage Type: Piercing 15
Range: 4~7	Range: 4~7
Area: 1	Area: 1
Weight: 13	Weight: 14
RT: +39	RT: +41
ATK: 115	ATK: 125
DEX: 1	HP: 4
MND: 5	STR: 2
RES: 3	DEX: 3
	AVD: 2
Skill Bonus: Fusils +1	Skill Bonus: Fusils +2
On Hit: Knockback	On Hit: Knockback
Equippable:	Equippable:

-----	-----
FROM THE FUSIL	FROM FUSIL ENCHIRIDION
Commander's Gun:	Commander's Gun +1:
Steel Ingot x2	Commander's Gun x1
Blackpowder x1	Wootz Steel x1
Ananawood x1	Blackpowder x1
	Wyrn Horn x1
-----	-----

=====	=====
Musket	Musket +1
-----	-----
Level Req: 29	Level Req: 30
Damage Type: Piercing 15	Damage Type: Piercing 17
Range: 5~8	Range: 5~8

Area: 1	Area: 1
Weight: 14	Weight: 15
RT: +43	RT: +45
ATK: 134	ATK: 144
HP: 8	STR: 3
STR: 1	DEX: 4
DEX: 2	AVD: 2
	INT: 1
	RES: 3
Skill Bonus: Fusils +1	Skill Bonus: Fusils +2
On Hit: Knockback	On Hit: Knockback
Equippable:	Equippable:

FROM THE FUSIL	FROM FUSIL ENCHIRIDION
Musket:	Musket +1:
Steel Ingot x2	Musket x1
Blackpowder x1	Wootz Steel x1
Baobawood x1	Blackpowder x1
	Unicorn Horn x1

-----  
 THROWN  
 -----

-----  
 [7.r]  
 -----

Lvl	Item Name	H	Source
3	Lobber	1	
5	Tomahawk	1	
7	Tomahawk +1	1	Ranged I
10	Javelin	1	
12	Javelin +1	1	Ranged II
13	Lobber +1	1	Thrown I
16	Woshele	1	
18	Woshele +1	1	Ranged II
21	Bola	1	
23	Bola +1	1	Axe, Spear & Hammer
23	Lobber +2	1	Thrown II
26	Francisca	1	
28	Francisca +1	1	Axe, Spear & Hammer
31	Pilum	1	

33	Pilum +1	1	Thrown I
37	Chakram	1	
39	Chakram +1	1	Thrown II
42	Urchin Bola	1	
44	Urchin Bola +1	1	Thrown II

Lobber	Lobber +1	Lobber +2
Level Req: 3	Level Req: 13	Level Req: 23
Range: 3~5	Range: 4~7	Range: 5~9
Area: 1	Area: 1	Area: 1
Weight: 3	Weight: 3	Weight: 3
RT: +20	RT: +20	RT: 20
DEX: 2	DEX: 3	DEX: 4
AGI: 1	AGI: 3	AGI: 5
Equippable:	Equippable:	Equippable:

FROM THROWN WEAPONS I	FROM THROWN WEAPONS II
Lobber +1:	Lobber +2
Lobber x1	Lobber +1 x1
Birnewood x1	Baobawood x1
Iron Ingot x1	Wootz Steel x1
Steel Ingot x1	Wyrms Whisker x1

Tomahawk	Tomahawk +1
Level Req: 5	Level Req: 7
Damage Type: Slashing 5	Damage Type: Slashing 5
Range: 3~6	Range: 3~6
Area: 1	Area: 1
Weight: 6	Weight: 7
RT: +19	RT: +21
ATK: 45	ATK: 54
STR: 1	STR: 2
DEX: 2	DEX: 4
Equippable:	Equippable:

FROM RANGED WEAPONS I

- Tomahawk +1:
  - Tomahawk x1
  - Copper Ore x1

```

=====|=====
Javelin      |Javelin +1
-----|-----
Level Req: 10 |Level Req: 12
Damage Type: Piercing 8 |Damage Type: Piercing 8
|
Range: 3~6   |Range: 3~6
Area: 1      |Area: 1
Weight: 7    |Weight: 8
RT: +22     |RT: +24
|
ATK: 59     |ATK: 68
STR: 2      |STR: 4
DEX: 1      |DEX: 3
|
|Skill Bonus: Thrown +1
|
Equippable:  |Equippable:
|

```

-----

FROM RANGED WEAPONS II

Javelin +1:  
 Javelin x1  
 Copper Ore x1

-----

```

=====|=====
Woshele     |Woshele +1
-----|-----
Level Req: 16 |Level Req: 18
Damage Type: Slashing 5 |Damage Type: Slashing 5
|
Range: 3~7   |Range: 3~7
Area: 1      |Area: 1
Weight: 8    |Weight: 9
RT: +25     |RT: +26
|
ATK: 73     |ATK: 82
AVD: 3      |VIT: 1
RES: 2      |AVD: 5
|RES: 4
|
|Skill Bonus: Thrown +1
|
Equippable:  |Equippable:
|

```

-----

FROM RANGED WEAPONS II

Woshele +1:  
 Woshele x1  
 Iron Ore x1

-----

```

=====|=====
Bola        |Bola +1
-----|-----
Level Req: 21 |Level Req: 23
Damage Type: Crushing 5 |Damage Type: Crushing 5
|

```

Range: 3~6	Range: 3~6
Area: 1	Area: 1
Weight: 9	Weight: 10
RT: +27	RT: +29
ATK: 87	ATK: 96
DEX: 2	DEX: 4
AGI: 4	AGI: 6
MND: 5	MND: 7
On Hit: Leadened	Skill Bonus: Thrown +1
	On Hit: Leadened
Equippable:	Equippable:

-----

FROM AXE, SPEAR & HAMMER

Bola +1:  
 Bola x1  
 Iron Ore x1

-----

Francisca	Francisca +1
-----	-----
Level Req: 26	Level Req: 28
Damage Type: Slashing 10	Damage Type: Slashing 10
Range: 2~5	Range: 2~5
Area: 1	Area: 1
Weight: 11	Weight: 11
RT: +32	RT: +34
ATK: 111	ATK: 121
VIT: 3	VIT: 5
DEX: 1	DEX: 3
	Skill Bonus: Thrown +1
Equippable:	Equippable:

-----

FROM AXE, SPEAR & HAMMER

Francisca +1:  
 Francisca x1  
 Copper Ore x1  
 Iron Ore x1

-----

Pilum	Pilum +1
-----	-----
Level Req: 31	Level Req: 33
Damage Type: Piercing 5	Damage Type: Piercing 5
Range: 3~7	Range: 3~7
Area: 1	Area: 1
Weight: 11	Weight: 12
RT: +33	RT: +35



ATK: 115	ATK: 124
HP: 10	HP: 15
STR: 2	STR: 4
INT: 3	INT: 5
	MND: 2
	Skill Bonus: Thrown +1
Equippable:	Equippable:

-----

FROM THROWN WEAPONS I

Pilum +1:  
 Pilum x1  
 Copper Ore x1  
 Iron Ore x1

-----

=====	=====
Chakram	Chakram +1
-----	-----
Level Req: 37	Level Req: 39
Damage Type: Slashing 5	Damage Type: Slashing 5
Range: 3~8	Range: 3~8
Area: 1	Area: 1
Weight: 12	Weight: 13
RT: +36	RT: +38
ATK: 129	ATK: 138
STR: 3	HP: 5
VIT: 2	STR: 5
DEX: 1	VIT: 4
RES: 2	DEX: 3
	RES: 3
	Skill Bonus: Thrown +1
Equippable:	Equippable:

-----

FROM THROWN WEAPONS II

Chakram +1:  
 Chakram x1  
 Copper Ore x1  
 Iron Ore x1  
 Graphite x1

-----

=====	=====
Urchin Bola	Urchin Bola +1
-----	-----
Level Req: 42	Level Req: 44
Damage Type: Crushing 5	Damage Type: Crushing 5
Range: 3~7	Range: 3~7
Area: 1	Area: 1
Weight: 13	Weight: 13
RT: +39	RT: +40

ATK: 143	ATK: 152
VIT: 3	HP: 10
DEX: 2	VIT: 5
AVD: 2	DEX: 5
MND: 4	AVD: 4
	MND: 6
On Hit: Leadened	Skill Bonus: Thrown +1
	On Hit: Leadened
Equippable:	Equippable:

-----  
FROM THROWN WEAPONS II

Urchin Bola +1:  
Urchin Bola x1  
Copper Ore x1  
Iron Ore x1  
Graphite x1

-----

=====  
ARMOR

=====  
[8.0]

=====  
Here you will find all craftable armor, juxtaposed with regular counterparts (where applicable) for ease of comparison.

Each subsection is prefaced by an index summarizing items by level requirement, along with the recipe books where they are found.

