

Fang

Katana
Silver, Moonsilver

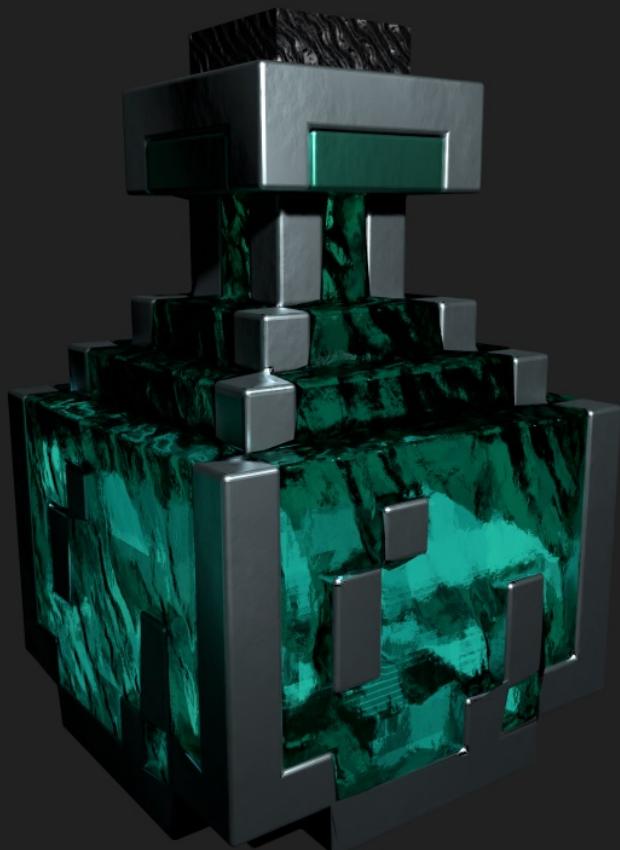
Damage 5-15

Speed 1.6

Masterwork I: Improved balance through superior craftsmanship provides greater accuracy.

Moonsilver: Critical hits from this weapon will sometimes deal extra damage.

Vorpal III: Critical hits dealt by this weapon have a 6% chance of instantly reducing the target's health to zero (autokill).



Cask of Renewal

Flask
Emerald, Moonsilver

Currently Holding:
Healing Water

Refill I: Once per day, during sunrise, any ordinary spring water contained within will be transformed into a healing extract that will restore 15 hit points over 5 seconds. May otherwise be used as a normal flask.



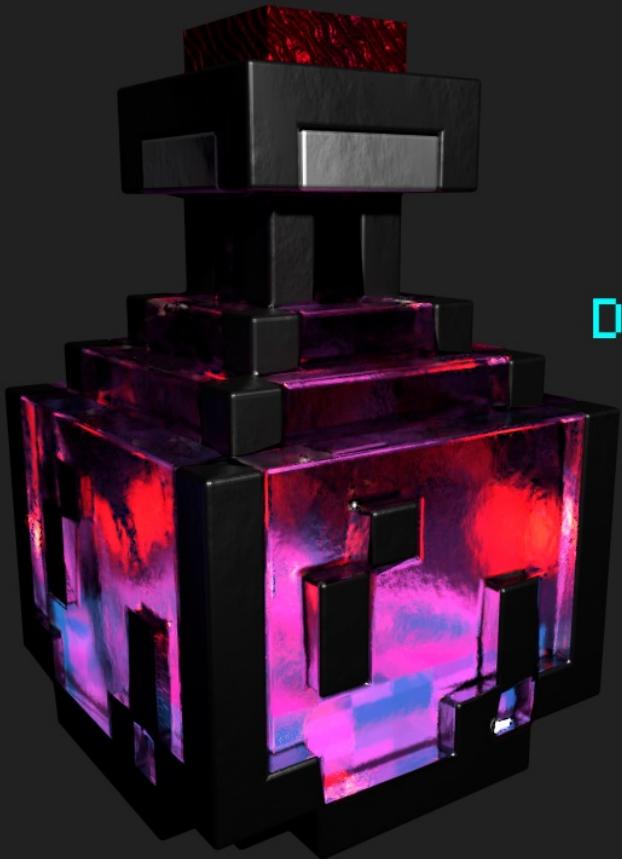
Crystal Flask

Flask

DawnCrystal

Currently Holding:
Restore Mana (+15%)

Distill III: Functions as a normal flask, yet
enhances the potion's strength by 15%.



