|  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Bronze sword | Special Kill Evasion +10 / Unable to Kill. (including probability combat stunts) | And | 4 | 100 | cannot | 0 | 10 | 1 | -- | 500G | [Night Weapon Shop] Lv.1: Unlimited purchases can be made after the end of Chapter 6 at the earliest |
| Iron sword | Standard sword. | D | 6 | 90 | 0 | 0 | 0 | 1 | -- | 1000G | [Demon Thread] Chapter 10: Drops after defeating enemy units [Dark Night Weapon Shop] Lv.1: Can be purchased infinitely after the end of Chapter 6 at the earliest |
| Steel sword | It is difficult to pursue. (Chase coefficient -3) | C | 9 | 85 | 0 | -5 | 0 | 1 | -- | 2000G | [Demon Thread] Chapter 7: Open the treasure chest in the upper left corner of the map to obtain [Demon Thread] Chapter 17: Drop after defeating enemy units [Magic Thread] Chapter 19: Drop after defeating enemy units [Night Weapon Shop] Lv.1: Can be purchased after Chapter 6 at the earliest (up to 1 item can be purchased) [Night Weapon Shop] Lv.2: Can be purchased infinitely after the end of Chapter 13 at the earliest |
| Silver sword | Reduces your abilities after battle. (Strength, Skill -2, restored every turn) | B | 12 | 90 | 0 | 0 | 0 | 1 | -- | 4000G | [Demon Thread] Chapter 14: Drops after defeating enemy units [Night Weapon Shop] Lv.2: Can be purchased after Chapter 13 at the earliest (up to 1 item can be purchased) [Night Weapon Shop] Lv.3: Unlimited purchase after the end of Chapter 20 at the earliest |
| The sword of the brave | When actively attacking, it will attack twice in a row. / When equipped, defense and magic defense -4 | A | 6 | 75 | 0 | 0 | 0 | 1 | -- | 8000G | [Magic Thread] Chapter 26: Open the treasure chest on the upper left side of the map and get [Night Weapon Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (up to 1 item) |
| Thunder and lightning sword | Magic weapons/impossible kills. | C | 11 | 80 | 0 | -20 | 0 | 1～2 | -- | 3300G | [Demon Thread] Chapter 14: Visit the village in the lower left corner of the map to obtain [Night Weapon Shop] Lv.2: Available after the end of Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available after the end of Chapter 20 at the earliest (up to 2 items) |
| Kill the sword | Deals extra damage when killed. (Damage from 3x to 4x) | C | 6 | 85 | 25 | -10 | 0 | 1 | -- | 3000G | [Demon Thread] Chapter 7: Open the treasure chest on the right side of the map to obtain [Magic Thread] Chapter 19: Drop after defeating enemy units (×2) [Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Armor-Piercing Sword (Heavy Armor Killer) | Weakened [Reloaded] special effects/other classes. (Power -4, Accuracy -10) (Gives enemy units with the [Reloaded] trait triple the power of the weapon) | D | 9 | 95 | 0 | 0 | 0 | 1 | Reload | 2500G | [White Night Line] Chapter 7: Open the treasure chest in the middle of the map to obtain [Night Line] Chapter 12: Open the treasure chest in the upper left corner of the map to obtain [Demon Line] Chapter 7: Open the treasure chest on the upper left side of the map to obtain [Night Weapon Shop] Lv.2: Available for purchase after the end of Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available for purchase after the end of Chapter 20 at the earliest (up to 2 items) |
| Dragon Slayer Sword | Weakened [Dragon] special effects/other classes. (Power -4, Accuracy -10) (Gives enemy units with the [Dragon] trait triple the power effect of the weapon) | D | 9 | 95 | 0 | 0 | 0 | 1 | dragon | 2500G | [White Night Line] Chapter 24: Drops after defeating enemy units [Demon Line] Chapter 8: Open the treasure chest on the right side of the map and obtain [Night Weapon Shop] Lv.2: Can be purchased after the end of Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available after the end of Chapter 20 at the earliest (up to 2 items) |
| Gan Greeley | A magic sword for the main character/from another world. | And | 7 | 85 | 5 | 0 | 5 | 1 | -- | -- | [Common Line] Chapter 2: Temporarily obtained at the beginning of the main chapter (lost at the beginning of Chapter 5) |
| Siegfried (Kickfleet) | When Marcus is dedicated/carried, defense +4. | And | 11 | 80 | 5 | 0 | 10 | 1～2 | -- | -- | [Dark Night Line] Chapter 16: Marcus carried it when he joined the team [Demon Line] Chapter 17: Marcus carried it when he joined the team |
| Wine bottles | Not suitable for combat. | And | 1 | 110 | 0 | 10 | 10 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Umbrella | Not pursued/easily pursued. (Chase coefficient -5) | D | 1 | 85 | 10 | 0 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| The dark night is a black sword | When equipped, defense +3. | D | 5 | 85 | 0 | -10 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Lyon's cold sword | Magic weapons/Reduces their own abilities after battle. (Mana, Skill -2, restored every turn) | B | 14 | 85 | 0 | -20 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Luna's sharp sword | It is difficult to pursue. (Chase coefficient -3) | C | 7 | 90 | 10 | 0 | -5 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Razwald's Dancing Sword | When equipped, speed +3, defense and magic defense -3. | C | 8 | 80 | 0 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Excalibur Falcion | Mars Exclusive/Dragon Effects/Equipment can restore 10 HP when used. (Gives enemy units with the [Dragon] trait triple the power of the weapon) | And | 13 | 85 | 10 | 0 | 10 | 1 | dragon | -- | [amiibo map: Hero King Mars]: Mars carries it when he joins the team |
| Excalibur Rignell | When Ike is exclusive/equipped, defense +3/difficult to chase. (Chase coefficient -3) | And | 13 | 75 | 0 | -5 | 0 | 1～2 | -- | -- | [amiibo map: Brave Ike]: Ike carried it when he joined the team |
| Richie Falcion | Lucina Exclusive/Dragon Special Effects/Easy to Chase. (Pursuit Factor +3) / Restores 10 HP when used in equipment. (Gives enemy units with the [Dragon] trait triple the power of the weapon) | And | 11 | 85 | 5 | 10 | 0 | 1 | dragon | -- | [amiibo map: Princess Lucina]: Lukina brought it when she joined the team |
| Mars' training sword | Special Kill Evasion +10. | C | 9 | 75 | 0 | 0 | 10 | 1 | -- | 3000G | [Astral Castle]: Can be purchased when Mars appears in the weapon shop as a clerk |
| Ike's training sword | When equipped, defense +3/hard to chase. (Chase coefficient -3) | C | 10 | 70 | 0 | -10 | 0 | 1 | -- | 3000G | [Astral Castle]: Can be purchased when Ike appears in the weapon shop as a clerk |
| Rukina's training sword | Easy to pursue. (Chase coefficient +3) | C | 7 | 75 | 0 | 0 | 0 | 1 | -- | 3000G | [Astral Castle]: Available when Lucina appears in the weapon shop as a clerk |
| Iron throwing fencing | Standard throwing fencing. | D | 6 | 90 | 0 | 0 | 0 | 1～2 | -- | -- | Enemy only, cannot be obtained |
| Steel throw fencing | It is difficult to pursue. (Chase coefficient -3) | C | 9 | 85 | 0 | -5 | 0 | 1～2 | -- | -- | Enemy only, cannot be obtained |
| Silver throws fencing | Reduces your abilities after battle. (Strength, Skill -2, restored every turn) | B | 12 | 90 | 0 | 0 | -5 | 1～2 | -- | -- | Enemy only, cannot be obtained |
| Magic Sword Gangregli | After battle, reduce your maximum HP by 20%. | B | 16 | 90 | 5 | 0 | 5 | 1 | -- | -- | 【Astral Castle】Online Battle: Reward for reaching 400 battle results (only for enemies in normal process, cannot be obtained) |
| Bronze knife | Special Kill Evasion +10 / Unable to Kill. (including probability combat stunts) / When equipped, speed +1, defense and magic defense -1 | And | 4 | 100 | cannot | 0 | 10 | 1 | -- | 500G | [White Night Weapon Shop] Lv.1: After the end of Chapter 6 at the earliest, it can be purchased indefinitely |
| Iron knife | Standard knife. / When equipped, speed +1, defense and magic defense -1 | D | 6 | 90 | 0 | 0 | 0 | 1 | -- | 1000G | [White Night Weapon Shop] Lv.1: After the end of Chapter 6 at the earliest, it can be purchased indefinitely |
| Steel | It is difficult to pursue. (Chase coefficient -3) / When equipped, speed +1, defense and magic defense -1 | C | 9 | 85 | 0 | -5 | 0 | 1 | -- | 2000G | [Demon Thread] Chapter 19: Drops after defeating enemy units [White Night Weapon Shop] Lv.1: Can be purchased after the end of Chapter 6 at the earliest (up to 1 item can be purchased) [White Night Weapon Shop] Lv.2: Unlimited purchase after the end of Chapter 13 at the earliest |
| Silver knife | Reduces your abilities after battle. (Strength, Skill -2, restored every turn) / When equipped, Speed +1, Defense and Magic Defense -1 | B | 12 | 90 | 0 | 0 | -5 | 1 | -- | 4000G | [White Night Line] Chapter 19: Drops after defeating enemy units [Magic Thread] Chapter 22: Drops after defeating enemy units [White Night Weapon Shop] Lv.2: Can be purchased after the end of Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Unlimited purchases after the end of Chapter 20 at the earliest |
| The warrior's sword | When counterattacking, the weapon's power is doubled. / When equipped, speed +1, defense and magic defense -1 | A | 9 | 90 | 0 | -20 | 0 | 1 | -- | 8000G | [White Night Line] Chapter 21: Drops after defeating enemy units [Demon Thread] Chapter 25: Drops after defeating enemy units [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 1 item can be purchased) |
| Hagakure | After the battle, the power is halved before the end of the next battle. / When equipped, speed +1, defense and magic defense -1 | S | 18 | 95 | 0 | 20 | 0 | 1 | -- | -- | [White Night Line] Chapter 25: Drops after defeating enemy units [Magic Line] Chapter 25: Drops after defeating enemy units |
| Reverse knife | Reverses weapon restraint and doubles the effect of restraint effect. / When equipped, speed +1, defense and magic defense -1 | C | 8 | 75 | 5 | 0 | 0 | 1 | -- | 4000G | [Demon Line] Chapter 9: Open the treasure chest in the lower left corner of the map to obtain [White Night Weapon Shop] Lv.2: Can be purchased after the end of Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (up to 2 items) |
| Iai knife | When equipped, speed +5, defense and magic defense -1. | C | 6 | 80 | 0 | 0 | 0 | 1 | -- | 2700G | [White Night Line] Chapter 13: Drops after defeating enemy units [Magic Thread] Chapter 19: Drops after defeating enemy units [White Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Kodachi | Can't be pursued/can't be killed/easy to be pursued. (Chase coefficient -5) / When equipped, speed +1, defense and magic defense -1 | D | 5 | 85 | 0 | 0 | 0 | 1～2 | -- | 1800G | [White Night Line] Chapter 10: Drops after defeating enemy units [Night Line] Chapter 12: Drops after defeating enemy units [White Night Weapon Shop] Lv.1: Available after Chapter 6 at the earliest (up to 2 items) [White Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 5 items) [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 10 items) |
| Flying | Not pursued/easily pursued. (Chase coefficient -5) / When equipped, speed +1, defense and magic defense -1 | B | 10 | 75 | 0 | -10 | 0 | 2 | -- | 4500G | [White Night Line] Chapter 14: Drops [Magic Thread] Chapter 20: Open the treasure chest on the left in the upper right corner of the map and obtain [White Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| The knife of the axe | Weakened [Axe/Club] special effects/other classes. (Power -4, Hit -10) / When equipped, Speed +1, Defense, Magic Defense -1 (Gives enemy units equipped with [Axe/Club] the effect of tripling the power of the weapon) | D | 7 | 75 | 0 | -10 | 0 | 1 | Axe and stick | 3400G | [White Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Spirit knife | Restore HP to [Monster] special effects/each turn. / When equipped, Speed +1, Defense and Magic Defense -4 (Gives enemy units with the [Monster] trait triple the power of the weapon) | C | 5 | 80 | 0 | 0 | 0 | 1 | Monster | 2200G | [White Night Line] Chapter 17: Drops after defeating enemy units [Demon Thread] Chapter 15: Open the treasure chest in the upper right corner of the map and obtain [White Night Weapon Shop] Lv.2: Can be purchased after the end of Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (up to 2 items) |