-----  
SHIELDS

-----  
[8.a]

Lvl	Item Name	Source
1	Buckler	
2	Buckler +1	Armor I
4	Pelta	
5	Pelta +1	Armor I
7	Aspis	
8	Aspis +1	Armor I
10	Tower Shield	
11	Tower Shield +1	Armor I
13	Spiked Shield	

14	Spiked Shield +1	Armor I
16	Baldur Shield	
17	Baldur Shield +1	Armor II
19	Heater Shield	
20	Heater Shield +1	Armor II
22	Damasc Shield	
23	Damasc Shield +1	Shieldcraft
25	Dragon Scale	
26	Ancient Dragon Scale	Shieldcraft
28	Rozenzi Shield	Shield E.
29	Dread Shield	Shield E.
46	Medusa Shield	Secrets

Buckler	Buckler +1
Level Req: 1	Level Req: 2
Damage Type: Crushing 1	Damage Type: Crushing 1
Resistance Types: Slashing 2 Piercing 2	Resistance Types: Crushing 3 Slashing 4 Piercing 3
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 5	Weight: 5
RT: +15	RT: +16
ATK: 27	ATK: 28
DEF: 8	DEF: 10
VIT: 1	VIT: 2
DEX: 1	DEX: 2
AVD: 3	AVD: 5
	RES: 2
Skill Bonus: Resist Silence +1	Skill Bonus: Deflect +1
On Hit: Knockback	On Hit: Knockback
	Debuff Resist: Silenceproof
Equippable:	Equippable:

FROM SMITHING ARMOR I  
Buckler +1:  
Buckler x1  
Toneriwood x1  
Bronze Ingot x1  
Illumina Nectar x1

```

=====
Pelta |Pelta +1
-----|-----
Level Req: 4 |Level Req: 5
Damage Type: Crushing 1 |Damage Type: Crushing 1
Resistance Types: Crushing 2 |Resistance Types: Crushing 4
                   Slashing 3 |                   Slashing 4
                                           Piercing 3

Range: 1 |Range: 1
Area: 1 |Area: 1
Weight: 5 |Weight: 5
RT: +16 |RT: +16
|
ATK: 29 |ATK: 30
DEF: 10 |DEF: 12
HP: 5 |HP: 10
VIT: 1 |VIT: 2
DEX: 1 |DEX: 2
AVD: 2 |AVD: 4
|RES: 3
|
Skill Bonus: Resist Stun +1 |Skill Bonus: Parry +1
On Hit: Knockback |On Hit: Knockback
|Debuff Resist: Stunproof
|
Equippable: |Equippable:
|

```

FROM SMITHING ARMOR I

```

Pelta +1:
  Pelta x1
  Birnewood x1
  Bronze Ingot x1
  Zena Wine x1

```

```

=====
Aspis |Aspis +1
-----|-----
Level Req: 7 |Level Req: 8
Damage Type: Crushing 2 |Damage Type: Crushing 2
Resistance Types: Crushing 3 |Resistance Types: Crushing 5
                   Piercing 2 |                   Slashing 2
                                           Piercing 4

Range: 1 |Range: 1
Area: 1 |Area: 1
Weight: 5 |Weight: 5
RT: +16 |RT: +16
|
ATK: 31 |ATK: 32
DEF: 11 |DEF: 14
STR: 2 |STR: 4
DEX: 1 |VIT: 2
AGI: 1 |DEX: 2
AVD: 2 |AGI: 3
|AVD: 2
|RES: 2
|

```

Skill Bonus: Resist Sleep +1	Skill Bonus: Deflect +1
On Hit: Knockback	On Hit: Knockback
	Debuff Resist: Sleepproof
Equippable:	Equippable:

-----

FROM SMITHING ARMOR I

Aspis +1:  
 Aspis x1  
 Bronze Ingot x1  
 Iron Ingot x1  
 Zolia Draught x1

-----

=====	=====
Tower Shield	Tower Shield +1
-----	-----
Level Req: 10	Level Req: 11
Damage Type: Crushing 2	Damage Type: Crushing 2
Resistance Types: Slashing 3	Resistance Types: Crushing 2
Piercing 3	Slashing 5
	Piercing 4
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 6	Weight: 6
RT: +17	RT: +17
ATK: 33	ATK: 34
DEF: 13	DEF: 15
HP: 4	HP: 8
STR: 1	STR: 2
DEX: 1	DEX: 2
AVD: 3	AVD: 5
	RES: 2
Skill Bonus: Resist Charm +1	Skill Bonus: Parry +1
On Hit: Knockback	On Hit: Knockback
	Debuff Resist: Charmproof
Equippable:	Equippable:

-----

FROM SMITHING ARMOR I

Tower Shield +1:  
 Tower Shield x1  
 Iron Ingot x1  
 Silver Ingot x1  
 Zolia Draught

-----

=====	=====
Spiked Shield	Spiked Shield +1
-----	-----
Level Req: 13	Level Req: 14
Damage Type: Crushing 3	Damage Type: Crushing 3
Resistance Types: Crushing 4	Resistance Types: Crushing 6
Piercing 3	Slashing 2
HUM 1	Piercing 4
	HUM 3

Range: 1	Range: 1
Area: 1	Area: 1
Weight: 6	Weight: 6
RT: +17	RT: +17
ATK: 35	ATK: 36
DEF: 14	DEF: 17
HP: 2	HP: 4
DEX: 2	DEX: 3
AGI: 2	AGI: 3
AVD: 4	AVD: 6
	RES: 3
Skill Bonus: Resist Poison +1	Skill Bonus: Deflect +1
On Hit: Knockback	On Hit: Knockback
	Debuff Resist: Poisonproof
Equippable:	Equippable:

-----

FROM SMITHING ARMOR I

Spiked Shield +1:  
 Spiked Shield x1  
 Iron Ingot x2  
 Maca Antidote x1

-----

=====	=====
Baldur Shield	Baldur Shield +1
-----	-----
Level Req: 16	Level Req: 17
Damage Type: Crushing 3	Damage Type: Crushing 3
Resistance Types: Slashing 4	Resistance Types: Crushing 2
Piercing 3	Slashing 6
AIR 1  EAR 1  LGT 1  WAT 1	Piercing 5
FIR 1  ICE 1  DRK 1  LT 1	AIR 3  EAR 3  LGT 3  WAT 3
DIV 3  UMB 3  FAE 3  PHN 3	FIR 3  ICE 3  DRK 3  LT 3
	DIV 6  UMB 6  FAE 6  PHN 6

Range: 1	Range: 1
Area: 1	Area: 1
Weight: 6	Weight: 6
RT: +17	RT: +18
ATK: 37	ATK: 38
DEF: 16	DEF: 18
MP: 5	MP: 8
LUK: -1	LUK: -3
VIT: 2	VIT: 3
DEX: 1	DEX: 3
AVD: 2	AVD: 4
INT: 4	INT: 5
	RES: 2
Skill Bonus: Resist Slow +1	Skill Bonus: Parry +1
On Hit: Knockback	On Hit: Knockback
	Debuff Resist: Slowproof
Equippable:	Equippable:

-----  
FROM SMITHING ARMOR II

Baldur Shield +1:  
Baldur Shield x1  
Silver Ingot x1  
Baldur Ingot x1  
Grimoire Celerite x1  
-----

```
=====|=====
Heater Shield      |Heater Shield +1
-----|-----
Level Req: 19      |Level Req: 20
Damage Type: Crushing 4 |Damage Type: Crushing 4
Resistance Types: Crushing 4 |Resistance Types: Crushing 6
                   Slashing 3 |                   Slashing 5
AIR 2  EAR 2  LGT 2  WAT 2 |                   Piercing 3
FIR 2  ICE 2  DRK 2  LT  2 | AIR 4  EAR 4  LGT 4  WAT 4
                   HUM 5 | FIR 4  ICE 4  DRK 4  LT  4
                   |                   HUM 8

Range: 1           |Range: 1
Area: 1            |Area: 1
Weight: 6          |Weight: 6
RT: +18           |RT: +18
|
ATK: 39           |ATK: 40
DEF: 18           |DEF: 20
HP: 5             |HP: 8
VIT: 4            |VIT: 5
DEX: 2            |DEX: 3
AVD: 2            |AVD: 4
                   |RES: 3
|
Skill Bonus: Parry +1 |Skill Bonus: Deflect +1
On Hit: Knockback    |On Hit: Knockback
|
Equippable:         |Equippable:
|
-----|-----
```

FROM SMITHING ARMOR II

Heater Shield +1:  
Heater Shield x1  
Iron Ingot x1  
Steel Ingot x1  
White Gems x1  
-----

```
=====|=====
Damasc Shield      |Damasc Shield +1
-----|-----
Level Req: 22      |Level Req: 23
Damage Type: Crushing 4 |Damage Type: Crushing 4
Resistance Types: Crushing 4 |Resistance Types: Crushing 5
                   Piercing 4 |                   Slashing 3
AIR 3  EAR 3  LGT 3  WAT 3 |                   Piercing 6
FIR 3  ICE 3  DRK 3  LT  3 | AIR 5  EAR 5  LGT 5  WAT 5
                   GOL 5 | FIR 5  ICE 5  DRK 5  LT  5
                   |                   GOL 10

Range: 1           |Range: 1
Area: 1            |Area: 1
```

Weight: 6	Weight: 6
RT: +18	RT: +18
ATK: 41	ATK: 42
DEF: 19	DEF: 22
HP: 3	HP: 5
STR: 1	STR: 3
VIT: 2	VIT: 3
DEX: 2	DEX: 3
AVD: 1	AVD: 3
MND: 1	MND: 2
	RES: 3
Skill Bonus: Overpower +1	Skill Bonus: Overpower +2
On Hit: Knockback	On Hit: Knockback
Equippable:	Equippable:

-----  
FROM SHIELD CRAFT

Damasc Shield +1:  
  Damasc Shield x1  
  Steel Ingot x1  
  Wootz Steel x1  
  Fiery Gems x1

-----

=====	=====
Dragon Scale	Ancient Dragon Scale
-----	-----
Level Req: 25	Level Req: 26
Damage Type: Crushing 5	Damage Type: Crushing 5
Bonus Damage vs. DRG 5	Bonus Damage vs. DRG 10
Resistance Types: Slashing 5	Resistance Types: Crushing 2
Piercing 3	Slashing 7
AIR 4  EAR 4  LGT 4  WAT 4	Piercing 5
FIR 4  ICE 4  DRK 4  LT 4	AIR 6  EAR 6  LGT 6  WAT 6
DRG 10	FIR 6  ICE 6  DRK 6  LT 6
	DRG 20
Range: 1	Range: 1
Area: 1	Area: 1
Weight: 6	Weight: 6
RT: +19	RT: +19
ATK: 43	ATK: 44
DEF: 21	DEF: 23
VIT: 4	VIT: 5
DEX: 2	DEX: 3
AVD: 5	AVD: 7
	MND: 1
	RES: 3
Skill Bonus: Draconology +1	Skill Bonus: Draconology +2
On Hit: Knockback	On Hit: Knockback
	Debuff Resist: Poisonproof
	Effect: Poison Breath
Equippable:	Equippable:

-----



FROM SHIELDCRAFT

Ancient Dragon Scale:

