

Spell Dancer Partial Equipment List

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Overview

Weapons, armor, accessories, and the like can be purchased from various in game stores. The inventory will vary by store and by how far the player has progressed in the game. They can also be found and/or won in battle. Players can carry up to 100 of each piece of equipment in their inventory. Individual characters can equip two hands worth of equipment (but only one weapon unless they have a special ability that allows dual wielding), one piece of body armor, one piece of headgear, and two accessories. Which gear can be equipped on any given character will depend on their current job and abilities.

Weapon List

Swords

Cardboard Sword

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts: none

Special Effects: none

Description: An extremely cheap weapon, this pathetic blade is meant more for smacking than for stabbing. While seasoned warriors wouldn't be caught dead with one of these, they are quite popular at schools and training yards, drastically reducing injuries among new recruits.

Legendary Forest Blade

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: A cheap wooden sword often used by rookie swordsmen. There's really nothing legendary about it. The name is merely a cheesy marketing plot to trick unsuspecting shoppers.

Iron Sword of Ironing

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: At last, a metal sword, albeit a really cheap one. As an added bonus, it makes a surprisingly decent iron for when you have to get those wrinkles out of your armor.

Ridiculously Big Blade

ATK:

Range: 1

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: The added size and weight give this sword a bit of extra power. However, it's so heavy that you'll need both hands to wield it. Make sure you have enough strength to hold it without falling over.

Solid Steel Hollow Sword

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: The hollow center helps keep this sword light for quick and graceful movement. Either that or the manufacturers were cutting corners to save money. It probably won't break on you...

Broadersword

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: It's like a broadsword only broader...er...broaderer... Or something like that. Just trust me, it's a pretty nice sword. After all, broader is better, right?

The Four Sword

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Actually it's just one sword, but it's got a big number four on it if that counts for anything. I suppose you could always buy four of them, or not... In the end it's just a layered steel blade.

The Big Sword of Beheading Stuff

ATK:

Range: 1

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: An extremely heavy sword, in the right hands its power is amazing. It slices, it dices, and it beheads stuff. What more could you want?

Five-Edged Sword

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Are you still stuck using a plain old two-edged sword? If so, it's time to upgrade! After all, five edges have got to be better than two. I mean, there's three more of them! How could that not be better?

That One Guy's Sword

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: That's right! This is a genuine imitation of the sword that one guy carried in that one story. Pretty cool, huh? Where else can you find such a great copy of such a famous weapon?

Two-Handed Sword of Dual Wielding

ATK:

Range: 1

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: These swords are so big and heavy that you can only fight with one at a time. But it takes both hands to hold which means that you have a weapon in each hand. So, technically, you're dual wielding.

Red Fishbone Sword

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: 50% chance of adding the Open Wound status to the target

Description: This spiny blade tears the flesh of any unlucky enough to be cut by it. Such Open Wounds bleed heavily and are not easily healed, hence the 'Red' part.

The Flaming Flamberge of Ice

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: damage dealt is treated as Water Elemental

Description: One of the legendary elemental weapons said to have been created by the great magic smith Gondin the Half-Blind. Legend has it that his eyesight was so poor that, when it came time to add magic to his creations, he got them mixed up and put the elements in the wrong weapons.

The Strongest Sword in the Game

ATK:

Range: 1

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: Just what the name says. This gargantuan weapon takes two hands to use properly but yes, it really is the strongest sword in the game.

Spears

Long Pointy Stick

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: Long, pointy, and made of wood, this is the perfect spear for both beginners and warriors on a budget.

Piece of Pipe

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: A long piece of metal pipe that was left over from some construction project. Although it lacks a proper blade, the end is kind of sharp so you could probably jab at someone with it if you don't have any better weapons.

Jousting Spear

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: This gaudy weapon is made for tournaments and exhibition matches so it deals relatively little damage. However, some fighters love its bright and colorful design.

Perfectly Ordinary Spear

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: What do you want to know? It just a plain ordinary spear, nothing special about it at all.

Sharpened Spear

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: Just another Perfectly Ordinary Spear. However, this time someone actually took the time to sharpen the blade. Not only does this make the weapon stronger, it also lets them charge you a heck of a lot more for it.

Sharpened Spear + Grip

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: Adding a grip to a Sharpened Spear gives you better precision and control during battle, allowing you to do more damage to your opponents. It also jacks up the price even more.

Extendo Spear

ATK:

Range: 3

AOE: 3

Hands: 2

Cost:

Stat Boosts: Speed -10%

Special Effects: none

Description: This spear's length and elasticity give it incredible range for a melee weapon. Unfortunately, it's also not particularly strong and rather unwieldy but what'd you expect from something this long. Be glad you can hold it without falling over.

