quick blade:

90 ATP

skill:

-double attack

oversized sword:

200 ATP

longbow:

150 ATP

skill:

-It has a 30% chance to deal +70 ATP

swift bow:

110 ATP

skill:

-After every 3 hit the player has a 100% chance to doge a regular attack.

ancient book:

130 AP

skill:

-For every 4 attack it gets 1 AP

book of demise:

110 AP

skill:

-On hit it applies a burning affect that deals 1% of it’ current health.

demonic blade:

170 ATP

skill:

-On hit the player heals 50% of the damage.

-It has a 6% +(6% per 1500 missing health) chance to deal 666 ATP

demonic bow:

160 ATP

skill:

-Every 6th attack deals 666 ATP and it heals the player 120% of the damage.

-It can’t be dodged.

demonic book:

185 AP

skill:

-After it kills an enemy unit the player will get 6% of the units AP or if it does not have AP converts ATP to AP and heals the player 36% of it’s max health.