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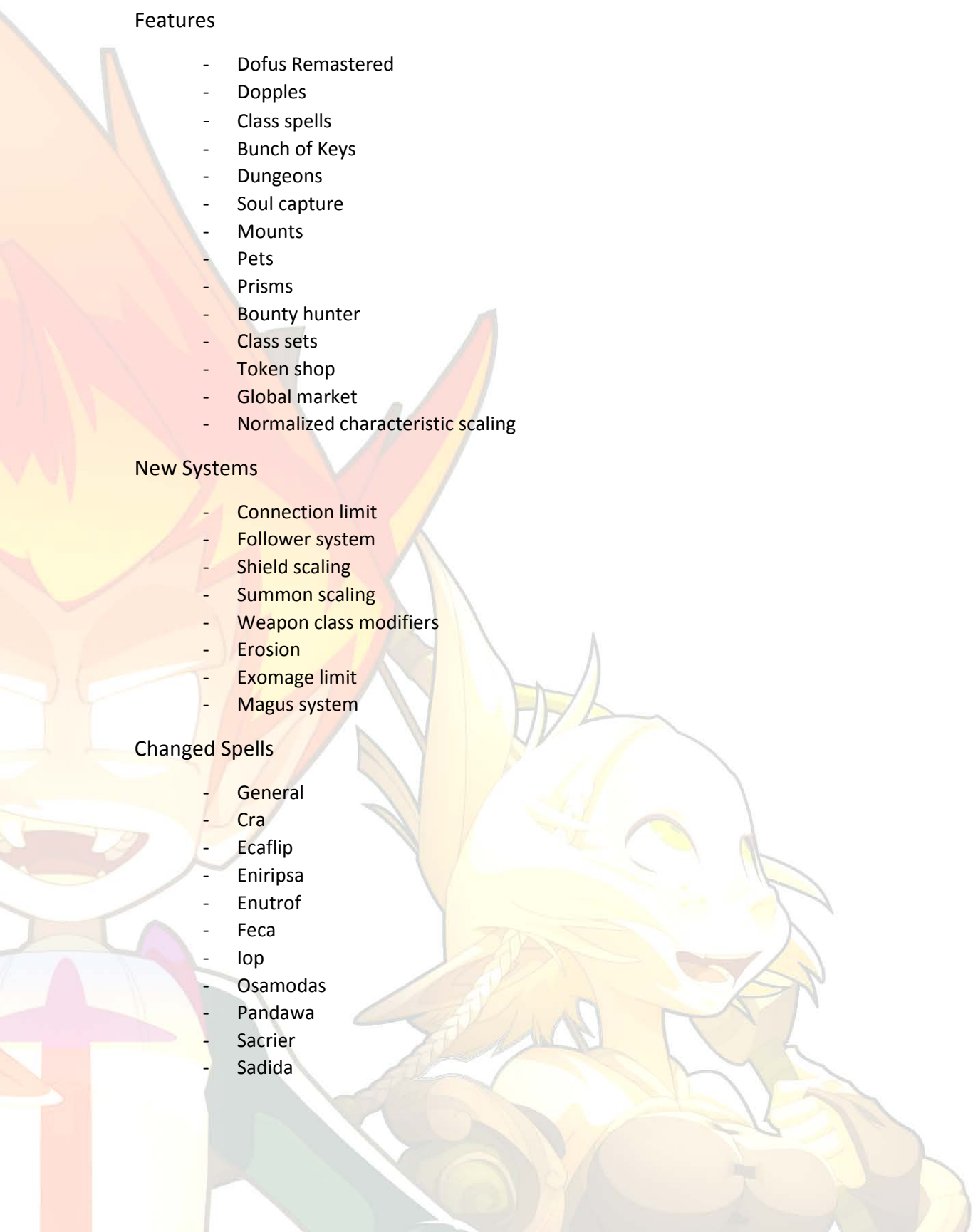
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Guides

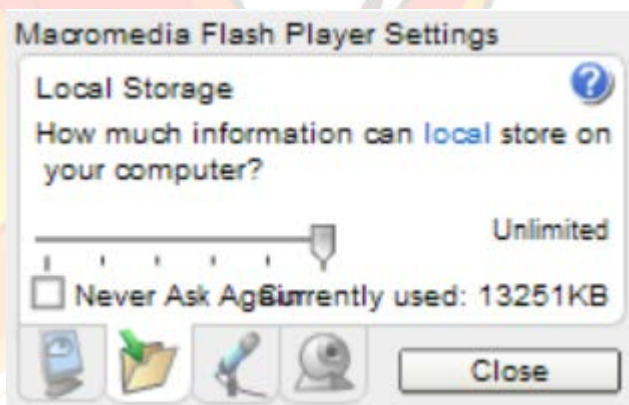
Installation

Unpack the Dofus folder somewhere on your PC. Your antivirus might notify you this folder contains malware, this is a false-positive of the cachecleaner.exe program since it detects that cachecleaner.exe removes your Internet Explorer browser history. Please read the next part before running the game to make sure that new content functions correctly. To play the game, go to your Dofus folder and run Dofus.exe

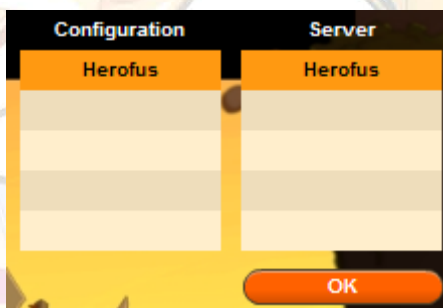
Cache

The game has language files that change the contents of the interface, particularly custom features (token shop, new NPCs, new items, changed spells), that have to be downloaded from the server to make sure that these things work correctly. The client folder contains a file called cachecleaner.exe. Your antivirus may notify you that this is a virus but this is a false positive that pops up on some antivirus programs because it clears internet explorer's cookies.

Run cachecleaner.exe, a small progress bar will pop up and after waiting a while, the Dofus client will open. Before you do anything, right-click the client, go to settings and turn the local storage slider to unlimited. This prevents a problem where the cache can not fully be downloaded, making certain custom features work and others not.



Once the slider is set to unlimited, press close and press the OK button under the server selection menu. If the menu does not look like this, don't panic, close the client and run Dofus.exe.



After this you will end up on the log-in screen, make sure your language is set to International (or United Kingdom). Not having your language set to English will make the custom features not work. You can press the flags under the login screen to change language.



After this, log in normally. The loading will take longer than it will normally, this only happens when you clear the cache, and you will not have to wait this long for your subsequent log-ins.

Drops

All the drops can be found on the website at this page: <http://herofus.ddns.net/index.php?p=drops>

You can enter the name (partially) of a drop you want to find or you can enter the name of a monster (partially) to see everything this monster drops.

The server uses a custom drop system where all drops have a PP-lock of 100, meaning you can get every possible drop as long as you have 100 or more prospection. Currently, sets under level 70 and weapons/items with ties to a monster under level 70 drop (e.g. Mad Tofu Cloak from Batofu, Treechnid Root Bow from Treechnid).



Features

Dofus Remastered

The Dofus Remastered client (1.0 version) has been integrated with the server's client. The main feature of it is 40-fps animations instead of 20-fps animations. Take a look at their website if you want to know more: <https://dusk.website/>

Dopples

Dopples work and can be battled once every 24 hours, the doploons are used to unlock class spells, scrolls or your class' special spell

Class spells

All class spells in the game work and can be unlocked by defeating your class' dopple and trading the doploon with your class' temple dopple trainer NPC. There might be some edge-case bugs with Mot Olof in particular.

Bunch of Keys

Bunch of Keys works and can be bought for one doploon from any dopple trainer NPC.

Dungeons

Currently all dungeons present in 1.29 work with their original mechanics, except for Kralove. This includes the Dragon Pig Maze, Minotoror's Labyrinth and Lord Crow's Library, as well as the Jellith Dimension and Firefoux Dungeon.

Soul capture

Soul capture is obtained by completing the Bulb dungeon. Soulstones can be bought from the NPCs in either the Bonta arena entrance or the Brakmar arena entrance.

Mounts

Mount taming is acquired from an NPC at the end of the Koolich dungeon by trading 50 Kaliptus Leafs and 50 Kaliptus Flowers. This allows you to capture a wild mount around the Koalak Mountain area, which also requires you to have a dragoturkey capturing net equipped which you can buy from an NPC in breeder village. Mounts can be bred up to achieve new generations of mounts giving different stats.

Pets

Pets need food to level up, and leveling them up makes them give higher bonuses.

Prisms

Prisms can be crafted by handymen and allow teleportation and area conquest. Fighting in an area with the same alignment as you will give you a xp and drop bonus of

$(\text{subareas of your alignment}/4) * ((\text{rank}/2.5)+1)$ percent).

There are 371 subareas, so the bonus assuming you control all subareas and are rank 10 is

$(371/4) * ((10/2.5)+1) = 93 * 5 = 465\%$

And the bonus assuming you control twenty subareas and are rank 5 is

$(20/4) * ((5/2.5)+1) = 15\%$

Bounty hunter

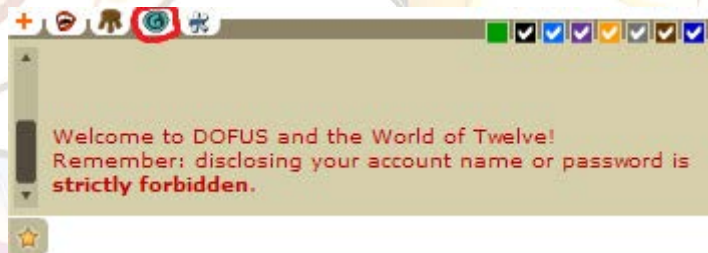
The bounty hunter system where you have to track people of the opposite alignment around your level.

Class sets

Class Sets work completely and are updated to either make them work with the changed spells, or to simply make them more interesting. Unequipping or relogging might make the stats they give disappear, but this is only a visual bug.

Token shop

There is a new button in the UI that opens up the token shop. In the token shop, you can buy several items for tokens instead of kamas. To gain tokens, you have to beat dungeons. Harder dungeons award more tokens than easier dungeons. To know how many tokens you currently have, you have to type .tokens in the chat.



Global market

There is a new button in the UI that opens up the global market. This is a marketplace containing every category of item that can be opened everywhere on the map.



Normalized characteristic scaling

All elemental stats (strength, intelligence, chance and agility) now cost the same to improve, regardless of element. Pandawa and Sacrier have different scaling from the other classes.

Vitality					
Points needed	0.5	1			
Pandawa		Always			
Sacrier	Always				
Other		Always			
Wisdom					
Points needed	3				
Pandawa	Always				
Sacrier	Always				
Other	Always				
Elemental					
Points needed	1	2	3	4	5
Pandawa	0-50	51-200	>200		
Sacrier			Always		
Other	0-100	101-200	201-300	301-400	>400

New Systems

Connection limit

You can only connect to the game with 4 accounts at the same time, preventing people from soloing through the game as easily and making the game a bit harder. If you try to log in on more accounts after already being logged in with four, the game will give you an error and prevent you from logging in.

Follower system

There is a system that allows you to travel maps and fight mobs using only one character to control multiple. To use it, make a group with the people you want to follow you, go to the same map and type .leader (or .leader [name of person you want others to follow]). This will make all characters walk on top of the leader. The characters will follow the leader around and automatically join fights the leader starts and ready if the leader presses ready. This system should make playing on multiple characters a lot less tedious to do.

Shield scaling

Elemental shields no longer scale with 50% of your Intelligence and 50% of the element, but instead scale with 50% of your highest stat and 50% of the element, making non-int Fecas also able to shield.

Non-elemental shields no longer scale with 50% of your Intelligence and 50% of the element you got hit by, but instead scale with 100% of your highest stat, making non-int Eniripsa and Osamodas able to shield you with Preventing Word or Toad regardless of element.

Summon scaling

Summons' stats now scale with the summoner's stats (this only applies for players, not monsters). There is a special scaling for The Sacrificial because its damage scales with its vitality:

The Sacrificial's vitality is equal to $\text{base vitality} + (\text{summoner's vitality} * 0,02)$

The Sacrificial's wisdom is equal to $\text{base wisdom} + (\text{summoner's wisdom} * 0,2)$

The Sacrificial's agility is equal to $\text{base agility} + (\text{summoner's agility} * 0,3)$

The scaling for all other monsters is:

The summon's vitality is equal to $\text{base vitality} + ((\text{summoner's vitality} * \text{base vitality} * 0,15) / 300)$, with a hard cap of 800.

The summon's wisdom is equal to $\text{base wisdom} + (\text{summoner's wisdom} * 0,2)$

The summon's elemental stats are equal to $\text{base elemental stat} + (\text{summoner's elemental stat} * 0,5)$

Weapon class modifiers

The weapon class modifier system has been added and altered; the modifiers for swords and daggers are now 5% lower than the modifiers for other weapons to make them less omnipotent. The negative bonus has been changed from -10% to -20%, the secondary weapon bonus has been changed from -5% to 0% and the primary weapon bonus has been changed from 0% to 10%. The idea behind these changes is that it will hopefully make the lesser-seen weapons more prevalent. Some modifiers have been changed to make some of the weapons with more bonuses and some of the weapons with less bonuses more equal (Sadida's secondary weapon has been changed from wand to axe, lop's secondary weapon has been changed from hammer to axe).

	Axe	Bow	Dagger	Hammer	Shovel	Staff	Sword	Wand	Pickaxe	Scythe
Sadida	0	-20	-25	-20	-20	10	-25	-20	-20	-20
Osamodas	-20	-20	-25	10	-20	0	-25	-20	-20	-20
Enutrof	-20	-20	-25	0	10	-20	-25	-20	-20	-20
Sram	-20	0	5	-20	-20	-20	-25	-20	-20	-20
Xelor	-20	-20	-25	10	-20	-20	-25	0	-20	-20
Ecaflip	-20	-20	-5	-20	-20	-20	5	-20	-20	-20
Eniripsa	-20	-20	-25	-20	-20	0	-25	10	-20	-20
Iop	0	-20	-25	-20	-20	-20	5	-20	-20	-20
Cra	-20	10	-5	-20	-20	-20	-25	-20	-20	-20
Feca	-20	-20	-25	-20	-20	10	-25	0	-20	-20
Sacrier	-20	-20	-25	-20	-20	-20	-25	-20	-20	-20
Pandawa	10	-20	-25	-20	-20	0	-25	-20	-20	-20

Erosion

Erosion has been added to the game. Erosion makes the maximum vitality of characters go down when they are hit. The intent for this is to prevent stalemates in PvP situations.

Exomage limit

The game will only allow you to wear one AP-exomaged, one MP-exomaged and one range-exomaged item at the same time, trying to equip more than one of each will result in the game giving you an error and you not equipping the item. This is to prevent what is currently the meta on the official 1.29 server: 16 AP 10 MP characters; it also adds to the complexity of maging.

Magus system

The magus system code has been completely rewritten by Scruff, making exomaging possible but not easy and including sinks and negative overmaging. Overmaging is possible and is a bit easier compared to official dofus. Some never-introduced runes have been added to the system, namely Pa Tra, Pa Tra Per, Ra Tra Per, Pa Do Per, Ra Do Per and Pa Prospe. Hunting runes work and can only be applied to weapons. Signing runes work and can be applied to everything. Element changing potions work and can only be applied to weapons.

Following this is a table containing all runes and their powers, with the sink and negative sink value for one stat and the technical possible maximum overmage.

Stat	Rune	Small	Pa	Ra	Sink	Negative Sink	Maximum Overmage
Initiative	Ini	10	30	100	0.1	0.05	1010
Vitality	Vit	3	10	30	0.2	0.1	505
Pods	Pod	10	30	100	0.25	0.25	404
Strength	Str	1	3	10	1	1	101
Intelligence	Int	1	3	10	1	1	101
Agility	Agi	1	3	10	1	1	101
Chance	Cha	1	3	10	1	1	101
%Damage	Do Per	1	3	10	2	1	50
%Damage (Trap)	Tra Per	1	3	10	2	1	50
Resistance	Res	1	X	X	2	1	50
Wisdom	Wis	1	3	10	3	2	33
Prospecting	Prospe	1	3	X	3	2	33
Damage (Trap)	Tra	1	3	X	5	2.5	20
Hunting	Hunting	X	X	X	5	X	1
%Resistance	Res Per	1	X	X	6	3	16
Heal	So	1	X	X	10	5	10
Critical Hit	Cri	1	X	X	10	5	10
Reflect	Ren	1	X	X	10	5	10
Damage	Do	1	X	X	10	5	5
Summon	Sum	1	X	X	30	15	3
Range	Ra	1	X	X	51	25	1
MP	MP Ga	1	X	X	90	45	1
AP	AP Ga	1	X	X	100	50	1

Changed Spells

All changes are for the level 6 variants of the spells. Lower levels are adjusted accordingly.