The Shocking Lightning Lance of Food

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: damage dealt is treated as Food Elemental

Description: One of the legendary elemental weapons said to have been created by the great magic smith Gondin the Half-Blind. Legend has it that his eyesight was so poor that, when it came time to add magic to his creations, he got them mixed up and put the elements in the wrong weapons.

The Strongest Spear in the Game

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: That's right, there's no way you'll come across a stronger spear than this. Unless, of course, you're playing some other game and find one there.

Katana

Shinai

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Made of bamboo, shinai are popular training weapons. They can also seriously wound your opponents. Well, maybe not wound... But it might bruise a little.

Bokken

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Common wooden training swords, a bokken can cut skin and break bones if wielded correctly. Some sword masters fight with bokken instead of metal blades to show their skill. The other sword masters just think they're idiots.

Discount Katana

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Finally, a katana that's actually made of metal. Gotta love clearance items. However, there's probably a reason that it's discounted so much off the original price.

Maramasura

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: A knockoff of a famous katana, it looks impressive and deals decent damage as well. After all, there's nothing wrong with fakes as long as you don't tell anyone that it's not an original...

Cane Katana

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: A blade hidden inside a simple bamboo cane. Now you can carry a weapon without looking like you're carrying a weapon. Although, when it comes down to it, these things are so popular that you really aren't fooling anyone.

Legendary Katana

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Yes, that's right, this katana is the stuff of legends. Which legends, I'm not so sure. But there's probably a legend out there somewhere that mentions it.

Yin & Yang Katana

ATK:

Range: 1

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: is treated like two dual wielded weapons, duel wielding skill is not needed to equip

Description: This set of katana is meant to be wielded as a pair. It'll throw off the cosmic balance or something if you don't. However, these katana are so special that you can duel wield them without knowing how to duel wield.

The Wispy Wind Katana of Non-Elementalness

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: damage dealt is treated as Non-elemental

Description: One of the legendary elemental weapons said to have been created by the great magic smith Gondin the Half-Blind. Legend has it that his eyesight was so poor that, when it came time to add magic to his creations, he got them mixed up and put the elements in the wrong weapons.

The Strongest Katana in the Game

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: It's a katana. It's the strongest one in the game. Um... You know, there really isn't much else to say about it.

Scythes

Grim's Reaper

ATK:

Range: 2

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: A cheap scythe wielded by Grim, she insists that it can harvest the souls of its victims. Despite the size, it's surprisingly light and easy to handle.

Farmer's Scythe

ATK:

Range: 2

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: A scythe that is most commonly used to cut grain. Your enemies may laugh at you if you come into battle wielding this but they're sure to stop once you start hitting them with it.

The Scythe of Cutting Stuff

ATK:

Range: 2

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: With razor sharp edges, this scythe excels at cutting anything from cloth and skin to fruit and vegetables. You could make a salad with it, although your friends will probably look at you funny if you do.

Double Bladed Scythe

ATK:

Range: 2

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: The favorite weapon of scythe users everywhere. Double the blades means double the fun! It also means double the weight, double the blood, and double the collateral damage.

Jeweled Scythe

ATK:

Range: 2

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: The gaudy jewels on this scythe serve no practical purpose other than to majorly jack up the price. Don't show this weapon to anyone in the Sneak Thief class.

Death Scythe Hell

ATK:

Range: 2

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: This scythe is sure to knock you opponents dead. Well, eventually. It might take more than one hit. It might take a lot of hits for that matter. But someday... Someday it will kill them.

The Spiky Pointed Scythe of Jaggyness

ATK:

Range: 2

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects:

Description: Spikes? Check. Jagged edges? Check. Lots of sharp pointy objects? Check. No question about it, this scythe is deadly. It's also nearly impossible to hold without cutting your hands to shreds.

Grim's Reaper Deluxe

ATK:

Range: 2

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: 20% chance of resetting target's time gauge whether the attack hits or misses

Description: Not content with her original scythe, Grim decided to modify it a bit. Aside from being considerably stronger, it's now terrifying enough to scare the daylights out of her enemies.

The Icy Wet Scythe of Earth

ATK:

Range: 2

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: damage dealt is treated as Earth Elemental

Description: One of the legendary elemental weapons said to have been created by the great magic smith Gondin the Half-Blind. Legend has it that his eyesight was so poor that, when it came time to add magic to his creations, he got them mixed up and put the elements in the wrong weapons.

The Strongest Scythe is the Game

ATK:

Range: 2

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: It's not just strong... It's really strong! How strong is it? Well, it's stronger than all the others scythes in the game. Is that good enough for you?

Bows

Toy Bow

ATK:

Range: 4

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: A brightly colored toy that's very popular with children and very unpopular with their neighbors. You could probably use it in battle, just don't expect toy arrows to do much damage.

