

Item Type	Hammers	Swords	Dirks/Daggers	Sheilds	Wands	Staffs	Grimoire	Bows
Inventory slots	Max of 4 (Only 2 items MAX can be equipped at the same time)							
additional info	Hammer: Basic Attacks Deal 4% Max Health			Gain 5% D Reduction (per slot) when guarding with shields		Spells casted with Staffs gain+10% range		
Item Name:	Wooden Mallet	Wooden Sword	Ye Olde Shank	Cardboard Buckler	Pretty Tree Branch	Old Walking Stick	Overdue Library Book	Sinew Bow
Stats:	5HP, 7AD	5AD, 1%Crit	1AD, 1MS	1HP, 2Def	2MD,30MReg	7MD	30Mana	5AD, 3Gouge
Neg Stats	-6MS, -3AS			-.05AS				
Inventory:	2	1	1	1	2	2	3	3
Range:	7	9	2	2	3	8		451
	Hammer: Basic Attacks Deal 4% Max Health	"Be careful of splinters"	"I snuck it in through the old prison wallet"	"It holds up when the kids bash it with sticks, 'cept for that 1 time.."	"Its from a tree in a magical land so it counts.. right?"	"Pretty Handy"	"Infinite Overcharging Knowledge"	"Sinew is surprisingly sturdy"
Item Name:	Craggs Warhammer	Basic Sword	Starters Dagger	Basic Buckler	Basic Wand	Basic Staff	Novice Spellbook	Basic Bow
Stats:	45HP, 20AD, 4%Gouge	16AD	4AD, 5Gouge	10HP, 7Def, 6MR	10MD, 60MReg	16MD, 25Mana	10MD, 85 Mana	14AD, 10%AS
Neg Stats	-13MS, -15AS	-6MS		-4MS, -.05AS		-6MS		-8MS,
Inventory:	4	2	1	1	3	2	3	3
Range:	12	10	4	2	4	8		565
Item Name:	Silver Sledge	Short Sword	Gray Dirk	Large Sheild	Fae Wand	Wizards Staff	Spellbound Tome	Long Bow
Stats:	30HP, 14AD	8AD	8AD,8Gouge	20HP, 12Def, 12MR	50MReg,+5%Enc	25MD, 35Mana	100Mana	20AD, 10%Crit
Neg Stats	-9MS, -10AS	-3MS		-7MS, -.05AS		-9MS		-10MS, -1AS
Inventory:	3	1	2	2	3	3	3	4
Range:	7	7	6	3	3	9		580
Item Name:	Boulder Dusted Sledge	Long Sword	Red Kunai	Willow Sheild	Bramble Wand	Blasting Staff	Bramble Book	Swift Short Bow
Stats:	40HP, 16AD, 10Def	24AD	5AD, 2MS, 1STA	40HP,16Def,17MR	30HP, 8%Enc, 40Reg	34MD, 5Pen	45HP, 120Mana	10AD, 14%AS, 5MS
Neg Stats	-12MS, -17AS	-9MS		-10MS, -.05AS		-12MS		-3MS
Inventory:	4	3	1	3	3	4	4	3
Range:	10	12	3	3	4	9		545
Item Name:	Sealed Hammer	Golemn's Club	Flint Knife	Cragg Buckler	Crested Wand	Apprentice's Staff	Codex of Sorcery	Sturdy Recurve
Stats:	40HP, 16AD, 12MR	30HP, 12AD	4AD, 3Def, 3Gouge	10HP, 12Def, 9MR	15Mana, 45MReg	20MD, 35Mreg	90Mana, 5%CD	24AD, 8Gouge
Neg Stats	-12MS, -19AS	-7MS -15AS		-7MS, -.05AS		-7MS		-12MS, -12AS
Inventory:	4	2	1	1	3	3	3	4
Range:	10	11		3	4	8		640
Item Name:	Heavy Sledge	Great Sowrd	Serrated Cut	Spiked Bashmouth	Wind Withy	Bladed Staff	Nullifying Epitome	Heavy Bow
Stats:	120HP, 29AD	38AD, 6%Gouge	12AD, 10Gouge,	30HP, 10AD, 16Def,	20MD, 10MS, 50Mana	40MD, 15AD, 25Mana	120Mana, 15MD, 20MR	45HP,35AD,10%Gouge
Neg Stats	-17MS, -2AS	-10MS		-8MS, -.05AS		-10MS		-14MS -20AS
Inventory:	4	4	2	2	3	4	4	4
Range:	12	13	6	5	3	(Melee,11)		690
					Gain 10%CD in windy weather	Can switch between Melle and Cast		Gain 2%Gouge when within 300 Range of target
Item Name:	Ghastly Sledge	Heavy Claymore	Swift Blood	Heavy Sheild	Cleric's Wand	Ancient Rod	Infinite Lexicon	Enduring Limb
Stats:	50HP, 22AD, 5%CD	50HP, 30AD, 8%Gouge	9AD,9Gouge,3MS	70HP,19Def,18MR	65MReg, +10%Enc	40MD, 45MReg, 17MR	125Mana, 15MD, 10%CD	15AD,15%AS,5STA,
Neg Stats	-12MS, -18AS	-13MS -2AS		-15MS, -.05AS		-12MS		-8MS,
Inventory:	3	4	2	4	3	4	4	4
Range:	10	12	6	3	4	10		605