General

Moon Hammer: Reduced AP cost to 7 at level 1-5 and 6 at level 6.

Cra

Cra is the premier ranged damage dealer in PvM. Cra is too good at evading enemies, and should be punished more for being locked. The options a Cra has to get out of range of the enemy once the enemy has locked the Cra are too plentiful.

General

Dispersing Arrow: cooldown is increased to 3 turns.

Poisoned Arrow: changed element to air – balancing change.

Frozen Arrow: changed element to water – thematic change.

Earth - This branch is based around dealing high single-target damage at high range.

Fire - This branch is based around dealing Area-of-Effect damage at high range.

Burning Arrow: minimum range is increased to 2 cells.

Water - This branch is based around debuffing enemies at high range.

Frozen Arrow: increased damage to 13-14 and 16-17 with a critical hit.

Air - This branch is based around utility. It is the only branch to not get punished for being locked as much as the other branches.

Retreat Arrow: minimum range is increased to 2 cells.

Poisoned Arrow: increased damage to 14-16 and 18 with a critical hit – this makes Poisoned Arrow air Cra's strongest sustain-damage option, making it better than Absorptive Arrow, which makes sense considering it doesn't steal HP and you have to wait a turn for the full payoff.

Ecaflip

Ecaflip generally feels like a worse lop and their best spells do not suit their class identity of being based around luck (with the exception of Rekop).

General

Repercussion: increases health by 15% of your maximum vitality – attempt at making it useful at high levels.

Wheel of Fortune: multiplies damage by 2 and 3 with a critical hit – reverted effect back to 1.29 variant – big boost to damage.

Reflex: changed element to air – new effect.

Claw of Ceangal: changed element to air – new effect.

Earth – This branch is based around medium range damage and critical hits.

Feline Spirit: no longer hurts caster with critical hit.

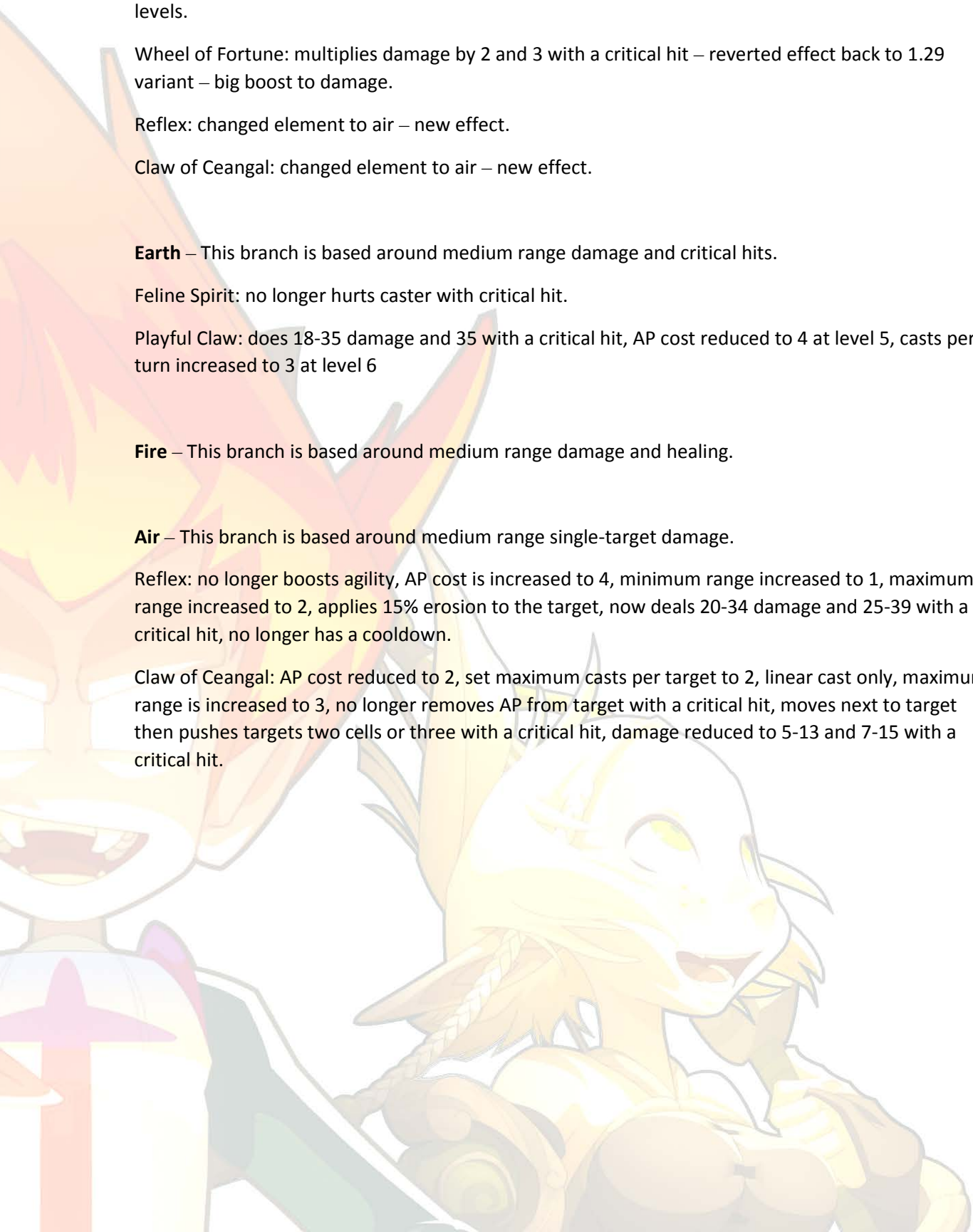
Playful Claw: does 18-35 damage and 35 with a critical hit, AP cost reduced to 4 at level 5, casts per turn increased to 3 at level 6

Fire – This branch is based around medium range damage and healing.

Air – This branch is based around medium range single-target damage.

Reflex: no longer boosts agility, AP cost is increased to 4, minimum range increased to 1, maximum range increased to 2, applies 15% erosion to the target, now deals 20-34 damage and 25-39 with a critical hit, no longer has a cooldown.

Claw of Ceangal: AP cost reduced to 2, set maximum casts per target to 2, linear cast only, maximum range is increased to 3, no longer removes AP from target with a critical hit, moves next to target then pushes targets two cells or three with a critical hit, damage reduced to 5-13 and 7-15 with a critical hit.



Eniripsa

Almost all of Eniripsa's spells are dedicated to the healing role, and the ones not dedicated to it do not see much use. The changes to Eniripsa are an attempt at making the non-healing role more viable, being more of a supporting attacker.

General

Wounding word: changed element to water – new effect.

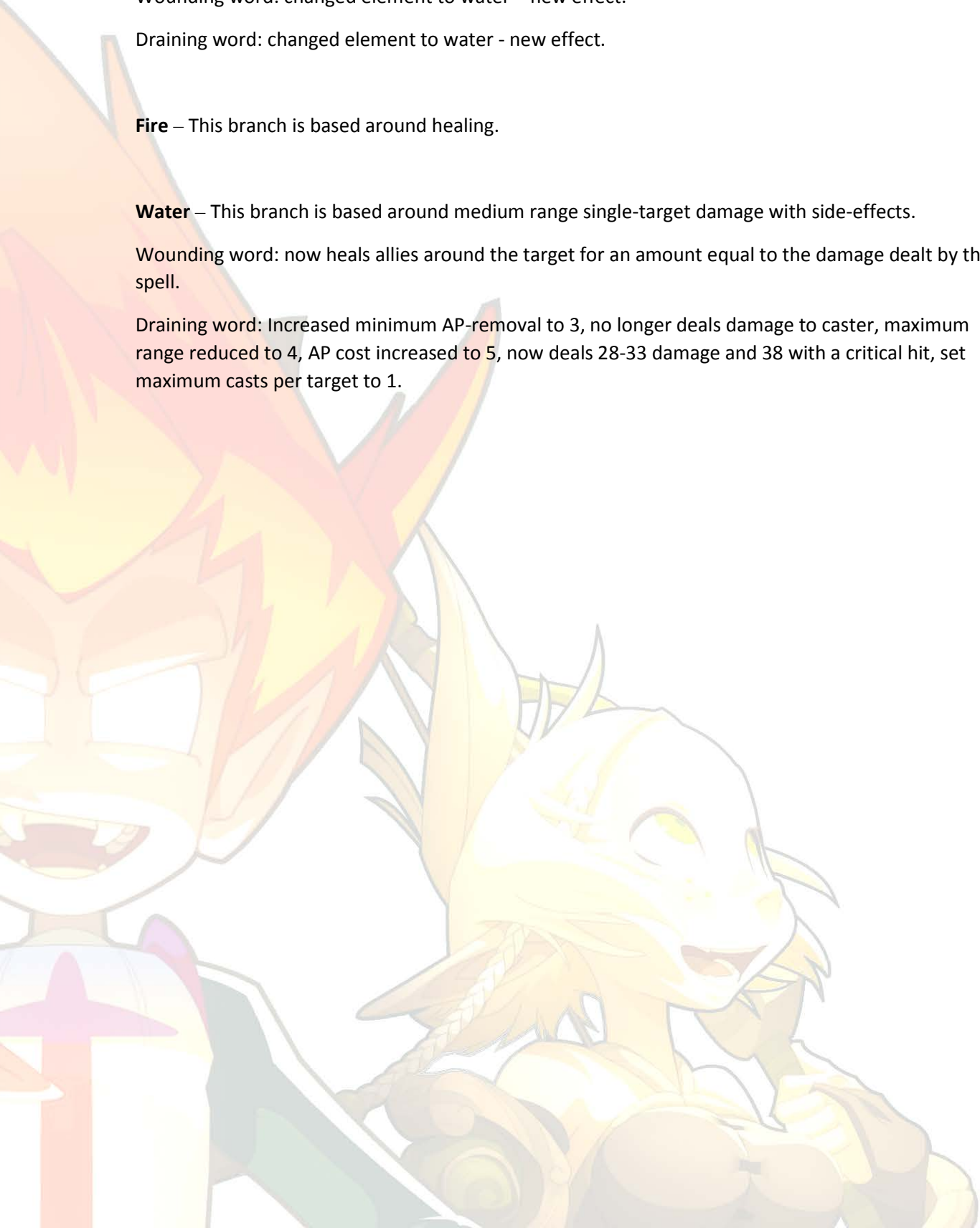
Draining word: changed element to water - new effect.

Fire – This branch is based around healing.

Water – This branch is based around medium range single-target damage with side-effects.

Wounding word: now heals allies around the target for an amount equal to the damage dealt by the spell.

Draining word: Increased minimum AP-removal to 3, no longer deals damage to caster, maximum range reduced to 4, AP cost increased to 5, now deals 28-33 damage and 38 with a critical hit, set maximum casts per target to 1.



Enutrof

Enutrof's earth, fire and air branches are never used with the exception of Ghostly Shovel, which is sometimes better if you do not have any intelligence.

General

Pandora's Box: now applies both effects instead of one or the other.

Prime of Life: element changed to earth – balancing change.

Unsummoning: element changed to fire.

Earth – This branch is based around MP-synergies and close range single-target damage.

Shovel Throwing: deals 22-28 damage and 37 with a critical hit, reduces range of the target by 3, set maximum casts per target to 2.

Mound: deals 16-20 damage and 20 damage with a critical hit, maximum range reduced to 1, no longer has modifiable range, increases base damage by 5 for every MP the caster has.

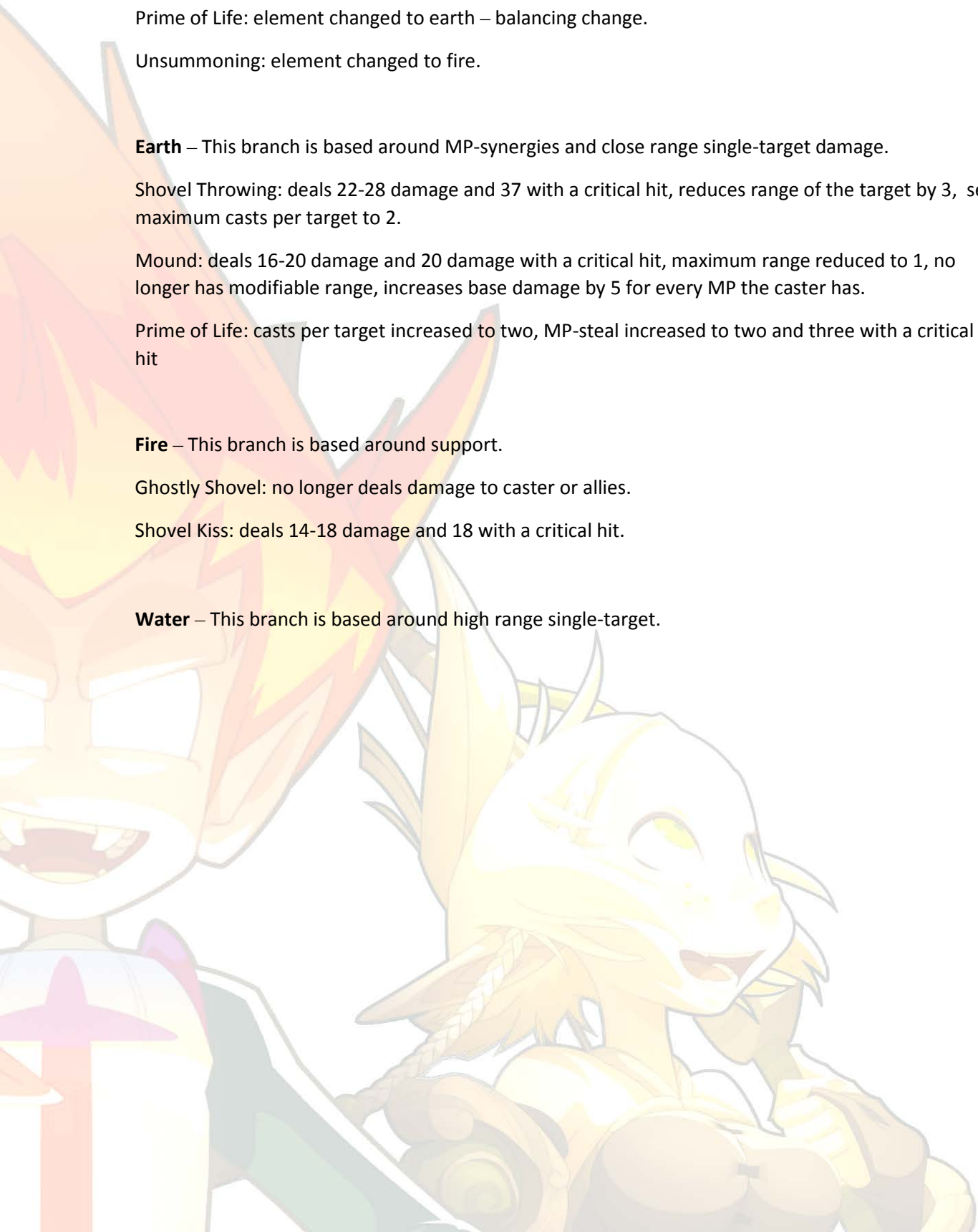
Prime of Life: casts per target increased to two, MP-steal increased to two and three with a critical hit

Fire – This branch is based around support.

Ghostly Shovel: no longer deals damage to caster or allies.

Shovel Kiss: deals 14-18 damage and 18 with a critical hit.

Water – This branch is based around high range single-target.



Feca

Feca has been reworked to give them a more active role in gameplay and make them more viable in PvP by being less countered by dispelling effects.

General

Earth Armour: renamed to Fortification – new effect: damage reduced by 16 (all elements).

Glowing Armour: renamed to Excursion Glyph – new effect: swaps locations with the caster of Excursion Glyph.

Aqueous Armour: will be reworked in the future.

Immunity: applies unhealable state to the target.

Wind Armour: will be reworked in the future.