BowBowBow

ATK:

Range: 4

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: A rather strange looking weapon. It's not great but it gets the job done. So what's with the three Bows in the name? No one really knows...

Long Bow

ATK:

Range: 5

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: The size of this bow increases its range and power. But, when you think about it, shouldn't it be called a tall bow instead of a long bow? I mean, it's tall but it's not really long...

Bow & Ribbons

ATK:

Range: 4

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: What's a bow without ribbons? Oh, wait... Wrong kind of bow... Oh well, it still looks very, er, fashionable. No one will laugh at you, well not for too long anyway. Besides, who cares if you look like a sissy? At least you won't be the one with an arrow sticking out of your chest.

Kyudo Bow

ATK:

Range: 5

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: A tradition weapon used by true students of the art of archery. Many forms and rituals are attached to the use of such a weapon. But who cares about those? As long as the arrows hit whatever you're aiming at that's good enough.

Mildly Annoyed Bow

ATK:

Range: 3

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: Not quite a 'cross' bow, this sleek weapon is smaller and easier to handle than traditional bows. The new design gives it lots of extra power but reduces the distance you can shoot.

Pink Polka Dot Bow

ATK:

Range: 5

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: No getting around it, this is one really girly bow. Although it's really a nice weapon, if you can get past the horrid color scheme and fur lined grip.

Packing Bow

ATK:

Range: 4

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: This oddly shaped bow is extremely light and easy to use. It's a fairly popular weapon but it feels pretty flimsy and doesn't seem to do very well in water. What's it made out of anyway, Styrofoam?

Mega Bow

ATK:

Range: 5

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: It's not just a bow, it's a Mega Bow! That's right! It's not just cool or super, it's Mega! MEGA!!! And, as everyone knows, everything is better with the word Mega in front of it, right?

Cerberus Bow

ATK:

Range: 4

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: fires three arrows for each attack

Description: Named after the legendary three headed dog, this bow goes for quantity over quality. Sure your attacks may not be as powerful as with some of those other bows but you get to fire three arrows at a time for triple the fun.

The Completely Non-Elemental Bow of Fire

ATK:

Range: 5

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: damage dealt is treated as Fire Elemental

Description: One of the legendary elemental weapons said to have been created by the great magic smith Gondin the Half-Blind. Legend has it that his eyesight was so poor that, when it came time to add magic to his creations, he got them mixed up and put the elements in the wrong weapons.

The Strongest Bow in the Game

ATK:

Range: 5

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: This isn't the strongest weapon around, heck it's not even close. When it comes down to it, bows just can't match up to melee weapons. However, this is the strongest bow in the game, that's got to count for something.

Knives

Pen Knife

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Is it a knife or a pen? Definitely a knife, although a really small one. That's not always a bad thing though. It's easy to hide and you can always poke, er, stab someone with it.

Butter Knife

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: If you want to spread a tasty topping on your morning toast then look no further, this is the knife for you! If you want to do just about anything else, well... Did I mention that it's cheap?

Vegetable Knife

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: At last, the perfect knife for all your salad needs! It slices, it dices, it chops lettuce! What more could you possibly want? Hmm? Fighting? Why would you use a knife for that?

Steak Knife

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: If meat is your thing you simply can't afford to be without one of these super top quality steak knives. You could even buy two of them. Not that two will be any use if you can't duel wield but hey, the store will be happy.

The Cleaver of Cleavage

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Well what do you know, this knife is actually made for combat. How cool is that? Cleaving things is fun. Although something seems wrong with the name...

Stealth Knife

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: This knife is made to be dark and silent, perfect for thieves or anyone who likes to hide in the shadows. It's also sharp enough to cut nails although why you'd want to cut nails is anybody's guess.

Wonder Knife

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Don't go home without your amazing do it all Wonder Knife! There isn't anything this baby can't cut! Well, at least not when the salesman is using it. When you're using it, that's another story.

Fake Knife

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: 50% chance of resetting the target's time gauge if the attack hits

Description: This stage prop looks just like the real thing. The blade even slides back into the handle for highly realistic stabbing action. It won't really do any damage (it's just a stage prop) but it's sure to give your enemies a good scare.

The Hungry Chef's Knife of Electricity

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: damage dealt is treated as Electric Elemental

Description: One of the legendary elemental weapons said to have been created by the great magic smith Gondin the Half-Blind. Legend has it that his eyesight was so poor that, when it came time to add magic to his creations, he got them mixed up and put the elements in the wrong weapons.

The Strongest Knife in the Game

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: The preferred blade of knife users everywhere. Well, maybe everywhere is an exaggeration since, you know, there's only one of these knives in existence. So go ahead, bask in the glory of owning the strongest knife in the entire game.