Dragon Scale x1

Wyrn Scale x1

Wyrn Whisker x1

Inferno Orb x1

```
-----  
=====|=====  
Rozenzi Shield |Dread Shield  
-----|-----  
Level Req: 28 |Level Req: 29  
Damage Type: Crushing 5 |Damage Type: Crushing 5  
Resistance Types: Crushing 3 |Resistance Types: Crushing 6  
                   Slashing 3 |                   Slashing 4  
                   Piercing 3 |                   Piercing 5  
AIR 3  EAR 3  LGT 3  WAT 3 | AIR 5  EAR 5  LGT 5  WAT 5  
FIR 3  ICE 3  DRK 3  LT 3  | FIR 5  ICE 5  DRK 5  LT 5  
HUM 1  BST 1  REP 1  DRG 1 | HUM 3  BST 3  REP 3  DRG 3  
DIV 1  UMB 1  FAE 1  PHN 1 | DIV 3  UMB 3  FAE 3  PHN 3  
                   GOL 1 |                   GOL 3  
  
Range: 1 |Range: 1  
Area: 1 |Area: 1  
Weight: 6 |Weight: 6  
RT: +19 |RT: +19  
|  
ATK: 45 |ATK: 46  
DEF: 22 |DEF: 25  
HP: 8 |HP: 10  
MP: 8 |MP: 10  
VIT: 1 |VIT: 2  
DEX: 4 |DEX: 6  
AVD: 6 |AVD: 8  
INT: 8 |INT: 3  
|RES: 3  
|  
Skill Bonus: Parry +2 |Skill Bonus: Deflect +2  
On Hit: Knockback |On Hit: Knockback  
Debuff Resist: Foolproof |Debuff Resist: Fearproof  
|  
Equippable: |Equippable:  
|
```

```
-----  
FROM SHIELD ENCHIRIDION |FROM SHIELD ENCHIRIDION  
Rozenzi Shield: |Dread Shield:  
Damasc Shield +1 x1 |Rozenzi Shield x1  
Wootz Steel x1 |Wootz Steel x1  
Baldur Ingot x1 |Baldur Ingot x1  
Ancient Wood x1 |Ancient Bone x1  
-----
```

```
=====|  
Medusa Shield |  
-----|  
Level Req: 46 |  
Damage Type: Crushing 8 |  
Elemental Affinity: LT 15 |  
Resistance Types: Crushing 5 |  
                   Slashing 4 |  
                   Piercing 8 |
```

```

AIR 25  EAR 25  LGT 25  |
WAT 25  FIR 25  ICE 25  |
          LT 50  DRK 50  |
HUM 10  BST 5   REP 5   DGN 5   |
DIV 5   UMB 15  FAE 5   PHN 5   |
|
Range: 1 |
Area: 1  |
Weight: 7 |
RT: +21  |
|
ATK: 56  |
DEF: 38  |
HP: 25   |
MP: 13   |
VIT: 6   |
DEX: 4   |
AVD: 10  |
MND: 10  |
RES: 15  |
|
On Hit: Knockback |
Debuff Resist: Stoneproof |
Effect: Evil Eye  |
|
Equippable:       |
|

```

-----  
FROM SECRETS OF THE MASTER

```

Medusa Shield:
  Aegis x1
  Daedalus Pinion x1
  Orichalcum x1
  Gorgon Head x1

```

```

-----
HELMS                                     [8.b]
-----

```

Lvl	Item Name	Source
1	Circlet	
2	Circlet +1	Armor I
5	Bronze Helm	
6	Bronze Helm +1	Armor I
10	Baldur Helm	
11	Baldur Helm +1	Armor II
15	Wizard's Hat	
16	Wizard's Hat +1	Armor II

23	Damasc Helm	
24	Damasc Helm +1	Armorcraft
26	Wyrmscale Helm	Helm E.

Circlet	Circlet +1
Level Req: 3	Level Req: 4
Resistance Types: AIR 5 EAR 5 LGT 5 WAT 5 FIR 5 ICE 5 DRK 5 LT 5	Resistance Types: Crushing 2 Slashing 2 Piercing 2 AIR 8 EAR 8 LGT 8 WAT 8 LGT 8 WAT 8 FIR 8 ICE 8 DRK 8 LT 8
Weight: 4	Weight: 4
DEF: 8	DEF: 13
MP: 10	MP: 20
VIT: 1	VIT: 2
INT: 2	INT: 4
MND: 2	MND: 4
RES: 3	RES: 6
	Skill Bonus: Resist Silence +1
Equippable:	Equippable:

FROM SMITHING ARMOR I

Circlet +1:  
 Circlet x1  
 Bronze Ingot x2  
 Illumina Nectar x1

Bronze Helm	Bronze Helm +1
Level Req: 5	Level Req: 6
Resistance Types: Crushing 2 Piercing 1 HUM 5 BST 5 REP 5 DRG 5 DIV 5 UMB 5 FAE 5 PHN 5 GOL 5	Resistance Types: Crushing 3 Slashing 1 Piercing 2 HUM 8 BST 8 REP 8 DRG 8 DIV 8 UMB 8 FAE 8 PHN 8 GOL 8
Weight: 4	Weight: 4
DEF: 12	DEF: 16
HP: 5	HP: 15
STR: 1	STR: 2
VIT: 2	VIT: 3
	Skill Bonus: Resist Stun +1

Equippable: | Equippable:

-----  
FROM SMITHING ARMOR I

Bronze Helm +1:  
Bronze Helm x1  
Bronze Ingot x1  
Iron Ingot x1  
Zena Wine x1  
-----

=====	=====
Baldur Helm	Baldur Helm +1
-----	-----
Level Req: 10	Level Req: 11
Resistance Types: Crushing 2	Resistance Types: Crushing 3
Piercing 1	Slashing 1
HUM 5  BST 5  REP 5	Piercing 2
DRG 5  DIV 5  UMB 5	HUM 8  BST 8  REP 8
FAE 5  PHN 5  GOL 5	DRG 8  DIV 8  UMB 8
	FAE 8  PHN 8  GOL 8
Weight: 4	Weight: 4
DEF: 12	DEF: 16
HP: 5	HP: 15
STR: 1	STR: 2
VIT: 2	VIT: 3
	Skill Bonus: Resist Stun +1
Equippable:	Equippable:

-----  
FROM SMITHING ARMOR II

Baldur Helm +1:  
Baldur Helm x1  
Silver Ingot x1  
Baldur Ingot x1  
Zolia Draught x1  
-----

=====	=====
Wizard's Hat	Wizard's Hat +1
-----	-----
Level Req: 15	Level Req: 16
Resistance Types: PHN 5	Resistance Types: Crushing 2
	Slashing 2
	Piercing 2
	PHN 10
Weight: 5	Weight: 5
DEF: 20	DEF: 26
MP: 13	MP: 24
LUK: -3	LUK: -6
DEX: 3	DEX: 6
INT: 8	INT: 10
MND: 9	MND: 12
Skill Bonus: Meditate +1	Skill Bonus: Meditate +2

Debuff Resist: Silenceproof |Debuff Resist: Silenceproof

Equippable: |Equippable:

-----  
FROM SMITHING ARMOR II

Wizard's Hat +1:  
  Wizard's Hat x1  
  Flannel x1  
  Golden Thread x1  
  Baldur Ingot x1

=====|=====

Damasc Helm |Damasc Helm +1

-----|-----  
Level Req: 23 |Level Req: 24

Resistance Types: Slashing 2 |Resistance Types: Crushing 1  
                  Piercing 3 |                  Slashing 3  
                          GOL 5 |                  Piercing 4  
                                  |                          GOL 10

Weight: 5 |Weight: 5

DEF: 25 |DEF: 30

VIT: 4 |VIT: 6

AVD: 2 |AVD: 3

|MND: 2

|Skill Bonus: Resist Sleep +1

Equippable: |Equippable:

-----  
FROM ARMORCRAFT

Damasc Helm +1:  
  Damasc Helm x1  
  Steel Ingot x1  
  Wootz Steel x1  
  Enchanted Feather x1

=====|=====

Wyrmscale Helm |

-----|-----  
Level Req: 26 |

Resistance Types: Crushing 3 |

                  Slashing 1 |

                  Piercing 4 |

          BST 5  REP 3  DRG 20 |

Weight: 5 |

DEF: 31 |

STR: 5 |

DEX: 3 |

INT: 1 |

RES: 3 |

Skill Bonus: Draconology +1 |

Equippable: |

|

-----  
FROM HELM ENCHIRIDION

Wyrmscale Helm:

Damasc Helm +1 x1

Wyrmscale x1

Wyrms Horn x1

Wyrms Whisker x1  
-----

-----  
BODY ARMOR

-----  
[8.c]  
-----

-----

Lvl	Item Name	Source
1	Robe	
1	Leather Armor	
2	Robe +1	Armor I
3	Leather Armor +1	Armor I
4	Chainmail	
5	Chainmail +1	Armor I
7	Magus Robe	
8	Magus Robe +1	Armor I
10	Baldur Armor	
11	Baldur Armor +1	Armor II
14	Brigandine	
15	Brigandine +1	Armor II
18	Sorcerer's Robe	
19	Sorcerer's Robe +1	Armor II
22	Damasc Mail	
23	Damasc Mail +1	Armorcraft
25	Wyrmscale Armor	Armorcraft
25	Robes of [Element]	Body Armor E.