Item Name:	Yolk Crest	Crusaders Lance	Brambled Glave	Orcs Shield	Glistening Sprig	Culling Staff	Moonlit Sigil	Polished Recurve
Stats:	75HP, 25AD, 60Mana	15HP, 15AD, 10Def, 10MR	10HP, 9AD, 10Gouge	80HP	70Mana, 8%Enc	60MD, 11Pen	140Mana, 10MD, 10%Enc	33AD, 15%Crit
Neg Stats	-12MS, -15AS	-8MS, -15AS		-8MS, -.05AS		-10MS		-9MS,
Inventory:	4	2	2	2	2	4	4	4
Range:	10	20	6	3	5	10		635
	(10secCD)Gain 10%Mana shield for 6sec when falling below 30%HP	Attacks grant 2Def and 2MR up to 10 each, lasts 5 sec		Basic Attacks deal +1.5% MaxHP as MD			Spells cost 10% less Mana in Moonlight	
Item Name:	Arcane Warhammer	Crimson Blade	X'Tali Blade	Runed Breaker	Soft Whispers	Stone's Resolve	Aged Epitome	Kite's Bolt
Stats:	70HP, 20AD, 15MD, 10MR	16AD, 40Reg	11AD, 8Gouge, 4STA	50HP, 22MR	20%CD	42MD, 20Def, 45Mana	100Mana, 10MD	20AD, 20%AS
Neg Stats	-12MS, -17AS	-6MS		-8MS, -.05AS		-12MS		
Inventory:	4	2	2	2	3	4	2	4
Range:	10	11	5	3	4	10		540
	Attacks deal 10%MD				Healing or Shielding an Ally under 30%HP Refunds Spell CD's 20%			Attacking grants 10 MS For 2.5 seconds
Item Name:	JaggedSledge	Crescent Blade	Raw Malice	Stone Soul Shield	Glitter Lance	Flowering Stave	Siphon	Leeching Recurve
Stats:	115HP, 25AD, 5%Gouge	20AD, 15MD, 30Mana, 2%CD	13AD, 15Gouge, 8%Crit	45HP, 26Def	90MReg, 8%CD	25MD, 75Reg, 10%Enc	15HP, 90Mana, 10MD	15AD, 7%LS, 18%AS
Neg Stats	-17MS, -.2AS	-9MS		-10MS, -.05AS		-9MS		-5MS
Inventory:	4	3	3	3	3	4	2	4
Range:	12	13	5	3	4	10		680
		Attacks deal bonus 5%MD		Allies within 50 Range gain 5% of users Def	Allies emit light while being assisted increasing LL +1 50 around	Gain 60MReg for 8 sec after H/S an ally	Heal for 5% of Dmg dealt by spells	
Item Name:	Bramble Hammer	Unraveled Edge	Curved Shortblade	Serrated Buhrt	Wizards Wand	Branch of Power	Armored Sigil	Gouge Bolt
Stats:	100HP, 16AD, 90Reg	23AD, 15MR	10AD, 10Gouge, 5%AS	7AD, 8Def, 6MR	25MD, 100MReg	60HP, 60MD	120Mana, 12MD, 24Def	34AD, 16Gouge
Neg Stats	-12MS, -16AS	-8MS		-3MS		-10MS		-10MS -.10AS
Inventory:	4	3	2	1	4	4	4	4
Range:	10	11	4	2	4	10		690
	Attacks grant 5 + 5%AD shield for 2 sec				Allies emit light while being assisted increasing LL +1 50 around			
Item Name:	Gamblers Sledge	Engraved Short Sword	Shard of Spite	Greater Buckler	Flint Wand	Recursive Wand	Overflux	
Stats:	50HP, 8AD, 30%Crit	12AD	14Gouge	15HP, 8Def, 8MR	15Def, 50Mreg	40MD, 8%CD	200Mana	
Neg Stats	-17MS, -.2AS	-3MS		-3MS, -.05AS		-10MS		
Inventory:	4	1	1	1	2	4	3	
Range:	12	7	5	2	5	10	Casting a spell grants shield equal to 3%Max Mana for 3 sec	
	Crits deal x2 damage instead of x1.5							
Item Name:	Crushing Frost	Noble Blade	Hidden Edge	Aegis of Null	Flicker Wand	Ravenging Stave	Soufflari Opus	Enchanted Bolt
Stats:	175HP, 35AD	46AD, 12%Gouge	15AD, 12Gouge, 5MS	65HP, 25MR, 4%CD	40MD, 12%CD	85MD, 12Pen	225Mana, 30MD, 9Pen	24AD, 22MD, 20%AS
Neg Stats	-12MS, -18AS	-8MS		-9MS, -.05AS		-11MS		-8MS,
Inventory:	4	4	2	2	3	4	4	4
Range:	10		6	3	4	10		620
	Attacks Slows target by (5% Bonus HP)% 3 sec		First attack in 30 sec deals 10+50%Bonus MD		Gain +10MS after hitting a spell lasting 5 seconds	First spell that enters combat deals +15% bonus dmg	First spell that enters combat deals +15% bonus dmg	Basic Attacks deal +10%MD on hit
Item Name:	Shattered Sky	Briar Blade	Shrouded Blade	Bountiful Shield	Echoed Hopes	Artillery Branch	Artillery Codex	Crescent Bow
Stats:	110HP, 30AD, 10%Gouge	50HP, 40AD, 60Reg	23AD, 24Gouge	100HP, 80Reg	35Mana, 120MReg, 10%CD	75MD, 10%CD	200Mana, 25MD, 10%CD	26AD, 45Mana, 15%Crit
Neg Stats	-12MS, -15AS	-12MS		-8MS, -.05AS		-12MS		-7MS,
Inventory:	4	4	3	2	4	4	4	3
Range:	10		6	3	4	9		615
	Attacks Break enemy shields		Gain (LV * 4) shield when in under LL 4 and 10 sec out of combat	Allies within 70 Range gain +30Reg	Healing or Shielding ally grants you 10% of heal or shield given to ally	Dealing dmg from over 500 range away, deals +10% more dmg	Dealing dmg from over 500 range away, deals +10% more dmg	Basic Attacks Restore Mana equal to 6%AD