Bubble: changed to neutral – will be reworked in the future.

Art of Staff: new effect – applies undodgeable state to the caster.

Teleportation: renamed to Teleglyph – triggers any glyphs on the target cell for everyone in the glyph except the caster of Teleglyph.

Glyph of Silence: renamed to Glyph of Hope – new effect: increases AP by two for two turns.

Neutral – This branch is based around close-range single-target damage and AP and MP removal.

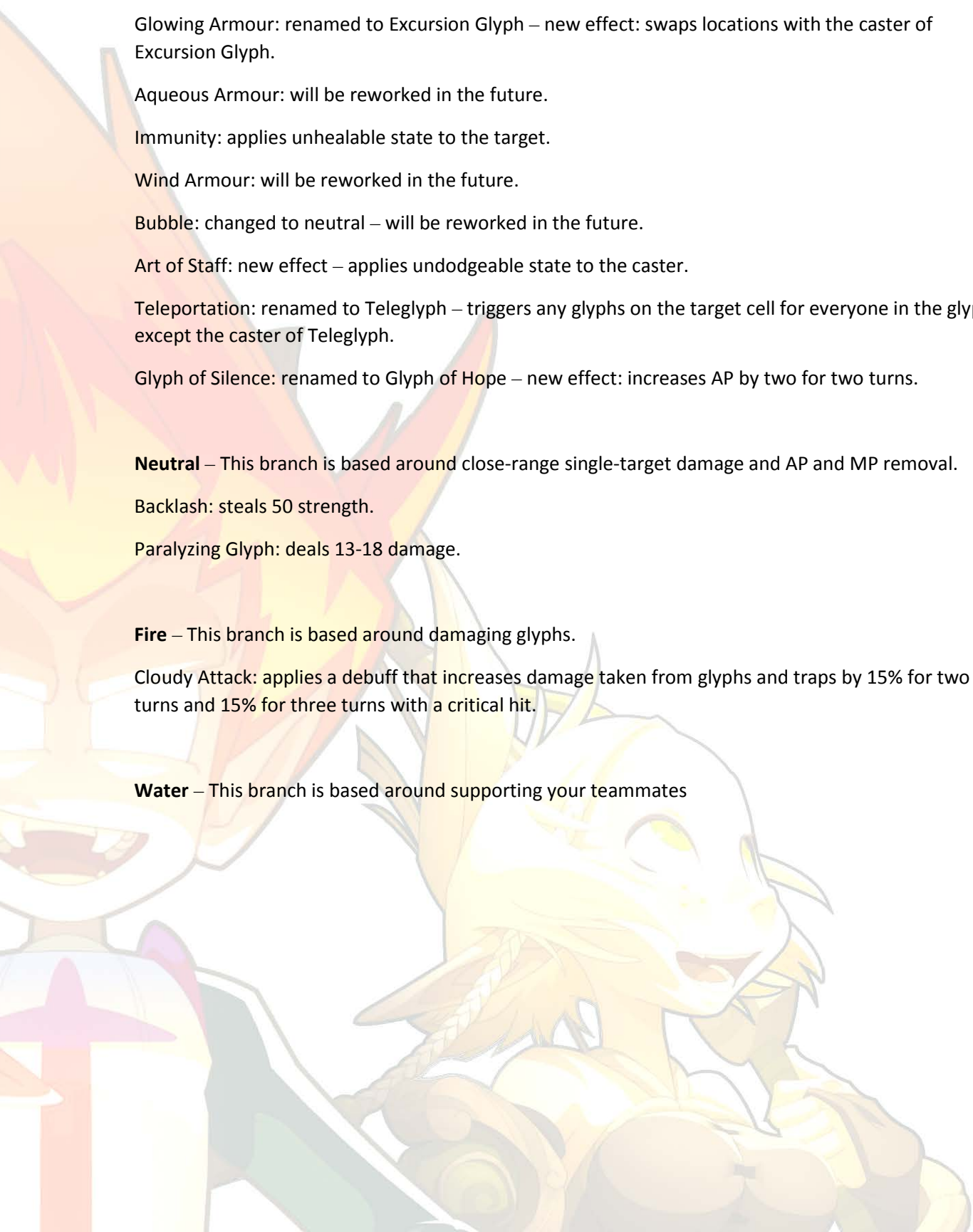
Backlash: steals 50 strength.

Paralyzing Glyph: deals 13-18 damage.

Fire – This branch is based around damaging glyphs.

Cloudy Attack: applies a debuff that increases damage taken from glyphs and traps by 15% for two turns and 15% for three turns with a critical hit.

Water – This branch is based around supporting your teammates



lop

lop is the premier close-combat damage dealer in PvM, and has a strong option with lop's Wrath in PvP, effectively putting a timer on any class that can not remove the lop's AP below 7, avoid the lop or dispel the lop. The mutilation spell singlehandedly makes strength the best branch of the lop, and has been reworked to now be usable for all branches.

General

Vitality: increases health by 10% of max vitality and 15% with a critical hit – attempt at making it useful at high level PvP.

Mutilation: no longer increases physical damage by 50, increases damage by 30 – attempt at making mutilation less oppressive and usable for elements other than earth.

Earth – This branch is based around around single-target close-range damage.

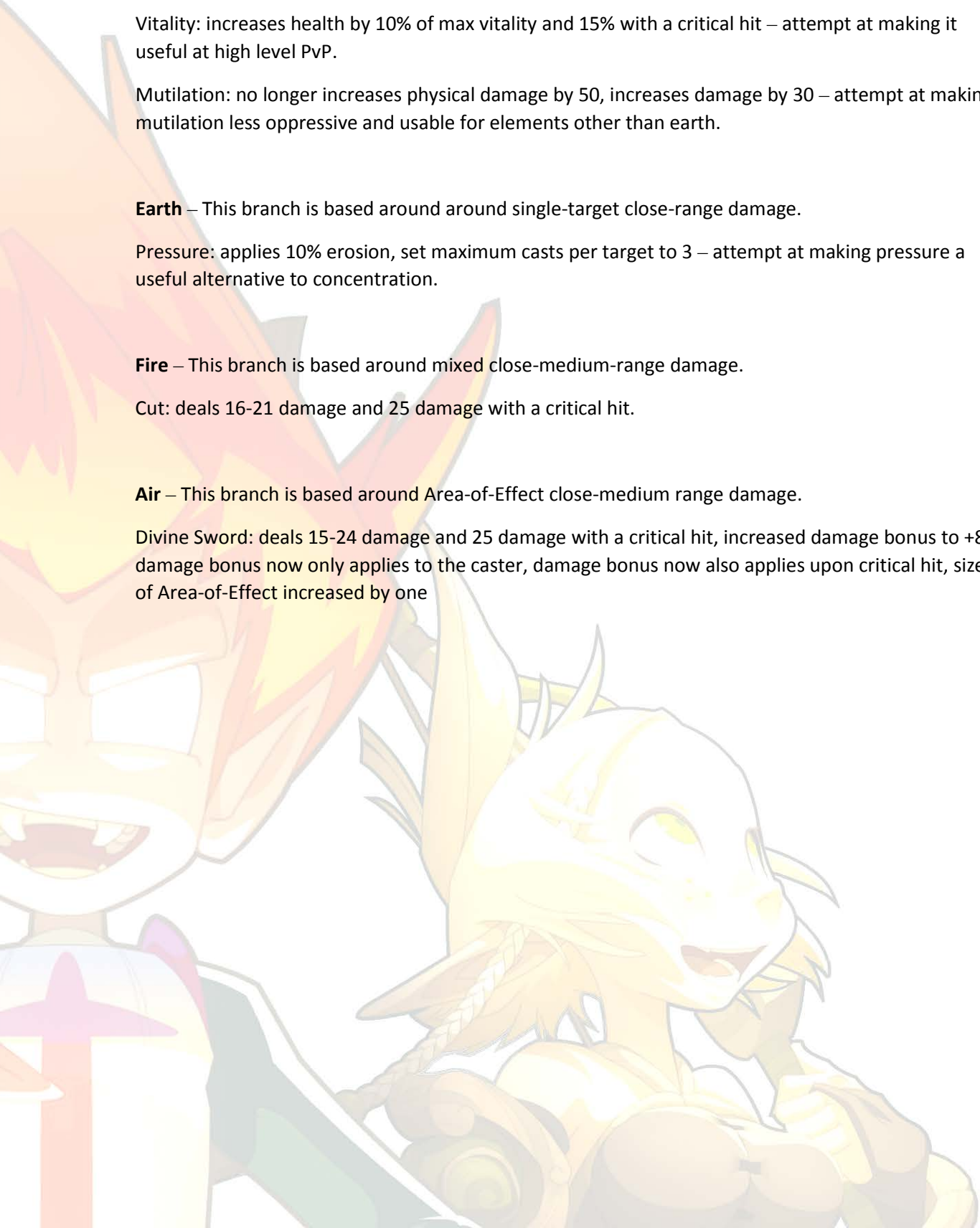
Pressure: applies 10% erosion, set maximum casts per target to 3 – attempt at making pressure a useful alternative to concentration.

Fire – This branch is based around mixed close-medium-range damage.

Cut: deals 16-21 damage and 25 damage with a critical hit.

Air – This branch is based around Area-of-Effect close-medium range damage.

Divine Sword: deals 15-24 damage and 25 damage with a critical hit, increased damage bonus to +8, damage bonus now only applies to the caster, damage bonus now also applies upon critical hit, size of Area-of-Effect increased by one



Osamodas

Osamodas is fine overall with the summon scaling changes. The base damage of some low-level summons has been increased at level 6 to make them more up-to-par with the high-level summons. Serves to snowball out of control if enemies do not keep a check on the Osamodas' summons.

General

Lashing Claw: element changed to earth – new effect.

Earth – This branch is based around tanky summons.

Lashing Claw: hits in a 2-big cross Area-of-Effect.

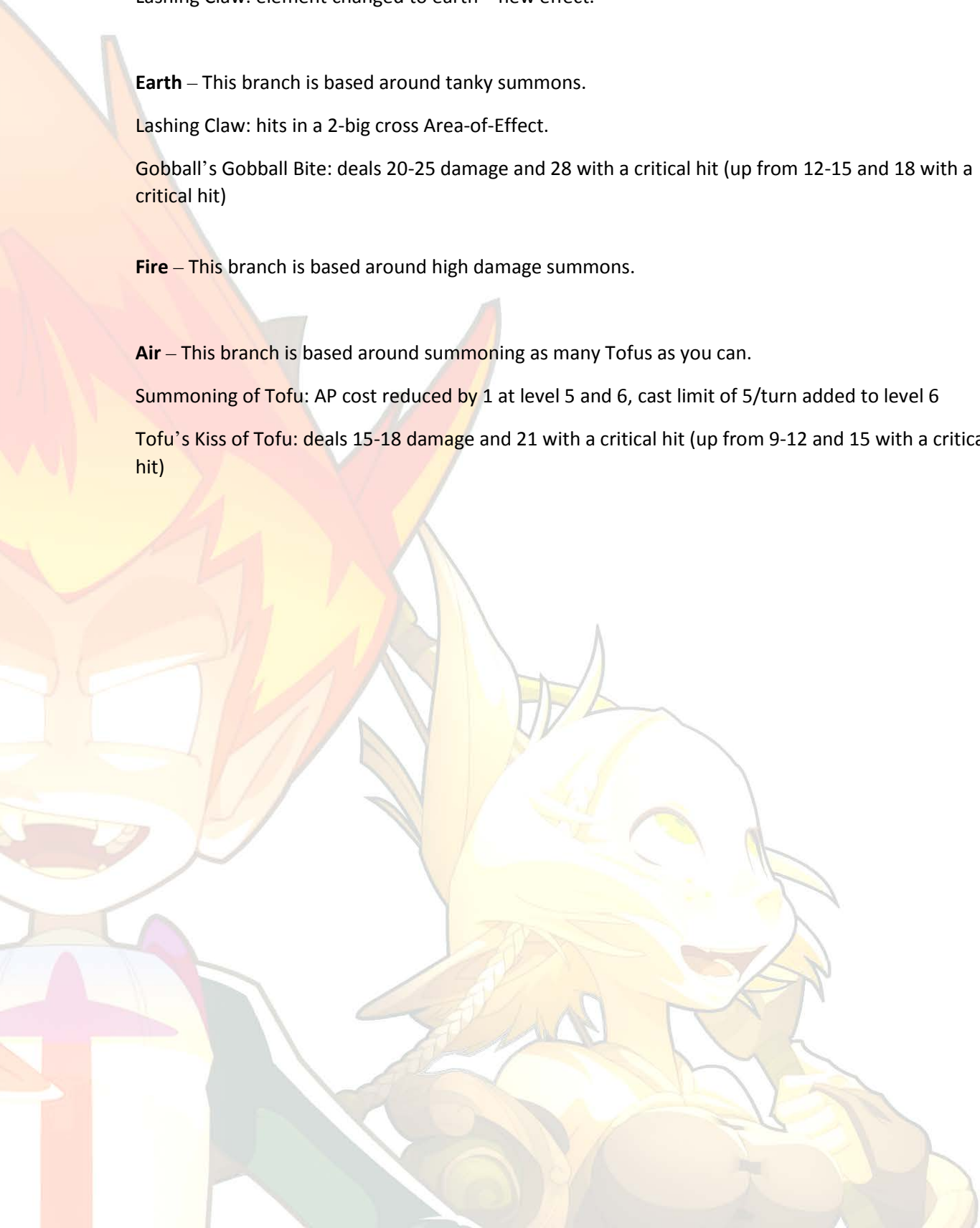
Gobball's Gobball Bite: deals 20-25 damage and 28 with a critical hit (up from 12-15 and 18 with a critical hit)

Fire – This branch is based around high damage summons.

Air – This branch is based around summoning as many Tofus as you can.

Summoning of Tofu: AP cost reduced by 1 at level 5 and 6, cast limit of 5/turn added to level 6

Tofu's Kiss of Tofu: deals 15-18 damage and 21 with a critical hit (up from 9-12 and 15 with a critical hit)



Pandawa

The drunk spells of the Pandawa are too weak in comparison to the sober spells at higher levels. They deal less damage and you give up the Karcham, Chamrak and the vulnerability spells while staying in the drunk state. Will probably be changed further in the future.

General

Alcoholic Breath: changed element to water – balancing change.

Zatoishwan's Wrath: AP cost reduced to 3

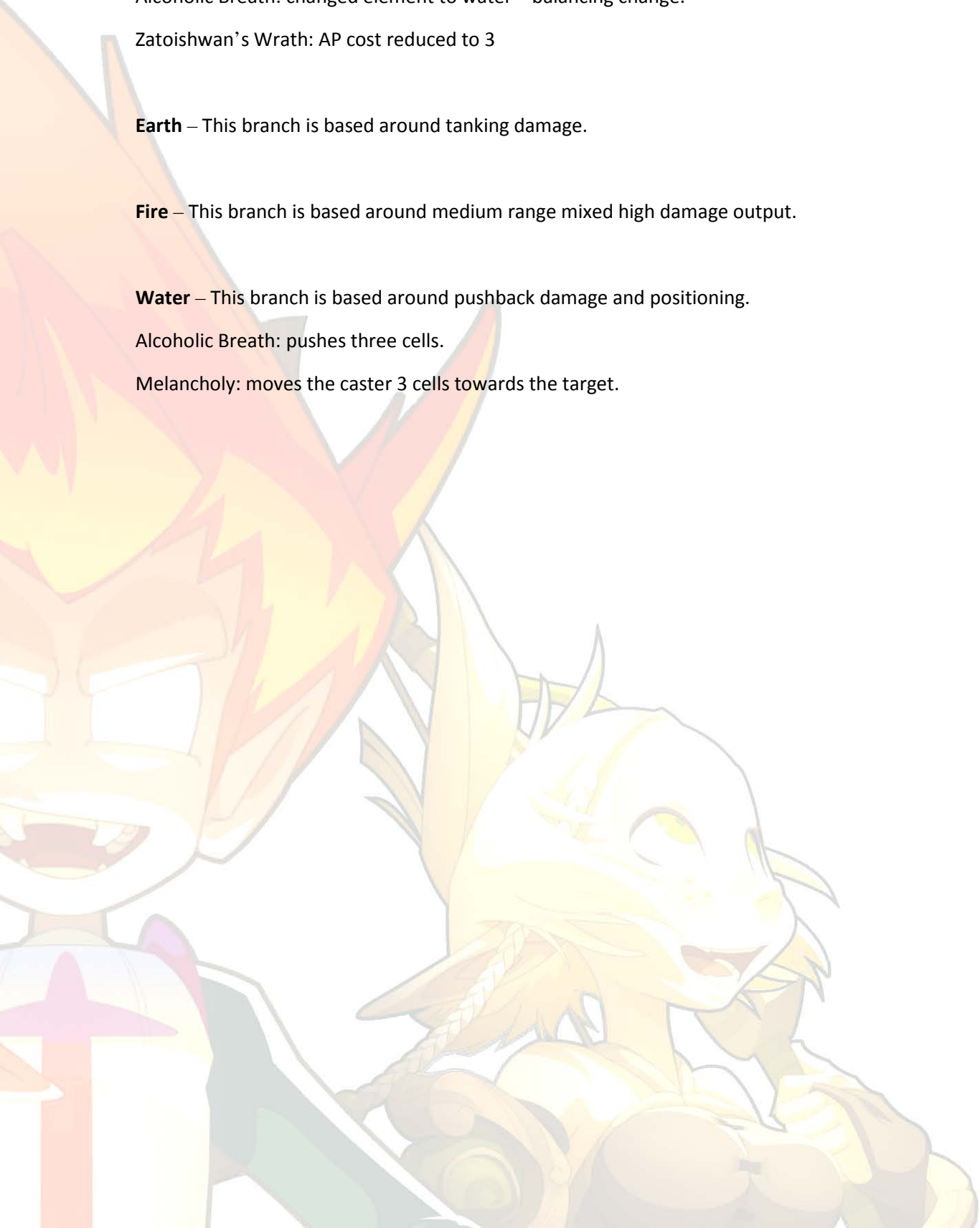
Earth – This branch is based around tanking damage.