-----

=====  
Robe

|=====  
|Robe +1

-----	-----
Level Req: 1	Level Req: 2
Resistance Types: Crushing 1	Resistance Types: Crushing 2
AIR 2  EAR 2  LGT 2	Slashing 1
WAT 2  FIR 2  ICE 2	AIR 5  EAR 5  LGT 5
DRK 2  LT  2	WAT 5  FIR 5  ICE 5
	DRK 5  LT  5
Weight: 4	Weight: 4
DEF: 8	DEF: 12
VIT: 1	VIT: 2
INT: 1	INT: 3
MND: 1	MND: 3
RES: 2	RES: 4
	Skill Bonus: Meditate +1
Equippable:	Equippable:

-----

FROM SMITHING ARMOR I

  Robe +1:  
  Robe x1  
  Linen x2  
  Hempen Thread 1

-----

=====	=====
Leather Armor	Leather Armor +1
-----	-----
Level Req: 1	Level Req: 3
Resistance Types: Slashing 1	Resistance Types: Crushing 1
Piercing 1	Slashing 3
	Piercing 2
Weight: 4	Weight: 4
DEF: 11	DEF: 13
HP: 2	HP: 5
VIT: 1	VIT: 2
DEX: 3	DEX: 5
AVD: 2	AVD: 3
	RES: 1
Equippable:	Equippable:

-----

FROM SMITHING ARMOR I

  Leather Armor +1:  
  Leather Armor x1  
  Leather x2  
  Hempen Thread x1

-----

=====	=====
Chainmail	Chainmail +1
-----	-----
Level Req: 4	Level Req: 5
Resistance Types: Crushing 2	Resistance Types: Crushing 3
Slashing 3	Slashing 3

		Piercing 2
Weight: 4		Weight: 4
DEF: 14		DEF: 17
STR: 1		STR: 1
VIT: 2		VIT: 5
RES: -1		RES: -2
Equippable:		Equippable:

-----

FROM SMITHING ARMOR I

Chainmail +1:  
Chainmail x1  
Bronze Ingot x1  
Iron Ingot x2

-----

=====		=====
Magus Robe		Magus Robe +1
-----		-----
Level Req: 7		Level Req: 8
Resistance Types: Crushing 3		Resistance Types: Crushing 4
Slashing 2		Slashing 3
AIR 3  EAR 3  LGT 3		Piercing 2
WAT 3  FIR 3  ICE 3		AIR 6  EAR 6  LGT 6
DRK 3  LT  3		WAT 6  FIR 6  ICE 6
		DRK 6  LT  6
Weight: 4		Weight: 5
DEF: 15		DEF: 21
MP: 9		MP: 11
VIT: 2		VIT: 4
INT: 3		INT: 5
MND: 1		MND: 3
RES: 4		RES: 6
		Skill Bonus: Meditate +1
Equippable:		Equippable:

-----

FROM SMITHING ARMOR I

Magus Robe +1:  
Magus Robe x1  
Pincord x1  
Woolen Thread x1  
Cotton Thread x1

-----

=====		=====
Baldur Armor		Baldur Armor +1
-----		-----
Level Req: 10		Level Req: 11
Resistance Types: Slashing 2		Resistance Types: Crushing 1
Piercing 3		Slashing 3
DRK 5		Piercing 5
DIV 3  UMB 3  FAE 3  PHN 3		DIV 6  UMB 6  FAE 6  PHN 6
Weight: 5		Weight: 5



DEF: 20	DEF: 25
MP: 5	MP: 8
LUK: -1	LUK: -3
VIT: 2	VIT: 4
DEX: 1	DEX: 3
INT: 4	INT: 5
	RES: 2
Equippable:	Equippable:

-----

FROM SMITHING ARMOR II

Baldur Armor +1:  
 Baldur Armor x1  
 Silver Ingot x1  
 Baldur Ingot x2

-----

Brigandine	Brigandine +1
-----	-----
Level Req: 14	Level Req: 15
Resistance Types: Crushing 3	Resistance Types: Crushing 4
Piercing 2	Slashing 1
	Piercing 4
Weight: 5	Weight: 5
DEF: 25	DEF: 31
DEX: 5	DEX: 7
AVD: 2	AVD: 3
Equippable:	Equippable:

-----

FROM SMITHING ARMOR II

Brigandine +1:  
 Brigandine x1  
 Iron Ingot x1  
 Steel Ingot x1  
 Leather x1

-----

Sorcerer's Robe	Sorcerer's Robe +1
-----	-----
Level Req: 18	Level Req: 19
Resistance Types: Slashing 2	Resistance Types: Crushing 2
Piercing 3	Slashing 4
AIR 5  EAR 5  LGT 5  WAT 5	Piercing 5
FIR 5  ICE 5  DRK 5  LT 5	AIR 8  EAR 8  LGT 8  WAT 8
	FIR 8  ICE 8  DRK 8  LT 8
Weight: 5	Weight: 5
DEF: 22	DEF: 26
MP: 10	MP: 13
VIT: 1	VIT: 3
INT: 6	INT: 8
MND: 4	MND: 6

Skill Bonus: Meditate +1 | Skill Bonus: Meditate +2

Equippable: | Equippable:

-----  
FROM SMITHING ARMOR II

Sorcerer's Robe +1:  
Sorcerer's Robe x1  
Flannel x1  
Velvet x1  
Golden Thread x1

=====	=====
Damasc Mail	Damasc Mail +1
-----	-----
Level Req: 22	Level Req: 23
Resistance Types: Crushing 4	Resistance Types: Crushing 5
Slashing 3	Slashing 4
	Piercing 3
Weight: 5	Weight: 6
DEF: 30	DEF: 37
HP: 3	HP: 5
STR: 3	STR: 5
AGI: 2	AGI: 4
RES: 6	RES: 8

| Skill Bonus: Golemy +1

Equippable: | Equippable:

-----  
FROM ARMORCRAFT

Damasc Mail +1:  
Damasc Mail x1  
Wootz Steel x2  
Platinum Ingot x1

=====	=====
Wyrmscale Armor	
-----	
Level Req: 25	
Resistance Types: Crushing 2	
Slashing 5	
Piercing 4	
DRG 20	
Weight: 5	
DEF: 35	
STR: 3	
VIT: 6	
MND: 5	
RES: 2	

Skill Bonus: Draconology +1

Equippable: |

-----  
FROM ARMORCRAFT

Wyrmscale Armor:

Damasc Mail +1 x1

Wyrmscale x2

Wyrms Whisker x1  
-----

=====  
Robes of the Gale

-----  
Level Req: 25

Resistance Types: Crushing 3

Slashing 4

Piercing 1

AIR 30

PHN 5

Weight: 5

DEF: 29

MP: 10

VIT: 2

INT: 5

MND: 5

Skill Bonus: Augment Air +1

Effect: Aeroguard

Equippable:  
-----

FROM BODY ARMOR ENCHIRIDION

Robes of the Gale:

Sorcerer's Robe +1 x1

Satin x1

Golden Thread x1

Gale Orb x1  
-----

=====  
Robes of the Dust

-----  
Level Req: 25

Resistance Types: Crushing 1

Slashing 3

Piercing 4

EAR 30

PHN 5

Weight: 5

DEF: 29

MP: 10

VIT: 2

INT: 5

MND: 5

Skill Bonus: Augment Earth +1

Effect: Petroguard

Equippable: |

-----  
FROM BODY ARMOR ENCHIRIDION

Robes of the Dust:

Sorcerer's Robe +1 x1

Satin x1

Golden Thread x1

Dust Orb x1  
-----

=====|  
Robes of the Storm |

----- |  
Level Req: 25 |

Resistance Types: Crushing 4 |

Slashing 3 |

Piercing 1 |

LGT 30 |

PHN 5 |

Weight: 5 |

DEF: 29 |

MP: 10 |

VIT: 2 |

INT: 5 |

MND: 5 |

Skill Bonus: Augment Lightning +1 |

Efect: Electranguard |

Equippable:

FROM BODY ARMOR ENCHIRIDION

Robes of the Storm:

Sorcerer's Robe +1 x1

Satin x1

Golden Thread x1

Storm Orb x1  
-----

=====|  
Robes of the Cataract |

----- |  
Level Req: 25 |

Resistance Types: Crushing 3 |

Slashing 4 |

Piercing 1 |

WAT 30 |

PHN 5 |

Weight: 5 |

DEF: 29 |

MP: 10 |

VIT: 2 |

INT: 5 |

MND: 5 |

Skill Bonus: Augment Water +1 |

Efect: Aquaguard |

Equippable: |

-----  
FROM BODY ARMOR ENCHIRIDION

Robes of the Cataract:  
Sorcerer's Robe +1 x1  
Satin x1  
Golden Thread x1  
Cataract Orb x1

=====|  
Robes of the Inferno |

-----  
Level Req: 25 |  
Resistance Types: Crushing 1 |  
                          Slashing 3 |  
                          Piercing 4 |  
                                  FIR 30 |  
                                  PHN 5 |

Weight: 5 |

DEF: 29 |  
MP: 10 |  
VIT: 2 |  
INT: 5 |  
MND: 5 |

Skill Bonus: Augment Fire +1 |  
Efect: Pyroguard |

Equippable: |

-----  
FROM BODY ARMOR ENCHIRIDION

Robes of the Inferno:  
Sorcerer's Robe +1 x1  
Satin x1  
Golden Thread x1  
Inferno Orb x1

=====|  
Robes of Black Ice |

-----  
Level Req: 25 |  
Resistance Types: Crushing 4 |  
                          Slashing 3 |  
                          Piercing 1 |  
                                  ICE 30 |  
                                  PHN 5 |

Weight: 5 |

DEF: 29 |  
MP: 10 |  
VIT: 2 |  
INT: 5 |  
MND: 5 |

Skill Bonus: Augment Ice +1  
Effect: Frostguard

Equippable:

-----  
FROM BODY ARMOR ENCHIRIDION

Robes of Black Ice:

Sorcerer's Robe +1 x1  
Satin x1  
Golden Thread x1  
Black Ice Orb x1

=====  
Robes of Radiance

-----  
Level Req: 27

Resistance Types: Crushing 4  
Slashing 5  
Piercing 2  
LT 30  
DIV 5 UMB 10  
FAE 5 PHN 10

Weight: 5

DEF: 33

MP: 12

VIT: 2

INT: 5

MND: 5

Skill Bonus: Augment Light +1

Effect: Lightguard

Equippable:

-----  
FROM BODY ARMOR ENCHIRIDION

Robes of Radiance:

Sorcerer's Robe +1 x1  
Satin x1  
Golden Thread x1  
Radiant Orb x1

=====  
Robes of Gloom

-----  
Level Req: 27

Resistance Types: Crushing 2  
Slashing 4  
Piercing 5  
DRK 30

Weight: 5

DEF: 33

MP: 12

VIT: 2 |  
 INT: 5 |  
 MND: 5 |  
 |  
 Skill Bonus: Augment Darkness +1 |  
 Effect: Shadow Guard |  
 |  
 Equippable: |  
 |

-----  
 FROM BODY ARMOR ENCHIRIDION

Robes of Gloom:  
 Sorcerer's Robe +1 x1  
 Satin x1  
 Golden Thread x1  
 Gloom Orb x1  
 -----

-----  
 ARMGUARDS

-----  
 [8.d]  
 -----

Lvl	Item Name	Source
2	Leather Gloves	
3	Leather Gloves +1	Armor I
4	Leather Sleeves	
5	Leather Sleeves +1	Armor I
7	Gauntlets	
8	Gauntlets +1	Armor I
10	Baldur Gauntlets	
11	Baldur Gauntlets +1	Armor II
14	Nomad Bracers	
15	Nomad Bracers +1	Armor II
18	Overguards	
19	Overguards +1	Armor II
22	Damasc Mitts	
23	Damasc Mitts +1	Armorcraft
24	Arkhiatros Mitts	Armguard E.
25	Mage's Mitts	Armguard E.
26	Wyrmscale Sleeves	Armguard E.