| Thor sword | When used for dragon horses/carrying, strength +4. (Other characters carry it invalidly) / When equipped, speed +1, defense and magic defense -1 | And | 11 | 80 | 5 | 10 | 0 | 1～2 | -- | -- | [White Night Line] Chapter 13: Carry [Demon Thread] Chapter 16: Carry it when Ryoma joins the team |
| Night knife god | Dedicated to the main character. / When equipped, speed +1, defense and magic defense -1 | And | 9 | 85 | 0 | 0 | 0 | 1 | -- | -- | [Common Line] Chapter 5: Reward for clearing this chapter |
| Night Knife God Sky Night | When the main character is exclusive/carried, Strength and Speed +2. / When equipped, speed +1, defense and magic defense -1 | And | 11 | 85 | 5 | 10 | 0 | 1 | -- | -- | Chapter 19: Reward for clearing this chapter |
| Night Knife God White Night | When the main character is exclusive/carried, Strength and Speed +4. / When equipped, speed +1, defense and magic defense -1 | And | 16 | 85 | 10 | 10 | 10 | 1 | -- | -- | Chapter 27: The plot is obtained at the beginning of the main chapter |
| Night Knife God Long Night | When the protagonist is dedicated/carried, defense and magic defense +2. / When equipped, speed +1, defense and magic defense -1 | And | 11 | 85 | 5 | 10 | 0 | 1 | -- | -- | [Dark Night Line] Chapter 14: Reward for clearing this chapter |
| Night Knife God, Dark Night | When the protagonist is exclusive/carried, defense and magic defense +4. / When equipped, speed +1, defense and magic defense -1 | And | 16 | 85 | 10 | 10 | 10 | 1 | -- | -- | [Dark Night Line] Chapter 27: The plot is obtained at the beginning of the main chapter |
| Night Knife God Phantom Night | When the protagonist is exclusive/carried, Strength, Speed, Defense, and Magic Defense +2. / When equipped, speed +1, defense and magic defense -1 | And | 11 | 85 | 5 | 10 | 0 | 1 | -- | -- | [Demon Line] Chapter 15: Reward for clearing this chapter |
| Night Blade God Night (Fire Emblem) | When the protagonist is exclusive/carried, strength, speed, defense, and magic defense +4. / When equipped, speed +1, defense and magic defense -1 | And | 16 | 85 | 10 | 10 | 10 | 1 | -- | -- | Chapter 27: The plot is obtained at the beginning of the main chapter |
| turnip | Not suitable for combat. / When equipped, speed +1, defense and magic defense -1 | And | 1 | 110 | 0 | 10 | 10 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Japanese umbrella | Not pursued/easily pursued. (Chase coefficient -5) / When equipped, speed +1, defense and magic defense -1 | D | 1 | 85 | 0 | 0 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| The knife of exploding clothes | Weapons are advantageous and can strip the opponent's clothes after hitting the enemy/easy to pursue. (Chase Coefficient +3) / When equipped, Speed +1, Defense and Magic Defense -1 | And | 5 | 85 | 0 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| The sunset knife of the white night | Evasion +20. / When equipped, speed +1, defense and magic defense -1 | D | 3 | 85 | 0 | 20 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Takumi's bamboo sword | When the opponent is attacked, at least 1 HP is left. / When equipped, speed +1, defense and magic defense -3 | C | 2 | 85 | 0 | -10 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Fenghua's beautiful knife | When unable to pursue/counterattack, the weapon's power is doubled. / When equipped, speed +1, defense and magic defense -1 | C | 6 | 90 | 0 | -10 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Hinata's fierce knife | When unable to pursue / actively attack, the weapon's power is doubled/its own ability is reduced after battle. (Strength, Skill -2, restored every turn) / When equipped, speed +1, defense and magic defense -3 | B | 9 | 85 | 0 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Iron throwing striking knife | Enemy special/standard throwing knives. / When equipped, speed +1, defense and magic defense -1 | D | 6 | 90 | 0 | 0 | 0 | 1 | -- | -- | Enemy only, cannot be obtained |
| Steel throwing knife | Enemy Exclusive/Difficult to Chase. (Chase coefficient -3) / When equipped, speed +1, defense and magic defense -1 | C | 9 | 85 | 0 | -5 | 0 | 1 | -- | -- | Enemy only, cannot be obtained |
| Silver throws knives | Enemy Exclusive/Reduces Ability after Battle. (Strength, Skill -2, restored every turn)  / When equipped, Speed +1, Defense and Magic Defense -1 | B | 12 | 90 | 0 | 0 | -5 | 1 | -- | -- | Enemy only, cannot be obtained |
| Bronze gun | Special Kill Evasion +10 / Unable to Kill. (including probability combat stunts) | And | 5 | 90 | cannot | 0 | 10 | 1 | -- | 500G | [Night Weapon Shop] Lv.1: Unlimited purchases can be made after the end of Chapter 6 at the earliest |
| Iron gun | Standard gun. | D | 7 | 80 | 0 | 0 | 0 | 1 | -- | 1000G | [Demon Thread] Chapter 10: Drops after defeating enemy units (×2) [Night Weapon Shop] Lv.1: Can be purchased infinitely after Chapter 6 at the earliest |
| Steel gun | It is difficult to pursue. (Chase coefficient -3) | C | 10 | 75 | 0 | -5 | 0 | 1 | -- | 2000G | [Demon Thread] Chapter 10: Drops after defeating enemy units [Demon Line] Chapter 17: Drops after defeating enemy units [Night Weapon Shop] Lv.1: Can be purchased after Chapter 6 at the earliest (up to 1 item can be purchased) [Night Weapon Shop] Lv.2: Available as early as Chapter 13 after the end of Chapter 13 |
| Silver gun | Reduces your abilities after battle. (Strength, Skill -2, restored every turn) | B | 14 | 80 | 0 | 0 | -5 | 1 | -- | 4000G | [Demon Thread] Chapter 21: Drops after defeating enemy units [Night Weapon Shop] Lv.2: Can be purchased after the end of Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Unlimited purchases after the end of Chapter 20 at the earliest |
| The gun of the brave | When actively attacking, it will attack twice in a row. / When equipped, defense and magic defense -4 | A | 7 | 65 | 0 | 0 | 0 | 1 | -- | 8000G | [Magic Thread] Chapter 26: Open the treasure chest in the middle of the left side of the map to obtain [Night Weapon Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (up to 1 item) |
| Throw the gun | Can't be pursued/can't be killed/easy to be pursued. (Chase coefficient -5) | D | 6 | 75 | 0 | 0 | 0 | 1～2 | -- | 1800G | [White Night Line] Chapter 7: Carry [Night Line] Chapter 15: Carry [Demon Thread] Chapter 10: Drop after defeating enemy units [Demon Thread] Chapter 17: Carry [Night Weapon Shop] Lv.1: Available for purchase after Chapter 6 at the earliest (up to 2 items) [Night Weapon Shop] Lv.2: Available for purchase after Chapter 13 at the earliest (up to 5 items) [Night Weapon Shop] Lv.3: Available for purchase after Chapter 20 at the earliest (up to 10 items) |
| Chain gun | Not pursued/easily pursued. (Chase coefficient -5) | B | 12 | 65 | 0 | -10 | 0 | 2 | -- | 4500G | [Magic Thread] Chapter 15: Open the treasure chest in the upper left corner of the map and obtain [Night Weapon Shop] Lv.2: Available after the end of Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available after the end of Chapter 20 at the earliest (up to 2 items) |
| Must kill the gun | Deals extra damage when killed. (Damage from 3x to 4x) | C | 7 | 75 | 25 | -10 | 0 | 1 | -- | 3000G | [Magic Thread] Chapter 8: Open the treasure chest in the middle of the map and obtain [Night Weapon Shop] Lv.2: Available after the end of Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available after the end of Chapter 20 at the earliest (up to 2 items) |
| Beast Killer | Weakened [Horse Riding/Beast] special effects/other classes. (Power -4, Accuracy -10) (Gives enemy units with the [Horse/Beast] trait triple the power of weapons) | D | 10 | 85 | 0 | 0 | 0 | 1 | Horseback riding beast | 2500G | [White Night Line] Chapter 14: Drops after defeating enemy units [Magic Thread] Chapter 19: Drops after defeating enemy units [Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Holy Gun | When [Monster] special effects/HP/equipment are restored per round, defense and magic defense are -3. (Gives enemy units with the [Monster] trait triple the power of the weapon) | C | 6 | 70 | 0 | 0 | 0 | 1 | Monster | 2200G | [Night Line] Chapter 13: Visit the house at the bottom right of the map to obtain [Night Weapon Shop] Lv.2: Available after the end of Chapter 13 (up to 1 item) [Dark Night Weapon Shop] Lv.3: Available after the end of Chapter 20 at the earliest (up to 2 items) |
| broom | Not suitable for combat. | And | 2 | 100 | 0 | 10 | 10 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Small branches | When equipped, Skill +3. | D | 5 | 85 | 0 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| The spear of the magic seal | When equipped, magic defense +8. | C | 1 | 80 | 0 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Marcus' guiding gun | After battle, self-reduced abilities (-2 Strength, Skill, restored every turn) / Strength of enemy units within two squares around itself after battle +2 / Skill and Magic Defense +2 when equipped | B | 12 | 90 | 0 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Elfie's big gun | Very difficult to pursue. (Chase coefficient -10) | C | 16 | 65 | 0 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Pierre's small gun | Not pursued/easily pursued. (Chase coefficient -5) | D | 2 | 75 | 0 | 0 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Iron throwing rifle | Enemy special/standard projectile guns. | D | 7 | 80 | 0 | 0 | 0 | 1～2 | -- | -- | Enemy only, cannot be obtained |
| Steel throwing gun | Enemy Exclusive/Difficult to Chase. (Chase coefficient -3) | C | 10 | 75 | 0 | -5 | 0 | 1～2 | -- | -- | Enemy only, cannot be obtained |
| Silver throwing rifle | Enemy Exclusive/Reduces Ability after Battle. (Strength, Skill -2, restored every turn) | B | 14 | 80 | 0 | 0 | -5 | 1～2 | -- | -- | Enemy only, cannot be obtained |
| Bronze Plain Knife | Special Kill Evasion +10 / Unable to Kill. (including probability combat stunts) / When equipped, defense and magic defense +1 | And | 4 | 90 | cannot | 0 | 10 | 1 | -- | 500G | [Dark Night Line] Chapter 9: Open the treasure chest on the far right of the map to obtain [White Night Weapon Shop] Lv.1: After the end of Chapter 6 at the earliest, you can purchase it infinitely |
| Iron sword | Standard simple knife. / When equipped, defense and magic defense +1 | D | 6 | 80 | 0 | 0 | 0 | 1 | -- | 1000G | [White Night Weapon Shop] Lv.1: After the end of Chapter 6 at the earliest, it can be purchased indefinitely |
| Steel knife | It is difficult to pursue. (Chase coefficient -3) / When equipped, defense and magic defense +1 | C | 9 | 75 | 0 | -5 | 0 | 1 | -- | 2000G | [Magic Thread] Chapter 18: Drops after defeating enemy units [White Night Weapon Shop] Lv.1: Can be purchased after Chapter 6 at the earliest (up to 1 item can be purchased) [White Night Weapon Shop] Lv.2: Unlimited purchase after the end of Chapter 13 at the earliest |