Fire – This branch is based around medium range mixed high damage output.

Water – This branch is based around pushback damage and positioning.

Alcoholic Breath: pushes three cells.

Melancholy: moves the caster 3 cells towards the target.



Sacrier

Sacrier is probably the best solo PvM class out there, and heavily relies on lifesteal with Bloodthirsty Madness in PvP. The changes in weapon class modifiers hinder Sacrier a lot and the addition of erosion spells are the biggest hit to Sacrier compared to all other classes. This class might be altered further in the future, particularly to add a damaging spell to the earth, fire and air branches.

General

Earth – This branch is the highest damage dealing branch of the Sacrier, but it also does not steal hp and it does not have any range.

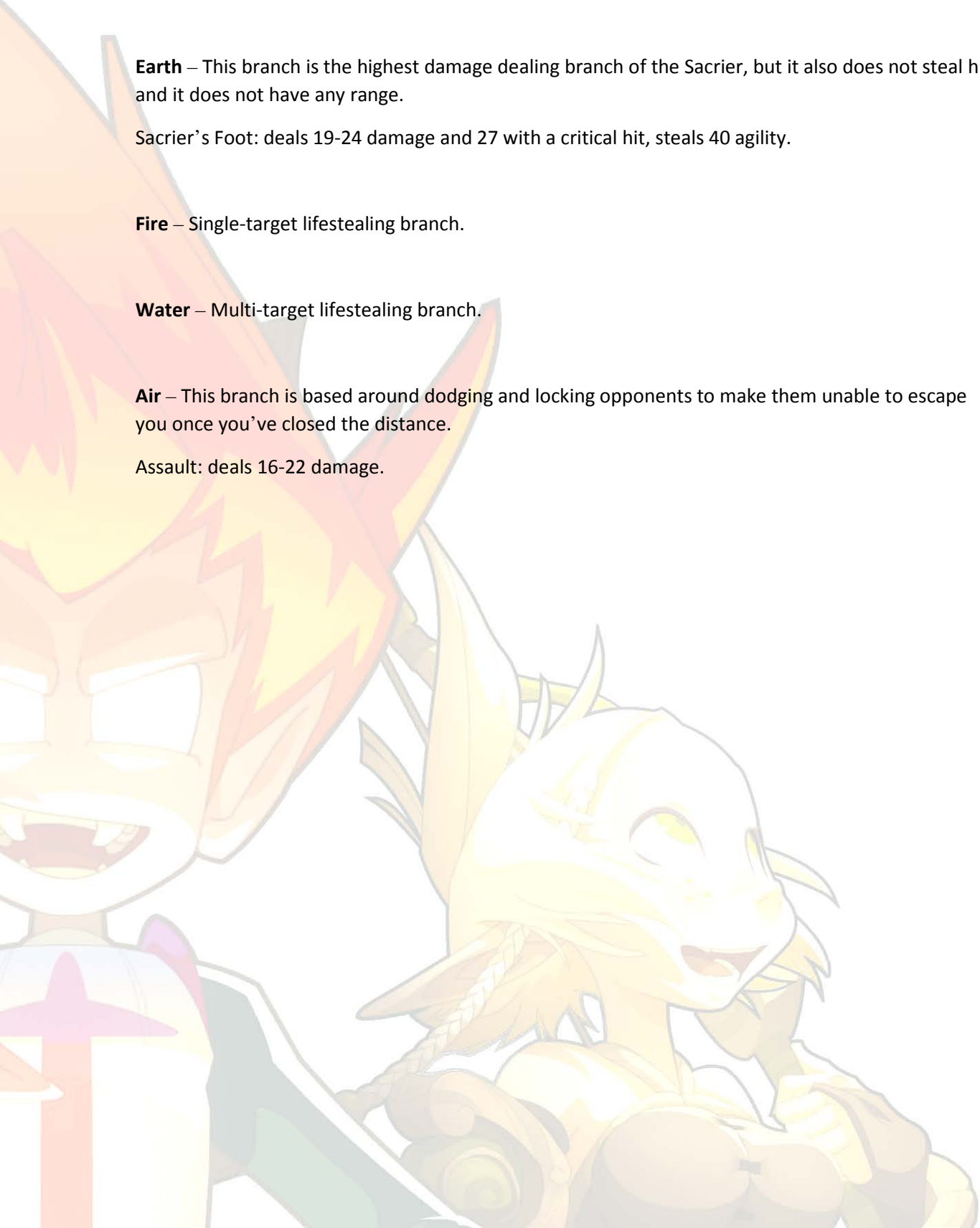
Sacrier's Foot: deals 19-24 damage and 27 with a critical hit, steals 40 agility.

Fire – Single-target lifestealing branch.

Water – Multi-target lifestealing branch.

Air – This branch is based around dodging and locking opponents to make them unable to escape you once you've closed the distance.

Assault: deals 16-22 damage.



Sadida

Less aggressive summons compared to Osamodas, more aggressive spells. Sadida is the hardest snowballing class out there, and the moment the enemy stops dealing with your dolls is when there are more and more of them until the opponent is no longer able to deal with them even if they wanted to. This class might be altered further in the future, particularly to make trees and dolls a bigger part of their PvM-gameplay.

General

Dolly Sacrifice: element changed to fire – new effect.

Bush Fire: deals 8-13 water and fire damage and 14 water and fire damage with a critical hit.

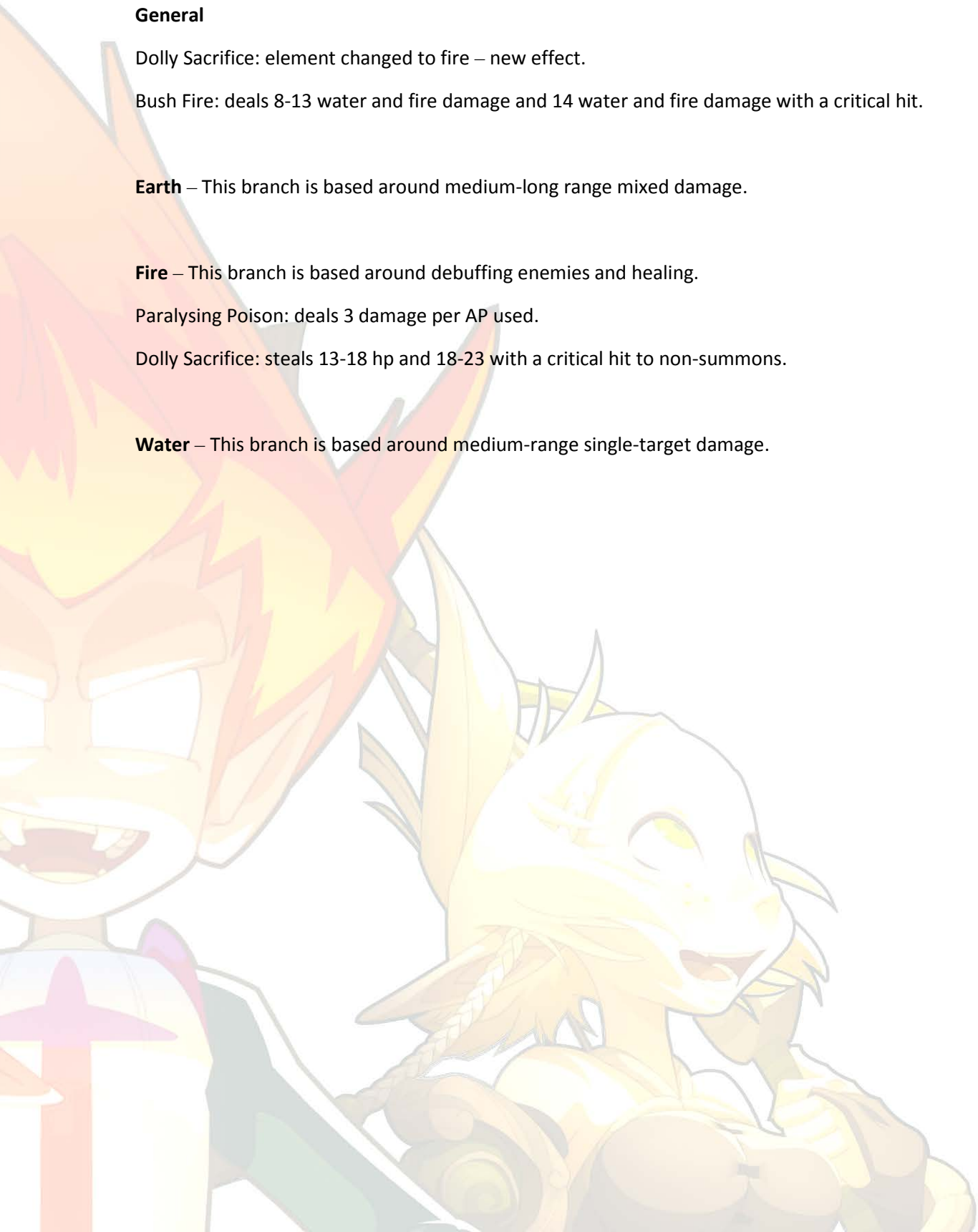
Earth – This branch is based around medium-long range mixed damage.

Fire – This branch is based around debuffing enemies and healing.

Paralysing Poison: deals 3 damage per AP used.

Dolly Sacrifice: steals 13-18 hp and 18-23 with a critical hit to non-summons.

Water – This branch is based around medium-range single-target damage.



Sram

Happy with the way Sram is, slightly improved the non-invisible damage of the air branch to help it keep up with Lethal Attack.

General

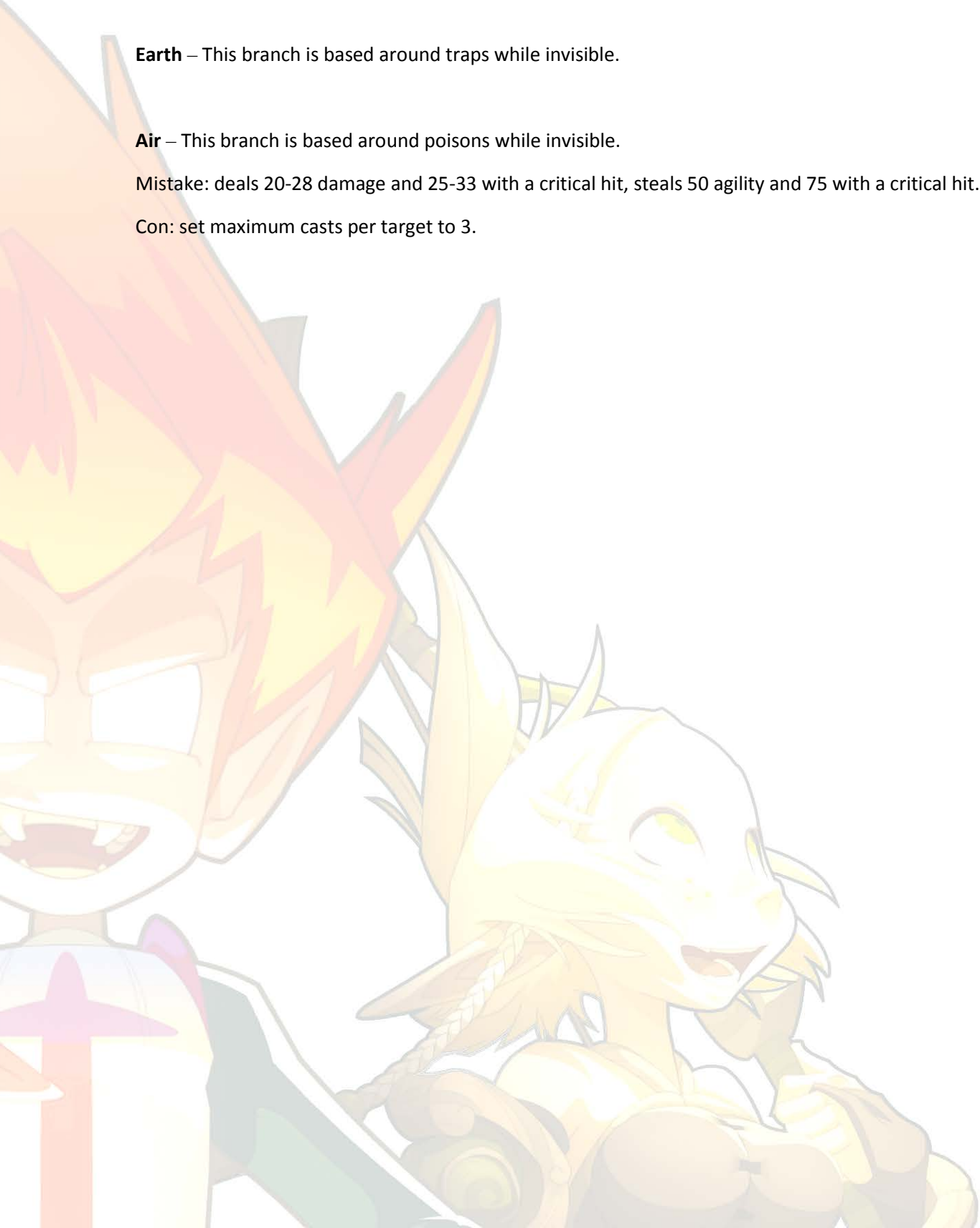
Poisoned Trap: element changed to air – thematic change.

Earth – This branch is based around traps while invisible.

Air – This branch is based around poisons while invisible.

Mistake: deals 20-28 damage and 25-33 with a critical hit, steals 50 agility and 75 with a critical hit.

Con: set maximum casts per target to 3.



Xelor

Xelor benefits a lot from the addition of the exomage limit, and is really oppressive with the right build, effectively being able to skip an opponent's turn due to the AP-removal. For this reason, the biggest offender to this in Time Theft has been reworked. This class might be altered further in the future.

General

Hand: element changed to water – new effect.

Xelor's Sandglass: element changed to earth – balance change.

Dark Ray: element changed to earth – balance change.

Temporal Dust: element changed to air – balance change.

Time Theft: reduced AP-cost to 0, increased cooldown to 4, decreased minimum range to 0, decreased maximum range to 0, dispels in an 2-wide circle (Punch of Crackler Area-of-Effect) that does not affect the caster. Any AP-bonus or AP-removal dispelled makes the caster gain an AP-bonus equal to the amount removed for 2 turns. Skips the caster's turn. – synergy Haziness and cheap AP-removal spells.