-----+-----+-----  
43	Daedalus Gauntlets	Secrets
-----

```
=====|=====
Leather Gloves |Leather Gloves +1
-----|-----
Level Req: 2 |Level Req: 3
Resistance Types: Crushing 2 |Resistance Types: Crushing 3
AIR 2 EAR 2 LGT 2 | Slashing 1
WAT 2 FIR 2 ICE 2 | AIR 4 EAR 4 LGT 4
DRK 2 LT 2 | WAT 4 FIR 4 ICE 4
| DRK 4 LT 4
Weight: 4 |Weight: 4
|
DEF: 10 |DEF: 14
|DEX: 1
|AVD: 2
|
Equippable: |Equippable:
|
```

-----  
FROM SMITHING ARMOR I  
Leather Gloves +1:  
Leather Gloves x1  
Leather x2  
Hempen Thread x1  
-----

```
=====|=====
Leather Sleeves |Leather Sleeves +1
-----|-----
Level Req: 4 |Level Req: 5
Resistance Types: Slashing 1 |Resistance Types: Slashing 2
Piercing 3 | Piercing 4
HUM 2 BST 2 REP 2 | HUM 4 BST 4 REP 4
DRG 2 DIV 2 UMB 2 | DRG 4 DIV 4 UMB 4
FAE 2 PHN 2 GOL 2 | FAE 4 PHN 4 GOL 4
|
Weight: 4 |Weight: 4
|
DEF: 13 |DEF: 17
DEX: 2 |DEX: 3
AGI: 1 |AGI: 2
|
Equippable: |Equippable:
|
```

-----  
FROM SMITHING ARMOR I  
Leather Sleeves +1:  
Leather Sleeves x1  
Leather x2  
Bronze Ingot x1  
-----

```
=====|=====
Gauntlets |Gauntlets +1
-----|-----
```



Level Req: 7	Level Req: 8
Resistance Types: Crushing 3	Resistance Types: Crushing 4
Piercing 1	Slashing 1
	Piercing 2
Weight: 4	Weight: 5
DEF: 16	DEF: 20
STR: 2	STR: 3
VIT: 1	VIT: 2
RES: 3	RES: 5
Equippable:	Equippable:

-----

FROM SMITHING ARMOR I

Gauntlets +1:  
  Gauntlets x1  
  Iron Ingot x2  
  Leather x1

-----

=====	=====
Baldur Gauntlets	Baldur Gauntlets +1
-----	-----
Level Req: 10	Level Req: 11
Resistance Types: Slashing 2	Resistance Types: Crushing 2
Piercing 3	Slashing 3
DRK 5	Piercing 4
DIV 3  UMB 3  FAE 3  PHN 3	DIV 6  UMB 6  FAE 6  PHN 6
Weight: 5	Weight: 5
DEF: 19	DEF: 24
MP: 5	MP: 8
LUK: -1	LUK: -3
VIT: 2	VIT: 4
DEX: 1	DEX: 3
INT: 4	INT: 5
	RES: 2
Equippable:	Equippable:

-----

FROM SMITHING ARMOR II

Baldur Gauntlets +1:  
  Baldur Gauntlets x1  
  Silver Ingot x1  
  Baldur Ingot x2

-----

=====	=====
Nomad Bracers	Nomad Bracers +1
-----	-----
Level Req: 14	Level Req: 15
Resistance Types: Slashing 3	Resistance Types: Crushing 2
Piercing 2	Slashing 5
	Piercing 3
Weight: 5	Weight: 5
DEF: 23	DEF: 27

DEX: 8 |DEX: 10  
AVD: 1 |AVD: 3  
|  
Equippable: |Equippable:  
|

-----  
FROM SMITHING ARMOR II

Nomad Bracers +1:  
Nomad Bracers x1  
Iron Ingot x1  
Enchanted Feather x1  
Leather x1  
-----

=====  
Overguards	Overguards +1
Level Req: 18	Level Req: 19
Resistance Types: Crushing 3	Resistance Types: Crushing 5
Slashing 2	Slashing 3
Piercing 2	
Weight: 5	Weight: 5
DEF: 26	DEF: 31
HP: 5	HP: 8
STR: 2	STR: 4
VIT: 5	VIT: 7
DEX: -1	DEX: -3
RES: 2	RES: 3
Equippable:	Equippable:

-----  
FROM SMITHING ARMOR II

Overguards +1:  
Overguards x1  
Iron Ingot x1  
Steel Ingot x2  
-----

=====  
Damasc Mitts	Damasc Mitts +1
Level Req: 22	Level Req: 23
Resistance Types: Slashing 3	Resistance Types: Crushing 2
Piercing 2	Slashing 5
FAE 4	Piercing 3
REP 3 GOL 5	
Weight: 5	Weight: 6
DEF: 30	DEF: 36
HP: 2	HP: 5
VIT: 3	VIT: 5
AVD: -1	AVD: -2
MND: 4	MND: 6
RES: 1	
Equippable:	Equippable:

FROM ARMORCRAFT

Damasc Mitts +1:  
Damasc Mitts x1  
Steel Ingot x1  
Wootz Steel x2

-----  
=====|  
Arkhiatros Mitts |

-----|  
Level Req: 24 |

Resistance Types: Crushing 3 |  
Slashing 2 |  
Piercing 3 |

Weight: 5 |

DEF: 25 |

MP: 12 |

VIT: 3 |

INT: 2 |

MND: 10 |

Equippable:

FROM ARMGUARD ENCHIRIDION

Arkhiatros Mitts:  
Velvet x2  
Silver Thread x1  
Radiant Orb x1

-----  
=====|  
Mage's Mitts |

-----|  
Level Req: 25 |

Resistance Types: Crushing 3 |  
Slashing 2 |  
Piercing 3 |

Weight: 5 |

DEF: 23 |

MP: 12 |

VIT: 3 |

INT: 10 |

MND: 2 |

Equippable:

FROM ARMGUARD ENCHIRIDION

Mage's Mitts:  
Velvet x2  
Silver Thread x1  
Gloom Orb x1

-----  
=====|

Wyrmscale Sleeves
Level Req: 26
Resistance Types: Crushing 5
Piercing 6
DRG 10
Weight: 6
DEF: 35
HP: 14
STR: 3
VIT: 5
AVD: -1
Skill Bonus: Draconology +1
Equippable:

-----  
 FROM ARMGUARD ENCHIRIDION

Wyrmscale Sleeves:

- Overguards +1
  - Worm Scale x2
  - Worm Whisker x1
- 

===== |  
Daedalus Gauntlets
Level Req: 43
Resistance Types: Crushing 7
Piercing 4
DIV 2 GOL 6
Weight: 6
DEF: 45
HP: 10
STR: 8
VIT: 3
AGI: 2
MND: 4
Skill Bonus: Anatomy +1
Debuff Resist: Poisonproof
Equippable:

-----  
 FROM SECRETS OF THE MASTER

Daedalus Gauntlets:

- Damasc Mitts +1 x1
  - Daedalus Pinion x1
  - Daedalus Rack x1
  - Orichalcum x1
-

Lvl	Item Name	Source
1	Linen Slops	
2	Linen Slops +1	Armor I
3	Leather Leggings	
4	Leather Leggings +1	Armor I
6	Chain Leggings	
7	Chain Leggings +1	Armor I
11	Baldur Leggings	
12	Baldur Leggings +1	Armor II
20	Damasc Leggings	
21	Damasc Leggings +1	Armorcraft
24	Arkhiatros Trousers	Legguard E.
25	Mage Trousers	Legguard E.