Tools

Screw Driver

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Nothing to see here, it's just a plain ordinary screw driver. That's right, nothing special about it at all. It's really useful for taking things apart but not quite so useful for fighting.

Pointy Pliers

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Do you like taking things apart? How about pinching people with metal objects? Both? If you answered yes to any of those questions then these Pliers are most definitely the weapon for you.

Giant Wrench

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: The wrench, tool of 1000 uses. You can undo bolts with it, tighten bolts with it, hit things with it... Um, better make that 3 uses.

Hammer

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Ah, the hammer. Nothing beats a classic. Whether you're hitting nails or heads you just can't go wrong. One word of warning... Be careful where you put your thumbs. Be very, very careful.

Tape Measure

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Yeah, this is a tape measure. And yes, you can take it into battle. What? Do you have a problem with that?

Hand Drill

ATK:

Range: 1

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: Although very heavy and rather unwieldy, this baby can do a lot of damage once it gets going. But be careful where you point it cause once you start drilling it's hard to stop.

Circular Saw

ATK:

Range: 1

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: Now this is what I'm talking about! Your enemies are sure to think twice when they see you hauling this awesome tool onto the field. Just keep an eye on your fingers, and arms, and legs, and, all other important body parts if you don't want to lose them.

Allen Wrench

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: When you look at this Allen Wrench several questions come to mind. What's with the weird shape? Who's Allen? And why the heck does this thing do more damage than a Circular Saw?

Electric Screwdriver

ATK:

Range: 1

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: It's like a screw driver but it's electric! Ain't it great? Screw drivers and electricity... Gee, what will those crazy guys think of next?

Hacksaw

ATK:

Range: 1

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: 10% chance of breaking a random piece of the target's equipment if the attack succeeds

Description: If you're only into power than you'll probably want a different tool. But being able to cut through metal, for example that armor your opponent is wearing, can come in pretty handy.

The Ever Timely Thingamajig of Wind

ATK:

Range: 1

AOE: 1

Hands: 2

Cost:

Stat Boosts:

Special Effects: damage dealt is treated as Wind Elemental

Description: One of the legendary elemental weapons said to have been created by the great magic smith Gondin the Half-Blind. Legend has it that his eyesight was so poor that, when it came time to add magic to his creations, he got them mixed up and put the elements in the wrong weapons.

The Strongest Tweezers in the Game

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Yes, believe it or not tweezers are a tool. Now you can tweeze all day and all night long. Or you can just run into battle screaming "Behold the power of tweezers!!!"

Guns

Squirt Gun

ATK:

Range: 4

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: damage dealt is treated as Water Elemental

Description: Little more than a toy, this weapon is pathetically weak and nearly useless. Still, it doesn't cost much and makes a great gift for any little kids you know.

Pellet Gun

ATK:

Range: 4

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: A constant barrage of little tiny pellets is sure to annoy the heck out of your opponents, if little else. Still, unlike the Squirt Gun this could at least leave a bruise.

Paint Gun

ATK:

Range: 4

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: This gun shoots little paint capsules instead of bullets. It's popular for training, not so much for battle since, although the capsules can sting a bit, they're not very dangerous. Still, if you're fighting a neat freak, the stains these things leave might be a fate worse than death.

Really Old Gun

ATK:

Range: 5

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: This rusty firearm is so old it could be in a museum, if it wasn't such an ugly piece of crap. Still, it should do some damage, as long as it doesn't explode or fall apart first.

Hand Gun

ATK:

Range: 5

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Whose bright idea was it to make a gun that's actually shaped like a hand? I mean, that's just so freaking corny... Well, nothing you can do about that. At least it's fairly strong.

The Revolver of Revolving

ATK:

Range: 5

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: You'll look like a real cowboy with one of these strapped to your belt. As to what cowboys are doing in a medieval fantasy world... Um... Er... You ask too many questions!

Semi Automatic

ATK:

Range: 5

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: This is a pretty nice gun. Still, what's with the semi part? It's not automatic, just semi. So why not call it a non automatic or a gun or something simple like that instead of confusing people with all that semi stuff?

The Goldenish Gun

ATK:

Range: 5

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: All eyes will be on you when you come onto the field with this stylish golden firearm. At least until they notice that it's just spray paint. After that they'll just think you're some idiot trying to look rich.

The Totally Cool Kickass Gun

ATK:

Range: 5

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: This is one totally awesome gun. It's sleek, shiny, fast shooting, and can hold tons of ammunition. But it would be a shame to actually use it. I mean, when something's this cool you should just put it on a shelf and stare at it, right?