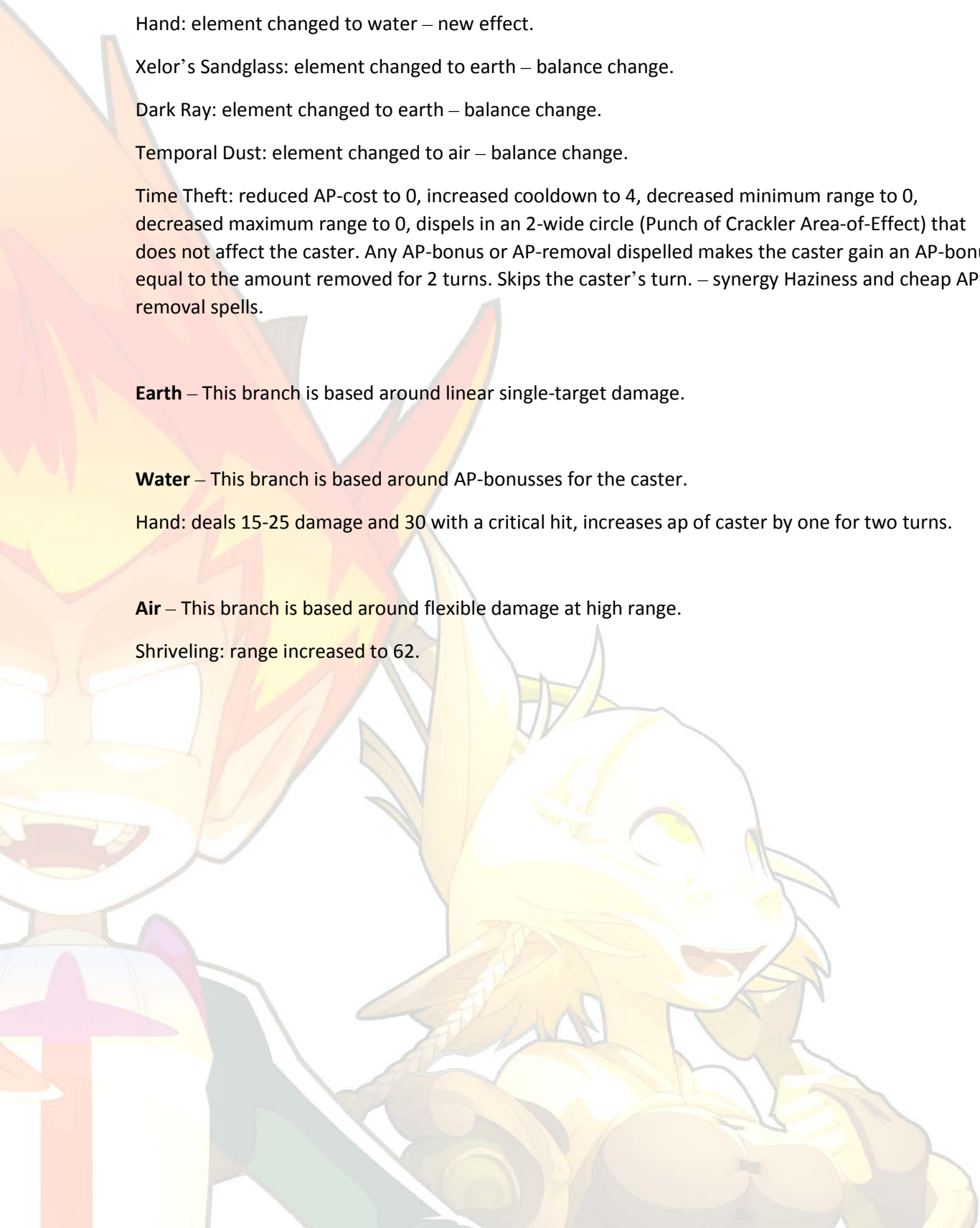
Earth – This branch is based around linear single-target damage.

Water – This branch is based around AP-bonusses for the caster.

Hand: deals 15-25 damage and 30 with a critical hit, increases ap of caster by one for two turns.

Air – This branch is based around flexible damage at high range.

Shriveling: range increased to 62.



Changed Items

Shields

Shields have been changed to now give a stat bonus instead of a resistance bonus that only applies in PvP. The rank requirements of shields have been removed. Shields now require a level to equip, just like other items. The intent is to make equipping a one-handed weapon versus equipping a two-handed weapon more of a conscious choice.

Name	Level	Crafting slots	Bonus
Gobball Shield	1	2	7-10% damage
Lumberjack Shield	10	3	10-20 vitality
Spongshield	10	N/A	3-5 damage
Flying Shield	20	3	10-15 agility
Derma Tho	30	4	5-8 heals
Earth Dial	35	4	3-5% earth resistance, 5-10 earth resistance
Fire Dial	35	4	3-5% fire resistance, 5-10 fire resistance
Water Dial	35	4	3-5% water resistance, 5-10 water resistance
Air Dial	35	4	3-5% air resistance, 5-10 air resistance
Akwadala Shield	40	5	3-5% water resistance, 15-20 vitality, 15-20 chance
Pandawa Shield	40	5	15-25 vitality, 10-15% damage
Crackler Shield	45	5	5-10 earth resistance, 5-10 fire resistance, 5-10 water resistance, 5-10 air resistance
Treechnid Shield	45	5	15-25 vitality, 15-20 strength
Mount Stinky Shield	60	5	30-35 vitality, 5-10 heals
Aerdala Shield	65	6	20-25 vitality, 20-25 agility, 5-7% air resistance
Bowisse's Shield	70	6	20-25 vitality, 25-30% damage, -1 range
Bawbawian Shield	70	6	1 range, -25-30 agility, -15-20% damage
Sharkal Shield	75	6	15-20 vitality, 20-25 intelligence, 20-25 agility
Sidimote Shield	75	6	35-50 vitality, 15-25 wisdom
Heart Quarter	80	6	25-30 vitality, 25-30 heals, -15-20 damage
Terrdala Shield	80	6	35-40 vitality, 25-30 strength, 5-7% earth resistance
Inn Shield	85	6	3-5 critical hits, 10-15% damage
Shield in Briefs	90	7	2 summons, -20-25 damage
Feudala Shield	95	7	35-40 vitality, 30-35 intelligence, 5-7% fire resistance
Phtalmo	100	7	35-40 vitality, 15-20% neutral resistance
Imp Shield	110	7	40-50 strength, 40-50 intelligence, 40-50 chance, 40-50 agility, -30-40% damage
Sadida Shield	115	7	35-40 vitality, 15-25 wisdom, 25-30 strength, 25-30 intelligence
Kloome	120	7	15-20 damage reflect, -15-20 earth resistance, -15-20 fire resistance, -15-20 water resistance, -15-20 air resistance
Asse Shield	130	7	15-20% water resistance, 15-20% air resistance, -10-15% earth resistance, -10-15% fire resistance
LeChouque's Shield	140	8	40-50 damage, -50 critical hits
Fan Shield	160	8	15-20% earth resistance, 15-20% fire resistance, -10-15% water resistance, -10-15% air resistance
Captain Amakna Shield	180	8	4-5 critical hits, 10-15 damage, 20-30% damage

Misc

The changes of these items are color coded: **Red** means **removed**, **pink** means **nerfed**, **green** means **buffed** and **blue** means **added**. These changes are mostly focused around making items that are generally not used more appealing to use, or at least to make you think about which items to use.

Hats

Item	Level	Bonus	Description
Palishat	108	126-175 vitality , 31-40 wisdom , 11-15 prospecting, 6-10% water resistance, 6-10% air resistance	Small buff to make it more competitive with Gaddie's Lining
Mothat	113	101-150 vitality, 21-30 wisdom, 31-50 intelligence, 16-20 heals , 6-10% water resistance, 6-10% air resistance	Buff to make it more competitive with Krutch
Koloss	120	151-200 vitality, -1 range , 31-50 strength, 31-50 agility, 11-15 trap damage, 11-15% trap damage, 16-20 prospecting, 8-10% earth resistance , 8-10% air resistance	Small buff to make it more competitive with Solomonk, acts as basically a tanky variant of Solomonk
Nee Cap	120	201-250 vitality , 31-50 intelligence, 31-50 agility, 16-20 prospecting, 6-10% water resistance, 6-10% air resistance, 6-10 water resistance	Small buff to make it more competitive with Krutch
Royal Tofu Crown	128	151-200 vitality, -1 AP, 1 MP, 26-35 wisdom, 61-80 agility , -6-8% earth resistance , 8-12% air resistance	Big buff to hopefully make it interesting to use
Zoth Disciple Hat	128	251-350 vitality , 1 range, 16-25 wisdom, 31-50 intelligence, -21-30 agility, 4-6 damage, 11-15 prospecting, 6-10% earth resistance, 6-10% fire resistance, -6-10% air resistance	Small buff, seems pretty good for its level
Kalipus Headband	133	201-250 vitality, 1 range, 21-40 wisdom, 31-50 agility, 3-5 critical hits, 11-20% damage, 6-10 damage, 301-500 initiative , 11-15 prospecting, 7-10% neutral resistance , -2-4% earth resistance , -2-4% water resistance	Buff to make it more competitive with Solomonk, -resistances are very low and intended to be able to be maged off
Bronze Bwork Helmet	144	151-200 vitality, 26-40 wisdom, 31-50 strength , 31-50 intelligence, 31-50 chance, 300 initiative, 16-25 prospecting, 16-20 neutral resistance, 16-20 fire resistance	Buff to differentiate it from Himune
Kracker Cap	149	351-450 vitality , 31-40 wisdom, 16-30 prospecting, 6-8% fire resistance, 6-8% air resistance, 11-15 fire resistance, 11-15 air resistance	Intended to be the best vitality hat in the game
Mitch Shroom	152	201-250 vitality , 1 range, 41-60 strength, 6-10 damage, 401-500 initiative , 11-20 prospecting, 6-10% fire resistance, 6-10 fire resistance	Hopefully viable in strength sets that do not rely on moowolf set
Air Pikoko Helmet	154	151-200 vitality, 2 MP , 21-30 wisdom, 5-7 damage, 5-7 heals, 11-20 prospecting, 4-6 neutral resistance, 4-6 earth resistance, 4-6 fire resistance, 4-6 water resistance, 4-6 air resistance	Should be interesting to use, not sure if it's good or bad however
Zoth Master Hat	156	151-200 vitality, 1 range, 31-50 wisdom, 7-10 critical hit , 16-25% damage, 6-10 damage, 6-10 heals, 16-25 prospecting	Intended to be somewhat usable

Jester Hat	160	1 range, 31-50 wisdom, 51-70 intelligence , 51-70 agility , 6-10 damage, 11-15 prospecting, 8-12% fire resistance, 8-12% air resistance, 8-12 fire resistance, 8-12 air resistance	Comparable to voodoo masks except two stats, lower stats, less damage and no % damage
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Cloaks

Item	Level	Bonus	Description
Little Red Waddling Cape	171	31-50 wisdom, 51-70 intelligence, 4-6 critical hits , 11-15% damage , 6-10 damage, 6-10 heals, 11-15 prospecting, 6-10% fire resistance, 6-10 fire resistance	Intended to be the damage-focused variant of Inky Veil (tanky) and Deadly Night Cape (summons from set)

Amulets

Item	Level	Bonus	Description
Elya Wood's Talisman	135	101-150 vitality, 1 AP, 31-40 wisdom, 21-30 intelligence , 16-20 heals , 5-7% water resistance, 5-7% air resistance, 9-13 earth resistance, 9-13 fire resistance	Intended to be the more support-heavy version of Aykido Amulet
Zothulet	162	251-300 vitality, 1 range, 31-50 wisdom, 4-5 critical hits, 51-70% damage , 6-10 damage, 6-10 heals, 11-20 prospecting, 6-10% neutral resistance, 6-10% fire resistance	Buffed because of lack of ap bonus on amulet, probably still outclassed by Kralomansion

Belts

Item	Level	Bonus	Description
Crowish Belt	120	21-40 wisdom, 31-50 strength, 7-10 critical hits , 181-330 initiative, 6-10 prospecting, 3-5% earth resistance, 3-5% water resistance, 3-5% air resistance	Compensation for not having vitality, maybe interesting for crit Lethal Attack Sram build?
Aman Date Belt	121	121-150 vitality , 31-50 wisdom, 6-8 damage, 9-13 prospecting, 7-10% earth resistance , 7-10% fire resistance , 7-10% water resistance , 6-10 fire resistance , 6-10 water resistance , 6-10 air resistance	Increased % resistances, removed flat resistances to differentiate it from...
Moowish Belt	129	401-500 vitality , 31-50 wisdom, -15-20 damage , 401-600 initiative, 16-20 earth resistance , 16-20 fire resistance , 16-20 water resistance , 16-20 air resistance	Increased tankiness because of lack of other stats, flat resistance instead of % might be a cool niche to explore

Boots

Item	Level	Bonus	Description
Dark Animal Boots	122	101-150 vitality , 1 MP, 16-30 wisdom, -4-6 critical hits , 41-50% damage , 6-10 damage, 3-5% neutral resistance, 11-15 magical resistance	Very strong and flexible option for its level, has -crits to balance it out
Still Sandals	159	301-450 vitality , 1 MP, 21-35 wisdom, -10-15 damage , 16-25 trap damage , 3-6 heals, 16-20 prospecting, 4-5% fire resistance , -4-5% air resistance , 11-15 earth resistance , 11-15 fire resistance , 11-15 water resistance , 11-15 air resistance	Intended to go alongside Moowish Belt

Axes

Axes now deal damage in a 2-cell perpendicular clockwise area-of-effect:



Bows

Item	Level	Bonus	Characteristics	Conditions	Description
Arkanum Bow	96	6-15 neutral damage, 6-15 fire damage, 71-100 vitality, 21-40 intelligence, 21-40 agility, 151-250 initiative, 6-8 neutral resistance, 6-8 fire resistance	5 AP, 2-6 range, 10 critical hit bonus, 1/30 critical hit, 1/50 critical failure	intelligence > 200, agility > 60, class = Cra	Removed class requirement
Doozi Bow	120	16-25 neutral damage, 2-3 fire steal, -1 AP for the target, 101-150 vitality, 21-35 wisdom, 31-50 intelligence, 6-10 damage, 4-5% water resistance, 4-5% air resistance	5 AP, 2-7 range, 10 critical hit bonus, 1/30 critical hit, 1/50 critical failure	intelligence > 400, agility > 150, class = Cra	Class requirement removed because of the following change...
Dubya Bow	124	5-6 water steal, 2-3 AP lost for the target, 1-5000 kamas stolen, 101-150 vitality, 31-50 chance, 16-20% damage	5 AP, 4-6 range, 10 critical hit bonus, 1/30 critical hit, 1/2 critical failure	chance > 100, agility > 100, class = Cra	Removed class requirement
Runaway Bow	124	16-25 neutral damage, 3-4 air steal, 151-200 vitality, 25-45 agility, 5-6 critical hit, 6-7 damage, 4-5% neutral resistance	5 AP, 2-6 range, 10 critical hit bonus, 1/30 critical hit, 1/50 critical failure	agility > 250, class = Cra	Removed class requirement
Chtelion Bow	129	13-27 neutral damage, 5-7 fire damage, 1-60 hp restored , 51-100 vitality, 1 range, 21-35 intelligence, 4-6 damage, 101-200 initiative, 6-15 prospecting, 5-8% earth resistance, 5-8% water resistance	4 AP, 2-6 range, 7 critical hit bonus, 1/35 critical hit, 1/40 critical failure	vitality > 300, intelligence > 300, agility > 100	Two extra range compared to boogey wand, less average heals to compensate

Placee Bow	130	6-20 water steal, 6-20 air steal, 21-40 chance, 21-40 agility, 4-6 damage	5 AP, 3-6 range, 10 critical hit bonus, 1/30 critical hit, 1/50 critical failure	chance > 200 , agility > 200 class = Cra	Removed class requirement
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Daggers

Item	Level	Bonus	Characteristics	Conditions	Description
Gobbly Killer Apprentice Daggers	113	12-15 neutral damage, 3-4 neutral steal, 71-100 vitality, 26-40 wisdom, 31-50 strength , 31-50 agility , 2-3 critical hits, 6-10 prospecting	3 AP, 1 range, 7 critical hit bonus , 1/25 critical hit, 1/40 critical failure	strength > 300, agility > 100	Made the daggers full strength instead of strength/agility hybrids
Kriss Tobal	149	6-9 fire steal, 6-9 water steal , 1-20 hp restored , 151-200 vitality, 2 summons, 21-30 wisdom, 31-50 intelligence, 31-50 chance, 21-30 agility , 3-4 critical hits, 4-6 damage, 11-20 prospecting, 6-10 fire resistance, 6-10 air resistance	3 AP, 1 range, 10 critical hit bonus, 1/30 critical hit, 1/50 critical failure	intelligence > 250, chance > 250	Healing aspect was pretty useless on these daggers, instead focused on buffing the damage-dealing aspect