| Silver magnolia knife | Reduces your abilities after battle. (Strength, Skill -2, restored every turn) / When equipped, defense and magic defense +1 | B | 13 | 80 | 0 | 0 | -5 | 1 | -- | 4000G | [White Night Line] Chapter 14: Drops after defeating enemy units [Magic Thread] Chapter 20: Drops after defeating enemy units [White Night Weapon Shop] Lv.2: Can be purchased after Chapter 13 at the earliest (limited to 1 item) [White Night Weapon Shop] Lv.3: Unlimited purchases after the end of Chapter 20 at the earliest |
| Warrior simple sword | When counterattacking, the weapon's power is doubled. / When equipped, defense and magic defense +1 | A | 9 | 90 | 0 | -20 | 0 | 1 | -- | 8000G | [White Night Line] Chapter 24: Drops after defeating enemy units [Dark Night Line] Chapter 26: Unlocks the treasure chest on the right side of the map to obtain [Demon Thread] Chapter 25: Drops after defeating enemy units [White Night Weapon Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (up to 1 item) |
| Waterwheel | After the battle, the power is halved before the end of the next battle. / When equipped, defense and magic defense +5 | S | 19 | 85 | 0 | 0 | 20 | 1 | -- | -- | [White Night Line] Chapter 25: Open the treasure chest on the right in the upper right corner of the map to obtain [Magic Line] Chapter 20: Open the treasure chest in the lower left corner of the map to obtain it |
| The sword is simple | Weakened [Sword/Knife] special effects/other classes. (Power -4, Hit -10) / When equipped, Defense and Magic Defense +1 (Gives enemy units equipped with [Sword/Knife] the weapon's power effect triple) | D | 7 | 65 | 0 | -10 | 0 | 1 | Sword and sword | 3400G | [White Night/Demon Thread] Gaiden 13: Brought when entangled in the team (Earliest White Night Chapter 8, Demon Penetration Chapter 9) [Demon Thread] Chapter 23: Drops after defeating enemy units [White Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Reverse Plain Knife | Reverses weapon restraint and doubles the effect of restraint effect. / When equipped, defense and magic defense +1 | C | 8 | 65 | 5 | 0 | 0 | 1 | -- | 4000G | [Magic Thread] Chapter 19: Drops after defeating enemy units [White Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Guard the simple knife | When equipped, defense and magic defense +5. | C | 5 | 75 | 0 | -10 | 0 | 1 | -- | 2700G | [White Night Line] Chapter 8: Carry [Demon Thread] Chapter 16: Carry [White Night Weapon Shop] Lv.2 when Hinoka joins the team (up to 1 item) [White Night Weapon Shop] Lv.3: Available after the end of Chapter 20 at the earliest (up to 2 items) |
| The divine thunder is a simple knife | Magic weapons/impossible kills. / When equipped, defense and magic defense +1 | C | 11 | 70 | 0 | -20 | 0 | 1～2 | -- | 3300G | [White Night Line] Chapter 19: Drops after defeating enemy units [Magic Thread] Chapter 19: Drops after defeating enemy units [White Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Bamboo | Not suitable for combat. / When equipped, defense and magic defense +1 | And | 1 | 100 | 0 | 10 | 10 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| pine tree | It is difficult to pursue. (Chase coefficient -3) / When equipped, defense and magic defense +1 | D | 11 | 55 | 10 | -10 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Explosive clothes and simple knives | Weapons are advantageous and can strip the opponent's clothes after hitting the enemy/easy to pursue. (Chase Factor +3) / When equipped, Defense and Magic Defense +1 | And | 5 | 75 | 0 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Sacrifice your life with a simple knife | Not pursued/easily pursued. (Chase coefficient -5) / When equipped, defense and magic defense -5 | C | 15 | 100 | 10 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Hinoka's red magnolia knife | Evasion +10. / When equipped, defense and magic defense -1 | C | 8 | 75 | 0 | 10 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Tsubaki's golden knife | When your skill is higher than that of the enemy, the weapon's power is doubled. / When equipped, defense and magic defense +1 | D | 4 | 85 | 0 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| A dark knife | Reduces your abilities after battle. (Strength, Skill -2, restored every turn) / Difficult to pursue (Chase coefficient -3) / When equipped, defense and magic defense +1 | B | 14 | 75 | 10 | -5 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Iron throws and strikes the knife | Enemy special/standard throwing knife. / When equipped, defense and magic defense +1 | D | 6 | 80 | 0 | 0 | 0 | 1～2 | -- | 1000G | Enemy only, cannot be obtained |
| Steel throws a simple knife | Enemy Exclusive/Difficult to Chase. (Chase coefficient -3) / When equipped, defense and magic defense +1 | C | 9 | 75 | 0 | -5 | 0 | 1～2 | -- | 2000G | Enemy only, cannot be obtained |
| Silver throws a simple knife | Enemy Exclusive/Reduces Ability after Battle. (Strength, Skill -2, restored every turn) / When equipped, defense and magic defense +1 | B | 13 | 80 | 0 | 0 | -5 | 1～2 | -- | 4000G | Enemy only, cannot be obtained |
| Bronze axe | Special Kill Evasion +10 / Unable to Kill. (including probability combat stunts) | And | 6 | 80 | cannot | 0 | 10 | 1 | -- | 500G | [Night Weapon Shop] Lv.1: Unlimited purchases can be made after the end of Chapter 6 at the earliest |
| Iron axe | Standard axe. | D | 8 | 70 | 0 | 0 | 0 | 1 | -- | 1000G | [Demon Thread] Chapter 10: Drops after defeating enemy units [Dark Night Weapon Shop] Lv.1: Can be purchased infinitely after the end of Chapter 6 at the earliest |
| Steel axe | It is difficult to pursue. (Chase coefficient -3) | C | 12 | 65 | 0 | -5 | 0 | 1 | -- | 2000G | [Demon Thread] Chapter 18: Drops after defeating enemy units [Magic Thread] Chapter 19: Drops after defeating enemy units [Night Weapon Shop] Lv.1: Can be purchased after Chapter 6 at the earliest (up to 1 item can be purchased) [Night Weapon Shop] Lv.2: Unlimited purchases after the end of Chapter 13 at the earliest |
| Silver axe | Reduces your abilities after battle. (Strength, Skill -2, restored every turn) | B | 16 | 70 | 0 | 0 | -5 | 1 | -- | 4000G | [Demon Thread] Chapter 20: Drops after defeating enemy units [Night Weapon Shop] Lv.2: Can be purchased after the end of Chapter 13 at the earliest (up to 1 item can be purchased) [Night Weapon Shop] Lv.3: Unlimited purchases after the end of Chapter 20 at the earliest |
| Axe of the Brave | When actively attacking, it will attack twice in a row. / When equipped, defense and magic defense -4 | A | 8 | 55 | 0 | 0 | 0 | 1 | -- | 8000G | [Demon Thread] Chapter 26: Open the treasure chest on the left side of the map and obtain [Dark Night Weapon Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (up to 1 item) |
| Olgael Mir | After the battle, the power is halved before the end of the next battle. | S | 22 | 75 | 15 | 0 | 0 | 1 | -- | -- | [Dark Night Line] Chapter 26: Drops after defeating enemy units [Demon Line] Chapter 21: Obtained by opening the treasure chest in the lower left corner of the map |
| Throw the axe | Can't be pursued/can't be killed/easy to be pursued. (Chase coefficient -5) | D | 7 | 65 | 0 | 0 | 0 | 1～2 | -- | 1800G | [Demon Thread] Chapter 10: Drops after defeating enemy units [Demon Thread] Chapter 13: Drops after defeating enemy units [Night Weapon Shop] Lv.1: Available after Chapter 6 at the earliest (up to 2 items) [Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 5 items) [Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 10 items) |
| battle-axe | Not pursued/easily pursued. (Chase coefficient -5) | B | 14 | 55 | 0 | -10 | 0 | 2 | -- | 4500G | [Demon Thread] Chapter 16: Drops after defeating enemy units [Night Weapon Shop] Lv.2: Can be purchased after Chapter 13 at the earliest (up to 1 item can be purchased) [Night Weapon Shop] Lv.3: Available after the end of Chapter 20 at the earliest (up to 2 items) |
| Thunder axe | Magic weapons/impossible kills. | C | 14 | 65 | 0 | -20 | 0 | 1～2 | -- | 3300G | [White Night Line] Chapter 14: Drops after defeating enemy units [Magic Thread] Chapter 19: Drops after defeating enemy units [Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Must kill the axe | Deals extra damage when killed. (Damage from 3x to 4x) | C | 8 | 65 | 25 | -10 | 0 | 1 | -- | 3000G | [White Night Line] Chapter 13: Carry [Demon Thread] Chapter 16: Carry [Demon Thread] Chapter 19: Drop after defeating enemy units [Night Weapon Shop] Lv.2: Can be purchased after Chapter 13 at the earliest (up to 1 item can be purchased) [Night Weapon Shop] Lv.3: Can be purchased after Chapter 20 at the earliest (up to 2 items) |
| Warhammer (Heavy Hammer) | Weakened [Reloaded] special effects/other classes. (Power -4, Accuracy -10) (Gives enemy units with the [Reloaded] trait triple the power of the weapon) | D | 12 | 75 | 0 | 0 | 0 | 1 | Reload | 2500G | [White Night Line] Chapter 12: Drops after defeating enemy units [Demon Thread] Chapter 19: Drops after defeating enemy units [Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| saucepan | Not suitable for combat. | And | 3 | 90 | 0 | 10 | 10 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Animal bones | When equipped, magic defense +3. | D | 9 | 60 | 0 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| The axe of explosive clothes | Weapons are advantageous and can strip the opponent's clothes after hitting the enemy/easy to pursue. (Chase coefficient +3) | And | 7 | 65 | 0 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Berserker's Axe | After battle, reduce your maximum HP by 30%. | C | 17 | 90 | 0 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Camilla's axe | When female-only/equipped, magic defense +2. / Reduces self-reduced abilities after battle (-2 Strength, Skill, restored every turn) | B | 12 | 80 | 0 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Harold's axe | When male-only/equipped, defense +2. | D | 10 | 65 | 0 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Berga's killing axe | Deals extra damage when killed. (Special Damage increased from 3x to 4x) / Easy to be pursued (Pursuit Coefficient -5) | C | 13 | 60 | 30 | 0 | -20 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Iron throws axes | Enemy special/standard throwing axe. | D | 8 | 70 | 0 | 0 | 0 | 1～2 | -- | -- | Enemy only, cannot be obtained |
| Steel throwing axe | Enemy Exclusive/Difficult to Chase. (Chase coefficient -3) | C | 12 | 65 | 0 | -5 | 0 | 1～2 | -- | -- | Enemy only, cannot be obtained |
| Silver throws axes | Enemy Exclusive/Reduces Ability after Battle. (Strength, Skill -2, restored every turn) | B | 16 | 70 | 0 | 0 | -5 | 1～2 | -- | -- | Enemy only, cannot be obtained |
| Belvik | Gallon only. | S | 21 | 90 | 10 | 0 | 20 | 1～3 | -- | -- | The enemy's exclusive "Gallon" cannot be obtained |
| Bronze clubs | Special Kill Evasion +10 / Unable to Kill. (including probability combat stunts) | And | 5 | 85 | cannot | 0 | 10 | 1 | -- | 500G | [White Night Weapon Shop] Lv.1: After the end of Chapter 6 at the earliest, it can be purchased indefinitely |
| Iron stick | Standard sticks. | D | 6 | 75 | 5 | 0 | 0 | 1 | -- | 1000G | [White Night Line] Chapter 8: Drops after defeating enemy units [Magic Thread] Chapter 9: Drops after defeating enemy units [White Night Weapon Shop] Lv.1: Can be purchased infinitely after the end of Chapter 6 at the earliest |
| Steel rods | It is difficult to pursue. (Chase coefficient -3) | C | 10 | 70 | 5 | -5 | 0 | 1 | -- | 2000G | [White Night Line] Chapter 13: Drops after defeating enemy units [Demon Thread] Chapter 19: Drops after defeating enemy units [White Night Weapon Shop] Lv.1: Can be purchased after Chapter 6 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.2: Unlimited purchase after the end of Chapter 13 at the earliest |
