**Dragon Trainers: Weapons Lists**

**Weapons Chart**

*Note: All elemental weapons have that element DMG = ½ total DMG.*

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| **Name** | **ATK** | **+ to other stats** | **Special** |
| **Swords** |  |  |  |
| Short Sword | +6 | --- | A simple sword |
| Broad Sword | +12 | --- | Wider sword |
| Fire Sword | +15 | Ice resist -5 | Fire element. Flaming sword |
| Bolt Sword | +22 | Wind resist -7 | Lightning element. An electrically charged sword |
| Whirl Sword | +30 | Bolt resist -10 | Wind element. 50% blown away. |
| Chilling Sword | +42 | Fire resist -15 | Ice element. 50% frozen. |
| Stone Sword | +25 | Water resist -12 | Earth element. 50% stone. |
| Sword of Drowning | +50 | Earth resist -20 | Water element. 50% drown. |
| Sword of Death | +55 | Holy resist -35 | Dark element. ¼ DMG HP drain. |
| Sword of Life | +70 | Dark resist -40 | Holy element |
| Sword of Techs | +40 | SPI+10 | Drains 5 TP when a tech is used. |
| Skill Blade | +25 | --- | +5 any skill when wielded. |
| Rainbow Cutter | +66 | All stats +2 | All elemental sword. |
| Dragon Sword | +40 | --- | A sword born of a famous dragon. |
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| **Axes** |  |  |  |
| Axe | +10 | --- | Simple axe |
| Broad Axe | +18 | --- | Axe with a broad blade |
| Two-bladed Axe | +25 | --- | Axe with two blades |
| Killer Hatchet | +45 | DEF-5 | Hatchet with sharp blades |
| Stone Axe | +65 | Wind resist -20 | Earth element. Splash DMG |
| Axe of Frenzy | +100 | All stats -5 | Blood element. 35% Critical |
| Throwing Axe | +30 | --- | Same DMG when thrown |
| Twin Axe 1 | +120 | Weak without other | Drains HP when paired |
| Twin Axe 2 | +125 | Stats +10 when paired | Elemental shift occurs when paired |
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| **Spears** |  |  |  |
| Spear | +8 | --- | Two handed |
| Javelin | +13 | --- | One handed. Same DMG when thrown |
| Blitz Spear | +22 | --- | Double attacks allowed |
| Lance | +35 | --- | Two handed |
| Unholy Lance | +55 | Holy resist -15 | Dark element. Drains ½ MP |
| Holy Lance | +70 | Dark resist -20 | Holy element. Drains ¼ TP |
| Dragoon Spear | +110 | All resist +10 | Legendary spear |
| Spear of Elements | +136 | All resist -10 | All elemental |
| Halberd | +121 | DEF +20 | Great spear used for parrying |
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| **Staves** |  |  |  |
| Staff | +6 | --- | A simple wood staff. |
| Iron Staff | +20 | --- | Staff made of iron |
| Staff of Fire | --- | INT +15 | Fire element. A fiery staff |
| Frozen Staff | --- | INT +20 | Ice element. 35% frozen on hit |
| Charged Staff | +10 | INT +25 | Lightning element |
| Whirlwind | +10 | INT +30 | Wind element. 50% blown away |
| Staff of Pure Water | +20 | INT +30 | Water element. Heals HP on hit |
| Stone Staff | +30 | INT +25 | Earth element. 40% stone |
| Staff of Darkness | +60 | --- | Dark element. 80% blind |
| Clear Staff | +20 | INT +50 | Holy element. Removes all status and spells on hit |
| Staff of Dragons | +100 | Other stats +50 | Skills: Dragon tame=10, Dragon command=10 |
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| **Wands** |  |  |  |
| Wood Wand | --- | INT +3 | Simple wood wand |
| Wand of Fire | +5 | INT +5 | Fire element. |
| Wand of Wind | +5 | INT +10 | Wind element. 50% blown away. |
| Solid Wand | +15 | INT +5 | Earth element. 50% resist stone. |
| Healing Wand | --- | --- | Holy element. Heals friendly 5 HP a turn. |
| Cursed Wand | +25 | INT +25 | Dark element. Minus 2 HP a turn. |
| Flare Wand | --- | INT +30 | Fire element. Can cast Flare once a day. |
| Zero Wand | --- | INT +25 | Ice element. Can cast Absolute 0 once a day. |
| Chain Wand | --- | INT +25 | Lightning element. Can cast Chain Lightning once a day. |
| Water Ball Wand | --- | INT +25 | Water element. Can cast Water Ball once a day. |
| Meteoric Wand | +10 | INT +25 | Earth element. Can cast Meteor once a day. |