Bottomless Flask

Flask

Dark Iron, Aetherglass

Currently Holding:
Healing II (x3)

Volume II: Functions as a normal flask, but can hold three doses of any one potion.

King's Chalice



Flask

Aetherian Gold, Ruby

Currently Holding:
Healing III (+25%)

Distill V: Functions as a normal flask, yet
enhances the potion's strength by 25%.

Sunset

Katana
Silver, Topaz

Damage 5-16
Speed 1.6



Masterwork I: Improved balance through superior craftsmanship provides greater accuracy.

Inlaid Topaz: This item is more receptive to fire and light based enchantments.

Flameburst I: Deals additional on-hit fire damage with each strike.

Brilliance I: Has a 25% chance of blinding the target for 1 second with each strike. (50% if the target has an aversion to light.)

Dragon's Claw

Dagger

Nightwurm Leather, Dragon Coral



Damage 3-6

Speed 0.75

Masterwork I: Improved balance through superior craftsmanship provides greater accuracy.

Dragon Coral: +100% damage to dragonkind.

Catscratch I: Increases the power level of any debuffs currently affecting the target by 1. (Poison I to Poison II, etc)



Bane

Dagger
Silver, Obsidian

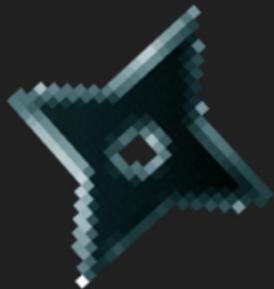
Damage 4-7
Speed 0.9

Masterwork I: Improved balance through superior craftsmanship provides greater accuracy.

Silver: Deals +100% damage to werebeings.

Blight I: Inflicts 'Blight', reducing all healing the target receives by 50% for 5 seconds.

Full Moon



Shuriken
Moonsilver

Damage 2-6
Speed 0.8

Masterwork I: Improved balance through superior craftsmanship provides greater accuracy.

Moonsilver: Critical hits from this weapon will sometimes deal extra damage.

Boomerang: Upon striking a target, will return to owner's hand, or failing that, the inventory.

Stinger



Crossbow
Silver, Spidersilk

Damage +2
Speed 1.35

Arm Mount: This weapon must be attached to a gauntlet. It will not occupy a weapon slot, yet can still be fired as normal.

Rapid Fire: Upon firing, automatically reloads crossbow with a new bolt from any available inventory space.



Sylvan Bow

Bow

Shadowoak, Shadowmoss, Frost Opal,
Seashell, Moonsilk

Damage +5

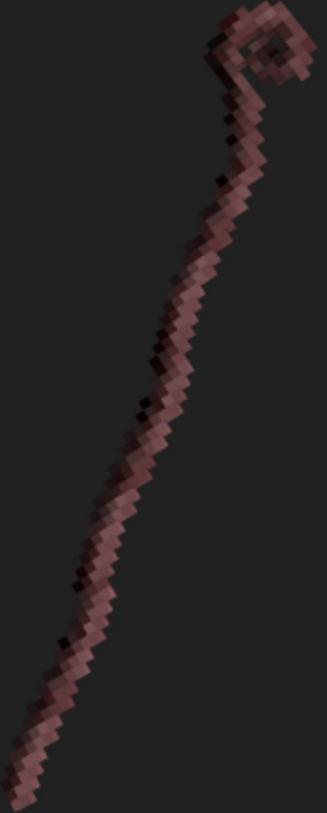
Speed 1.75

Gladebound: This item's enchantments will only function in the hands of forestkind, including elves, limoniads and faeries.