| Silver sticks | Reduces your abilities after battle. (Strength, Skill -2, restored every turn) | B | 14 | 75 | 5 | 0 | -5 | 1 | -- | 4000G | [White Night Line] Chapter 19: Drops after defeating enemy units [Magic Thread] Chapter 24: Drops after defeating enemy units [Magic Thread] Chapter 25: Drops after defeating enemy units [White Night Weapon Shop] Lv.2: Can be purchased after the end of Chapter 13 at the earliest (limited to 1 item) [White Night Weapon Shop] Lv.3: Unlimited purchases after the end of Chapter 20 at the earliest |
| Warrior stick | When counterattacking, the weapon's power is doubled. | A | 10 | 75 | 5 | -20 | 0 | 1 | -- | 8000G | [White Night Line] Chapter 22: Drops after defeating enemy units [White Night Weapon Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (up to 1 item) |
| Broken guns and clubs | Weakened [Gun/Simple Knife] special effects/other classes. (Power -4, Accuracy -10) / When equipped, Speed +1, Defense, Magic Defense -1 (Gives enemy units equipped with [Gun/Sword] a triple power effect of the weapon) | D | 10 | 60 | 5 | -10 | 0 | 1 | Guns and knives | 3400G | [White Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Reverse stick | Reverses weapon restraint and doubles the effect of restraint effect. | C | 9 | 60 | 10 | 0 | 0 | 1 | -- | 4000G | [Night Line] Chapter 10: Visit the village in the lower left corner of the map to obtain [Demon Thread] Chapter 19: Drop after defeating enemy units [White Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Throwing sticks | Can't be pursued/can't be killed/easy to be pursued. (Chase coefficient -5) | D | 6 | 70 | 0 | 0 | 0 | 1～2 | -- | 1800G | [White Night Line] Chapter 11: Drops after defeating enemy units [White Night Weapon Shop] Lv.1: Available after Chapter 6 at the earliest (up to 2 items) [White Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 5 items) [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 10 items) |
| Breaking the city and throwing the bat | Not pursued/easily pursued. (Chase coefficient -5) | B | 12 | 60 | 5 | 0 | 0 | 2 | -- | 4500G | [White Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Big stick | Deals extra damage when killed. (Damage from 3x to 4x) | C | 6 | 45 | 55 | -5 | -5 | 1 | -- | 1900G | [White Night Line] Chapter 16: Drops after defeating enemy units [White Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Carp banner | Not suitable for combat. | And | 1 | 95 | 5 | 10 | 10 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| hoe | During battle, the terrain effect of both the enemy and us is nullified. | D | 5 | 70 | 5 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Vajra sticks | When equipped, defend 4. | C | 3 | 80 | 5 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| The phosphorus' ghost stick | It is difficult to pursue. (Chase coefficient -3) | C | 8 | 75 | 15 | 0 | -5 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Ryoma's exercise stick | Easy to be pursued. (Chase coefficient -5) | D | 16 | 55 | 15 | -10 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Wind Tooth's Gale Stick | After equipping, speed +3, defense and magic defense -3 / self-reduced ability after battle. (Strength, Skill -2, restored every turn) | B | 13 | 80 | 5 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Iron throwing clubs | Enemy special/standard throwing sticks. | D | 6 | 75 | 5 | 0 | 0 | 1～2 | -- | -- | Enemy only, cannot be obtained |
| Steel throwing clubs | Enemy Exclusive/Difficult to Chase. (Chase coefficient -3) | C | 10 | 70 | 5 | -5 | 0 | 1～2 | -- | -- | Enemy only, cannot be obtained |
| Silver throws bats | Enemy Exclusive/Reduces Ability after Battle. (Strength, Skill -2, restored every turn) | B | 14 | 75 | 5 | 0 | -5 | 1～2 | -- | -- | Enemy only, cannot be obtained |
| Bronze bow | Special Kill Evasion +10 / Unable to Kill (including Probability Combat Stunts) / Against [Flying] special effects. (Gives enemy units with the [Flying] trait triple the power of the weapon) | And | 6 | 90 | cannot | 0 | 10 | 2 | flight | 500G | [Night Weapon Shop] Lv.1: Unlimited purchases can be made after the end of Chapter 6 at the earliest |
| Iron bow | Standard bow/pair [Flight] effect. (Gives enemy units with the [Flying] trait triple the power of the weapon) | D | 8 | 80 | 0 | 0 | 0 | 2 | flight | 1000G | [Demon Thread] Chapter 10: Drops after defeating enemy units [Dark Night Weapon Shop] Lv.1: Can be purchased infinitely after the end of Chapter 6 at the earliest |
| Steel bow | It is difficult to pursue. (Pursuit coefficient -3) / For [Flight] special effects. (Gives enemy units with the [Flying] trait triple the power of the weapon) | C | 11 | 75 | 0 | -5 | 0 | 2 | flight | 2000G | [Demon Thread] Chapter 18: Drops after defeating enemy units [Night Weapon Shop] Lv.1: Can be purchased after Chapter 6 at the earliest (up to 1 item) [Night Weapon Shop] Lv.2: Unlimited purchases after the end of Chapter 13 at the earliest |
| Silver bow | After battle, the ability is reduced (Strength, Skill -2, restored every turn) / the [Flying] special effect. (Gives enemy units with the [Flying] trait triple the power of the weapon) | B | 15 | 80 | 0 | 0 | -5 | 2 | flight | 4000G | [Demon Thread] Chapter 26: Drops after defeating enemy units [Night Weapon Shop] Lv.2: Can be purchased after the end of Chapter 13 at the earliest (up to 1 item can be purchased) [Night Weapon Shop] Lv.3: Unlimited purchase after the end of Chapter 20 at the earliest |
| The bow of the strong | When actively attacking, it will attack twice in a row/pair the [Flying] special effect. /After the battle, the power is halved before the end of the next battle. (Gives enemy units with the [Flying] trait triple the power of the weapon) | A | 8 | 65 | 0 | 0 | 0 | 2 | flight | 8000G | [Demon Thread] Chapter 26: Open the treasure chest on the right side of the map to obtain [Night Weapon Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (up to 1 item) |
| Short bow | Bows that can only attack at close range/Pair [Flying] special effects. (Gives enemy units with the [Flying] trait triple the power of the weapon) | D | 7 | 75 | 0 | -10 | 0 | 1 | flight | 2400G | [Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Flash bow | Magic weapons/impossible kills/special effects on [Flight]. (Gives enemy units with the [Flying] trait triple the power of the weapon) | C | 13 | 70 | 0 | -20 | 0 | 1～2 | flight | 3300G | [Demon Thread] Chapter 21: Drops after defeating enemy units [Night/Demon Line] Gaiden 22: Open the treasure chest on the left side of the map and obtain [Night Weapon Shop] Lv.2: Available after the end of Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| The bow must be killed | Deals extra damage when killing (from 3x to 4x) / Deals special effect on [Flying]. (Gives enemy units with the [Flying] trait triple the power of the weapon) | C | 7 | 75 | 25 | -10 | 0 | 2 | flight | 3000G | [Night Line] Chapter 16: When Asura joins the team, he carries [Demon Thread] Chapter 16: Drops after defeating enemy units [Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Holy bow | Restore HP to [Monster/Flying] special effects/each turn. /When equipped, Defense, Magic Defense -3 (Gives 3 times the power of the weapon to enemy units with the [Monster/Flying] trait) | C | 7 | 70 | 0 | 0 | 0 | 2 | Monster flight | 2200G | [Demon Thread] Chapter 26: Open the treasure chest at the bottom of the left side of the map to obtain [Night Weapon Shop] Lv.2: Available after the end of Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available after the end of Chapter 20 at the earliest (up to 2 items) |
| rubber bow | Not suitable for combat/against [Flying] effects. (Gives enemy units with the [Flying] trait triple the power of the weapon) | And | 3 | 100 | 0 | 10 | 10 | 2 | flight | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Violin bow | After actively attacking, companion skills within 2 squares around +4/pair [Flying] special effects. (Gives enemy units with the [Flying] trait triple the power of the weapon) | D | 6 | 75 | 0 | 0 | 0 | 2 | flight | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Cupid's bow | After attacking, give the enemy an effect of restoring 20% of their maximum HP/Effect on [Flying]. (Gives enemy units with the [Flying] trait triple the power of the weapon) | And | 1 | 100 | 0 | 0 | 0 | 2 | flight | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Hunter's bow | Weakened [Horse Riding/Beast] special effects/other classes. (Power -4, Accuracy -10) (Gives enemy units with the [Horse/Beast] trait triple the power of weapons) | C | 6 | 85 | 0 | -10 | 0 | 2 | Horseback riding beast | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Anna's Fukubow | After equipping, Luck +5/pair [Flying] special effects. / Reduces its own ability after battle. (Strength, Skill -2, restored every turn) (Gives enemy units with the [Flying] trait triple the power of the weapon) | B | 8 | 120 | 0 | 0 | 0 | 2 | flight | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Zero's sadistic bow | When the opponent is attacked, at least 1 HP/pair of [Flying] special effects will be left. / When equipped, Defense, Magic Defense -2 (gives enemy units with the [Flying] trait, triple the power of the weapon) | C | 4 | 75 | 0 | -10 | 0 | 2 | flight | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Tie approached the bow | Enemy Special/Standard Melee Bow/Pair [Flying] special effect. (Gives enemy units with the [Flying] trait triple the power of the weapon) | D | 8 | 80 | 0 | 0 | 0 | 1～2 | flight | -- | Enemy only, cannot be obtained |
| Steel hits the bow at close range | Enemy Exclusive/Difficult to Chase. (Pursuit coefficient -3) / For [Flight] special effects. (Gives enemy units with the [Flying] trait triple the power of the weapon) | C | 11 | 75 | 0 | -5 | 0 | 1～2 | flight | -- | Enemy only, cannot be obtained |
| Silver approached the bow | Enemy Exclusive/Anti-[Flying] special effects. / Reduces its own ability after battle. (Strength, Skill -2, restored every turn) (Gives enemy units with the [Flying] trait triple the power of the weapon) | B | 15 | 80 | 0 | 0 | -5 | 1～2 | flight | -- | Enemy only, cannot be obtained |
| Bronze and bow | Special Attack Evasion +10 / Impossible Kill (including probabilistic combat stunts) / When equipped, Magic Defense +2 / Pair [Flying] special effect. (Gives enemy units with the [Flying] trait triple the power of the weapon) | And | 7 | 80 | cannot | 0 | 10 | 2 | flight | 500G | [White Night Weapon Shop] Lv.1: After the end of Chapter 6 at the earliest, it can be purchased indefinitely |
| Iron and bow | When using a standard bow/equipment, magic defense +2/pair [Flying] effect. (Gives enemy units with the [Flying] trait triple the power of the weapon) | D | 9 | 70 | 0 | 0 | 0 | 2 | flight | 1000G | [White Night Weapon Shop] Lv.1: After the end of Chapter 6 at the earliest, it can be purchased indefinitely |
| Steel and bow | It is difficult to pursue. (Pursuit Coefficient -3) / When equipped, Magic Defense +2 / Pair [Flying] special effect. (Gives enemy units with the [Flying] trait triple the power of the weapon) | C | 12 | 65 | 0 | -5 | 0 | 2 | flight | 2000G | [White Night Line] Chapter 13: Obtain [Magic Line] Chapter 19: Drop after defeating enemy units [White Night Weapon Shop] Lv.1: Can be purchased after Chapter 6 at the earliest (up to 1 item can be purchased) [White Night Weapon Shop] Lv.2: Unlimited purchase after the end of Chapter 13 at the earliest |