Item Name:	Cragg's Fist	Duelists Edge	Imps Dagger	Skin of Stone	Rejuvenation	Lanturns Caduceus	Stone Ledger	Vampiric Reaver
Stats:	115HP, 30AD, 30Def	25AD, 60Reg, 10%LS	37AD, 30Gouge	155HP, 55Def	120Reg, 120MReg	70HP, 40MD, 120MReg	155Mana, 15MD, 30Def,	20AD, 25%AS, 8%LS
Neg Stats	-12MS, -19AS	-9MS		-17MS, -.05AS		-12MS	-4MS	-4MS,
Inventory:	4	3	4	4	4	4	4	4
Range:	10	15	6	3	5	10		590
	Attacks lower enemy AD 10% for 2 sec 30 around	Gain a 20%AD Shield for 5sec when under 50%HP (1.5 min CD)		Gain a 3%HP AD shield every 30 sec (does not stack)	Assisting allies grants +10% Reg to them for 10sec	Raise LL +3 withing range LL falls off -1 each 30 range		Gain 8% LS when under 40% HP
Item Name:	Rune Carved Warhammer	Crushing Clever	Vampric Dirk	Blazing Bulwark	Giving Branch	Drakes Fury	Undying Codex	Glacial Arch
Stats:	115HP, 30AD, 30MR	70HP, 45AD, 12%Gouge	22AD, 18Gouge, 9%LS	150HP, 26Def, 26MR	90MReg, 6%CD, 10%Enc,	65HP, 65MD, 65Mana	95HP, 125Mana, 16Def, 16MR	43AD, 20%Crit,
Neg Stats	-12MS, -19AS	-16MS, -.25AS		-15MS, -.05AS		-12MS	-4MS	-10MS,
Inventory:	4	4	3	4	3	4	4	4
Range:	10	15	6	3	5	10		580
	Attacks lower enemy MD 10% for 2 sec 30 around	Bleed Targets for 10 Seconds 10%AD +1%per 10Gouge per sec	Restore 4%HP after slaying an enemy (10% for player)	Active: Deal 5%HP MD 30 around 30 sec CD	Assisting Allies grants them 30MReg for 6sec	Apply 6sec DOT burn 5%MD per sec	Gain + 9 Def and MR for 4 sec after casting a spell	Crits slow targets 15% for 2sec does not stack
Item Name:	Crystal Mallet	Frosslass Blade	Dire Tooth	Frosted Aegis	Veil Cast	Ravenous Stave	Seal Bound Ledger	Flint Crusted Edge
Stats:	100HP, 100Mana, 32AD	50HP, 40AD,	6AD, 7Gouge, 30Reg	100HP, 39Def, 65Mana	20MR, 100Mreg, 5%CD	70MD, 10%LS, 40Mana	160Mana, 12MD, 35MR	32AD, 15Def, 20%Crit
Neg Stats	-12MS, -15AS	-10MS		-14MS, -.05AS		-10MS	-5MS	-8MS, -1AS
Inventory:	4	3	1	3	3	4	4	4
Range:	10	18	5	4	4	10		630
	Attacks grant 2%Mana	Attacks Slows target 25% for 2 sec (15% when blocked)		Enemies that attack into guard are slowed 20% for 6sec	Assisting allies grants them a 10%MD shield for 2 sec			Attacking increases Def by 8 for 4 sec
Item Name:	Restoration Sledge	Misty Cutlass	Hasteful Edge	Cursed Willows Guard	Gem Studded Wisp	Ardent Rod	Corrupted Verdict	Runic Bow
Stats:	80HP, 20AD, 90Reg	32AD	17AD, 10Gouge, 5%CD	100HP, 34MR, 70Mana	65Mana, 20Def, 100MReg	80MD, 70Mana	145Mana, 15MD, 15Pen	30%AS, 15MR, 15%Crit
Neg Stats	-9MS, -12AS	-5MS		-13MS, -.05AS		-13MS		
Inventory:	3	2	2	3	3	4	3	4
Range:	9	18	6	3	4	9		550
	Gain +30Reg out of Combat	Attacks grant a burst of 15MS for 3 sec (doesn't stack)	Killing a unit reduces CD by 10%	Spells are 70% effective against user when guarding	Assisting Allies Shares Item resistances for 5 sec		Gain Mana equal to bonus damage done by Pen	
Item Name:	Hollowed Warhammer	Baroque Knife	Clawed Gauntlet	Devoted Protection	Nether Wisp	Wrym Burst	Endless Banquet	Onslaught
Stats:	80HP, 16AD, 12%CD	16AD	9AD, 8Gouge	75HP, 20Def, 20MR	22MD, 10%Enc	60MD, 24AD, 35Mana	165Mana, 120MReg	32AD, 25%AS
Neg Stats	-9MS, -12AS	-3MS		-9MS, -.05AS		-11MS		
Inventory:	3	1	1	3	2	4	4	4
Range:	9	5	2	3	4	10		550
	Gain +10AD when Shielded		If User has Claws Gain +2AD +7Gouge	Active: Grant Allies 100 around a 50HP shield for 1.5sec CD: 40sec	Allies Attacks burn for 20MD over 5sec for 4 sec after assisting them	Spells Deal bonus 10%AD	Gain +50% MReg when under 20% Max Mana	Deal 2%target HP AD every 3 basic attacks
Item Name:	Ravenous Sledge	Mineral Blade	Blighted Dagger	Darksteel Buckler	Burst Wand	Reinforced Staff	Blossomed Tome	Reinforced Bow
Stats:	150HP, 35AD, 12%LS	32AD, 25Def, 25MR	16AD, 18Gouge	25HP, 10Def, 10MR	25MD, 12Pen	60MD, 20Def, 20MR	180Mana, 10%CD, 20%Enc	32AD, 12%AS, 10Def, 10MR
Neg Stats	-12MS, -18AS	-13MS		-3MS, -.05AS		-15MS		
Inventory:	4	4	2	1	2	4	4	4
Range:	10	18	7	2	4	9		550
	Gain +5%LS when under 50%HP		Dmg an ememy reduces their healing for 5 sec		Dmg with a Spell deals 4+7%MD 20 sec CD			
Item Name:	Mountain Crusher	Dragon Slayer	Dragons Fang	Unwavering Aegis	Echoed Hopes	Runic Decay	Bramble Tome	Infinite Duress
Stats:	225HP, 40AD	58AD, 15%Gouge	25AD, 25MD, 20Gouge	150HP, 45Def, 45MR	140MReg, 12%CD, 5%Enc	92MD, 70Mana, 5%CD	200HP, 270Mana	16AD, 48%AS, 5%LS
Neg Stats	-16MS, -20AS	-14MS		-16MS, -.05AS		-10MS	-3MS	
Inventory:	4	4	3	4	4	4	4	4
Range:	14	18	7	3	4	10		600
	Attacks with MC break target Def 10% lasting 10 sec		Gain %Gouge equal to 20%MD	Deal 3%HP while guarding 50 around	Healing or Shielding ally grants you 20% of heal or shield given to ally	Spells Decay target MR lasting 7sec 10%Each spell. (Max 50%)	Gain Bramble Passive	Gain +5%LS after 5 sec in combat