Hammers

Item	Level	Bonus	Characteristics	Conditions	Description
Hammer Ican	107	1-20 neutral damage, 1-80 hp restored, 151-200 vitality, 1-2 summons, 26-40 wisdom, 26-40 intelligence	3 AP, 1 range, 10 critical hit bonus, 1/30 critical hit, 1/50 critical failure	vitality > 150, intelligence > 150, class = Osamodas OR Xelor	Removed class requirement
Hammer Ingthaiphons	113	6-15 neutral damage, 3-4 fire steal, 1-2 AP lost for the target, 151-200 vitality, 21-40 wisdom	4 AP, 1 range, 10 critical hit bonus, 1/40 critical hit, 1/60 critical failure	wisdom > 100, intelligence > 150, class = Xelor	Removed class requirement
Crick Hammer	120	25-42 neutral damage, 4-6 neutral steal, 1 range, 2-3 summons, 16-35 wisdom, 31-40 intelligence , 3-5 prospecting, 3-5% fire resistance	5 AP, 1 range, 10 critical hit bonus, 1/40 critical hit, 1/50 critical failure	strength > 100 , intelligence > 150	Buff to make it a potentially good Osamodas weapon
Zoth Girl Hammer	132	11-18 neutral damage, 11-18 air damage, 91-120 vitality, 1 range, 26-40 wisdom, 31-50 agility, 6-10 damage, 11-15 prospecting, 6-10% neutral resistance, 6-10% air resistance	4 AP, 1 range, 10 critical hit bonus, 1/45 critical hit, 1/45 critical failure	wisdom > 150, agility > 250	Buffed to make it competitive with Trikidiki Hammer because...
Trikidiki Hammer	143	11-20 neutral damage, 11-20 air damage, 5-7 air steal, 251-300 vitality, 26-40 wisdom, 31-50 agility, 4-6 critical hits,	5 AP, 1 range, 4 critical hit bonus, 1/50 critical hit, 1/50 critical failure	agility > 250, class = Xelor	Removed class requirement

		4-6 damage			
Hammer Sheys	150	18-36 neutral damage, 5-8 fire steal, 1 AP lost for the target, 251-300 vitality, 31-40 wisdom, 41-50 intelligence	5 AP, 1 range, 10 critical hit bonus, 1/50 critical hit, 1/50 critical failure	vitality > 200, intelligence > 150 class = Osamodas OR Xelor	Removed class requirement

Scythes

Scythes now deal damage in a 3-cell perpendicular clockwise area-of-effect:



Shovels

Shovels now deal damage in a 2-cell linear area-of-effect:



Item	Level	Bonus	Characteristics	Conditions	Description
Shovel Emlaka	191	8-18 neutral damage, 18-26 water damage , 300 vitality, 31-40 wisdom, 41-60 chance, 6-10 damage, 21-30 prospecting, 6-10% fire resistance	4 AP, 1 range, 5 critical hit bonus, 1/35 critical hit, 1/50 critical failure	chance > 450	Made the main damage roll less random

Staves

Item	Level	Bonus	Characteristics	Conditions	Description
Savage Root	54	3-4 neutral damage, 1-2 neutral steal, 2 summons, 21-30 vitality, 1-2 damage	3 AP, 1 range, 5 critical hit bonus, 1/40 critical hit, 1/50 critical failure	class = Sadida	Removed class requirement
Caribbean Staff	114	9-20 fire steal, 51-100 vitality, 1 summon, 16-30 wisdom, 21-40 intelligence, 4-6 heals, 6-10 prospecting	3 AP , 1 range, 8 critical hit bonus , 1/35 critical hit, 1/50 critical failure	intelligence > 200, agility > 150	Pretty massive buff, should be a pretty nice spamable hp stealing weapon now
Rotaflor Stem	119	7-13 fire damage, 7-13 air damage, 104-150 vitality, 26-45 intelligence, 26-45 agility, 3-4 critical hits, 4-6 heals, 6-10% fire resistance, 6-10% air resistance	3 AP, 1 range, 10 critical hit bonus , 1/45 critical hit, 1/45 critical failure	intelligence > 200, agility > 200	High critical hit bonus, basically functions as a fire/air dagger
Cinati Root	120	11-15 earth damage , 11-15 fire damage , 41-80 vitality, 1 range, 31-50 strength, 31-50 intelligence, 6-10 damage, 11-15 prospecting	4 AP, 1 range, 5 critical hit bonus, 1/40 critical hit, 1/40 critical failure	vitality > 150, strength > 200, intelligence > 200	Increased minimum damage a bit
Sangroku's Staff	120	16-25 neutral damage , 7-13 air damage, 151-200 vitality, 16-30 wisdom, 31-45 agility, 4-5 critical hits, 151-200 initiative, 6-10% air resistance, 6-8 air resistance	4 AP, 1 range, 10 critical hit bonus, 1/50 critical hit, 1/50 critical failure	vitality > 300, agility > 250	Competes with both Zoth Girl Hammer and Trikidiki Hammer
Barkritter Root	138	13-18 earth damage , 13-18 water damage , 101-150 vitality, 1 summon, 21-30 wisdom, 31-50 strength, 31-50 chance, 5-7 damage, 11-15 prospecting, 6-10% fire resistance, 6-10% water resistance, -4-5% earth resistance, -4-5% air resistance, 6-10 fire resistance, 6-10 water resistance	4 AP, 1 range, 7 critical hit bonus, 1/40 critical hit, 1/50 critical failure	vitality > 500	Pretty unique weapon which I wanted to make viable

Swords

Item	Level	Bonus	Characteristics	Conditions	Description
Dark Vlad Sword	126	11-20 neutral damage, 18-32 fire damage, 151-200 vitality, 31-50 intelligence, 21-40 agility, 16-20% damage, 11-15 prospecting, 4-6% fire resistance, 4-6% air resistance	5 AP, 1 range, 12 critical hit bonus, 1/50 critical hit, 1//100 critical failure	vitality > 250, intelligence > 300, class = lop	Removed class requirement
Andy War Sword	143	26-40 neutral damage, 4-6 fire damage, 201-250 vitality, 31-50 intelligence, 16-30 agility, 6-10 damage, 201-400 initiative, 6-10 neutral resistance	4 AP, 1 range, 15 critical hit bonus, 1/80 critical hit, 1/50 critical failure	strength > 130, intelligence > 300, class = Ecaflip OR lop OR Sacrier	Removed class requirement
Furritung	158	29-47 neutral damage, 4-6 air steal, 201-250 vitality, 1 MP, 21-35 wisdom, 31-50 agility, 6-8 damage, 5-7 % neutral resistance, 5-7% air resistance	5 AP, 1 range, 10 critical hit bonus, 1/50 critical hit, 1/80 critical failure	vitality > 300, agility > 300, class = lop	Removed class requirement

Wands

Item	Level	Bonus	Characteristics	Conditions	Description
Elya Wood Wand	120	7-11 neutral damage, 7-11 fire damage , 21-30 hp restored , 1 range, 21-40 wisdom, 21-40 intelligence, 6-10 damage, 6-10 prospecting, 3-5% water resistance	4 AP, 2-4 range, 10 critical hit bonus, 1/50 critical hit, 1/50 critical failure	Wisdom > 100, intelligence > 300	Acts as a boogey wand that is not as random. It has lot less average healing to make sure it's not overpowered
Dreggon Wand	124	16-22 neutral damage , 16-22 air damage , 110-140 vitality, 16-26 wisdom, 35-50 agility, 5-6 damage, 5-6 heals, 6-9 prospection, 9-10 fire resistance	3 AP, 2-5 range, 8 critical hit bonus , 1/30 critical hit, 1/30 critical failure	intelligence > 100 , agility > 200	Basically an air dagger with range and less damage and critical hit bonus
Light Treeckler Branch	132	12-16 neutral damage , 12-16 air damage , 4-6 earth steal, 101-150 vitality, 26-40 wisdom, 26-40 strength, 26-40 agility, 11-15 prospection, 6-8% neutral resistance, 6-8% air resistance	5 AP, 2-5 range, 10 critical hit bonus , 1/40 critical hit , 1/50 critical failure	strength > 200, agility > 200	Should be able to do massive damage with crits

Sets

Legendary Crackler set items now give as much intelligence as they give agility.

Ceremonial set items now give as much intelligence as they give agility.

Tofu set now gives +1 MP while wearing the full set.

Farmer set now gives +1 AP while wearing the full set.

Golden Scarabugly set now gives +1 AP while wearing the full set.



Recipes

For all crafting professions, the recipes have been modified to remove high-level resources from lower level crafts (with exceptions for items that are very good for their level), as well as to adhere to a new standard for crafting slots to make sure that lower-leveled items can be crafted by lower-leveled crafters, in an attempt to make lower levels of crafting professions more useful.

Slots	Item level range
2	1-9
3	10-19
4	20-39
5	40-69
6	70-99
7	100-129
8	130-200

Changed

The changes of these items are color coded: **Red** means **added**, **pink** means **increased**, **green** means **reduced** and **blue** means **removed**. These changes are mostly focused around making items that are generally not used more appealing to use, or at least to make you think about which items to use.

Hats

Item	Level	Recipe
Kabuto	101	100 treechnid bark, 40 ambusher bark, 21 black scaraleaf antennas, 20 dok alako fabric, 15 kaliptus wood, 8 holy bambooto amber, 2 pandulum ghost fabric , 2 pandulum fabric
Gaddie's Hat	106	20 mouse hairs, 15 kitosu nae hairs, 15 leopardo hairs, 9 pandikaze hairs, 3 pandulum hairs, 1 soryo firefoux fabric, 1 pandulum ghost fabric , 1 pandulum fabric
Palishat	108	16 miliboowolf hairs, 15 wo wabbit hairs, 4 maho firefoux hairs, 3 pandulum hairs, 3 wind kwak feather, 1 pandikaze ghost fabric, 1 maho firefoux ghost fabric , 1 maho firefoux fabric
Solomonk	120	10 kitsou nufeu hairs, 8 tanukouï san hairs, 6 gwandpa wabbit hairs, 2 pandikaze fabric, 2 pandora hairs, 1 tanukouï san ghost fabric , 1 pandulum fabric, 1 maho firefoux hairs, 1 tanukouï san testicles

Cloaks

Item	Level	Recipe
Moowolf Cape	139	80 koalak forester hairs, 5 moowolf scalp, 2 tanukouï san ghost fabric , 2 pandikaze ghost fabric, 2 tanukouï san testicles , 1 moowolf fabric, 1 boowolf cloak, 1 mad boowolf cloak, 1 moowolf mojo

Amulets

Item	Level	Recipe
Tanukouï San Collar	152	40 tanukouï san hairs, 30 small golden pearl, 30 tanukouï san skin, 10 topaz, 8 holy bambooto amber, 5 brassic, 1 tanukouï san testicles, 1 tanukouï san ghost bone , 1 yokai firefoux ghost bone

Axes

Item	Level	Recipe
Terophyle Axe	15	6 cobalt, 3 oak wood , 3 walnut wood, 3 bauxite
Samuel J. Axe	22	9 manganese, 8 oak wood, 5 maple wood, 3 tin, 1 yew wood
Cherry Splitter	32	9 maple wood, 4 yew wood , 4 tin, 4 manganese, 4 oak wood
Oak Killer	33	4 ebony wood , 4 cherry wood, 2 hornbeam wood, 2 bauxite, 2 silver
Shodanwa Axe	36	5 bamboo wood, 3 bulrush wood, 2 bulbamboo root, 2 bambooto wood , 1 aluminite
Bombu Cutter	39	5 bronze, 3 bombu wood, 2 ebony wood , 1 silver, 1 walnut wood
Stone Axe	51	10 polished stone fragment, 10 granite stone, 8 cherry wood , 7 crackler stone, 6 maple wood, 4 pointed stone fragment
Crack Axe	54	5 iron, 5 bronze, 3 ebony wood, 3 oliviolet wood, 3 yew wood , 1 broken spear
Boowolf Axe	55	19 boowolf canine, 15 boowolf claw, 5 boowolf hairs, 4 miliboowolf eye , 3 boowolf eye, 1 boowolf mojo
Darsson's Axe	57	5 oliviolet wood , 5 silver, 5 ebony wood, 5 cobalt, 5 cherry wood, 3 manganese
Nidanwa Axe	59	15 bamboo wood, 10 dark bamboo wood, 10 bambooto wood , 3 bulbiflor root, 1 brassic, 1 pyrute
Boulgourde of the Glades	62	10 gold, 5 hornbeam wood , 5 ebony wood, 5 elm wood, 5 cherry wood, 1 amber
Purrin Axe	62	4 mojeeto bulb, 4 passaoh bulb, 4 kurasso bulb, 4 mahlibuh bulb, 1 the claw, 1 great coral
Limb Chopper	66	10 gold, 10 hornbeam wood, 6 bombu wood, 5 bauxite, 5 copper, 2 ivory
Whistle Cutter	66	5 oliviolet wood, 4 gold, 4 bauxite, 1 elm wood, 1 crystal stone , 1 whetstone
Treechnid Splitter	74	10 bauxite, 5 ebony wood, 5 hornbeam wood , 5 cherry wood, 5 gold, 1 bewitched wood, 1 emerald
Clever Hatchet	81	12 iron, 10 oak wood, 10 chestnut wood, 10 elm wood, 1 crystal, 1 emerald stone , 1 red mage metaria
Axe Terrdala	83	50 earth pandawushu artifact, 20 bamboo wood, 15 dark bamboo wood, 2 pyrute, 2 brassic , 1 golden bamboo wood, 1 agathe
Sandanwa Axe	83	15 dark bamboo wood, 6 pyrute, 6 bulbamboo root, 5 brassic , 5 bulrush root, 4 magic bamboo wood, 4 agathe
Pole Axe	84	10 silver, 5 yew wood, 5 bamboo wood, 5 oliviolet wood, 5 elm wood, 1 sapphire , 1 broken spear
Pesc Axe	87	10 oliviolet wood, 10 yew wood, 10 bauxite, 10 manganese, 5 sickle-hammerhead shark, 1 crystal , 1 broken trident
Dame Zel Axe	90	10 bamboo wood , 10 elm wood, 10 oliviolet wood, 10 cherry wood, 10 silver, 10 ebony wood, 1 ruby
Ancestral Treechnid Splitter	93	10 elm wood, 10 bauxite, 6 hornbeam wood, 6 treechnid bark , 5 ancestral wood, 5 gold, 5 treechnid amber , 2 sapphire
Lookabeer Axe	96	10 gold, 10 bronze, 10 elm wood, 5 bamboo wood , 5 oliviolet wood, 5 maple wood, 5 copper
Yondanwa Axe	98	17 bamboo wood, 7 holy bamboo wood, 6 pyrute, 5 brassic, 3 agathe 3 golden bamboo wood, 1 aquamarine

Bards' Hall	99	10 bombu wood , 10 oliviolet wood, 10 manganese, 1 crystal, 1 diamond, 1 ancestral wood, 1 ruby
The Warf Axe	112	11 bakelelite, 11 kaliptus wood, 10 pyrute, 10 holy bambooto amber, 8 ruby, 3 wild koalak femur, 1 tanukoui san ghost bone , 1 tanukoui san testicles
Axe of Lies	116	20 wedge, 15 oliviolet wood, 11 kaliptus wood, 9 mama koalak bone, 8 brassic, 1 yokai firefoux ghost bone , 1 aquamarine , 1 yokai firefoux fabric , 1 topaz
Dreggon Axe	126	21 scurvion shell, 15 kaliptus wood, 9 sapphire, 6 flying dreggon horn, 5 black scaraleaf carapace, 3 trunknid brows, 1 shin larva tooth , 1 white dragoss horn
Kape Axe	128	13 oliviolet wood, 12 kaliptus wood, 11 polished stone fragment, 10 amber , 5 brassic, 4 ancestral amber, 3 koalak mummy ulna, 1 bulbiflor magic bark