| Silver and bow | Reduces your abilities after battle. (Strength, Skill -2, will be restored every turn) / When equipped, Magic Defense +2 / Pair [Flying] special effect. (Gives enemy units with the [Flying] trait triple the power of the weapon) | B | 16 | 70 | 0 | 0 | -5 | 2 | flight | 4000G | [White Night Line] Chapter 18: Drops after defeating enemy units [White Night Line] Chapter 21: Drops after defeating enemy units [Demon Line] Chapter 23: Drops after defeating enemy units [White Night Weapon Shop] Lv.2: Available for purchase after Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Unlimited purchase after the end of Chapter 20 at the earliest |
| The skillful and the bow | Three-block range, when unable to pursue/equip, magic defense +2/pair [Flight] special effect. (Gives enemy units with the [Flying] trait triple the power of the weapon) | A | 5 | 55 | 0 | -20 | 0 | 3 | flight | 8000G | [White Night Line] Chapter 22: When Asura joins the team, bring [Dark Night Line] Chapter 26: Obtained by opening the treasure chest on the left side of the map (1-star normal difficulty is limited and Cool Breeze's hidden weapon proficiency has not reached B) [Demon Thread] Chapter 23: Dropped after defeating enemy units [White Night Weapon Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (limited to 1 item) |
| Cruelty | Easy to pursue, and easy to be pursued. (Chase coefficient +5 for both sides) / When equipped, Magic Defense +2 / Pair [Flight] special effect (Gives enemy units with [Flying] characteristics triple the power effect of weapons) | S | 22 | 80 | 10 | -10 | 0 | 2 | flight | -- | [White Night Line] Chapter 25: Open the treasure chest on the left in the upper left corner of the map and obtain [Demon Line] Chapter 24: Drop after defeating enemy units |
| Reverse harmony bow | Reverses weapon restraint and doubles the effect of restraint effect. / When equipped, Magic Defense +2 / Damage [Flight] special effect (Grants triple the power of the weapon to enemy units with the [Flying] trait) | C | 11 | 55 | 5 | 0 | 0 | 2 | flight | 4000G | [Magic Thread] Chapter 19: Drops after defeating enemy units [White Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Mirror and bow | When equipped, magic defense +10/pair [Flying] special effect. (Gives enemy units with the [Flying] trait triple the power of the weapon) | C | 8 | 65 | 0 | -10 | 0 | 2 | flight | 2700G | [White Night Line] Chapter 11: Drops after defeating enemy units [Demon Thread] Chapter 19: Drops after defeating enemy units [White Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| It must be neutralized with the bow | When equipped, defense -4, magic defense -2/pair [Flying] special effect. (Gives enemy units with the [Flying] trait triple the power of the weapon) | B | 10 | 120 | 0 | -30 | 0 | 2 | flight | 4300G | [White Night Line] Chapter 17: Drops after defeating enemy units [Magic Thread] Chapter 24: Open the treasure chest on the left in the upper left corner of the map and obtain [White Night Weapon Shop] Lv.2: Available after the end of Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Available after the end of Chapter 20 at the earliest (up to 2 items) |
| Fengshen bow | When Takumi Exclusive/Carry, the movement cost is 1 on all movable terrain. / When equipped, Magic Defense +2 / Damage [Flight] special effect (Grants triple the power of the weapon to enemy units with the [Flying] trait) | And | 14 | 70 | 5 | 10 | 0 | 2 | flight | -- | [White Night Line] Chapter 10: Takumi carried it when he joined the team [Demon Line] Chapter 10: Takumi carried it when he joined the team |
| Bamboo and bow | Not suitable for combat. / When equipped, Magic Defense +2 / Damage [Flight] special effect (Grants triple the power of the weapon to enemy units with the [Flying] trait) | And | 4 | 90 | 0 | 10 | 10 | 2 | flight | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Pipa and bow | After actively attacking, companion magic defense within 2 tiles around it +4. / When equipped, Magic Defense +2 / Damage [Flight] special effect (Grants triple the power of the weapon to enemy units with the [Flying] trait) | D | 6 | 65 | 0 | 0 | 0 | 2 | flight | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Explosive clothes and bows | Weapons are advantageous and can strip the opponent's clothes after hitting the enemy/easy to pursue. (Pursuit Coefficient +3) / When equipped, Magic Resistance +2 / [Flying] special effect (Gives enemy units with the [Flying] trait triple the power of the weapon) | And | 6 | 65 | 0 | 0 | 0 | 2 | flight | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Demon Arrow | Weakened [Magic/Spell/Flying] special effects/other classes. (Power -4, Hit -10) / When equipped, Magic Defense +2, Defense -4 (Gives enemy units equipped with [Magic/Spell/Flying] three times the power of the weapon) | C | 5 | 60 | 0 | -10 | 0 | 2 | Magic Spell Flying | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Horizontal strike and bow | Not pursued/easily pursued. (Pursuit Coefficient -5) / When equipped, Magic Defense +2 / Pair [Flying] special effect (Grants triple the power effect of weapons to enemy units with [Flying] traits) | C | 3 | 65 | 0 | -10 | 0 | 1～2 | flight | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| The spirit bow of fate | When recovering HP/equipment each round, magic defense +2, defense -2, and [Flying] special effects/self-reduced ability after battle. (Strength, Skill -2, restored every turn) (Gives enemy units with the [Flying] trait triple the power of the weapon) | B | 13 | 65 | 0 | 0 | 0 | 2 | flight | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| A momentary slow bow | After an attack hits, the enemy's ability decreases. (Skill, Defense, Magic Defense -2, restored every turn) / When equipped, Magic Defense +2 / Pair [Flying] special effect (Gives enemy units with the [Flying] trait triple the power effect of the weapon) | D | 7 | 55 | 0 | 0 | 0 | 2 | flight | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Iron melee and bow | When using enemy special/standard melee attacks and bows/equipment, magic defense +2/pair [Flying] special effect. (Gives enemy units with the [Flying] trait triple the power of the weapon) | D | 9 | 70 | 0 | 0 | 0 | 1～2 | flight | -- | Enemy only, cannot be obtained |
| Steel melee and bow | Enemy Exclusive/Difficult to Chase. (Pursuit Coefficient -3) / When equipped, Magic Defense +2 / Pair [Flight] special effect (Gives enemy units with the [Flying] trait a triple power effect of the weapon) | C | 12 | 65 | 0 | -5 | 0 | 1～2 | flight | -- | Enemy only, cannot be obtained |
| Silver melee and bow | Enemy Exclusive/Reduces Ability after Battle. (Strength, Skill -2, restored every turn) / When equipped, Magic Defense +2 / Pair [Flying] special effect (Gives enemy units with the [Flying] trait three times the power effect of the weapon) | B | 16 | 70 | 0 | 0 | -5 | 1～2 | flight | -- | Enemy only, cannot be obtained |
| Skati (Deathbow) | When the magic bow of the other world is equipped, magic defense +2/pair [Flying] special effect. (Gives enemy units with the [Flying] trait triple the power of the weapon) | S | 15 | 95 | -10 | 0 | 20 | 1～4 | flight | -- | The enemy's exclusive "Takukai" cannot be obtained |
| Bronze Hidden Weapon | Special Kill Evasion +10 / Unable to Kill. (including probabilistic combat stunts) / Reduces enemy abilities after hitting an enemy. (Skill, Speed -1, Defense, Magic Defense -2, will be restored every turn) | And | 2 | 100 | cannot | 0 | 10 | 1～2 | -- | 500G | [Night Weapon Shop] Lv.1: Unlimited purchases can be made after the end of Chapter 6 at the earliest |
| Iron Hidden Weapon | Standard Concealment/Attack reduces enemy ability after hitting an enemy. (Mana-2, Defense, Magic Resist-3, restored every turn) | D | 4 | 90 | 0 | 0 | 0 | 1～2 | -- | 1000G | [Night Weapon Shop] Lv.1: Unlimited purchases can be made after the end of Chapter 6 at the earliest |
| Steel concealment | Difficult to pursue (-3 Pursuit Coefficient) / Reduces enemy ability after hitting an enemy. (Strength -3, Defense, Magic Defense -4, restored every turn) | C | 7 | 85 | 0 | -5 | 0 | 1～2 | -- | 2000G | [Demon Thread] Chapter 12: Drops after defeating enemy units [Night Weapon Shop] Lv.1: Can be purchased after Chapter 6 at the earliest (up to 1 item can be purchased) [Night Weapon Shop] Lv.2: Unlimited purchase after the end of Chapter 13 at the earliest |
| Silver Hidden Weapon | Reduces your abilities after battle. (Strength, Skill -2, restored every turn) / Reduces enemy ability after hitting an enemy (-4 speed, defense, magic defense, restores every turn) | B | 10 | 90 | 0 | 0 | -5 | 1～2 | -- | 4000G | [Demon Thread] Chapter 22: Open the treasure chest at the bottom left of the map to obtain [Night Weapon Shop] Lv.2: Can be purchased after the end of Chapter 13 at the earliest (limited to 1 piece) [Night Weapon Shop] Lv.3: After the end of Chapter 20 at the earliest, it can be purchased indefinitely |
| The strong are hidden weapons | When actively attacking, it will attack twice in a row. / After battle, power halved before the end of the next battle / Enemy ability decreases after an attack hits an enemy (Strength, Mana, Skill, Speed, Luck -2, Defense, Magic Defense -5, restored per turn) | A | 4 | 75 | 0 | 0 | 0 | 1～2 | -- | 8000G | [Demon Thread] Chapter 19: Drops after defeating enemy units [Night Weapon Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (up to 1 item can be purchased) |
| Fruit knife | When used in equipment, it can regenerate 10 HP/Attack reduces enemy ability after hitting an enemy. (Skill -2, Defense, Magic Defense -3, will be restored every turn) | D | 4 | 85 | 0 | 0 | 0 | 1～2 | -- | 1800G | [Night Weapon Shop] Lv.1: Available after Chapter 6 at the earliest (up to 1 item) [Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 2 items) [Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 3 items) |
| Hunting secret weapons | Weakened [Horse Riding/Beast] special effects/other classes. (Power -4, Accuracy -10) / Reduces enemy ability after hitting the enemy (Luck -2, Defense, Magic Defense -3, restores every turn) (Gives enemy units with the [Horse/Beast] trait triple the power of the weapon) | D | 7 | 95 | 0 | 0 | 0 | 1～2 | Horseback riding beast | 2500G | [Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Chris Knife (Crystal Dagger) | When [Monster] special effects/HP/equipment are restored per round, defense and magic defense are -3. /Reduces enemy abilities after hitting an enemy (-3 Mana, -4 Defense, Magic Defense, restored each turn) (Gives 3 times the power of the weapon to enemy units with the [Monster] trait) | C | 3 | 80 | 0 | 0 | 0 | 1～2 | Monster | 2200G | [Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| quills | Not suitable for combat. / Reduces enemy ability after hitting an enemy. (Defense, magic defense -1, will be restored every turn) | And | 1 | 110 | 0 | 10 | 10 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Hard bread | After actively attacking, recover 20% of your maximum HP / Reduces enemy ability after hitting an attack. (Defense, Magic Defense -3, restored every turn) | D | 3 | 80 | 0 | 0 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Explosive clothes knife | Weapons are advantageous and can strip the opponent's clothes after hitting the enemy. / Easy to pursue (Chase coefficient +3) / Reduces enemy ability after hitting an enemy (-2 luck, defense, magic defense, restores every turn) | And | 3 | 85 | 0 | 0 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Prayer candles | Gain the special [Prayer] effect/Reduces the enemy's ability after the attack hits the enemy. (Strength, Mana -1, Defense, Magic Defense -3, will be restored every turn) ([Prayer]: When taking fatal damage, there is a chance that there will be a lucky % chance of leaving 1HP) | D | 5 | 70 | 0 | 0 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| The knife that summons death | After battle, reduce your maximum HP by 30%. / Reduces enemy ability after hitting an enemy. (Luck -8, Defense, Magic Defense -5, restored every turn) | C | 11 | 110 | 0 | 0 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Felicia's Ice Dish | Reduced enemy abilities after hitting an enemy with a magic weapon/attack. (Strength -3, Defense, Magic Defense -4, restored every turn) | C | 4 | 85 | 0 | -10 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Jocca's cutlery | When equipped, the enemy's ability is reduced when Defense +4/Attack hits the enemy. (Skill, Luck, Defense, Magic Defense -4, restored every turn) Reduces its own ability after battle (Strength, Skill -2, recovers every turn) | B | 8 | 100 | 5 | -5 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| pebble | Unable to kill/cannot pursue/attack hits enemies with reduced abilities. (Strength, Speed, Defense, Magic Defense -4, restored every turn) | And | 1 | 80 | 0 | 0 | 0 | 1～2 | -- | -- | [DLC Legend: Encounter with Awakening]: Rewards for clearing this chapter (can be obtained infinitely) |