Machine Gun

ATK:

Range: 2

AOE: four square triangle with tip facing the user

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: The range, accuracy, and power might be lacking but, when you're shooting so many bullets at a time, who cares? Forget the short comings, hitting several opponents at once with a hail of bullets can't be beat.

The Boulder Blasting Gun of Time

ATK:

Range: 5

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: damage dealt is treated as Time Elemental

Description: One of the legendary elemental weapons said to have been created by the great magic smith Gondin the Half-Blind. Legend has it that his eyesight was so poor that, when it came time to add magic to his creations, he got them mixed up and put the elements in the wrong weapons.

The Strongest Gun in the Game

ATK:

Range: 5

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: This gun has the power!!! And not just a little power, a lot of power. A whole lot of power... Not that it'll do you any good if you can't hit anything with it but hey, if you do manage to hit someone, it's going to hurt.

Wands

Paper Wand

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: It's rolled up paper. That's it. Absolutely nothing special about it at all. It makes a nice smacking sound when you hit something with it but that's it.

Wand of Uselessness

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: It's a stick. A plain, ordinary, wooden, common as dirt stick. See, it's in the game. Stop bugging me now!

Toy Wand

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Little kids wave these things around all the time. They're lots of fun to play with but not particularly dangerous. Although, I suppose you could poke an eye out if you're not careful.

Real Wand

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: What makes this wand real? Well, it says so in the name see? 'Real Wand' So it's got to be real. But it's not like the other wands aren't real right? Who names these things anyway?

Imaginary Wand

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Well, what did you expect after the Real Wand? This wand is all in your mind, or is it? Either way, it sure costs a lot of money for something that may or may not actually exist.

Harry's Wand

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Yeah, it's Harry's wand. Or at least a cheap imitation of it. I'd tell you which Harry but I'm already dangerously close to copyright infringement as is.

Merlin's Wand

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Considering how many of these things they have in stock, Merlin must have had a heck of a lot of wands. More likely it's just a dumb marketing ploy but hey, it's not a bad wand.

Shadow Blade's Wand

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Ok, all these famous person wands are getting utterly ridiculous. I mean, it's bad enough selling a bunch of cheap imitation products but come on, Shadow Blade didn't even use a wand.

Sparkle Shooting Wand

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: 33% chance of giving target Hyperopia when the attack succeeds

Description: If a magic wand doesn't sparkle than it isn't a magic wand. At least that's what some say. So forget about the so-so attack power and enjoy the pretty sparkles, just keep them away from your eyes. Your enemies' eyes on the other hand...

The Cursed Wand of Light

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: damage dealt is treated as Light Elemental

Description: One of the legendary elemental weapons said to have been created by the great magic smith Gondin the Half-Blind. Legend has it that his eyesight was so poor that, when it came time to add magic to his creations, he got them mixed up and put the elements in the wrong weapons.

The Strongest Wand in the Game

ATK:

Range: 1

AOE: 1

Hands: 1

Cost:

Stat Boosts:

Special Effects: none

Description: Actually, as far as weapons in general go this thing is pretty weak. But hey, who ever heard of a really strong wand anyway? They're supposed to be weak, it's like a law or something.

Staffs

Foam Noodle

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: It's long, it's foam, it's bendy, and it comes in a variety of bright colors. It's lots of fun if you go swimming and completely useless for just about anything else.

Macaroni Grande

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: It's...a giant noodle? Believe it or not that's what it is. It's a little on the moist side, making it kinda whippy and sticky. Not exactly pleasant to get hit by but hardly deadly.

The Wooden Staff of Softness

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: So, whose bright idea was it to make a staff out of balsa wood? It's really light but really soft as well. It's magically reinforced so it won't break but don't count on it breaking anything either.

The Rod of Pillows

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: It's about time they offered solid wooden staffs for sale. Too bad it's got nice soft pillows attached to the surface. Your enemies will thank you.

Completely Boring Staff

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: Yep, nothing special about this staff. Nothing at all. Just plain old boring wood with a basic design. Then again, compared to some of the other stuff they're selling, that's probably a good thing.

The Slightly Less Boring Staff

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: It's still made of wood but it's got a pretty nifty design carved on the surface. Even so, it's nothing special.

The Fairly Exciting Staff

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: This staff has a nice design with some metal work. Not only does it do more damage, it looks cool as well.

The Extremely Exciting Staff

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: What makes this staff so exciting? Well, it's got carvings and metal and gems and stuff, but I don't know if I'd call that exciting. At least it does decent damage.

The Staff of Light

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: the square the user is standing on and all squares bordering it damage from any Dark elemental move is reduced by 20%, also the squares cannot become dark.

Description: I suppose when you heard staff of light you were thinking some famous holy weapon, not a stick with a light bulb on top but that's your fault. Light weakens all nearby darkness even if it is just a bulb.