Item Name:	Nullifying Force	Bloodthirster	Bleeding Maw	Stone Wall Bulwark	Guiding Light	Voids Cry	Rune Binder	Enchanted Bliss
Stats:	150HP, 32AD, 35MR	50HP, 50AD, 50%LS	40AD, 25Gouge, 15%LS	200HP, 75Def	100HP, 15%CD, 15%Enc	100MD, 18Pen	300Mana, 35MD	16AD, 24%AS, 20%Enc
Neg Stats	-13MS, -20AS	-14MS, -100%Reg	-2MS	-19MS, -.05AS		-6MS	-2MS	-4MS
Inventory:	4	4	4	4	4	4	4	4
Range:	12	16	7	5	4	10		650
	Attacks grant a (20%MR) shield for 3 sec	Lose all HP Reg but gain +10% bonus healing per 10%HP lost	Attacks apply 5 second bleed 15%AD per sec	Basic Attacks Deal Bonus (10%Def) AD	Cast 100 around AOE healing 15% ally MaxHP, 3Min CD, 200 range	Damage to targets below 30%HP Crits for 120%DMg	Gain +10%MD	Attacks can hit allies instead healing them for 5+10%AD
Item Name:	Cragg's Fist	Blessed Zephyr	Shattered Baselard	Frosted Bulwark	Fae's Favor	Endless Bloom	Hygieia's Gospel	Cut Down
Stats:	150HP, 32AD, 35Def	80HP, 40AD, 20MR, 15%Enc	35AD, 20Gouge, 5%CD	160HP, 32Def, 32MR, 75Mana	70Mana, 130MRReg, 12%Enc	50MD, 10%CD, 180MRReg	250Mana, 17%Enc	40%AS, 20%Crit, 4%MS
Neg Stats	-13MS, -20AS	-18MS		-20MS, -.05AS		-10MS	-2MS	-4MS
Inventory:	4	4	3	4	4	4	4	4
Range:	12	15	6	5	6	10		620
	Attacks grant a (20%Def) shield for 3 sec	"Eyo he healin"	Gain +12Gouge when damaging a shielded target	Gain a 5%Mana Shield while guarding (30 sec CD)	Gain +4AP per 60Mreg	Gain +2%Enc per 20MD	Gain +60MRReg when below 40%HP	if attacked target 3 times in last 10sec, begin dealing +15%BD
Item Name:	Ravenous Blow	Crystal Gladius	Sharpsteel Dirk	Plated Safeguard	Branch of Dawn	Gathering Focus	Encased Vigil	Blender
Stats:	170HP, 30AD, 15%LS	20AD	50AD, 35Gouge	25HP, 13Def, 12MR	25MD, 150MRReg, 15%Enc	90MD, 15%Pen	435Mana	30AD , 25%Crit
Neg Stats	-13MS, -20AS	-3MS		-4MS, -.05AS		-7MS	-6MS	-3MS
Inventory:	4	1	4	1	4	4	4	4
Range:	10	8	4	3	6	10		590
	Heal 4%HP when CC'ing an enemy, 7 sec CD					Gain +2MD for each sec in combat 24 max, stack linger 4 sec out of com	Active: Gain a shield equal to 10%Max Mana (90sec CD)	Gain 30%AS for 4 Seconds after criting
Item Name:	Immovable Sledge	Decimation	Deadmans Edge	Vuccucite Aegis	Ressonance	Brambles Spite	Sunlit Blessing	Protection Bow
Stats:	180HP, 35AD, 15%Ten	90HP, 68AD	13AD, 10Gouge	200HP, 75MR	20MD, 20%CD, 20%Enc	140HP, 95MD	385Mana, 7%CD	32AD, 15%AS, 12Def, 12MR
Neg Stats	-13MS, -20AS	-16MS		-19MS, -.05AS		-11MS	-2MS	
Inventory:	4	4	1	4	4	4	4	4
Range:	10	18	4	5	4	10		580
	Gear tax is 30% less effective	Attacks ignore (25%AD)% Def		Gain +5MR for 6 sec after being hit by a spell (Max:20MR)	Assisting ally Heals lowest 2 allies within 60 range 15+12%MD	Gain Mana equal to 5%HP	Heal for 10% Mana used	Gain a 20+5*LV HP Shield when put below 30%HP (60 sec CD)
Item Name:	Force of Willow	Cursed Willow Blade	Claw of the Slaughtered	Rib of Willow	Willow's Grace	Willow's Agony	Willow's Wisdom	Willow's Hatred
Stats:	250HP, 48AD, 20%Ten	100HP, 80AD	64AD, 40Gouge	250HP, 50Def, 50MR	200MRReg, 20%CD, 30%Enc	125MD, 36Pen	450Mana, 15%CD	55AD, 25%Crit, 25%Gouge
Neg Stats	-10MS, -20AS	-10MS		-20MS, -.05AS		-10MS		-18MS, -.25AS
Inventory:	4	4	4	4	4	4	4	4
Range:	14	14	14	5	5	5	5	850
	Attacks Apply Willows Touch	Attacks Apply Willows Touch	Attacks Apply Willows Touch	Attacks into guard apply Willows Touch	Assisting Allies gives them Willows Touch passive for 10sec	Spells apply Willows Touch	Spells apply Willows Touch	Attacks Apply Willows Touch
Item Name:		Moonlight Greatsword						Willow's Frenzy
Stats:		70AD, 20%Gouge, 50Mana						30AD, 25%Crit, 40%AS
Neg Stats		-10MS						-14MS
Inventory:		4						4
Range:		14						720
		Gain: Moonlight Passive						Attacks Apply Willows Touch
								Hawk's Talon
								45AD, 25Gouge, 20%Crit
								-12MS, -.2AS
								4
								850
								Attacks bleed target for 80%AD over 10 sec and Execute under 5% HP