| Bronze shuriken | Special Attack Evasion +10 / Unable to Kill (including Probabilistic Combat Stunts) / +2 Speed when equipped. /Reduces enemy abilities after attacking (-1 skill, speed, -2 defense, magic defense, restored every turn) | And | 2 | 95 | cannot | 0 | 10 | 1～2 | -- | 500G | [White Night Weapon Shop] Lv.1: After the end of Chapter 6 at the earliest, it can be purchased indefinitely |
| Iron shuriken | When using a standard shuriken/equipment, speed +2. / Enemy abilities are reduced after hitting an attack (-2 mana, -3 defense, magic defense, restored every turn) | D | 4 | 85 | 0 | 0 | 0 | 1～2 | -- | 1000G | [Demon Thread] Chapter 10: Drops after defeating enemy units [White Night Weapon Shop] Lv.1: Can be purchased infinitely after the end of Chapter 6 at the earliest |
| Steel shuriken | It is difficult to pursue. (Pursuit Coefficient -3) / When equipped, speed +2. / Reduces enemy ability after hitting an attack (-3 Strength, -4 Defense, Magic Defense, restored every turn) | C | 7 | 80 | 0 | -5 | 0 | 1～2 | -- | 2000G | [Demon Thread] Chapter 8: Drops after defeating enemy units [Magic Thread] Chapter 11: Drops after defeating enemy units [White Night Weapon Shop] Lv.1: Can be purchased after Chapter 6 at the earliest (up to 1 item can be purchased) [White Night Weapon Shop] Lv.2: Unlimited purchase after the end of Chapter 13 at the earliest |
| Silver shuriken | Reduces your abilities after battle. (Strength, Skill -2, restored every turn) / When equipped, Speed +2 / Enemy ability decreases after hitting the enemy (Speed, Defense, Magic Defense -4, recovers every turn) | B | 10 | 85 | 0 | 0 | -5 | 1～2 | -- | 4000G | [White Night Line] Chapter 17: Drops after defeating enemy units [White Night Line] Chapter 22: Drops after defeating enemy units [White Night Weapon Shop] Lv.2: Available for purchase after defeating enemy units (up to 1 item) [White Night Weapon Shop] Lv.3: Unlimited purchase after the end of Chapter 20 at the earliest |
| The skillful shuriken | Three-block range, unable to pursue. / When equipped, speed +2 / Enemy ability decreases after hitting the enemy with an attack (Strength, Mana, Skill, Speed, Luck -2, Defense, Magic Defense -5, restored per turn) | A | 1 | 70 | 0 | -20 | 0 | 3 | -- | 8000G | [White Night Line] Chapter 20: Open the treasure chest at the bottom of the map to obtain [Dark Night Line] Chapter 26: Open the treasure chest on the left side of the map to obtain it (limited to 2-star difficulty or above, or on 1-star normal difficulty, Cool Breeze survives and Cool Breeze's hidden weapon proficiency reaches B or higher) [Magic Line] Chapter 24: Drops after defeating enemy units [White Night Weapon Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (limited to 1 piece) |
| Scratch | Easy to pursue, and easy to be pursued. (Chase Coefficient +5 for both sides) / When equipped, Speed +2, Defense, Magic Defense -5 / Enemy ability is reduced after hitting the enemy  (Strength, Mana, Defense, Magic Defense -6, restored every turn). | S | 11 | 95 | 10 | -10 | 0 | 1～2 | -- | -- | [White Night Line] Chapter 24: Drops after defeating enemy units [Demon Line] Chapter 23: Obtained by opening the treasure chest in the lower left corner of the map |
| Reverse handken | Reverses weapon restraint and doubles the effect of restraint effect. / When equipped, speed +2 / Enemy ability decreases after hitting an enemy (Strength, Mana -2, Defense, Magic Defense -4, restored every turn) | C | 6 | 70 | 5 | 0 | 0 | 1～2 | -- | 4000G | [White Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Explosive Shuriken | Magic weapons/impossible kills. / When equipped, speed +2 / Enemy ability decreases after hitting an enemy (Mana, Defense, Magic Defense -4, restored every turn) | C | 9 | 75 | 0 | -20 | 0 | 1～2 | -- | 3300G | [White Night Line] Chapter 19: Drops after defeating enemy units [Dark Night Line] Chapter 12: Drops after defeating enemy units [Magic Line] Chapter 24: Open the treasure chest on the right in the upper left corner of the map and obtain [White Night Weapon Shop] Lv.2: Can be purchased after the end of Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Available after the end of Chapter 20 at the earliest (up to 2 items) |
| Assassination Shuriken | Deals extra damage when killed. (Damage from 3x to 4x) / When equipped, speed +2 / Enemy ability decreases after hitting an enemy (-4 luck, defense, magic defense, restored every turn) | C | 4 | 80 | 25 | -10 | 0 | 1～2 | -- | 3000G | [Magic Thread] Chapter 21: Open the treasure chest in the middle of the right side of the map and obtain [White Night Weapon Shop] Lv.2: Available after the end of Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Available after the end of Chapter 20 at the earliest (up to 2 items) |
| Needle shuriken | Weakened [Reloaded] special effects/other classes. (Power -4, Accuracy -10) / When equipped, Speed +2 / Enemy ability decreases after hitting the enemy (Skill, Defense, Magic Defense -3, restored every turn) (Gives enemy units with the [Reloaded] trait triple the power of the weapon) | D | 7 | 90 | 0 | 0 | 0 | 1～2 | Reload | 2500G | [White Night Line] Chapter 10: When Yang Yan joins the team, bring [White Night Weapon Shop] Lv.2: Can be purchased after the end of Chapter 13 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (up to 2 items) |
| chopsticks | When not suitable for combat/equipment, the enemy's ability is reduced when the attack hits the enemy by +2. (Defense, magic defense -1, will be restored every turn) | And | 1 | 105 | 0 | 10 | 10 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Hairpin | When female-only/equipped, the enemy's ability is reduced when the attack hits the enemy. (-2 Strength, -3 Defense, Magic Defense, Restored every turn) | D | 5 | 80 | 0 | 0 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Saling | Reduces your abilities after battle. (Strength, Skill -2, restored every turn) / When equipped, speed +2 / Enemy ability decreases after attack hits the enemy (Speed, Defense, Magic Defense -8, restored every turn) | B | 5 | 95 | 5 | 0 | 0 | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| The cool breeze's gust of wind | After actively attacking, companions within 2 blocks of the surrounding area gain +4 speed. / When equipped, speed +2 / Enemy ability decreases after attack hits the enemy (-4 speed, defense, magic defense, restored every turn) | C | 3 | 90 | 0 | 0 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| The explosive needle that was hidden | After actively attacking, the power of allies within 2 tiles around it is +4. / When equipped, speed +2 / Enemy ability decreases after hitting an enemy (Strength, Defense, Magic Defense -4, restored every turn) | C | 3 | 90 | 0 | 0 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Yang Yan's dizzy needle | Evasion +20 / When equipped, Speed +2 / Enemy ability is reduced after hitting the enemy (Skill -5, Defense, Magic Defense -3, restored every turn) | D | 1 | 80 | 0 | 20 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Flame (pyromancy) | Special Kill Evasion +10 / Unable to Kill. (including probability combat stunts) | And | 3 | 90 | cannot | 0 | 10 | 1～2 | -- | 500G | [Night Weapon Shop] Lv.1: Unlimited purchases can be made after the end of Chapter 6 at the earliest |
| Raiden (Raiden) | Standard magic. | D | 5 | 80 | 0 | 0 | 0 | 1～2 | -- | 1000G | [Demon Line] Chapter 12: Drops after defeating enemy units [Demon Line] Chapter 19: Drops after defeating enemy units [Night Weapon Shop] Lv.1: Available for unlimited purchase after Chapter 6 at the earliest |
| Winter of the End (Fimble) | It is difficult to pursue. (Chase coefficient -3) | C | 8 | 75 | 0 | -5 | 0 | 1～2 | -- | 2000G | [Demon Thread] Chapter 17: Drops after defeating enemy units [Night Weapon Shop] Lv.1: Can be purchased after Chapter 6 at the earliest (up to 1 item can be purchased) [Night Weapon Shop] Lv.2: Unlimited purchase after the end of Chapter 13 at the earliest |
| Ragnarok (Lena Locke) | Reduces your abilities after battle. (Mana, Skill -2, restored every turn) | B | 11 | 80 | 0 | 0 | -5 | 1～2 | -- | 4000G | [Demon Thread] Chapter 19: Drop [Demon Thread] Chapter 23: Open the treasure chest on the left side of the map to obtain [Night Weapon Shop] Lv.2: Can be purchased after the end of Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Can be purchased infinitely after the end of Chapter 20 at the earliest |
| Jinlunga Abyss (Jinlunga) | After the battle, the mana is halved before the end of the next battle. | A | 15 | 65 | 0 | 0 | 0 | 1～2 | -- | 8000G | [Magic Thread] Chapter 26: Drops after defeating enemy units [Night Weapon Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (up to 1 item) |
| Excalibur (Holy Sword Technique) | Easy to pursue, and easy to be pursued. (Chase coefficient +5 for both sides) / When dealing with [Flying] special effects/equipment, Defense and Magic Defense -5 (Gives enemy units with the [Flying] trait three times the power of weapons) | S | 12 | 90 | 25 | -10 | 0 | 1～2 | flight | -- | [Night Line] Chapter 26: Drops after defeating enemy units [Demon Line] Chapter 22: Obtained by opening the treasure chest in the upper right corner of the map |
| Lightning (Thunder Technique) | When actively attacking, it will attack twice in a row. / Reduces its own ability after battle. (Mana, Skill -2, restored every turn) | C | 1 | 75 | 0 | 0 | 0 | 1～2 | -- | 3400G | [Demon Line] Chapter 24: Open the treasure chest on the right side of the map to obtain [Night/Demon Line] Gaiden 20: Visit the private house at the bottom of the map and obtain [Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Thor's Hammer (Muir Nir) | Deals extra damage when killed. (Damage from 3x to 4x) | C | 5 | 75 | 25 | -10 | 0 | 1～2 | -- | 3000G | [Magic Thread] Chapter 10: Drops after defeating enemy units [Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Star sucking | After an attack hits, absorb 50% of the damage dealt and convert it into HP to restore your own HP. Dark Devil Taoist and Wizard Only/Unchasing/Impossible to Kill | D | 7 | 70 | 0 | -20 | 0 | 1～2 | -- | 4000G | [Magic Thread] Chapter 26: Open the treasure chest on the right side of the map and obtain [Night Weapon Shop] Lv.1: Can be purchased after Chapter 6 at the earliest (up to 1 item) [Night Weapon Shop] Lv.2: Can be purchased after the first Chapter 13 (up to 2 items) |