Masterwork II: Improved balance through superior craftsmanship provides greater accuracy.

Marksman I: Increases the effectiveness of arrow-based ultimate abilities by 10%.

Farsight I: Increases sight range by 10%.



Koko's Cane

Staff

Moonfire Wood

Damage 2-12

Speed 2.15

Moonfire Wood: This item is immune to fire.

Stoneweave V: Increases the strength of any Earth spells you cast by 10%.

Hopeweave V: Increases the strength of any Blessings (buffs) you cast by 10%.

Lifeweave X: Increases the strength of any Healing spells you cast by 20%.

Replenish II: +10% mana (energy) regeneration.

Tempest

Nodachi

Frost Opal, Noob's Gold, Silver

Damage 12-25

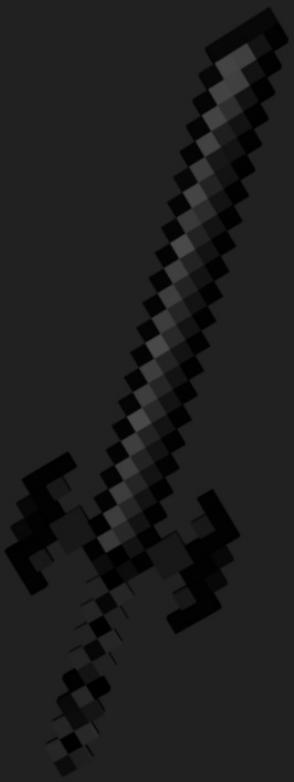
Speed 2.5

Frost Opal: Each strike deals an additional 2 points of magical cold damage.

Wind's Grace: Whenever you use the Dash ability, gain a 25% attack speed bonus for 5 seconds.

Galeweave V: Increases the effectiveness of any Air spell you cast by 10%.





Night's Edge

Greatsword
Dark Iron, Bat Leather

Damage 15-28
Speed 3.0

Dark Iron: +100% damage to ghosts, undead and fiends.

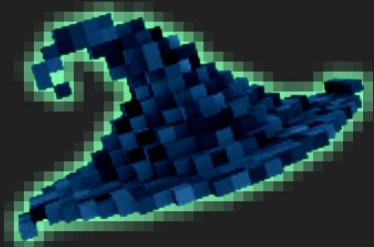
Nightweave VI: Increases the effectiveness of any Shadow spells you cast by 12%.

Defender II: Whenever you use the Parry or Guard ability, your Armor is increased by 10 for 3 seconds.

Bogwentle's Cap

Hat

Aethergrass, Moonsilk



Craftmaster III: Your Crafting skill receives a 6% bonus as long as this item is equipped.

Brewmaster II: Your Brewing skill receives a 4% bonus as long as this item is equipped.

Omnimancy I: Increases the effectiveness of your ultimate spells by 15%.

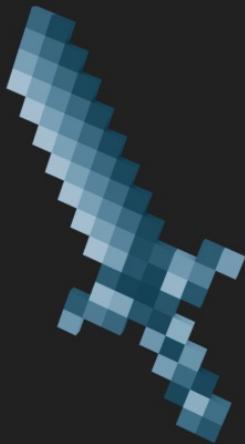
Crescent

Wakizashi

Forged Spellforged Steel

Damage 5-8

Speed 1.1



Masterwork I: Improved balance through superior craftsmanship provides greater accuracy.

Forged Spellforged Steel: Immune to fire and magic. (Spells cannot affect this item in any way.)

Lightning Lance



Spear

Gold, Aetherian Gold, Noob's Gold,
Dark Gold, Silver

Damage 16-27

Speed 2.75

Gold IV: Very receptive to enchantments.

Silver: +100% damage to werebeings.

Shock III: Each strike deals an additional 6 points of magical lightning damage.

Stormweave IV: Increases the effectiveness of any Lightning spell you cast by 8%.