

Item	Attack	Max Health	Buy Value	Sell Value	Chance
Stick	0	0	0	5	0
Dagger	2	10	1000	250	0.05
Sword	3	15	1300	325	0.04
Mace	4	25	1600	400	0.03
Flail	7	40	2500	625	0.02
Hammer	10	60	3500	875	0.01
Dagger	2	10	1000	250	0.05