| Devil’s Wand | +15 | INT +30 | Dark element. Can cast Devil’s Blackness once a day. |
| Heavenly Wand | +20 | INT +30 | Holy element. Can cast Heavenly Rays once a day. |
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| **Hammers** |  |  |  |
| Great Hammer | +30 | 2-handed | A large hammer. |
| Throwing Hammer | +32 | --- | Same DMG when thrown. |
| Cleaving Hammer | +60 | 2 handed | Creates Splash DMG when used. |
| Hammer of the Unjust | +85 | Holy resist=0 | Dark element. Drains ¼ HP on DMG. |
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| **Bows** |  |  |  |
| Wood Bow | +10 | --- | Simple wooden bow. |
| Steel Bow | +20 | --- | Metal bow. |
| Burning Bow | +15 | Ice resist -10 | Fire element. 50% burn. |
| Chilling Bow | +22 | Fire resist -10 | Ice element. |
| Zapping Bow | +10 | Wind resist -15 | Lightning element. Double attacks allowed. |
| Swift Bow | +15 | Lightning resist -15 | Wind element. Double attacks allowed. |
| Drowning Bow | +30 | Earth resist -20 | Water element. 35% drown. |
| Gaea Bow | +55 | Water resist -20 | Earth element. 5% +5 to all stats until battle’s end. |
| Black Bow | +70 | Holy resist=0 | Dark element. ¼ HP drain. |
| Silver Bow | +80 | Dark resist=0 | Holy element. Heals 10 HP a turn. |
| Dragon Killer | +105 | All stats +10 | Dragon element. +200 ATK vs. Dragons. |
| Bow of Hermes | +140 | All stats except AGI -15. | All elemental. Cannot miss. |
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| **Daggers** |  |  |  |
| Dagger | +5 | --- | Simple knife. |
| Throwing Knife | +8 | --- | Same DMG when thrown. |
| Twin Dagger 1 | +15 | --- | More powerful when paired. |
| Twin Dagger 2 | +18 | --- | +15 All stats when paired. |
| Frost Dagger | +30 | Fire resist -5 | Ice element. |
| Dagger of Wind | +40 | --- | Wind element. Double attacks allowed. |
| Bloody Dagger | +66 | Minus ¼ HP | Drains HP on attack. |
| Hidden Dagger | +80 | Holy resist -20 | Dark element. Doubles DMG on first attack. |
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| **Whips** |  |  |  |
| Leather Whip | +8 | --- | Made of sturdy leather. |
| Thorn Whip | +15 | --- | Plant Element |
| Frosty Dream | +22 | Fire Resist -5 | Ice Element. 10% chance to cast Icicle. |
| Whip of Speed | +25 | AGI +5 | Whip made for quick attacks. |
| Drowning String | +31 | --- | 5% drown on hit. |
| Cat of Nine Tails | +33 | STR -2 | Up to 9 hits on attack. |
| Solid Rope | +55 | --- | Earth Element |
| Static Chain | +40 | INT +5 | Lightning Element. 10% chance to cast Heavy Volt. |
| Flare Star | +60 | All resist -2 | Fire Element. 50% chance to cast Flare. |
| Unholy Whip | +45 | --- | Dark Element. 100% life drain on hit. |
| Celestial Streak | +100 | All resist +10 | Holy Element. |
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| **Sliver** |  |  |  |
| Simple Sliver | +20 | --- | The simplest of slivers. |
| Twin Sliver | +36 | --- | Strikes twice. |
| Sliver of the Mist | +52 | Lightning resist -10 | Water Element. 80% chance blind on hit. |
| Parallax Sliver | +30 | All stats -5 | Up to 8 hits. 10% chance teleport on hit. |
| Draco Sliver | +100 | All stats -10 | Double damage against Dragons. 5% chance transmute target into friendly Dragon on hit. |
| **Books** |  |  |  |
| Holy Writ | +50 | --- | Holy Element. Heals HP instead of damage. |
| Fury Pages | +12 | INT, MIN +5 | Fire Element |
| Frozen Tome | +16 | INT, MIN +6 | Ice Element |
| Ancient Pages | +25 | INT, MIN +15 | Earth Element. 2% chance book crumbles on use. |
| Fiery Words | +40 | INT, MIN +25 | Fire Element. 10% chance burn on hit. |
| Words of Death | +50 | INT +40, MIN -20 | Dark Element. 10% chance KO on hit. |
| Words of Life | +100 | --- | Holy Element. Heals 10% damage on hit. |
| Dragon Binding | +120 | INT +80, MIN -20 | Dragon Element. 50% chance random ailment on hit. |
| Swift Words | +96 | INT +30, MIN +30 | Wind Element. Auto-Haste. |