Chakram/ Darts	Boots	Armor				Cloaks/Robes	Charms/Tokens
	Max of 1	Max of 5 one from each category					Max of 4
Maybe		Maybe				All Cloaks negate harmful weather effects by 20%	Find These Items while exploring!
<b>Wooden Darts</b>	<b>Worn Boots</b>	<b>Cloth Mask</b>	<b>Broken Helm</b>	<b>"Rusted" Pant Armor</b>	<b>Shattered Chest Plate</b>	<b>Ragged Cloak</b>	<b>Paper Scrap</b>
1AD, 5%AS	23MS		2Def -5% Vision	5Def -5MS	6Def -4MS	1HP	5Mana
2	1		1	1	2	1	1
	"Thats why yo shoes raggedy"		"Someone had a bad fall.. always wear a helmet kids!"	"Did you hear men shit themselves when they die?"	"I wouldn't want to be the last guy who wore this when in one piece"	Cloak Passive 20% --> 10% "Better than nothing"	"You can write on it I think."
<b>Silver Chakrams</b>	<b>Basic Boots</b>		<b>Basic Helm,</b>	<b>Leather Kilt</b>	<b>Light Vest</b>	<b>Blankie</b>	<b>Lucky Pebble</b>
6AD, 10%AS, 5MS	32MS		25HP, 7Def -8MS	40HP, 4Def, 5MR -7MS	50HP -2MS	1	1%Crit, 1STA, 1Enc
4	1		1	1	1		1
95							
Every Third attack a Chakram splits hitting twice						Warm :)	
<b>Jagged Cresent</b>	<b>Armored Treads</b>		<b>Cunstruction Helm</b>	<b>Light Pant Armor</b>	<b>Light Chest Armor</b>	<b>Covert Cloak</b>	<b>Flint</b>
6AD, 10%AS, 4MS, 10%Crit	10Def, 25MS		20HP, 3Def, 2STA -4MS	50HP, 7Def, 5MR -10MS	65HP, 6Def, 4MR -5MS	2HP	2Def
4	1		1	1	2	1	1
95							
	Ground traps are 50% effective against user		Falling object deals 30% Less D			"Cloaks are Good for hiding" " Identity.. Good, not great"	
<b>Rapid Fire</b>	<b>Vieled Boots</b>		<b>Leather Cap</b>	<b>Basic Leg Armor</b>	<b>Full Chestplate</b>	<b>Vigorous Cloak</b>	<b>Star Sticker</b>
5AD, -13AS, 5%CD -5MS	10MR, 25MS		20HP, 2Def, 2MR -5MS	60HP 10Def, 6MR -14MS	90HP, 14Def, 12MR -12MS	5STA	2MD
4	1		1	1	2	2	1
100							
Attacks reduce Cooldowns by 4%							
<b>Infinite Durruss</b>	<b>Hunters Footware</b>		<b>Anti Charm Helm,</b>	<b>Cloth Pant</b>	<b>Paladins Cloth Armor</b>	<b>Padded Cloak</b>	
7AD, 14%AS, 6MS	30MS		35HP, 8MR -9MS	57HP, 5Def, 3MR -8MS	75HP, 8Def, 15MR -10MS	5Def, 5MR	
4	1		1	1	2	1	
150							
Each Attack grants +.06AS for 5 sec, up to +.42AS	Make 50% less nosie when walking					At item level 3 gain 3 + 4% Def, and MR	
<b>Magi Pellet</b>	<b>Regen Boots</b>		<b>Soldiers Helm</b>	<b>Nullifying Legplates</b>	<b>Crusaders Plate</b>	<b>Cloak of Swiftness</b>	<b>Bramble Seed</b>
5AD, 5MD, 5%AS	30MReg,30Reg,32MS		40HP, 10Def, 5STA -7MS	80HP, 14MR, -13MS	120HP, 20MR -10MS	5%MS	25HP
	1		1	2	2	1	1
150							
Attacking Costs 4Mana Attacks deal +20%MD	Gain +30Resource Reg when sprinting						
	<b>Cooldown Boots</b>		<b>Azul Helm</b>	<b>Soldiers Legplates</b>	<b>Soldiers Chestplate</b>	<b>Consealed Cloak</b>	<b>Mana Charm</b>
	30MS, 8%CD		40HP,15Mana, 8MR -4MS	75HP, 15Def, 15Reg -11MS	100HP, 20Def, 60Reg -11MS	15HP	20 Mana
	1		1	2	2	1	1
						Identity is hidden until within 7% Vision	