Linen Slops	Linen Slops +1
-----	-----
Level Req: 1	Level Req: 2
Resistance Types: AIR 2 EAR 2	Resistance Types: Crushing 2
LGT 2 WAT 2	Slashing 1
FIR 2 ICE 2	AIR 4 EAR 4 LGT 4
DRK 2 LT 2	WAT 4 FIR 4 ICE 4
	DRK 4 LT 4
Weight: 4	Weight: 4
DEF: 8	DEF: 14
DEX: 2	DEX: 4
VIT: 1	VIT: 2
RES: 3	RES: 5
Equippable:	Equippable:

FROM SMITHING ARMOR I  
Linen Slops +1:  
Linen Slops x1  
Linen x2  
Hempen Thread x1

Leather Leggings	Leather Leggings +1
-----	-----

Level Req: 3	Level Req: 4
Resistance Types: Slashing 1	Resistance Types: Crushing 1
Piercing 3	Slashing 2
HUM 2  BST 2  REP 2	Piercing 4
DRG 2  DIV 2  UMB 2	HUM 4  BST 4  REP 4
FAE 2  PHN 2  GOL 2	DRG 4  DIV 4  UMB 4
	FAE 4  PHN 4  GOL 4
Weight: 4	Weight: 5
DEF: 12	DEF: 18
AVD: 1	AVD: 3
RES: 1	RES: 3
Equippable:	Equippable:

-----

FROM SMITHING ARMOR I

  Linen Slops +1:  
   Linen Slops x1  
   Linen x2  
   Hempen Thread x1

-----

Chain Leggings	Chain Leggings +1
-----	-----
Level Req: 6	Level Req: 7
Resistance Types: Crushing 2	Resistance Types: Crushing 3
Slashing 3	Slashing 4
	Piercing 1
Weight: 4	Weight: 5
DEF: 16	DEF: 22
HP: 5	HP: 8
STR: 1	STR: 3
VIT: 2	VIT: 4
Equippable:	Equippable:

-----

FROM SMITHING ARMOR I

  Chain Leggings +1:  
   Chain Leggings x1  
   Bronze Ingot x2  
   Iron Ingot x1

-----

Baldur Leggings	Baldur Leggings +1
-----	-----
Level Req: 11	Level Req: 12
Resistance Types: Slashing 1	Resistance Types: Crushing 2
Piercing 3	Slashing 3
DIV 3  UMB 3  FAE 3  PHN 3	Piercing 4
	DIV 6  UMB 6  FAE 6  PHN 6
Weight: 5	Weight: 5
DEF: 20	DEF: 25
MP: 5	MP: 8

LUK: -1	LUK: -3
VIT: 2	VIT: 4
DEX: 1	DEX: 3
INT: 4	INT: 5
	RES: 2
Equippable:	Equippable:

-----

FROM SMITHING ARMOR II

Baldur Leggings +1:  
 Baldur Leggings x1  
 Silver Ingot x1  
 Baldur Ingot x2

-----

=====	=====
Damasc Leggings	Damasc Leggings +1
-----	-----
Level Req: 20	Level Req: 21
Resistance Types: Crushing 4	Resistance Types: Crushing 3
Piercing 2	Slashing 2
	Piercing 4
Weight: 5	Weight: 6
DEF: 30	DEF: 35
HP: 10	HP: 13
VIT: 3	STR: 2
RES: 3	VIT: 5
	RES: 5
Equippable:	Equippable:

-----

FROM ARMORCRAFT

Damasc Leggings +1:  
 Damasc Leggings x1  
 Steel Ingot x1  
 Wootz Steel x2

-----

=====	=====
Arkhiatros Trousers	
-----	
Level Req: 24	
Resistance Types: Crushing 3	
Slashing 2	
HUM 6 FAE 2	
Weight: 5	
DEF: 24	
MP: 10	
VIT: 2	
INT: 3	
MND: 10	
Equippable:	

-----

FROM LEGGUARD ENCHIRIDION

Arkhiatros Trousers:

- Linen Slops +1 x1
- Pincord x1
- Baldur Ingot x1
- Silver Thread x1

=====|  
 Mage Trousers |

-----|  
 Level Req: 25 |  
 Resistance Types: Slashing 3 |  
                   Piercing 2 |

Weight: 5 |

DEF: 21 |

MP: 10 |

VIT: 2 |

INT: 10 |

MND: 3 |

Equippable: |

-----|  
FROM LEGGUARD ENCHIRIDION

Mage Trousers:

- Linen Slops +1 x1
- Flannel x1
- Baldur Ingot x1
- Golden Thread x1

-----|  
JEWELRY

-----|  
[8.f]  
-----|

Lvl	Item Name	Source
1	Warrior's Ring	
1	Defender's Ring	
8	Ring of [Attribute]	Jewelry I
15	Warrior's Ring +1	Jewelry I
15	Defender's Ring +1	Jewelry I
15	[Weapon Skill] Earring	Jewelry IV
18	Ring of [Attribute] +1	Jewelry II
22	[Element] Choker	Jewelry III

=====|=====



Warrior's Ring	Warrior's Ring +1
-----	-----
Level Req: 1	Level Req: 15
Resistance Types: Crushing 1	Resistance Types: Crushing 3
Slashing 1	Slashing 3
Piercing 1	Piercing 3
Weight: 1	Weight: 1
ATK: 5	ATK: 15
Equippable:	Equippable:

-----

FROM CODEX OF JEWELRY I

Warrior's Ring +1:  
 Warrior's Ring x1  
 Silver Ingot x1  
 Golden Ingot x1  
 Platinum Ingot x1

-----

=====	=====
Defender's Ring	Defender's Ring +1
-----	-----
Level Req: 1	Level Req: 15
Resistance Types: Crushing 1	Resistance Types: Crushing 3
Slashing 1	Slashing 3
Piercing 1	Piercing 3
Weight: 1	Weight: 1
DEF: 5	DEF: 15
Equippable:	Equippable:

-----

FROM CODEX OF JEWELRY I

Defender's Ring +1:  
 Defender's Ring x1  
 Silver Ingot x1  
 Golden Ingot x1  
 Platinum Ingot x1

-----

=====	=====
Ring of the Horde	Ring of the Horde +1
-----	-----
Level Req: 8	Level Req: 18
Resistance Types: Crushing 1	Resistance Types: Crushing 1
Slashing 1	Slashing 1
Piercing 1	Piercing 1
AIR 5  EAR 5  LGT 5	AIR 10  EAR 10  LGT 10
WAT 5  FIR 5  ICE 5	WAT 10  FIR 10  ICE 10
DRK 5  LT 5	DRK 10  LT 10
Weight: 1	Weight: 1
ATK: 8	ATK: 8
DEF: 8	DEF: 8
STR: 5	STR: 10
Equippable:	Equippable:

-----+-----	
FROM CODEX OF JEWELRY I	FROM CODEX OF JEWELRY II
Ring of the Horde:	Ring of the Horde +1:
Warrior's Ring x1	Ring of the Horde x1
Defender's Ring x1	Iron Ingot x2
Iron Ingot x1	White Gems x1
White Gems x1	
-----+-----	

===== =====	
Ring of Vitality	Ring of Vitality +1
-----+-----	-----+-----
Level Req: 8	Level Req: 18
Resistance Types: Crushing 1	Resistance Types: Crushing 1
Slashing 1	Slashing 1
Piercing 1	Piercing 1
AIR 5  EAR 5  LGT 5	AIR 10  EAR 10  LGT 10
WAT 5  FIR 5  ICE 5	WAT 10  FIR 10  ICE 10
DRK 5  LT 5	DRK 10  LT 10
Weight: 1	Weight: 1
ATK: 8	ATK: 8
DEF: 8	DEF: 8
VIT: 5	VIT: 10
Equippable:	Equippable:
-----+-----	

-----+-----	
FROM CODEX OF JEWELRY I	FROM CODEX OF JEWELRY II
Ring of Vitality:	Ring of Vitality +1:
Warrior's Ring x1	Ring of Vitality x1
Defender's Ring x1	Silver Ingot x2
Silver Ingot x1	Wyrm Fant x1
Wyrm Fang x1	
-----+-----	

===== =====	
Ring of Deftness	Ring of Deftness +1
-----+-----	-----+-----
Level Req: 8	Level Req: 18
Resistance Types: Crushing 1	Resistance Types: Crushing 1
Slashing 1	Slashing 1
Piercing 1	Piercing 1
AIR 5  EAR 5  LGT 5	AIR 10  EAR 10  LGT 10
WAT 5  FIR 5  ICE 5	WAT 10  FIR 10  ICE 10
DRK 5  LT 5	DRK 10  LT 10
Weight: 1	Weight: 1
ATK: 8	ATK: 8
DEF: 8	DEF: 8
DEX: 5	DEX: 10
Equippable:	Equippable:
-----+-----	

-----+-----	
FROM CODEX OF JEWELRY I	FROM CODEX OF JEWELRY II
Ring of Deftness:	Ring of Deftness +1
Warrior's Ring x1	Ring of Deftness x1
Defender's Ring x1	Golden Ingot x2
-----+-----	

Golden Ingot x1 | Fiery Gems x1  
Fiery Gems x1 |

=====  
Ring of Alacrity	Ring of Alacrity +1
Level Req: 8	Level Req: 18
Resistance Types: Crushing 1	Resistance Types: Crushing 1
Slashing 1	Slashing 1
Piercing 1	Piercing 1
AIR 5  EAR 5  LGT 5	AIR 10  EAR 10  LGT 10
WAT 5  FIR 5  ICE 5	WAT 10  FIR 10  ICE 10
DRK 5  LT 5	DRK 10  LT 10
Weight: 1	Weight: 1
ATK: 8	ATK: 8
DEF: 8	DEF: 8
AGI: 5	AGI: 10
Equippable:	Equippable:

-----+-----  
FROM CODEX OF JEWELRY I |FROM CODEX OF JEWELRY II  
Ring of Alacrity: | Ring of Alacrity +1:  
  Warrior's Ring x1 |  Ring of Alacrity x1  
  Defender's Ring x1 |  Silver Ingot x2  
  Silver Ingot x1 |  Beast Fang x1  
Beast Fang x1

=====  
Ring of Evasion	Ring of Evasion +1
Level Req: 8	Level Req: 18
Resistance Types: Crushing 1	Resistance Types: Crushing 1
Slashing 1	Slashing 1
Piercing 1	Piercing 1
AIR 5  EAR 5  LGT 5	AIR 10  EAR 10  LGT 10
WAT 5  FIR 5  ICE 5	WAT 10  FIR 10  ICE 10
DRK 5  LT 5	DRK 10  LT 10
Weight: 1	Weight: 1
ATK: 8	ATK: 8
DEF: 8	DEF: 8
AVD: 5	AVD: 10
Equippable:	Equippable:

-----+-----  
FROM CODEX OF JEWELRY I |FROM CODEX OF JEWELRY II  
Ring of Evasion: | Ring of Evasion +1:  
  Warrior's Ring x1 |  Ring of Evasion x1  
  Defender's Ring x1 |  Steel Ingot x2  
  Steel Ingot x1 |  Verdant Gems x1  
Verdant Gems x1