The Blessed Staff of Darkness

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: damage dealt is treated as Dark Elemental

Description: One of the legendary elemental weapons said to have been created by the great magic smith Gondin the Half-Blind. Legend has it that his eyesight was so poor that, when it came time to add magic to his creations, he got them mixed up and put the elements in the wrong weapons.

The Strongest Staff in the Game

ATK:

Range: 2

AOE: 2

Hands: 2

Cost:

Stat Boosts:

Special Effects: none

Description: Seeing the words strongest and staff together is kinda weird isn't it? I mean, isn't that like an oxymoron or something? Huh? What's an oxymoron? Don't be lazy, just go look in a dictionary.

Armor List

Robes

Bath Robe

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Do you like to look elegant? Awe inspiring? Prepared for battle? Too bad because you won't be while wearing this. It is comfortable though.

Holey Robe

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: This is one robe that really lives up to its name. What? Not what you were expecting? This is a holey robe, not a holy robe. See what difference one letter can make?

Tattered Robe

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: You won't look ridiculous in this robe. Disheveled, poor, and hygienically challenged perhaps, but certainly not ridiculous.

Silk Robe

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: A nice robe for lounging. Not the greatest thing for combat but it will keep you looking suave and sophisticated.

Robe of Lords

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Not lords as in celestial beings. Lords, you know those royal guys with funny accents and really horrible fashion sense? This robe will make you look like a million bucks, and for the price it better.

Holy Robe

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: At last, a robe without that pesky letter e. This robe was personally blessed by some priest or monk or something. Guaranteed to be 37% holier than the leading brand.

Paisley Robe

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Made of a strong and durable material, this robe offers pretty good defensive capabilities. It also looks really really stupid.

Dark Mysterious Robe

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Who doesn't love the dark mysterious look? With this pitch black robe you can look dark and mysterious all the time. Or some of the time... Whichever you prefer.

Celestial Robe

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Many famous magicians wore robes embroidered with stars and other celestial bodies. Now if your chance to do the same. It's also great for costume parties.

Fur Robe

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Nothing says high style like a top quality fur robe. This is a robe that makes a statement. Even if that statement is "I like slaughtering furry little animals."

The Not So Invisible Robe

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Originally a genuine invisible robe, the store dumped a bunch of paint on top so they wouldn't lose it. Good for them, not so great for whoever buys it.

The Amazing Technicolor Dream Robe

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: This is it, the pinnacle of robe design. Guaranteed to stand out in a crowd while still remaining strong and comfortable during battle. Don't be satisfied with cheap imitations and buy now!

Magically Charged Robe

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: The wearer's spells do 10% more damage, the wearer takes 10% more damage from spells

Description: This robe is reinforced with magic, guaranteed to strengthen your spells or your money back! Of course all that extra magic isn't always safe but if you let yourself get hit with enemy magic, that's your own fault.

Magic Hats

NOTE: Magic Hats are counted as robes for job compatibility

Tin Foil Cap

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Sure it won't hold up in battle but this shoddily made headpiece will prevent all those pesky space aliens from reading your mind and, when it comes down to it, that's really all that matters.

Cardboard Cone

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: No substitute for a real magician's hat but it'll do in a pinch. And, just for the record, it totally doesn't look like a dunce cap.

Hat Brim

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Sleek, black, shiny, this is one nice hat brim. Too bad the rest of the hat doesn't come with it.

Hat Top

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: So this is where that Hat Brim came from. Now why couldn't they just sell the two together?

Top Hat

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: At last, a whole hat that wasn't cut to pieces. A popular choice among Street Magicians everywhere, this hat not only looks good, it's also got lots of room for passersby to drop coins into.

Silk Top Hat

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: A snazzier, more luxurious version of the regular Top Hat. Rabbit not included.

Worn Wizard's Hat

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Top Hats are all well and good but any true magic user will tell you that big pointy hats are really where it's at. Even an old one is better than nothing.

Floppy Wizard Hat

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: A popular variation of the Wizard's Hat, this thing just can't stand up straight. On the plus side, you don't have to worry about it getting stuck on trees and doorways like the normal Wizard's Hat.

Wizard Hat

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: That hat of true wizards, it stands tall and strong. It's also knocked off easily, is a favorite perch of birds, and makes some people think you're compensating for something but that's a small price to pay for wearing such an awesome hat.

Shimmering Rainbow Hat

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Hats are always better with flashy colors and intricate designs, right? Well, they're certainly more expensive and everyone knows that expensive is better so, using simple logic, it's clear that this is the ultimate magic headgear.