	<b>X'Talion Boots</b>		<b>Dire Helm</b>	<b>Tenacious Legguards</b>	<b>Boar Brigandine</b>	<b>Sandsear Cloak</b>	<b>Dire Fang</b>
	32MS, 7STA		35HP, 5AD, 8Def, 15Reg	80HP, 14Def, 10%Ten	115HP, 15Def, 15MR	15HP	4AD
			-6MS	-12MS	-10MS		
	1		1	2	2	1	1
						Cloak Weather Passive increased +10% (+40% for sand and heat effects)	
	<b>Arcane Greaves</b>		<b>Bowman's Helm</b>	<b>Medics Field Leggards</b>	<b>Slime Steel Plate</b>	<b>Mage's Cloak</b>	<b>Rune Tag</b>
	32MS, 10%LS		40HP, 3Def, 4MR	70HP, 10MR, 30Reg, 5%Enc	125HP, 80Reg	5MD, 40Mana	5MD
			-4MS	-7MS	-8MS		
	1		1	1	2	1	1
			Gain +5% MS for 4 sec after damaging an enemy from over 400 range away				
	<b>Aqua Crest Boots</b>		<b>Anti Mage Helm</b>	<b>Foward March</b>	<b>Shielded Breastplate</b>	<b>Brawlers Cloak</b>	<b>Hardy Stone</b>
	30MS, 68Mana		40HP, 15MR	80HP, 10%Ten, 10STA	50HP, 11Def, 11MR	10AD, 30Reg	5Def
			-7MS	-9MS	-5MS		
	1		1	1	2	1	1
				Allies withing 30Range around you gain +5% MS	Gain a 20HP shield while at Max HP	Gain 30Reg out of combat	
	<b>Reinforced Treads</b>		<b>Thick Skull</b>	<b>Light Plated Skirt</b>	<b>Travelers Chest Armor</b>	<b>Vampiric Shroud</b>	<b>Spell Seal</b>
	34MS, 25Def		80HP	60HP, 8Def, 8MR	60HP, 60Reg, 4MS,	7%LS	5MR
			-7MS	-5MS			
	1		1	1	2	1	1
					Gain +8MS for 3 sec upon entering combat with enemy 30 sec CD		
	<b>Repulsion Greaves</b>		<b>Horned Helm</b>	<b>Durable Chausess</b>	<b>Bramble Plate</b>	<b>Magical Guided Robe</b>	<b>Fleet Feather</b>
	34MS, 25MR		45HP, 7AD, 12Def	92HP, 20Def	275HP	15MD, 10Pen, 50Mana	5MS
			-7MS	-12MS	-10MS		
	1		1	2	2	1	1
			Ramming or Headbutting deals bonus 10%Def as AD	Take 25% less fall Damage	Deal 5% of Damage you take back as MD		
	<b>Void Walkers</b>		<b>Crash Helmet</b>	<b>Dark Tread Legging</b>	<b>Mending Plate</b>	<b>Beast Fang Cloak</b>	<b>Willow Seed</b>
	34MS, 18Pen		50HP, 15Def	93HP, 11Def, 15MR	200HP, 60Reg, 5%Enc	15AD, 5Def, 60Reg	30Reg
			-7MS	-13MS	-13MS		
	1		1	2	2	1	1
	Gain +5% MS for 6 sec after casting a spell		Take 20% less recoil from attacks and spells with recoil damage		Excess healing becomes a sheild up to 10%HP		
	<b>Boots of Tenacity</b>		<b>Knights Helm</b>	<b>Imovable Leggards</b>	<b>Ballistic Chestplate</b>	<b>Assassins Cloak</b>	<b>Cherrish Mote</b>
	34MS, 15%Ten		42HP, 12Def, 45Reg, 5%CD	87HP, 2Def, 16MR	150HP, 20Def, 20MR	10AD, 10Gouge 3%MS	30MReg
			-9MS, -5%Vision	-11MS	-13MS		
	1		1	2	2	1	1
				Gain immunity to displcement when guarding	Projectiles are 25% less effective against the wearer		

	<b>Wind Walkers</b>		<b>Void Walkers Helm</b>	<b>Glacial Greives</b>	<b>Giving Aegis</b>	<b>Crested Robe</b>	
	35MS		50HP, 14MR, 3Pen	100HP, 13Def, 11MR	145HP, 5%CD, 10%Enc	10MR, 45Mana	
	1		-6MS	-14MS	-8MS	1	
	When out of combat for 10 Seconds gain +15MS		Gain +12MS for 4 sec after taking MD	Active: Create 20around field that slows enemies 15% (10sec CD)	Immobilizing an enemy heals 3 allies within 30 Range 7+4% of your MaxHP		
	<b>Rapid Boots</b>		<b>Frosted Helm</b>	<b>Endless March</b>	<b>Runic Seal Chestplate</b>	<b>Archers Cape</b>	
	10%AS, 34MS, 5%Crit		50HP, 10Def, 6MR	90HP, 9Def, 6MR, 5%MS	175HP, 35MR	10%AS, 3%MS, 8%Crit	
	1		-7MS	-7MS	-15MS	1	
	Crits grant a burst of 10%MS for 4 seconds		Resist Cold effects by 15%	Leave 10 wide trail behind as you move lingering 6sec. Allies gain +10%MS when on trail	Active: Decrease enemy MD 15% for 6sec (25around)(15sec CD)		
	<b>Gale Forces</b>		<b>Visored Headguard</b>	<b>Light Pant Armor</b>	<b>Dire Steel Plate Armor</b>	<b>Hunters Hood</b>	
	34MS		50HP, 7MR	65HP, 10Def, 10MR	165HP, 37Def	15AD, 10%Crit	
	1		-7MS, -10%Vision	-10MS	-15MS	1	
	Gain +10%MS for 5 sec when shielded or healed		Gain immunity to blinding effects		Deal 5 MD to enemies that attack user		
	<b>Healers Call</b>		<b>Regenerative Helm</b>	<b>Leg Sheilds</b>	<b>Shining Armor</b>	<b>Holy Cloth</b>	
	34MS, 10%Enc		80HP, 60Reg	125HP, 20Def, 20MR	190HP, 5%CD, 120Reg	5MD 25Mana, 100MReg	
	1		-10MS	-13MS	-16MS	1	
	Gain 15%MS around allies under 40%HP within 150 range		Gain +120Reg for 5 sec after first instance of dmg 15 sec CD	When Guarding, root yourself and +50% resistances to guard	Become someone's knight Redirect 15% of damage done to Them within 90 range, to you		
	<b>Assassins Ashiko</b>		<b>Ravenous Helm</b>	<b>Overturning Hosen</b>	<b>Protectors Plate</b>	<b>Medics Guise</b>	
	34MS, 18Gouge		100HP, 5%CD	140HP, 25Def, 18MR	180HP, 20Def, 20MR, 45Reg	12%Enc, 10%CD	
	1		-10MS	-20MS	-17MS	1	
	Gain ability to latch to walls for 2 sec or always while running		user and allies 50 around gain 10AD, 5%LS (Does not stack)	Gain 2MS per sec while moving continuously. (Max 40MS) Stacks dissapear once stopped	Allies within 30 units of user gain 5% of users Def and MR when in range		
	<b>Boots of Swiftiness</b>		<b>Steel Dome</b>	<b>Black Plate Leggards</b>	<b>Thornbound Deadmail</b>	<b>Shifty Cloak</b>	
	45MS		90HP, 30Def	160HP, 20Def, 60Reg	245HP, 40Def	5%MS, 5STA	
	1		-14MS	-17MS	-20MS	1	
	Sprint Speed is increased 15%		Basic Attacks Deal 10% less dmg Crit Attacks Deal 25% less dmg	Gain 20%Tenacity for 10sec after taking damage	Deal 10%Def MD to enemies that attack you and reduce their healing 50% for 4 sec		
	<b>Boots of Greed</b>		<b>Silk White Tricorn</b>	<b>Mirrored Jambeau</b>	<b>Radiating Voidmail</b>	<b>Cloak of Restoration</b>	
	25MS, 16%LS		75HP, 10Def, 25MR	135HP, 25MR, 55Mana	250HP, 40MR	5HP, 60Reg, 5%CD	
	1		-10MS	-20MS	-20MS	1	
	Gain +25MS when above 75%HP		After out of combat for 25 sec gain a MD shield equal to 10%HP	When hit by a spell deal damage to caster equal to 5%Mana	Deal 5%MR MD per sec 50 around while in combat after being in combat for 4 sec	after taking damage gain bonus 150% Reg for 10 seconds	