Bows

Item	Level	Recipe
Small Gobball Bow	29	6 gobball horn, 5 iron, 4 chestnut wood, 2 flax string, 1 yew wood
Joan's Bow	30	5 ebony wood, 5 yew wood, 2 cherry wood, 1 maple wood , 1 flax string
The Arc de Triomphe	30	3 cherry wood, 2 ebony wood, 2 yew wood , 1 gold, 1 flax string
Ykulf Bow	30	12 chestnut wood, 8 maple wood, 8 oak wood , 1 flax string, 1 magnesite
Renowned Eco Bow	33	10 treechnid bud, 4 chestnut wood, 4 walnut wood, 3 oak wood , 1 flax string
Yamato String	33	5 ebony wood, 5 yew wood, 5 cherry wood, 1 flax string, 1 copper
I Kea Bow, Sale Model	35	8 manganese, 4 maple wood, 4 ash plank, 1 flax string, 1 whetstone
Ivan Nowe String	36	7 oak wood, 7 yew wood, 6 ebony wood, 1 cherry wood , 1 flax string
Opaque Crystal Bow	38	10 magical cure, 1 flax string, 1 crystal, 1 small twiggy bow, 1 white dreggon egg
Royal Gobball Horn Bow	38	12 gobball horn, 8 iron, 4 chestnut wood, 2 flax string, 1 yew wood
Treebow	39	25 treechnid bark, 25 treechnid root, 25 treechnid bud, 2 dark treechnid bark , 2 dark treechnid root
Hickory Tree	50	12 ash wood, 8 bombu wood, 8 cherry wood, 5 ebony wood, 5 treechnid root , 1 flax string
Small king of Borins Bow	54	10 walnut wood, 10 silver, 4 flax string, 2 ecalisor, 1 small sylvan daggers, 1 elm wood
Pure Crystal Bow	56	40 magical cure, 10 chestnut wood , 1 flax string, 1 crystal, 1 powerful twiggy bow, 1 white dreggon egg
Trunknydum	57	10 trunknid wood, 8 wedge, 3 dark treechnid bark , 2 trunknid brows, 1 flax string, 1 slice of trunknid
Xaver	60	10 hornbeam wood, 5 cherry wood, 4 gold, 1 emerald , 2 ebony wood , 1 flax string
Koalak Bow	61	16 kaliptus wood, 4 fisheralak bone, 3 dok alako fabric, 2 coco koalak hairs, 2 cherry koalak hairs , 1 piralak skin
Fishing Bow	70	25 treechnid bark, 10 dark treechnid bark, 10 oliviolet wood, 10 yew wood , 8 dark treechnid wood, 2 trunknid wood, 1 flax string
Bow Liwood	79	80 magical cure, 15 polished brain fragment, 12 barbossa's shirt, 4 sponge mob skin , 3 polished stone heart, 1 gourlo the terrible fabric, 1 treechnid root bow
Arch Bow	80	20 kokonut palm trunk, 10 yew wood, 10 oliviolet wood, 8 elm wood , 5 ivory, 1 flax string, 1 ruby

Bushi' Bow	81	19 mahlibuh bulb, 19 mufafah moustache, 12 sparo's scarf, 3 gourlo's wrecked shorts, 3 mahlibuh petal , 3 mane in bloom, 1 silk string
Angel Bow	82	10 bombu wood, 10 hornbeam wood, 10 oliviolet wood , 4 dark treechnid root, 2 trunknid brows, 1 flax string, 1 slice of trunknid
Chiduc's Arc	87	20 kokonut palm trunk, 12 ebony wood, 12 hornbeam wood , 5 treechnid amber, 4 aluminite, 4 kobalite, 1 flax string
Sram Archer Bow	90	12 trunknid wood , 10 dark treechnid bark, 10 dark treechnid root, 10 dark treechnid bud, 2 ruby, 1 flax string, 1 bewitched wood
Arkanum Bow	96	12 bamboo wood, 8 bambooto amber, 5 dark bamboo wood, 1 ancestral amber , 1 flax string, 1 golden bamboo wood, 1 bulbiflor magic bark
Chafer Archer Bow	120	25 ebony wood, 25 yew wood, 12 slice of trunknid , 10 bone fragment, 4 crystal, 4 sapphire, 4 magic slice of trunknid, 1 resistant string
Doozi Bow	120	6 golden bamboo wood, 4 holy bamboo wood, 3 bulbig root , 2 agathe, 1 soryo firefoux ghost bone , 1 resistant string, 1 bulbush magic bark, 1 brassic, 1 soryo firefoux fabric
Draught Bow	120	30 elm wood, 30 trunknid wood , 10 slice of trunknid, 6 bewitched wood, 4 magic slice of trunknid, 4 emerald, 4 sapphire, 1 resistant string
Web Bow	121	20 dark treechnid root, 13 kaliptus wood, 12 oliviolet wood, 11 bulbush root, 8 sapphire, 4 flying dreggon horn, 1 magic bambooto root, 1 sapphire dragoss horn
Snailmet Bow	122	69 snailmet slobber, 24 koalak gravedigger shinbone, 17 kaliptus wood, 8 snailmet shell, 6 cheeken plait, 4 zoth warrior shinbone, 4 tynril pistil , 1 greater bherb feathered tail
Dubya Bow	124	20 dark bamboo wood, 5 holy bamboo wood, 4 holy bambooto wood , 2 golden bamboo wood, 1 pandikaze ghost bone, 1 holy bambooto amber, 1 resistant string, 1 magic holy bambooto root
Runaway Bow	124	12 dark bamboo wood, 4 topaz, 2 holy bambooto wood , 2 magical bulbamboo bark, 2 bulbiflor magic bark, 2 holy bambooto amber, 1 pandikaze ghost bone, 1 resistant string
Chtelion Bow	129	25 fisheralak bone, 15 kaliptus wood, 11 ruby, 10 gobkool horn, 2 ancestral amber, 2 dreggon warrior horn, 1 skeunk hair , 1 bewitched wood

Daggers

Item	Level	Recipe
Billy-Ray's Daggers	30	5 bauxite, 5 chestnut wood, 4 cobalt , 4 copper, 4 walnut wood
Small Dagguise	30	3 ebony wood, 3 cherry wood , 3 yew wood, 3 silver, 2 manganese
The Infernal Razor	30	6 bronze, 5 cobalt, 5 hornbeam wood, 5 maple wood, 4 copper
Tylo Daggers	30	5 ash wood, 5 chestnut wood, 4 cobalt , 4 copper, 4 iron
Small Stek Knife	32	8 oak wood, 8 maple wood , 5 yew wood, 4 tin, 4 bronze
Table Knives	33	5 ash wood, 4 bauxite, 4 copper , 4 cobalt, 3 walnut wood
Ancestral Daggers	34	4 gold, 1 ancestral amber , 1 cherry wood, 1 ebony wood, 1 hornbeam wood , 1 ancestral root
Unlucky Knight's Broken Sword	35	5 maple wood, 4 cobalt, 4 bauxite, 3 tin , 3 copper
Powerful Dagguise	39	6 ebony wood, 6 cherry wood , 5 manganese, 3 yew wood, 3 silver

Small Deceitful Dagger	53	6 ebony wood, 6 tin, 5 gold, 4 invisible chafer bone, 3 hornbeam wood , 1 diamond stone
Aerdala Daggers	62	50 air pandawushu artifact, 10 bulbamboo root, 10 bulbiflor root, 3 brassic , 3 magnesite , 1 pyrute , 1 aquamarine , 1 kouartz
Blessdags	64	10 bauxite, 10 gold, 5 ebony wood, 5 amber, 4 cherry wood , 1 dragon pig blood
Emment Daggers	67	20 kilibriss down, 10 dragoturkey milk, 1 kilibriss staff, 1 green mouse , 1 barbrossa's ridiculous beard, 1 piglet milk
Hypnotic Deceitful Daggers	67	9 tin, 7 invisible chafer bone, 7 gold, 6 ebony wood, 6 hornbeam wood , 1 diamond stone
Clawettes	69	20 slimy scale, 15 mufafah moustache, 2 raul mops' skin, 2 gourlo's wrecked shorts , 2 ressurection powder, 1 mumminotor horn
Hischantes Daggers	80	10 yew wood, 10 cherry wood, 5 ebonite, 4 kobalite, 4 magnesite, 4 ebony wood , 1 ruby
Ortimus Contrari's Bloody Blades	80	12 yew wood, 10 chestnut wood , 10 cherry wood, 2 kouartz, 2 kobalite, 1 sapphire, 1 dark treechnid amber
Captain Chafer's Small Daggers	83	10 yew wood, 10 oliviolet wood, 5 dark treechnid bark , 5 dark treechnid wood, 3 bakelelite, 3 kriptonite, 2 emerald
Dagger O'Hair	83	10 ivory, 10 bombu wood, 10 elm wood, 2 kobalite, 2 kriptonite , 2 kouartz, 2 sapphire
Lutination Daggers	90	15 hornbeam wood , 10 trunknid wood, 4 magnesite, 3 kouartz, 2 kobalite, 1 crystal, 1 magic slice of trunknid
Daguiero's Daggers	95	15 ebony wood, 10 dark treechnid bark, 4 kouartz, 3 kriptonite, 2 ruby , 2 dark treechnid amber, 1 emerald
Regah Daggers	120	50 ivory, 20 elm wood, 9 kobalite, 9 kouartz, 9 kriptonite, 3 emerald, 2 bewitched wood , 2 dragon pig horn
Dagger Manic	121	20 ebony wood, 20 dark treechnid bark , 20 dark treechnid root, 8 kobalite, 8 kriptonite, 8 bakelelite, 8 dark treechnid amber, 4 sapphire
Ramougre's Setter	127	4 brassic, 3 bakelelite, 3 holy bamboo wood, 3 kobalite, 2 topaz, 2 agathe, 1 holy bambooto amber , 1 leopardo ghost bone
Dreggon Daggers	128	25 chafer archer thighbone, 12 white dragoss shell, 6 holy bambooto wood , 6 koalak gravedigger shinbone, 5 bakelelite, 3 pyrute, 2 tanukouï san ghost bone , 2 pandulum ghost bone , 1 sapphire dragoss horn

Hammers

Item	Level	Recipe
Small R'Unique Hammer	21	5 small magic ring , 4 walnut wood, 3 tin, 2 cobalt
Ha Hammer	23	6 ash wood , 5 iron, 5 bronze, 5 oak wood, 2 bauxite
Dha's Unbreakable Mace	24	10 iron, 7 chestnut wood, 4 cherry wood , 1 ha sword , 1 dha's small mace

Imposing R'Unique Hammer	30	10 small magic ring , 7 walnut wood, 7 tin, 4 cobalt
The Bhharnsheee Hammer	35	15 iron, 5 earthquake potion, 3 tremor potion, 1 the chafer hammer, 1 ebony wood
Toh'Lo Hammer	35	4 elm wood, 4 yew wood , 1 megacrackler megastone, 1 magnesite, 1 kouartz
Small Aj Taye Mace	39	10 ash wood, 6 sram amulet, 5 walnut wood , 4 ebony wood, 2 vampire blood
Fearsome Mace Tmosfer	43	8 silver, 5 crackler stone, 5 chestnut wood , 3 maple wood, 3 farther , 1 small mace tmosfer
Imposing Outar Hammer	48	20 chestnut wood, 6 gold, 4 copper , 2 powerful leafy staff , 1 imposing strong belt
Pinambour Hammer	50	5 cherry wood, 2 dark treechnid root, 2 dark treechnid bark, 1 kobalite, 1 ebonite , 1 sapphire
The Metronome	54	4 maple wood, 4 hornbeam wood , 3 copper, 1 polished stone fragment, 1 aluminite, 1 ebonite
Refactor Hammer	55	8 treechnid bark, 5 yew wood , 5 hornbeam wood, 1 magnesite, 1 bakelelite, 1 treechnid amber
Small Pospodrol Hammer	55	15 magical cure , 10 bronze, 5 hornbeam wood, 2 granite stone, 2 blo'up belt, 1 mental ring
Tortoi Hammer	55	4 yew wood, 4 hornbeam wood, 1 ebonite, 1 aluminite, 1 magnesite , 1 kriptonite
Polpullet Hammer	57	4 hornbeam wood, 4 bombu wood, 4 walnut wood , 1 polished stone fragment, 1 bakelelite, 1 kriptonite
Ragnarok	66	12 cherry wood, 10 silver, 7 gold, 5 crystal , 3 emerald, 1 ebony wood
Falistos' Maul	79	15 trunknid wood, 5 kobalite, 5 kriptonite, 4 crackler heart, 4 megacrackler megastone, 4 emerald, 2 bewitched wood
Kidommer	79	24 plain pikoko wing, 18 kido rear feather, 9 yew wood, 7 kaliptus wood, 5 preserved bird meat **, 4 kido beak, 1 gourlo's wrecked shorts
Fantal Hammer	81	6 elm wood, 6 ebony wood, 5 trunknid wood , 4 gold crackler tooth, 3 kouartz, 3 kriptonite, 3 crystal
Hammer of Wrongs	81	10 pointed stone fragment, 5 kobalite, 5 kouartz, 5 magnesite, 4 sapphire, 4 crystal, 2 magic slice of trunknid
Legendary Crackler Hammer	81	30 crackler stone, 15 flint, 10 gold crackler tooth , 4 kouartz, 3 legendary crackler rock, 1 megacrackler megastone, 1 crackler blade
Kaiser	82	8 oak wood, 8 yew wood, 8 cherry wood, 4 gold, 1 dragon pig skull, 1 diamond, 1 silver
Pog Hammer	82	12 polished stone fragment, 12 bombu wood, 12 oliviolet wood, 10 whetstone, 5 kouartz, 3 sapphire, 2 crystal
Red Hammer	83	25 polished brain fragment, 20 vampire blood, 5 gobball blood, 5 worn coral, 3 kido beak , 1 toh'lo hammer, 1 great coral
Coralator Mace	85	23 coralator coccyx, 13 bombu wood, 4 worn coral , 2 plain pikoko nut, 2 great sacrum, 1 kilbriss staff, 1 flib's red tuft
Terps Hammer	90	15 elm wood, 8 magic slice of trunknid, 4 ruby, 4 sapphire, 3 magnesite , 3 kriptonite, 2 dark treechnid amber

Blarney Hammer	120	20 dark treechnid bark, 20 dark treechnid root, 20 bakelelite, 20 elm wood, 5 ruby, 5 crystal, 2 ancestral wood, 1 dragon pig horn
Castr Hammer	120	50 kokonut palm trunk , 20 ebony wood, 20 yew wood, 12 bakelelite, 10 kobalite, 6 dark treechnid amber , 4 ancestral wood , 4 emerald
Crick Hammer	120	20 kobalite, 12 dark treechnid bark, 12 dark treechnid root, 10 megacrackler megastone, 10 crackler heart, 10 pointed stone fragment, 8 magic slice of trunknid , 8 crystal
Dreggon Hammer	123	100 boar tusk, 5 leopardo ghost bone, 5 wild koalak femur, 5 brassic, 5 mama koalak bone , 1 koolich stone, 1 koalak mummy ulna, 1 golden dragoss horn
Toll Hammer	124	19 dark bamboo wood, 12 wedge , 7 golden bamboo wood, 6 brassic, 6 ambusher root, 2 topaz, 2 agathe, 1 leopardo ghost bone
Great Coralator Mace	125	35 dark treeckler seed, 25 rotaflor carpel, 10 holy bamboo wood , 10 hornbeam wood, 10 great sacrum, 3 warguerite bark, 3 cheeken plait, 3 great coral
Metal Hammer	126	10 holy bamboo wood, 6 brassic, 6 pyrute , 4 aquamarine, 3 agathe, 3 topaz, 1 pandulum ghost bone, 1 bewitched wood
Hammer O'In	129	21 polished stone fragment , 15 kaliptus wood, 12 magnesite, 10 legendary crackler rock, 9 ebonite, 4 topaz, 3 pandikaze ghost bone , 2 tanukouï san ghost bone , 1 magical bulbamboo bark