| Brunhild | When Leon is dedicated/carried, there is a % chance to halve the magic damage dealt by enemies. | And | 10 | 80 | 5 | 0 | 10 | 1～2 | -- | -- | [Dark Night Line] Chapter 14: Carry [Demon Line] Chapter 17: Carry it when Leon joins the team |
| False Magic Sword Misterdin (Mithril Light) | When Ophelia is dedicated/equipped, skill and magic defense +1. | And | 9 | 70 | 10 | 0 | 0 | 1～2 | -- | -- | 【Dark Night/Demon Line】Gaiden 20: Clearance Rewards for this Chapter (Earliest Dark Night Chapter 9, Demon Penetration Chapter 18) |
| Little Flame Technique | Not suitable for combat. | And | 1 | 100 | 0 | 10 | 10 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Explosive magic | Weapons are advantageous and can strip the opponent's clothes after hitting the enemy. / Easy to pursue (Chase factor +3) | And | 4 | 75 | 0 | 0 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Accelerate lightning | After battle, enemy units within two tiles around themselves gain +4 speed. | C | 9 | 70 | 5 | 0 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| moonlight | After actively attacking, recover 20% of the active maximum HP. | D | 4 | 70 | 0 | 0 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Macbeth's confused book | Reduces your abilities after battle. (Strength, Skill -2, restored every turn) / Reduces enemy ability after hitting an enemy (Defense, Magic Defense -4, recovers every turn) | B | 7 | 85 | 0 | 0 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Odin's Black Book | Deals extra damage when not pursuited/killed. (Damage from 3x to 4x) | C | 9 | 65 | 20 | 0 | -20 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Ray Shu Toron | When Ruffle's dedication/equipment is used, magic defense +3. | And | 12 | 70 | 10 | 0 | 5 | 1～2 | -- | -- | [amiibo map: Divine Army Master Ruffle]: Rufflei carried it when he joined the team |
| Ruffle's Codex | When equipped, magic defense +3. | C | 7 | 65 | 5 | -10 | 0 | 1～2 | -- | 3000G | [Astral Castle]: Ruffle can be purchased when he appears in the weapon shop as a clerk |
| Rat god Zi | Special Kill Evasion +10 / Unable to Kill. (including probability combat stunts) / When equipped, Skill +1 | And | 3 | 85 | cannot | 0 | 10 | 1～2 | -- | 500G | [White Night Weapon Shop] Lv.1: After the end of Chapter 6 at the earliest, it can be purchased indefinitely |
| Bull God Ugly | Standard Spells. / When equipped, defense +1 | D | 5 | 75 | 0 | 0 | 0 | 1～2 | -- | 1000G | [Magic Thread] Chapter 18: Drops after defeating enemy units [White Night Weapon Shop] Lv.1: Can be purchased infinitely after the end of Chapter 6 at the earliest |
| Tiger God Yin | It is difficult to pursue. (Pursuit Coefficient -3) / When equipped, Speed +1 | C | 8 | 70 | 0 | -5 | 0 | 1～2 | -- | 2000G | [White Night Line] Chapter 16: Drops after defeating enemy units [Magic Thread] Chapter 15: Drops after defeating enemy units [Magic Thread] Chapter 18: Drops after defeating enemy units [White Night Weapon Shop] Lv.1: Can be purchased after Chapter 6 at the earliest (limited to 1 item) [White Night Weapon Shop] Lv.2: Unlimited purchases after the end of Chapter 13 at the earliest |
| Rabbit God Mao | Reduces your abilities after battle. (Mana, Skill -2, restored every turn) / When equipped, magic defense +1 | B | 11 | 75 | 0 | 0 | -5 | 1～2 | -- | 4000G | [White Night Line] Chapter 19: Drops after defeating enemy units [Demon Thread] Chapter 18: Drops after defeating enemy units [White Night Weapon Shop] Lv.2: Can be purchased after the end of Chapter 13 at the earliest (limited to 1 item) [White Night Weapon Shop] Lv.3: Unlimited purchases after the end of Chapter 20 at the earliest |
| Dragon God Chen | After the [Dragon] effect/battle, the mana is halved before the end of the next battle. / When equipped, Skill and Defense +1 (Gives enemy units with the [Dragon] trait triple the power of the weapon) | A | 11 | 85 | 10 | 0 | 0 | 1～2 | dragon | 8000G | [White Night Line] Chapter 22: Drops after defeating enemy units [Magic Thread] Chapter 22: Drops after defeating enemy units [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 1 item) |
| Rebellious god Chou Yin | Reverses weapon restraint and doubles the effect of restraint effect. / When equipped, speed and defense +1 | C | 7 | 70 | 5 | 0 | 0 | 1～2 | -- | 4000G | [Demon Line] Chapter 26: Open the treasure chest on the left side of the map to obtain [Night/Demon Line] Gaiden 20: Visit the village in the upper left corner of the map and obtain [White Night Weapon Shop] Lv.2: Available after the earliest Chapter 13 (up to 1 item) [White Night Weapon Shop] Lv.3: Available after the end of Chapter 20 at the earliest (up to 2 items) |
| Snake God Si | When actively attacking, after attacking twice in a row/fighting, the mana is halved before the end of the next battle. / When equipped, speed and magic defense +1 | A | 5 | 60 | 0 | 0 | 0 | 1～2 | -- | 8000G | [White Night Line] Chapter 11: Drops after defeating enemy units [Magic Thread] Chapter 23: Drops after defeating enemy units [White Night Weapon Shop] Lv.3: Can be purchased after Chapter 20 at the earliest (up to 1 item) |
| Horse God Noon | When equipped, skill, speed, defense, and magic defense +3. | D | 4 | 70 | 0 | 0 | 0 | 1～2 | -- | 2100G | [White Night Line] Chapter 18: Drops after defeating enemy units [Dark Night/Demon Line] Gaiden 20: Obtain [White Night Weapon Shop] Lv.2: Available after the end of Chapter 13 (up to 1 item) [White Night Weapon Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Sheep God No | Restores 10 HP when used in equipment. / When equipped, defense and magic defense +1 | D | 5 | 70 | 0 | 0 | 0 | 1～2 | -- | 1800G | [White Night Line] Chapter 17: Drops after defeating enemy units [White Night Weapon Shop] Lv.1: Available after Chapter 6 at the earliest (up to 1 item) [White Night Weapon Shop] Lv.2: Available after Chapter 13 at the earliest (up to 2 items) |
| Monkey God Shen | When equipped, speed and skill +1, magic defense +2, luck -4. | D | 4 | 80 | 0 | 0 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Rooster God Rooster | Evasion +15 / When equipped, Speed, Luck +1, Defense -4. | C | 5 | 75 | 0 | 15 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| paper | Evasion +10 / Not suitable for combat. / When equipped, speed +1 | And | 1 | 95 | 0 | 10 | 10 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Ancient | It is difficult to pursue. (Pursuit Coefficient -3) / When equipped, Skill +1 | D | 10 | 50 | 10 | -10 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Ink painting of the sage of the rainbow | When unable to pursue/counterattack, the weapon's power is doubled. / Reduces its own ability after battle. (Mana, Skill -2, restored every turn) / When equipped, Skill and Luck +1 | B | 9 | 90 | 0 | -20 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Izana's ancient spell | When not chasing/actively attacking, the weapon's power is doubled/When equipped, Skill +1, Defense -2, Magic Defense -1 | C | 5 | 85 | 0 | 0 | 0 | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Healing (Healing Staff) | Restore the HP of adjacent allies. (Healing effect is the amount of healing of the user (10 + Mana/3)) / Number of uses: (20) | And | -- | -- | -- | -- | -- | 1 | -- | 500G | [Demon Thread] Chapter 10: Drops after defeating enemy units [Demon Thread] Chapter 11: Drops after defeating enemy units [Night Item Shop] Lv.1: Can be purchased infinitely after the end of Chapter 6 at the earliest |
| Great Healing (Great Recovery Staff) | A large number of staff that restore the HP of adjacent allies. (Recovery effect is the healing amount of the user (20 + Mana/3)) / Number of uses: (15) | D | -- | -- | -- | -- | -- | 1 | -- | 1000G | [Demon Thread] Chapter 7: Open the treasure chest on the left side of the map and obtain [Demon Thread] Chapter 10: Drop after defeating enemy units [Magic Line] Chapter 13: Drop after defeating enemy units [Magic Line] Chapter 16: Drop after defeating enemy units [Magic Line] Chapter 17: Drop after defeating enemy units [Magic Line] Chapter 18: Drop after defeating enemy units [Demon Line] Chapter 19: Drop after defeating enemy units [Night/Demon Line] Gaiden 21: Clear the game reward when 1 friendly NPC survives [Night Item Shop] Lv.1: Unlimited purchases available after the end of Chapter 6 at the earliest |
| Remote Healing (Staff of Blessing) | Restore the staff of allies from a distance. (Recovery effect is the amount of healing of the user (7 + Mana/3)) / Number of uses: (5) | C | -- | -- | -- | -- | -- | 1～7 | -- | 3000G | [Demon Line] Chapter 9: Open the treasure chest on the right side of the map to obtain [Demon Thread] Chapter 14: Visit the village in the upper left corner of the map to obtain [Night/Demon Line] Gaiden 21: Clear the reward when more than 3 friendly NPCs survive [White Night/Dark Night/Demon Line] Gaiden 4: Carry it when Dia joins the team (Chapter 16 of the earliest male protagonist, Chapter 8 of the female protagonist) [Dark Night Props Shop] Lv.2: Can be purchased after the end of Chapter 13 at the earliest (up to 3 items) [Dark Night Props Shop] Lv.3: Available as early as Chapter 20 (up to 5 items) |
| Holy Healing (Staff of Rebirth) | A large number of staff that restores the HP of adjacent allies. (Recovery effect is the amount of healing of the user (30 + Mana/3)) / Number of uses: (5) | B | -- | -- | -- | -- | -- | 1 | -- | 3000G | [Demon Thread] Chapter 22: Open the treasure chest at the bottom right of the map and obtain [Night Item Shop] Lv.2: Available after the end of Chapter 13 at the earliest (up to 3 items) [Night Item Shop] Lv.3: Available after the end of Chapter 20 at the earliest (up to 5 items) |
| Healing of All (Staff of Life) | The staff of all allies' HP within the recovery range. (Recovery effect is the amount of healing of the user (7 + mana/3)) / Number of uses: (2) | A | -- | -- | -- | -- | -- | 1～7 | -- | 5000G | [Demon Thread] Chapter 26: Open the treasure chest in the middle of the right side of the map and obtain [Dark Night Prop Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (limited to 1 piece) |
| Frozen (Frozen Staff) | A staff that seals the enemy's actions. (Immobilizes enemies for 1 turn and evades -20) / Number of uses: (4) | D | -- | 80 | -- | -- | -- | 1～7 | -- | 1800G | [Dark Night Line] Chapter 7: When Alyssa joins the team, bring [Dark Night Item Shop] Lv.1: Can be purchased after the end of Chapter 6 at the earliest (up to 1 item can be purchased) [Dark Night Item Shop] Lv.2: Can be purchased after the end of Chapter 13 at the earliest (up to 2 items) [Dark Night Item Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (up to 3 items) |
| Weakness (Staff of Weakness) | Can weaken the enemy's staff. (Causes the enemy's full ability to -4, regenerates every turn) / Number of uses: (4) | C | -- | 80 | -- | -- | -- | 1～7 | -- | 2500G | [Night Line] Chapter 11: Open the treasure chest in the upper right corner of the map to obtain [Demon Thread] Chapter 24: Open the treasure chest in the middle of the map to obtain [Night Item Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [Night Item Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Teleportation (Teleportation Staff) | A staff that can activate magic. (Teleports enemies to you) / Number of uses: (2) | B | -- | 60 | -- | -- | -- | 1～7 | -- | 4200G | [Dark Night Item Shop] Lv.2: Available after Chapter 13 at the earliest (up to 1 item) [Dark Night Item Shop] Lv.3: Available after Chapter 20 at the earliest (up to 2 items) |