Oversized Wizard Cap

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: gives the wearer permanent Hyperopia but all spells cast by the wearer can not be blocked or evaded (although they can still fail and/or be effected by various statuses and abilities)

Description: Although this huge pointy hats obscures the vision, it opens the inner eye, letting you see far more than you ever could with your ordinary eyes. Or at least that's what the ads say.

Light Armor

Paper Shirt

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: The cheapest of the cheap, this is armor for those who value saving money more than personal safety. But hey, what's a few serious wounds when you've got lots of cash.

Hobo Shirt

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Where else are you going to find a shirt for such a great price. Sure it may be slightly used and it smells kinda funny but it's not like you have a lot of choices.

Totally Generic Shirt

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: What can you say about a shirt that's plain and generic in every way? Only people that are really boring or really poor would ever wear a shirt like this.

Brand Name Shirt

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: As far as defense and appearance goes, this shirt isn't really much better than the Totally Generic Shirt. But hey, its brand name and that alone is enough to really jack up the price.

Aloha Shirt

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Although not the greatest choice if you're looking for formal wear, this shirt is light, airy, comfortable, and has surprisingly good stats. It's also quite loud a sports a lovely floral pattern, if you're into that kind of thing.

Slightly Thicker Than Average Shirt

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Thicker material means that this shirt is harder to slice through or pierce, giving a slight defensive boost. And that's about it. Not really very exciting.

Significantly Thicker Than Average Shirt

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Thicker is better, yadda, yadda, yadda, you know the drill. This shirt doesn't really cost more to make than any of the others but that isn't gonna stop them from charging more for it.

Padded Leather Armor

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: The reinforced leather padding offers much better protection than the cheaper stuff plus it's leather, which naturally makes it cool, and expensive.

Studded Armor

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Studs as in little pieces of metal, not the other kind. They're good for raising defense. And yeah, girls can wear it too. Stop asking dumb questions.

Deluxe Extra Thick Armor Shirt

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Step right up and get your Deluxe Extra Thick Armor Shirt! Guaranteed to raise your defense more than the leading brand or your money back!* *Money back guarantee not valid in any country on this continent or any other continent or anywhere on the planet.

Designer Wear

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Fashion designers get paid big bucks for a reason. No one's quite sure what that reason is, but it doesn't change the fact that this is pretty nice light armor.

The Vastly Superior Shirt

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: No matter what you've got, this shirt is vastly superior too it. And if it's not... Well, then it's not I guess. Go sell this one or give it to a friend or something, I really don't care.

The Emperor's New Shirt

DEF: 0

MDEF: 0

Cost:

Stat Boosts:

Special Effects: when someone targets the warrior of The Emperor's New Shirt with a damage dealing move there is a 50% chance that the attack will be negated

Description: The absolute pinnacle of design, this fabric is incredibly strong and light. However, it can only be seen by truly smart and talented people. You can see it right?

Hats

NOTE: Hats are counted as light armor

Susquehanna Hat

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: This cheap straw hat is stylish but offers little protection. Oddly enough, many people react violently at the mention of Susquehanna Hats.

Fruity Hat

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Why is there fruit on this hat you ask? Some consider it stylish. Others appreciate the added weight which helps keep the hat from blowing away. And then there's the handful of people who like to have some fruit around in case they get hungry.

Old Man's Hat

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: You all know what these things are. This is the hat to own if you're over 60. If you're not you can still wear one in an attempt to look old and distinguished. For best results combine with a strangely colored sweater.

Beret

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Roundish, floppy, and popular with artists and fashion conscious soldiers, this isn't a bad hat to wear into battle. Just don't be surprised if someone if people start asking you to paint their portrait.

Fedora

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Sturdy and stylish, this hat is guaranteed to look good whether you're tracking down dangerous characters or hanging out with penguins.

Plain Old Cap

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Nothing beats a classic design. Wear this normally to look like an average ordinary person. Wear it backwards to look like an average person trying to look cool, or wear it sideways to look like an average person trying to look like a miscreant.

Fur Cap

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Are your ears cold? Do you like expensive things? Do you like killing little furry animals? The question isn't why you would buy this hat, it's why the heck wouldn't you?

20 Galleon Hat

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: 10 Galleon Hats? Bah, true men (and women) wear these. Twice the galleons, twice the size, twice the neck injury.

Pirate Hat

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Avast me hardys! You can't be a pirate without a pirates hat. Perfect to wear while raiding on the high seas or attending costume parties.

Fitted Cap

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: This cap has been specially designed and fitted to offer maximum comfort, protection, and price.

Propeller Beanie

DEF:

MDEF:

Cost:

Stat Boosts: Jump +1

Special Effects: none

Description: This goofy piece of headwear is a bit lacking in the protection department and let's not even talk about the fashion statement, or lack thereof, that it makes but it's got a working propeller and that's gotta count for something.