[illegible]



	Charms/Tokens	Charms/Tokens	Charms/Tokens	Charms/Tokens	Charms/Tokens	Charms/Tokens
	Max of 5	Max of 5	Max of 5	Max of 5	Max of 5	Max of 5
	Charms/Token Passives	Charms/Token Passives	Charms/Token Passives	Charms/Token Passives	Charms/Token Passives	Charms/Token Passives
	DO stack	MAY stack	MAY stack	MAY stack	MAY stack	MAY stack
<b>Pretty Flower</b>	<b>Fae Totem</b>	<b>Ceasless Charm</b>	<b>Void Brace</b>	<b>Fulfilled Gem</b>	<b>Bountiful Soul</b>	<b>Raptor Talon</b>
10MReg	55MReg	5%Ten	12AP, 14Pen	40Mana		20%AS, 10%Crit
	1	1	2	1	2	2
					On activation replenish 40% of Maximum Mana. 3 hour CD	Gain 8%LS and 5%MS for 5 sec after falling below 40% HP
"Pretty :)"					Not effected by CD%	
<b>Helpful Petal</b>	<b>Blessed Charm</b>	<b>Cragg Steel</b>	<b>Regen Shield</b>	<b>Brooch of Fortitude</b>	<b>Static Shock</b>	<b>Shatter Spleen</b>
1%Enc	50Reg	10Def, 8%Ten		12STA	6% Crit	17AD, 15%Crit
	1	2	2	1	1	2
	Healing and Shielding from allies is +10% more effective		when out of combat for 10 sec generate (2+LVx2) shield per sec up to 15+4% +(2%per stack )HP		Crit attacks zap a target within 35(+20 per stack) range for 20%(+10% per stack) dmg	Crits bleed target for 10%AD (+5%AD per stack) per sec for 8 sec (Stacks itself up to 4 times)
	<b>Charmed Padding</b>	<b>Leech Seed</b>	<b>Fluorite Crystal</b>	<b>Bramble Gem</b>	<b>Saving Grace</b>	<b>Refraction</b>
	8MR	35HP	12MR	75HP		
	1	1	1	1	1	1
		Attacks Heal user for 3HP 2HP for attacks over 100 range			When taken below 30%HP instantly gain a 30+15%HP shield for 2 sec and heal for 15+10%HP 6 (-1 per stack) hour CD	Take a Passive from an item and destroy that item. This token now carries that passive
	<b>Hollow Shell</b>	<b>Null Tag</b>	<b>Chrome Token</b>	<b>Stubborn Ring</b>	<b>Crown of Longevity</b>	<b>Lethal Steel</b>
			12Def	10%Ten	12Def 12MR	5%Gouge + 10Gouge
	1	1	1	1	2	
	Overhealing is stored as a shield up to 5+(LV * 5), that decays over 5sec after 10sec of no healing	Spells deal 5% less dmg to user			Double resistances after not taking damage for 30 sec Boost ends 2.5 sec after Taking damage	1
	<b>Steel Cap</b>	<b>Eternal Candle</b>	<b>Siphoning Sickle</b>	<b>Feathered Ear Rings</b>	<b>Spiraling Rune Shard</b>	<b>Penetrating Charm</b>
	8Def		5%Crit	16%AS, 10MS	50MD	5%Pen + 10Pen
		1	1	2		
	1	LL +1 120 range around user Increased to +2 within 60 range Increased to +3 within 30 range	Heal for 10% of damage when criting		2 Gain 1Pen per 10MD	1
<b>Silver Chime</b>	<b>Frost Tear Necklace</b>	<b>Charcoal</b>	<b>Cocoa Bean</b>	<b>Berserker Mask</b>	<b>Sanowood Flower</b>	<b>Arcane Halo</b>
2.5%CD	25Mana 60MReg			12Gouge, 15%AS	15%Enc	22MD, 90Mana
	2	1	1	2		
1		Fire attacks deal +10% D	Sprint 10% Faster	Killing a unit grants +7%MS for for 3sec	1 Gain +50%MReg and +5%MS for 4sec after assisting ally	2 All spells cost 5(+2 per stack) less Mana (not counting Mana over time spells)
<b>Staggered Thorn</b>	<b>Tactical Brace</b>	<b>Rabbits Foot</b>	<b>Bone Tooth Necklace</b>	<b>Dire Choker</b>	<b>Peircing Scale</b>	<b>Ravenous Jaw</b>
2.5%Crit	4AD 6Def	7MS	8AD, 12Gouge	10AD, 80Reg	10%Gouge	13%LS
	1	1	2	2		
		Gain +5%MS for 5 sec after Taking damage			1	1
						Gain +7%LS when below 30% Max HP