Shovels

Item	Level	Recipe
Small Mishmashovel	38	6 maple wood, 5 evil dandelion tongue, 5 demonic rose petal, 5 wild sunflower seed , 4 bronze
Magnificent Sleeping Shovel	43	8 manganese , 8 silver , 4 cobalt , 3 hornbeam wood, 1 tofu sandals
Ikan Shovel	50	8 crab pincer , 6 crab eye , 5 gold, 5 ebony wood, 1 ruby
Doudish Shovel	52	10 chestnut wood, 5 gold, 5 walnut wood, 5 tin, 4 bombu wood , 1 aluminite
Uftoon Shovel	52	6 maple wood, 5 bauxite, 5 tin , 4 walnut wood, 3 gold, 2 ebonite
Cruel Trovel	53	12 copper, 10 cobalt, 5 chestnut wood, 4 cherry wood , 4 bombu wood, 1 ebonite
Zebuth Shovel	55	12 chestnut wood, 8 walnut wood , 8 maple wood, 5 copper, 1 aluminite, 1 ebonite
Security Shovel	60	6 oak wood, 6 ash wood , 6 hornbeam wood, 6 ebony wood, 1 aluminite, 1 ebonite
RIP Shovel	66	24 mojeeto bulb, 16 preserved insect flesh **, 8 preserved larva flesh ***, 4 mojeeto petal , 3 worn coral, 1 great coral
The Fat Shovel	80	10 silver, 10 tin, 10 ebony wood, 5 blazing fire potion, 5 spark potion, 5 fire potion , 1 elm wood
Vaidaire Shovel	84	30 treechnid bark , 30 treechnid root, 15 kokonut palm trunk, 15 yew wood, 2 sapphire, 1 ruby, 1 treechnid amber
Helabete Shovel	87	15 oliviolet wood, 15 ebony wood, 10 slice of trunknid, 7 kouartz, 4 kriptonite, 2 diamond, 2 crystal
Travel Shovel	88	10 kokonut palm trunk, 9 elm wood , 3 kouartz, 2 sapphire, 2 kobalite, 2 kriptonite, 1 emerald
Mairhe Shovel	88	25 kokonut palm trunk, 9 yew wood, 5 magnesite, 4 kouartz, 2 bakelelite , 2 crystal, 2 dark treechnid bark
Hebuse Shovel	94	12 cherry wood , 12 yew wood, 2 aluminite, 2 ebonite, 2 kriptonite, 1 ruby, 1 crystal
Dark Miner Shovel	120	25 ebony wood , 10 kobalite, 10 kriptonite, 10 kouartz, 5 dark treechnid amber, 2 emerald, 2 ruby, 1 strange ore
Hikule Shovel	121	20 trunknid wood, 16 elm wood, 15 bakelelite, 10 kouartz, 9 kobalite , 3 emerald, 3 diamond,

		2 crystal
Dreggon Shovel	127	50 kaniger nail, 40 fisheralak bone, 10 magnesite, 4 magic bamboo wood, 4 golden dragoss shell, 3 brassic , 2 yokai firefoux ghost bone, 1 golden dragoss horn

Staves

Item	Level	Recipe
Carnivorous Staff	30	22 mushroom , 20 mush mush thorn, 10 hemp fibre, 2 luigie mushroom, 1 mush mush ring
Forgetfulness Staff	30	5 walnut wood, 4 oak wood , 4 bombu wood, 3 hornbeam wood, 1 amber
Small Tabi Staff	30	5 ash wood, 4 hornbeam wood , 4 ebony wood, 3 maple wood, 2 chestnut wood
Treechnid Root Staff	30	12 treechnid root, 10 treechnid bark, 2 oak wood , 2 maple wood, 1 walnut wood
Ambusher-up	32	20 kokonut palm trunk, 8 ambusher bark, 1 broken spear, 1 ambusher root, 1 kokonut
Gwandpa Wabbit's Staff	32	8 maple wood, 4 cherry wood , 4 walnut wood, 3 hornbeam wood, 2 gwandpa wabbit beard hairs
Tabi Master Staff	34	6 oak wood, 6 hornbeam wood , 5 cherry wood, 2 ebony wood, 1 treechnid amber
Treechnidis Vivitus	34	1 treechnid root staff, 1 water , 1 amber, 1 treechnid amber, 1 reworked treechnid sap
Omniscient Crystal Staff-Ball	50	11 oak wood, 8 cherry wood, 7 bluish jelly, 6 gold, 3 silver
Kaniger Staff	54	10 cherry wood, 10 treechnid bark, 10 treechnid root , 7 bombu wood, 5 kokonut palm trunk, 1 amber
Savage Root	54	10 bombu wood, 10 elm wood , 10 yew wood, 10 oliviolet wood, 10 ebony wood, 2 treechnid amber
Tofu Master Staff	56	10 ebony wood, 9 cherry wood , 6 elm wood, 5 hornbeam wood, 5 gold, 1 crystal
Kryst O'Ball	59	10 ebony wood , 10 hornbeam wood, 4 amber, 4 bauxite, 1 crystal, 1 emerald
Wobot Staff	60	30 wabbit tooth, 10 black tiwabbit headband, 3 wabbit hair, 2 wabbit's paw, 1 black tiwabbit hairs , 1 gwanda wabbit's staff
Nidanwa Staff	62	4 oliviolet wood, 3 bamboo wood, 1 powerful leafy staff, 1 aluminite, 1 ruby, 1 bakelelite
God Rod	67	12 gold, 5 elm wood, 4 hornbeam wood , 2 emerald, 1 diamond, 1 ruby
Farle's Staff	80	12 oliviolet wood, 12 bombu wood, 8 ebony wood, 4 elm wood, 4 ambusher root , 1 dark treechnid amber, 1 bewitched wood
Sandanwa Staff	80	10 cherry wood, 7 manganese , 6 kouartz, 4 emerald stone, 1 eniripsa powder, 1 golden bamboo wood, 1 magical bulbamboo bark
Shika's Staff	80	20 kaliptus wood, 20 granite stone, 12 dark treechnid bark, 12 dark treechnid root, 10 ambusher bark , 10 plain boar tusk, 6 koalak gravedigger shinbone
Aga Dou's Staff	81	15 yew wood, 10 trunknid wood, 10 oliviolet wood, 10 kokonut palm trunk, 1 emerald, 1 crystal, 1 treechnid amber
Gobball Master Staff	85	20 ebony wood, 20 elm wood, 10 hornbeam wood, 10 cherry wood , 4 treechnid amber, 2 emerald, 2 diamond

Scrap Staff	85	21 kilibriss down, 17 kido rear feather, 16 mahlibuh bulb, 16 passaoh bulb, 2 kilibriss staff, 2 light treckler knot, 1 gourlo's explosive powder
Disast Root	86	15 elm wood, 12 bamboo wood, 10 dark bamboo wood, 3 brassic, 2 magic bamboo wood, 2 bambooto amber, 1 aquamarine
Froot Root	86	6 ebony wood, 6 bamboo wood, 6 dark bamboo wood, 4 bambooto amber, 4 elm wood , 2 brassic, 1 agathe
Dark Treestaff	87	10 elm wood, 10 bombu wood , 6 dark treechnid bark, 6 dark treechnid bud, 6 dark treechnid root, 2 sapphire, 1 dark treechnid amber
Lady Root	88	12 yew wood, 8 dark bamboo wood, 8 bambooto wood, 6 bamboo wood, 2 pyrute , 1 topaz, 1 bulbiflor magic bark
Yondanwa Staff	93	12 dark bamboo wood, 4 bambooto amber, 4 elm wood , 3 golden bamboo wood, 1 treestaff, 1 ancestral amber, 1 bulbbamboo root
Feca Staff	94	25 treechnid root, 25 treechnid bark, 10 yew wood, 10 oliviolet wood , 6 elm wood, 1 sapphire, 1 crystal
Cinati Root	120	30 trunknid brows , 25 elm wood, 25 ebony wood, 4 sapphire, 4 dark treechnid amber, 4 diamond, 4 ancestral wood, 2 ancestral amber
The Hagogue Root	120	25 yew wood, 25 cherry wood , 20 dark treechnid bud, 20 dark treechnid bark, 20 dark treechnid root, 3 diamond, 3 crystal, 2 magic slice of trunknid
Dreggon Staff	124	25 trunknid wood , 21 black dragoss scale, 21 white dragoss scale, 21 golden dragoss scale, 21 sapphire dragoss scale, 18 kaliptus wood, 10 holy bamboo wood, 8 dreggon warrior horn
Earlik Branch	129	25 slice of trunknid , 25 elm wood, 20 ebony wood, 4 diamond, 4 sapphire, 4 magic slice of trunknid, 1 ancestral amber, 1 bewitched wood

Swords

Item	Level	Recipe
Ice Knight Sword	12	4 bronze , 1 ash wood, 1 chestnut wood , 1 walnut wood , 1 oak wood , 1 iron wood , 1 tin , 1 copper , 1 aluminite
Badoul's Mane	33	10 cherry wood, 6 silver, 5 iron , 5 bronze, 2 sapphire
The Claw	35	5 kwak claws, 4 silver , 2 spinal cord , 2 plain boar tusk, 2 bombu wood
Crackler Blade	37	22 gold crackler tooth, 16 flint, 10 granite stone, 1 crackler heart, 1 sapphire stone
Raziel	52	4 copper , 2 diamond, 2 emerald, 2 sapphire, 2 crystal, 2 bauxite
Kralove Cutting Sword	61	20 crab tongue, 20 crab eye, 20 crab pincer, 10 magnesite, 10 bakelelite , 1 empty crab shell
Nidanwa Sabre	66	6 bambooto amber, 6 kouartz , 4 dark bamboo wood, 3 kryptonite, 2 brassic , 2 pyrute , 1 topaz
The Sharp Claw	68	5 kaniger nail, 5 scurvion leg , 5 yellow fang, 5 silver, 5 bombu wood, 2 sapphire , 1 the claw
Sandanwa Sabre	83	1 magic bamboo wood, 4 kouartz, 2 topaz, 2 aluminite, 2 pyrute , 1 ancestral amber, 1 brassic
Tyse Pick	85	5 blue scaraleaf shell, 5 ice kwak feather, 5 tin, 5 bauxite, 2 bear paw, 1 plissken venom , 1 blue mage metaria
Yondanwa Sabre	93	10 dark bamboo wood, 10 aluminite, 3 kobalite, 3 brassic, 3 pyrute , 2 agathe, 2 topaz
Fake Ceangal Claw	95	10 silver, 10 bombu wood, 5 kaniger nail, 5 wild ginger dragoturkey peak, 2 emerald, 1 sword pommel , 1 crocodyl bone , 1 the sharp claw

Dark Vlad Sword	126	30 elm wood, 10 ancestral amber, 6 dantegoulis potion, 5 brassic, 5 holy bambooto amber, 3 pyrute, 1 pandikaze ghost bone , 1 crystaloball stone
Dreggon Sword	127	13 golden dragoss shell, 13 black dragoss shell, 13 white dragoss shell, 13 sapphire dragoss shell, 3 flying dreggon horn, 3 dreggon warrior horn, 1 golden scarabugly entrails , 1 black dragoss horn

Wands

Item	Level	Recipe
Hour Wand	20	8 cobalt, 1 yew wood, 1 bwork archer arrow head, 1 small hour wand
Terrifying Hour Wand	30	12 cobalt, 1 yew wood, 1 bwork archer head, 1 hour wand
Treechnid Root Wand	33	20 chestnut wood, 5 treechnid root, 5 treechnid bark , 2 treechnid amber, 2 walnut wood
Wangs	35	5 maple wood, 4 draught potion, 2 silver , 1 bashers, 1 hour wand
Ber Ed Stick	50	50 water, 50 salt, 25 wheat flour, 25 baker's yeast, 12 elm wood, 1 hornbeam wood
Ni'Ninnin Wand	50	10 kokonut palm trunk, 10 dark treechnid bud, 8 elm wood, 8 yew wood, 5 trunknid wood , 1 sapphire
Imposing Clergy Wand	52	14 bronze, 13 oak wood, 4 chestnut wood , 2 silver, 2 vampire wood
Sky Wand	52	11 cherry wood, 10 yew wood, 5 ebony wood , 2 ruby, 1 sapphire, 1 diamond
Small Iron Wand	56	10 little owl amulet, 10 little bear amulet, 5 evil tofu wing, 3 hornbeam wood, 3 smoother , 1 crystal
Golden Scarabugly Wand	59	2 red scaraleaf shell , 2 green scaraleaf shell, 2 blue scaraleaf shell, 2 white scaraleaf shell, 1 golden scaraleaf wings, 1 golden scaraleaf antennas
Wily Wand	59	5 blazing fire potion , 5 ebony wood, 5 gold, 4 fire potion, 1 dark treechnid amber, 1 powerful twiggy wand
Clearing Balgourde	63	5 trunknid wood, 5 elm wood , 5 cherry wood, 1 dark treechnid amber, 1 bakelelite, 1 ruby
Pinted Wand	63	6 oliviolet wood, 6 bulbamboo root, 5 kokonut palm trunk, 3 hornbeam wood, 3 oak wood , 2 bamboo wood
Vampiric Stake	65	10 silver, 5 vampiric liquid, 5 fire potion, 5 manganese , 3 hornbeam wood, 1 liriell's wand
Dark Treechnid Root Wand	67	10 cherry wood, 10 yew wood , 5 dark treechnid bark, 5 dark treechnid root, 5 dark treechnid bud, 2 dark treechnid amber
Kouartz Wand	80	20 kouartz, 12 bombu wood, 12 oliviolet wood, 12 ebony wood, 1 bewitched wood , 1 diamond, 1 crystal
Red-Hot Wand	80	10 bombu wood, 6 glu, 5 ebony wood, 5 cherry wood , 2 dark treechnid bark, 2 ambusher leaf, 1 red mage metaria
Sparkly Wand	81	8 kokonut palm trunk, 6 yew wood, 3 bambooto amber, 1 magic bamboo wood, 1 bulbush root , 1 bulbiflor root, 1 bulbamboo root
Limp Wand	85	10 walnut wood, 10 hornbeam wood, 10 dragoturkey tail, 3 mushd hand , 3 whitish fang tongue, 2 dead blop, 1 emerald
The Migraine	85	20 kokonut palm trunk, 10 bombu wood, 9 hornbeam wood , 8 cherry wood, 5 slice of trunknid, 5 treechnid amber, 1 ruby
Unreal Wand	90	10 rib jaw, 10 rib chops, 10 chafer bone , 1 spinal cord, 1 chafer foot soldier's surprising bone, 1 blood fabric, 1 dead neye

Hairy Wand	95	10 ouginak hair, 10 wo wabbit hairs, 10 elm wood, 10 ebony wood, 2 kaniger hair, 1 minotoror hairs, 1 moowolf hairs
Dark Treeckler Branch	97	48 dark treeckler seed, 8 dark treeckler's achilles' heel, 3 rotaflor bark, 2 kilibriss staff, 2 gwass bark, 1 barkritter bark, 1 greater bherb skin
Limbo Wand	105	14 elm wood , 12 hornbeam wood, 12 ruby, 10 dark treechnid amber, 10 kobalite, 6 emerald, 5 diamond, 5 sapphire
Amrothiline	120	30 trunknid brows , 20 ebony wood, 20 elm wood, 20 dark treechnid bark, 20 dark treechnid root, 4 dark treechnid amber, 4 diamond, 2 ruby
Elya Wood's Wand	120	20 elm wood , 20 dark treechnid bark, 20 dark treechnid root, 4 emerald, 3 sapphire, 3 bewitched wood, 2 magic slice of trunknid, 2 ancestral wood
Dreggon Wand	124	30 coco koalak hairs, 19 sapphire dragoss scale, 16 kaliptus wood, 14 oliviolet wood, 10 elm wood , 3 wild koalak femur, 2 soryo firefoux ghost bone, 1 deminoball horn
Star Wand	126	12 dark bamboo wood, 4 bulbush root, 3 golden bamboo wood, 2 bulbiflor magic bark , 1 ancestral amber, 1 holy bambooto amber, 1 aquamarine, 1 yokai firefoux ghost bone
Wand Heroff	127	15 dark bamboo wood, 5 bulbush root , 3 holy bamboo wood, 1 holy bambooto amber, 1 ancestral amber, 1 magic holy bambooto root, 1 soryo firefoux ghost bone, 1 bulbiflor magic bark
Gyver Wand	128	100 army of ticks, 60 scurvion pincer , 50 bambooto leaf, 42 holy bambooto leaf, 40 lousy pig denture, 10 fertilizer, 5 ancestral amber, 1 kaliptus wood
Light Treeckler Branch	132	52 light treeckler stump, 34 gwass sepal, 28 barkritter calyx, 9 light treeckler knot, 3 floramor bark, 2 warguerite bark, 1 lacerated tynril skin, 1 tynril bark