Heavy Armor

Cardboard Armor

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Before you ask, this is armor. Not a box with holes cut in it, armor. Armor... Now remember that when people start laughing at you for wearing a box into battle.

Paper Machete Armor

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: This looks more like something you're little brother made in arts and crafts class than something you'd want to use in battle but when you're just starting out there aren't a lot of options.

Plastic Armor

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: This may look like some kid's warrior costume but it's stronger than that paper and cardboard stuff. Just don't leave your Plastic Armor lying out in the sun, it might melt or something.

Tin Can Armor

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Armor made out of old cans? Well that's one way to recycle. Of course, it would have been nice if they'd melted down and recast the metal instead of just gluing a bunch of cans together.

Rusty Armor

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Genuine used Steel Armor at a discount price! How can you go wrong? Unlike that other cheap junk, this armor is sure to stand up to swords, spears, and any other weapons your enemies might use. Erosion, on the other hand, could be a problem.

Steel Armor

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Ah, Steel Armor... Now this is the real deal. Big, strong, metal, hot, and really heavy. You're sure to look like a knight, if you can manage to stand up and move around.

Stainless Steel Armor

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: What could be better than Steel Armor? Steel Armor that doesn't stain of course! Neat freaks rejoice, no more long hours of scrubbing those stains out of your armor. Now you can stay safe and stain free all the time!

Chain Mail

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: All the links in chain mail make it harder to pierce than tradition plate mail type armors. It's a little lighter too. Just make sure you're wearing some comfortable clothes beneath it, those chains can really chaff.

Crystal Armor

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Although stronger than steel, crystal is expensive and very hard to make into armor. It does look flashy though. Just try to avoid direct sunlight or you might blind yourself.

Genuine Imitation Diamond Armor

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: It's pretty much the same as crystal armor only a bit stronger a way more expensive. But hey, just imagine how rich everyone will think you are when you walk in wearing Genuine Imitation Diamond Armor. Might not want to mention the imitation part though...

Draconic Armor

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: This armor has a really cool dragon design carved into the surface that... Um, well, it doesn't really do anything does it? Did I mention it looks cool?

Kingly Armor

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: What makes this armor kingly? Nothing actually, Kingly is the brand name. Real kings wouldn't be caught dead (or alive for that matter) in this stuff. Regardless, its defensive capabilities are superb.

Solid Gold Armor

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: enemy thieves will fail in all equipment stealing attempts targeting anything other than this Solid Gold Armor

Description: Although it's not really something you'd want to trust your life to, this armor is an attention grabber. In fact, thieves will be so distracted by its brilliance that they'll have trouble paying attention to anything else.

Helmets

NOTE: Helmets are counted as Heavy Armor

Salad Bowl

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Sure it's not the strongest or most grand helmet but it has its uses. For example, you could eat dinner out of it. Just remember to wash it before putting it back on your head.

Mop Bucket

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Once again, this is a helmet with multiple uses. Great for wearing, great for carrying stuff, and great for holding mop water.

Leather Helmet

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Although not as strong as a well made metal helmet, this tough leather headgear is much lighter and more comfortable. And that's it. It's a decent helmet but there isn't really anything funny to say about it.

Rusty Helmet

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Just a used Steel Helmet. It's not in horrible shape but it could use some serious polish. The defense isn't bad but it might turn your hair kinda red.

Steel Helmet

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Your average warrior's helmet. Perfect for Generic Knights and all other types of generic fighters. Nothing wrong with being generic.

Chain Helm

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Often worn beneath some other type of head covering, Chain Helms guard your head the protective of chain mail. You'll have to deal with some serious neck injuries but everything has its pros and cons.

Crystal Helm

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: So why is this a 'helm' instead of a 'helmet'? Both are perfectly valid names for this type of headgear. The use of one over the other is often left up to the designer as a stylistic choice. Or maybe someone just forgot to write the last couple of letters on the tag.

Genuine Imitation Diamond Helmet

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Yeah it's imitation but no one really needs to know that. If the subject comes up just change the subject to distract them. For example, you could mention how they've starting calling these things helmets again instead of helms.

Draconic Helmet

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: This helmet goes perfectly with Draconic Armor. Sure you don't have to wear the two together but then they wouldn't match. You wouldn't want to go into a battle wearing mismatched armor now would you?

Kingly Helm

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Wait a sec... Helm again? What the heck is up with that? Why can't whoever names these things just make up their mind already? First helmets then helms then helmets and then helms again... Just pick one already!!!

The Spiky Helmet of Poking Things

DEF:

MDEF:

Cost:

Stat Boosts:

Special Effects: none

Description: Although it's weird looking and a little lacking in the defense department, all the spiky things on this helmet are great for jabbing people with, giving you a bit of extra attack power to play with.