<b>Gouging Claw</b>	<b>Sharp Ring</b>	<b>Icy Shard</b>	<b>Tear of Everdew</b>	<b>Stone Necklace</b>	<b>Shard of Void</b>	<b>Unmoved Charm</b>
5Gouge	7AD	15Mana, 5MR	6%CD	17Def, 17MR	10%Pen	27Def, 27MR
1	1	1	1	2	1	2
				Gain a 2%HP shield after out of combat for 10 sec		Active: Slow enemies 40% for 3 Sec within 75 around CD: 15sec
<b>Void Pebble</b>	<b>Casters Veil</b>	<b>Necklace of Fortitude</b>	<b>Critical Lens</b>	<b>Flower Crown</b>	<b>Feathered Headress</b>	<b>Vacuucite Vestige</b>
5Pen	5MD 6MR	10Def, 10MR	8% Crit	70Reg, 9%Enc	15STA	25MR
1	1	2	1	2	2	1
				Gain +50%Reg for 4 sec after Healing or Shielding an ally	For Every 3 Basic Attacks Regain +2STA on third attack	Gain a MD shield equal to 4%(+2% per stack) MaxHP after out of combat 10 for sec
<b>Fresh Water</b>	<b>Flower Petal Piercing</b>	<b>Shaped Glass</b>	<b>Leaching Thorn</b>	<b>Bitter End</b>	<b>Phoenix Feather</b>	<b>Ferrite Relic</b>
2STA	5%Enc	4% Crit	6%LS	5AD, 5MD	10AD, 10MD, 5%Enc	25Def
1	1	1	1	1	1	1
				Deal 10% more damage when under 40%HP	Gain +2MReg per 5AD	Gain a AD shield equal to 4%(+2% per stack) MaxHP
				Bonus dmg stacks	Gain +2MReg per 5MD	after out of combat 10 for sec
<b>Lustful Petal</b>	<b>Amethyst Charm</b>	<b>Rapid Fire Alternator</b>	<b>Pixie Crystal</b>	<b>Nail of Spite</b>	<b>Dragons Claw</b>	<b>Tome of Valor</b>
2%LS	Reduce 1st instance of damage taken, by 15%	8%CD, 8%AS	50Mreg, 5%Enc	2%Gouge, 2%Pen	35AD	120Reg
1	Resets after 25 sec out of combat	2	1	1	2	2
	1			Deal 10% more damage to foes with 30% more MaxHP than you	Gain 1Gouge per 10AD	after taking damage within 60 range of an ally gain bonus 100%Reg for 5 sec
<b>Stone Brace</b>	<b>Mages Tome</b>	<b>Living Ember</b>	<b>Protection Oracle</b>	<b>Loaded Dice</b>	<b>Bramble Heart</b>	<b>Fulgent Vistage</b>
3%Ten	4MD 15Mana	10MD, 4%Enc	8Def, 8MR		200HP	120Mreg
1	1	2	1	1	2	2
				Crits deal +10% more damage	Basic Attacks heal 3%MaxHP CD 6 sec	Gain 2%Enc per 60MReg
<b>Arrow Head</b>	<b>Hex Ballad</b>	<b>Rejuvenating Necklace</b>	<b>Topaz Feather</b>	<b>Aged Oracle</b>	<b>Crystalized Relic</b>	<b>Enchanted Ashes</b>
5%AS	8MD	70Reg, 70Mreg	5STA	75HP, 75Mana	200Mana	12%CD, 12%Enc
1	1	2	1	2	2	2
			Heal 1HP for every 2 Units traveled while sprinting	Gain a shield equal to 5%Mana for 3 sec after falling below 40%HP (90 sec CD)	Gain MD equal to 3%Mana	Ally attacks and spells burn for 10+5%MD per sec for 4 sec for 3 sec after assisting them
<b>Blessed Petal</b>	<b>Lemon Leaf</b>	<b>Ghastly Wisp</b>	<b>Beast Collar</b>	<b>Detonating Blows</b>	<b>Merciless Reminder</b>	<b>Rainbow Beads</b>
3%Enc	3STA, 30Reg	5%MS	80Reg, 80Mreg, 5%MS		18Gouge, 18Pen	16AD, 12%AS, 25MD
1	1	1	2	1	2	25Def, 100HP, 25MR
			Beasts Gain +10Reg and MReg After killing a unit	Basic Attacks now deal splash dmg 10 (+10 per stack) around target for 50%+(25% per stack) dmg	TD dealt is increased 50% increased to 100% against targets below 10%HP	3
			Replenish 5% missing resources			"Pretty :)"

[illegible]

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Rarity	Drop %
	Simple
	55%
	30%
	10%
	5%
	Special

Level up system: each item can be upgraded up to level 10. Each level increase boost the items stats by +5% (Stats increase 50% at Max LV)

<b>Lv 1</b>	Base	Durability
<b>Lv 2</b>	Base + 5%	Durability * 1.25
<b>Lv 3</b>	Base + 10%	Durability * 1.5
<b>Lv 4</b>	Base + 15%	Durability * 1.75
<b>Lv 5</b>	Base + 20%	Durability * 2
<b>Lv 6</b>	Base + 25%	Durability * 2.25
<b>Lv 7</b>	Base + 30%	Durability * 2.5
<b>Lv 8</b>	Base + 35%	Durability * 2.75
<b>Lv 9</b>	Base + 40%	Durability * 3
<b>Lv 10</b>	Base + 45%	Durability * 3.25
Capstone	Base + 50%	Durability * 3.5

10 range = 1 meter

average male height 1.75 meteres (17.5 range)

**Base lv Up = 2 slots worth of stats**

**Class Iv Up = .5 slots worth of stats**

Stat	1 Slot	2 Slots	3 Slots	4 Slots	Efficiency	4 slots	3 slots	2 Slots	1Slot
HP	100	200	300	400	25%	1	0.75	0.5	0.25
Mana	100	200	300	400	50%	2	1.5	1	0.5
AD	16	32	48	64	75%	3	2.25	1.5	0.75
MD	25	50	75	100	100%	4	3	2	1
Def	25	50	75	100	125%	5	3.75	2.5	1.25
MR	25	50	75	100	150%	6	4.5	3	1.5
MS	13	26	39	52					
Reg	90	180	270	360					
MReg	90	180	270	360					
CD	10%	20%	30%	40%					
Crit	15%	30%	45%	60%					
Gouge	18 or 10%	36 or 20%	54 or 30%	72 or 40%					
Pen	18 or 10%	36 or 20%	54 or 30%	72 or 40%					
STA	8	16	24	32					
Life Steal	13%	26%	39%	52%					
Tenacity	15%	30%	45%	60%					
AS	12%	24%	36%	48%					
Enchant	15%	30%	45%	60%					