| Resurrection (Resurrection Rod) | Resurrects companions' staffs. (Can revive the last teammate who died on the map in this chapter) / Number of uses: (1) | S | -- | -- | -- | -- | -- | -- | -- | -- | [Night Line] Chapter 26: Open the treasure chest in the middle of the map and obtain [Demon Line] Chapter 26: Drop after defeating enemy units |
| Candy cane | A candy-shaped staff that heals teammates and yourself. (Restores 10 HP to adjacent teammates and 5 HP to yourself) / Number of uses: (5) | And | -- | -- | -- | -- | -- | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Mushroom cane | A mushroom-shaped staff that heals teammates and improves their magic defense. (Restores adjacent teammates to 15 HP and increases their magic defense by 2 points) / Number of uses: (5) | And | -- | -- | -- | -- | -- | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Bouquet cane | A staff that heals teammates and boosts the Lucky Bouquet-shaped staff. (Restores 20 HP to adjacent teammates and increases Luck by 4) / Number of uses: (3) | D | -- | -- | -- | -- | -- | 1 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Alyze's young staff | Restore the staff of allies from a distance. (Restores 10 HP to teammates within range) / Number of uses: (1) | C | -- | -- | -- | -- | -- | 1～5 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Lilith's Star Staff | The staff of all allies' HP within the recovery range. (Restores 7 HP to all allies within range) / Number of uses: (1) | B | -- | -- | -- | -- | -- | 1～5 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| The protection of the star dragon | Lilith's exclusive/restores HP of allies from a distance. (The recovery effect is the healing amount of the user (7 + Mana/3)) | And | -- | -- | -- | -- | -- | 1～5 | -- | -- | Castle Defense: Lilith only |
| Spring festival | Restores the HP of allies within two tiles. (Recovery effect is the amount of healing of the user (7 + Mana/3)) / Number of uses: (20) | And | -- | -- | -- | -- | -- | 1～2 | -- | 500G | [White Night Line] Chapter 10: Drops after defeating enemy units [White Night Line] Chapter 19: Drops after defeating enemy units [White Night Line] Chapter 20: Drops after defeating enemy units [White Night Line] Chapter 22: Drops after defeating enemy units [White Night Line] Chapter 10: Drops after defeating enemy units [White Night Item Shop] Lv.1: Can be purchased infinitely after the end of Chapter 6 at the earliest |
| Summer festival | A large number of purification strings of HP of friendly units within two squares. (Recovery effect is the amount of healing of the user (14 + Mana/3)) / Number of uses: (15) | D | -- | -- | -- | -- | -- | 1～2 | -- | 1000G | [White Night Line] Chapter 8: Drops after defeating enemy units [White Night Line] Chapter 10: Drops after defeating enemy units [White Night Line] Chapter 11: Drops after defeating enemy units [White Night Line] Chapter 17: Drops after defeating enemy units [White Night Line] Chapter 21: Drops after defeating enemy units [White Night Line] Chapter 23: Drops after defeating enemy units [White Night Line] Chapter 25: Drops after defeating enemy units [White Night Line] Chapter 26: Drops after defeating enemy units (×2) [Magic Thread] Chapter 10: Drops after defeating enemy units [ Chapter 13: Drops after defeating enemy units [Demon Thread] Chapter 18: Drops after defeating enemy units [Demon Line] Chapter 20: Drops after defeating enemy units [White Night Item Shop] Lv.1: Available for unlimited purchase after Chapter 6 at the earliest |
| Autumn festival | Restores the HP of allies at a distance. (Recovery effect is the amount of healing of the user (2 + mana/3)) / Number of uses: (5) | C | -- | -- | -- | -- | -- | 1～10 | -- | 3000G | [White Night Line] Chapter 13: Obtain [White Night Line] Chapter 19: Open the treasure chest on the right side of the map to obtain [Demon Line] Chapter 14: Visit the village in the upper right corner of the map to obtain [White Night Prop Shop] Lv.2: Available after the earliest Chapter 13 (up to 3 items) [White Night Prop Shop] Lv.3: Available after the 20th chapter at the earliest (up to 5 items) |
| Winter sacrifice | A large amount of purification strings of HP of allies within two squares are restored. (Recovery effect is the healing amount of the user (25 + Mana/3)) / Number of uses: (5) | B | -- | -- | -- | -- | -- | 1～2 | -- | 3000G | [White Night Line] Chapter 23: Drops after defeating enemy units [Magic Thread] Chapter 25: Drops after defeating enemy units [White Night Item Shop] Lv.2: Available after Chapter 13 at the earliest (up to 3 items) [White Night Item Shop] Lv.3: Available after Chapter 20 at the earliest (up to 5 items) |
| Festival | The purification string of all allies' HP within the recovery range. (Recovery effect is the amount of healing of the user (2 + mana/3)) / Number of uses: (2) | A | -- | -- | -- | -- | -- | 1～10 | -- | 5000G | [White Night Line] Chapter 25: Open the treasure chest on the right in the upper left corner of the map to obtain [Magic Thread] Chapter 25: Drop [White Night Item Shop] Lv.3 after defeating enemy units [White Night Item Shop] Lv.3: Can be purchased after the end of Chapter 20 at the earliest (up to 1 item can be purchased) |
| Seven difficulties are extinguished (Staff of Rescue) | An exorcism string that can activate rescue magic. (Teleport companions to yourself) / Number of uses: (2) | And | -- | -- | -- | -- | -- | 1～10 | -- | 3800G | [White Night Line] Chapter 10: Open the treasure chest on the map to obtain the [Night Line] Chapter 9: Open the treasure chest at the top of the map to obtain the [Night Line] Chapter 20: Open the treasure chest in the middle of the left side of the map to obtain the [Demon Line] Chapter 7: Open the treasure chest in the lower left corner of the map to obtain the [Demon Line] Chapter 26: Open the treasure chest at the bottom of the right side of the map to obtain the [White Night Item Shop] Lv.1: After the end of Chapter 6 at the earliest, you can purchase it (up to 1 item) [White Night Item Shop] Lv.2: Available after Chapter 13 (up to 2 items) [White Night Item Shop] Lv.3: Available after Chapter 20 at the earliest (up to 3 items) |
| Kamikaze Summons (Staff of Silence) | An exorcism string that seals enemy magic. (Prevents enemies from using magic and exorcism for one turn) / Number of uses: (4) | C | -- | 70 | -- | -- | -- | 1～10 | -- | 2400G | [White Night Line] Chapter 16: Open the treasure chest on the left side of the map to obtain [Dark Night Line] Chapter 25: Open the treasure chest on the left side of the map to obtain [White Night Prop Shop] Lv.2: Available after the end of Chapter 13 at the earliest (up to 1 item) [White Night Prop Shop] Lv.3: Available after the end of Chapter 20 at the earliest (up to 2 items) |
| Disaster is a crime | An exorcism skewer that reduces the enemy's maximum HP. (Halves the enemy's maximum HP in this chapter) / Number of uses: (3) | B | -- | 50 | -- | -- | -- | 1～10 | -- | 3000G | [White Night Line] Chapter 19: Open the treasure chest on the left side of the map and obtain [White Night Item Shop] Lv.2: Available after the end of Chapter 13 at the earliest (up to 1 item can be purchased) [White Night Props Shop] Lv.3: Available after the end of Chapter 20 at the earliest (up to 2 items) |
| lantern | A lantern-shaped purification string that can restore our units from a distance. (Restores 7 HP to teammates within range) / Number of uses: (5) | And | -- | -- | -- | -- | -- | 1～3 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Dumpling skewers | A purification skewer that can restore your unit or its own ball shape from a distance. (Restores 10 HP to teammates or yourself within range) / Number of uses: (3) | D | -- | -- | -- | -- | -- | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Qixi Samboo decoration | An exorcism skewer that can heal teammates from a distance and enhance the lucky Tanabata decoration shape of nearby teammates. (Restores 15 HP to teammates within range and increases their luck by 8 points within 2 tiles in one round) / Number of uses: (3) | C | -- | -- | -- | -- | -- | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| A small skewer of cherry blossoms | Restores the HP of allies at a distance. (Restores 7 HP to adjacent teammates) / Number of uses: (10) | And | -- | -- | -- | -- | -- | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Asama's bent purification skewers | Restore a large number of purification strings of HP of allies at a distance. (Restores 30 HP to adjacent teammates) / Number of uses: (1) | B | -- | -- | -- | -- | -- | 1～2 | -- | -- | 【Random Reward】Randomly obtained by talking to a character during encounters with "Shining Point" or "Astral Castle" walk |
| Beast stone | When equipped, Skill +5, Speed +3, Defense -2. | And | 6 | 90 | 5 | 10 | 10 | 1 | -- | 2000G | [White Night Line] Chapter 12: Carry [Night Line] Chapter 14: Carry [Demon Thread] Chapter 13: Carry [Demon Thread] Chapter 13: Carry [White Night/Demon Thread] Gaiden 10: Silk Brings When Joining the Team (Earliest White Night Chapter 13, Demon Thread Chapter 14) [Dark Night/Demon Line] Gaiden 18: Bring when Beloa joins the team (Earliest Dark Night Chapter 15, Demon Chapter 14) [White Night Props Shop] Lv.3: After the end of Chapter 20 at the earliest, you can purchase infinitely [Night Item Shop] Lv.3: After the end of Chapter 20 at the earliest, you can purchase infinitely |
| Guard the beast stone | When equipped, Skill -2, Speed -1, Defense +4, Magic Defense +5. | C | 9 | 80 | 0 | 0 | 10 | 1 | -- | -- | [White Night Line] Chapter 15: Dropped after defeating enemy units [Night Line] Chapter 14: Flannel carries [Demon Line] Chapter 22: Open the treasure chest in the upper left corner of the map to obtain [Night/Demon Line] Gaiden 18: Carry it when Beloia joins the team (Chapter 15 of the earliest Dark Night, Chapter 14 of Demon Penetration) |
| Super Beast Stone | When equipped, Skill +8, Speed +6, Defense -5, Magic Defense -3. / Reduces self-reduced abilities after battle (-2 Strength, Skill, restored every turn) | B | 12 | 90 | 5 | 10 | 10 | 1 | -- | -- | [White Night Line] Chapter 22: When Asura joins the team, he carries [Dark Night Line] Chapter 19: Drops [Demon Line] Chapter 26: Unlocks the treasure chest on the right side of the map and obtains [Night/Demon Line] Gaiden 18: Drops after defeating enemy units |
| Dragonstone | Magic Attack/Cannot Be Chased. / When equipped, Skill -3, Speed -2, Defense +4, Magic Defense +3 | And | 14 | 85 | 0 | -10 | 10 | 1 | -- | 2000G | [Common Line] Chapter 5: Reward for clearing this chapter [White Night/Dark Night/Demon Line] Gaiden 2: Bring it when the gods flow into the team (Chapter 8 of all routes at the earliest) [White Night Item Shop] Lv.3: Unlimited purchases after the end of Chapter 20 at the earliest [Dark Night Item Shop] Lv.3: Unlimited purchases after the end of Chapter 20 at the earliest |
| True dragon stone | Magic Attack/Cannot Be Chased. / When equipped, Skill -5, Speed -4, Defense +9, Magic Defense +7 / Self-reduced ability after battle (Mana, Skill -2, restored every turn) | C | 25 | 75 | 0 | -10 | 10 | 1 | -- | -- | [White Night Line] Chapter 23: Drop after defeating enemy units [Dark Night Line] Chapter 20: Open the treasure chest on the right side of the map to obtain [Demon Line] Chapter 20: Open the treasure chest on the right in the upper right corner of the map to obtain it |