=====  
Ring of Intellect | Ring of Intellect +1

-----	-----
Level Req: 8	Level Req: 18
Resistance Types: Crushing 1	Resistance Types: Crushing 1
Slashing 1	Slashing 1
Piercing 1	Piercing 1
AIR 5  EAR 5  LGT 5	AIR 10  EAR 10  LGT 10
WAT 5  FIR 5  ICE 5	WAT 10  FIR 10  ICE 10
DRK 5  LT 5	DRK 10  LT 10
Weight: 1	Weight: 1
ATK: 8	ATK: 8
DEF: 8	DEF: 8
INT: 5	INT: 10
Equippable:	Equippable:

-----	-----
FROM CODEX OF JEWELRY I	FROM CODEX OF JEWELRY II
Ring of Intellect:	Ring of Intellect +1:
Warrior's Ring x1	Ring of Intellect x1
Defender's Ring x1	Baldur Ingot x2
Baldur Ingot x1	Regal Gems x1
Regal Gems x1	

=====	=====
Ring of the Mind	Ring of the Mind +1
-----	-----
Level Req: 8	Level Req: 18
Resistance Types: Crushing 1	Resistance Types: Crushing 1
Slashing 1	Slashing 1
Piercing 1	Piercing 1
AIR 5  EAR 5  LGT 5	AIR 10  EAR 10  LGT 10
WAT 5  FIR 5  ICE 5	WAT 10  FIR 10  ICE 10
DRK 5  LT 5	DRK 10  LT 10
Weight: 1	Weight: 1
ATK: 8	ATK: 8
DEF: 8	DEF: 8
MND: 5	MND: 10
Equippable:	Equippable:

-----	-----
FROM CODEX OF JEWELRY I	FROM CODEX OF JEWELRY II
Ring of the Mind:	Ring of the Mind +1:
Warrior's Ring x1	Ring of the Mind x1
Defender's Ring x1	Baldur Ingot x2
Baldur Ingot x1	Verdant Gems x1
Verdant Gems x1	

=====	=====
Magebane Band	Magebane Band +1
-----	-----
Level Req: 8	Level Req: 18
Resistance Types: Crushing 1	Resistance Types: Crushing 1
Slashing 1	Slashing 1
Piercing 1	Piercing 1
AIR 5  EAR 5  LGT 5	AIR 10  EAR 10  LGT 10

WAT 5	FIR 5	ICE 5		WAT 10	FIR 10	ICE 10
DRK 5	LT 5			DRK 10	LT 10	
Weight: 1				Weight: 1		
ATK: 8				ATK: 8		
DEF: 8				DEF: 8		
RES: 5				RES: 10		

Equippable:		Equippable:
-------------	--	-------------

-----		-----
FROM CODEX OF JEWELRY I		FROM CODEX OF JEWELRY II
Magebane Band:		Magebane Band +1:
Warrior's Ring x1		Magebane Band x1
Defender's Ring x1		Platinum Ingot x2
Platinum Ingot x1		Black Gems x1
Black Gems x1		
-----		-----

=====		=====
Band of Fortune		Band of Fortune +1
-----		-----
Level Req: 8		Level Req: 18
Resistance Types: Crushing 1		Resistance Types: Crushing 1
Slashing 1		Slashing 1
Piercing 1		Piercing 1
AIR 5  EAR 5  LGT 5		AIR 10  EAR 10  LGT 10
WAT 5  FIR 5  ICE 5		WAT 10  FIR 10  ICE 10
DRK 5  LT 5		DRK 10  LT 10

Weight: 1		Weight: 1
ATK: 8		ATK: 8
DEF: 8		DEF: 8
LUK: 10		LUK: 20
Equippable:		Equippable:

-----		-----
FROM CODEX OF JEWELRY I		FROM CODEX OF JEWELRY II
Band of Fortune:		Band of Fortune +1
Warrior's Ring x1		Band of Fortune x1
Defender's Ring x1		Wootz Steel x2
Wootz Steel x1		White Gems x1
White Gems x1		
-----		-----

=====	
Gale Choker	
-----	
Level Req: 22	
Resistance Types: Crushing 3	
Slashing 3	
Piercing 3	
AIR 40	
HUM 10  BST 10  REP 10	
DGN 10  DIV 10  UMB 10	
FAE 10  PHN 10  GOL 10	

Weight: 4	
-----------	--

ATK: 11 |  
DEF: 8 |  
MP: 15 |  
  
Skill Bonus: Augment Air +1 |  
Effect: Aeroguard |  
  
Equippable: |

-----  
FROM CODEX OF JEWELRY III

Gale Choker:  
Golden Ingot x1  
Platinum Ingot x1  
Air Krystallos x1  
Gale Orb x1

=====|  
Dust Choker

Level Req: 22 |  
Resistance Types: Crushing 3 |  
                          Slashing 3 |  
                          Piercing 3 |  
                                  EAR 40 |  
          HUM 10  BST 10  REP 10 |  
          DGN 10  DIV 10  UMB 10 |  
          FAE 10  PHN 10  GOL 10 |

Weight: 4 |

ATK: 11 |  
DEF: 8 |  
MP: 15 |  
  
Skill Bonus: Augment Earth +1 |  
Effect: Petroguard |  
  
Equippable: |

-----  
FROM CODEX OF JEWELRY III

Dust Choker:  
Golden Ingot x1  
Platinum Ingot x1  
Earth Krystallos x1  
Dust Orb x1

=====|  
Storm Choker

Level Req: 22 |  
Resistance Types: Crushing 3 |  
                          Slashing 3 |  
                          Piercing 3 |  
                                  LGT 40 |  
          HUM 10  BST 10  REP 10 |  
          DGN 10  DIV 10  UMB 10 |

FAE 10 PHN 10 GOL 10

Weight: 4

ATK: 11

DEF: 8

MP: 15

Skill Bonus: Augment Lightning +1

Effect: Electrigoard

Equippable:

-----  
FROM CODEX OF JEWELRY III

Storm Choker:

Golden Ingot x1

Platinum Ingot x1

Lightning Krystallos x1

Storm Orb x1  
-----

=====  
Cataract Choker

-----  
Level Req: 22

Resistance Types: Crushing 3

Slashing 3

Piercing 3

WAT 40

HUM 10 BST 10 REP 10

DGN 10 DIV 10 UMB 10

FAE 10 PHN 10 GOL 10

Weight: 4

ATK: 11

DEF: 8

MP: 15

Skill Bonus: Augment Water +1

Effect: Aquaguard

Equippable:

-----  
FROM CODEX OF JEWELRY III

Cataract Choker:

Golden Ingot x1

Platinum Ingot x1

Water Krystallos x1

Cataract Orb x1  
-----

=====  
Firewurm Choker

-----  
Level Req: 22

Resistance Types: Crushing 3

Slashing 3

Piercing 3 |  
FIR 40 |  
HUM 10 BST 10 REP 10 |  
DGN 10 DIV 10 UMB 10 |  
FAE 10 PHN 10 GOL 10 |  
|  
Weight: 4 |  
|  
ATK: 11 |  
DEF: 8 |  
MP: 15 |  
|  
Skill Bonus: Augment Fire +1 |  
Effect: Pyroguard |  
|  
Equippable: |  
|

-----  
FROM CODEX OF JEWELRY III

Firewyrn Choker:  
Golden Ingot x1  
Platinum Ingot x1  
Fire Krystallos x1  
Inferno Orb x1

=====  
Black Ice Choker
Level Req: 22
Resistance Types: Crushing 3
Slashing 3
Piercing 3
ICE 40
HUM 10 BST 10 REP 10
DGN 10 DIV 10 UMB 10
FAE 10 PHN 10 GOL 10
Weight: 4
ATK: 11
DEF: 8
MP: 15
Skill Bonus: Augment Ice +1
Effect: Frostguard
Equippable:

-----  
FROM CODEX OF JEWELRY III

Black Ice Choker:  
Golden Ingot x1  
Platinum Ingot x1  
Ice Krystallos x1  
Black Ice Orb x1

=====  
Saint King's Choker |



-----  
Level Req: 22  
Resistance Types: Crushing 3  
                  Slashing 3  
                  Piercing 3  
                  LT 40  
HUM 10 BST 10 REP 10  
DGN 10 DIV 10 UMB 10  
FAE 10 PHN 10 GOL 10

Weight: 4

ATK: 11

DEF: 8

MP: 15

Skill Bonus: Augment Light +1

Effect: Lightguard

Equippable:

-----  
FROM CODEX OF JEWELRY III

Saint King's Choker:

Golden Ingot x1

Platinum Ingot x1

Light Krystallos x1

Radiant Orb x1

=====|  
Ghast's Choker

-----  
Level Req: 22

Resistance Types: Crushing 3

                  Slashing 3

                  Piercing 3

                  DRK 40

HUM 10 BST 10 REP 10

DGN 10 DIV 10 UMB 10

FAE 10 PHN 10 GOL 10

Weight: 4

ATK: 11

DEF: 8

MP: 15

Skill Bonus: Augment Darkness +1

Effect: Shadow Guard

Equippable:

-----  
FROM CODEX OF JEWELRY III

Ghast's Choker:

Golden Ingot x1

Platinum Ingot x1

Dark Krystallos x1

Gloom Orb x1

=====|  
Beast's Earring |

-----|  
Level Req: 15 |

Resistance Types: Crushing 2 |

Slashing 2 |

Piercing 2 |

HUM 30 BST 30 REP 30 |

DGN 30 DIV 30 UMB 30 |

FAE 30 PHN 30 GOL 30 |

Weight: 1 |

ATK: 9 |

DEF: 9 |

HP: 15 |

Skill Bonus: Fists +2 |

Equippable: |

-----|  
FROM CODEX OF JEWELRY IV

Beast's Earring:

Warrior's Ring x1

Defender's Ring x1

Beast Horn x1

Black Gems x1

=====|  
Wasp's Earring |

-----|  
Level Req: 15 |

Resistance Types: Crushing 2 |

Slashing 2 |

Piercing 2 |

HUM 30 BST 30 REP 30 |

DGN 30 DIV 30 UMB 30 |

FAE 30 PHN 30 GOL 30 |

Weight: 1 |

ATK: 9 |

DEF: 9 |

HP: 15 |

Skill Bonus: Daggers +2 |

Equippable: |

-----|  
FROM CODEX OF JEWELRY IV

Wasp's Earring:

Warrior's Ring x1

Defender's Ring x1

Enchanted Feather x1

Verdant Gems x1

-----  
=====|  
Guard sman's Earring |

-----|  
Level Req: 15 |  
Resistance Types: Crushing 2 |  
                  Slashing 2 |  
                  Piercing 2 |  
          HUM 30  BST 30  REP 30 |  
          DGN 30  DIV 30  UMB 30 |  
          FAE 30  PHN 30  GOL 30 |

Weight: 1 |  
  
ATK: 9 |  
DEF: 9 |  
HP: 15 |

Skill Bonus: Swords (1H) +2 |

Equippable:

FROM CODEX OF JEWELRY IV

Guard sman's Earring:  
  Warrior's Ring x1  
  Defender's Ring x1  
  Beast Fang x1  
  Verdant Gems x1  
-----|

=====|  
Swordsman's Earring |

-----|  
Level Req: 15 |  
Resistance Types: Crushing 2 |  
                  Slashing 2 |  
                  Piercing 2 |  
          HUM 30  BST 30  REP 30 |  
          DGN 30  DIV 30  UMB 30 |  
          FAE 30  PHN 30  GOL 30 |

Weight: 1 |  
  
ATK: 9 |  
DEF: 9 |  
HP: 15 |

Skill Bonus: Swords (2H) +2 |

Equippable:

FROM CODEX OF JEWELRY IV

Swordsman's Earring:  
  Warrior's Ring x1  
  Defender's Ring x1  
  Unicorn Horn x1  
  Regal Gems x1

-----  
=====|  
Barbarian's Earring |

-----|  
Level Req: 15 |  
Resistance Types: Crushing 2 |  
                  Slashing 2 |  
                  Piercing 2 |  
      HUM 30  BST 30  REP 30 |  
      DGN 30  DIV 30  UMB 30 |  
      FAE 30  PHN 30  GOL 30 |

Weight: 1 |

ATK: 9 |

DEF: 9 |

HP: 15 |

Skill Bonus: Axes +2 |

Equippable: |

-----  
FROM CODEX OF JEWELRY IV

Barbarian's Earring:  
  Warrior's Ring x1  
  Defender's Ring x1  
  Wyrmscale x1  
  Regal Gems x1

-----  
=====|  
Spearman's Earring |

-----|  
Level Req: 15 |  
Resistance Types: Crushing 2 |  
                  Slashing 2 |  
                  Piercing 2 |  
      HUM 30  BST 30  REP 30 |  
      DGN 30  DIV 30  UMB 30 |  
      FAE 30  PHN 30  GOL 30 |

Weight: 1 |

ATK: 9 |

DEF: 9 |

HP: 15 |

Skill Bonus: Spears +2 |

Equippable: |

-----  
FROM CODEX OF JEWELRY IV

Spearman's Earring:  
  Warrior's Ring x1  
  Defender's Ring x1  
  Wyrmscale x1  
  Fiery Gems x1

-----  
=====|  
Temblor Earring |

-----  
Level Req: 15 |

Resistance Types: Crushing 2 |

Slashing 2 |

Piercing 2 |

HUM 30 BST 30 REP 30 |

DGN 30 DIV 30 UMB 30 |

FAE 30 PHN 30 GOL 30 |

Weight: 1 |

ATK: 9 |

DEF: 9 |

HP: 15 |

Skill Bonus: Hammers +2 |

Equippable: |

-----  
FROM CODEX OF JEWELRY IV

Temblor Earring:

Warrior's Ring x1

Defender's Ring x1

Tooth & Claw x1

White Gems x1  
-----

=====|  
Crescent Earring |

-----  
Level Req: 15 |

Resistance Types: Crushing 2 |

Slashing 2 |

Piercing 2 |

HUM 30 BST 30 REP 30 |

DGN 30 DIV 30 UMB 30 |

FAE 30 PHN 30 GOL 30 |

Weight: 1 |

ATK: 9 |

DEF: 9 |

HP: 15 |

Skill Bonus: Katana(1H) +2 |

Equippable: |

-----  
FROM CODEX OF JEWELRY IV

Crescent Earring:

Warrior's Ring x1

Defender's Ring x1

Wyrn Thighbone x1

Fiery Gems x1

-----  
=====|  
Sunfire Earring |

-----|  
Level Req: 15 |

Resistance Types: Crushing 2 |

Slashing 2 |

Piercing 2 |

HUM 30 BST 30 REP 30 |

DGN 30 DIV 30 UMB 30 |

FAE 30 PHN 30 GOL 30 |

Weight: 1 |

ATK: 9 |

DEF: 9 |

HP: 15 |

Skill Bonus: Katana(2H) +2 |

Equippable:

FROM CODEX OF JEWELRY IV

Sunfire Earring:

Warrior's Ring x1

Defender's Ring x1

Ancient Wood x1

Fiery Gems x1  
-----|

=====|  
Saint's Earring |

-----|  
Level Req: 15 |

Resistance Types: Crushing 2 |

Slashing 2 |

Piercing 2 |

HUM 30 BST 30 REP 30 |

DGN 30 DIV 30 UMB 30 |

FAE 30 PHN 30 GOL 30 |

Weight: 1 |

ATK: 9 |

DEF: 9 |

HP: 15 |

Skill Bonus: Cudgels +2 |

Equippable:

FROM CODEX OF JEWELRY IV

Saint's Earring:

Warrior's Ring x1

Defender's Ring x1

Wyrn Thighbone x1

White Gems x1

-----  
=====|  
Earring of the Snake |

-----  
Level Req: 15 |

Resistance Types: Crushing 2 |

Slashing 2 |

Piercing 2 |

HUM 30 BST 30 REP 30 |

DGN 30 DIV 30 UMB 30 |

FAE 30 PHN 30 GOL 30 |

Weight: 1 |

ATK: 9 |

DEF: 9 |

HP: 15 |

Skill Bonus: Whips +2 |

Equippable: |

-----  
FROM CODEX OF JEWELRY IV

Earring of the Snake:

Warrior's Ring x1

Defender's Ring x1

Ancient Wood x1

Regal Gems x1  
-----

=====|  
Scrivener's Earring |

-----  
Level Req: 15 |

Resistance Types: Crushing 2 |

Slashing 2 |

Piercing 2 |

HUM 30 BST 30 REP 30 |

DGN 30 DIV 30 UMB 30 |

FAE 30 PHN 30 GOL 30 |

Weight: 1 |

ATK: 9 |

DEF: 9 |

HP: 15 |

Skill Bonus: Spellbooks +2 |

Equippable: |

-----  
FROM CODEX OF JEWELRY IV

Scrivener's Earring:

Warrior's Ring x1

Defender's Ring x1

Ancient Bone x1

Black Gems x1

-----  
=====|  
Canso Earring |

-----|  
Level Req: 15 |  
Resistance Types: Crushing 2 |  
                  Slashing 2 |  
                  Piercing 2 |  
      HUM 30  BST 30  REP 30 |  
      DGN 30  DIV 30  UMB 30 |  
      FAE 30  PHN 30  GOL 30 |

Weight: 1 |  
  
ATK: 9 |  
DEF: 9 |  
HP: 15 |

Skill Bonus: Instruments +2 |

Equippable:

FROM CODEX OF JEWELRY IV

Canso Earring:  
  Warrior's Ring x1  
  Defender's Ring x1  
  Enchanted Feather x1  
  Verdant Gems x1  
-----|

=====|  
Earring of Stillness |

-----|  
Level Req: 15 |  
Resistance Types: Crushing 2 |  
                  Slashing 2 |  
                  Piercing 2 |  
      HUM 30  BST 30  REP 30 |  
      DGN 30  DIV 30  UMB 30 |  
      FAE 30  PHN 30  GOL 30 |

Weight: 1 |  
  
ATK: 9 |  
DEF: 9 |  
HP: 15 |

Skill Bonus: Blowguns +2 |

Equippable:

FROM CODEX OF JEWELRY IV

Earring of Stillness:  
  Warrior's Ring x1  
  Defender's Ring x1  
  Unicorn Horn x1  
  Verdant Gems x1



=====|  
Stalker's Earring

Level Req: 15 |

Resistance Types: Crushing 2 |

Slashing 2 |

Piercing 2 |

HUM 30 BST 30 REP 30 |

DGN 30 DIV 30 UMB 30 |

FAE 30 PHN 30 GOL 30 |

Weight: 1 |

ATK: 9 |

DEF: 9 |

HP: 15 |

Skill Bonus: Bows +2 |

Equippable:

FROM CODEX OF JEWELRY IV

Stalker's Earring:

Warrior's Ring x1

Defender's Ring x1

Wym Whisker x1

Regal Gems x1  
-----|

=====|  
Archer's Earring

Level Req: 15 |

Resistance Types: Crushing 2 |

Slashing 2 |

Piercing 2 |

HUM 30 BST 30 REP 30 |

DGN 30 DIV 30 UMB 30 |

FAE 30 PHN 30 GOL 30 |

Weight: 1 |

ATK: 9 |

DEF: 9 |

HP: 15 |

Skill Bonus: Crossbows +2 |

Equippable:

FROM CODEX OF JEWELRY IV

Archer's Earring:

Warrior's Ring x1

Defender's Ring x1

Wym Whisker x1

White Gems x1

```

-----
=====|
Farseer's Earring |
-----|
Level Req: 15 |
Resistance Types: Crushing 2 |
                   Slashing 2 |
                   Piercing 2 |
    HUM 30  BST 30  REP 30 |
    DGN 30  DIV 30  UMB 30 |
    FAE 30  PHN 30  GOL 30 |
|
Weight: 1 |
|
ATK: 9 |
DEF: 9 |
HP: 15 |
|
Skill Bonus: Fusils +2 |
|
Equippable: |
-----

```

FROM CODEX OF JEWELRY IV

```

Farseer's Earring:
  Warrior's Ring x1
  Defender's Ring x1
  Orichalcum x1
  Verdant Gems x1
-----

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[9.0]
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CREDITS & SPECIAL THANKS
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[10.0]
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