

# Starter Weapons and Weapon Upgrades

Below is a list of all of the starter weapons, and all of the stages it can be upgraded through. The weapon can be upgraded using **Weapon Upgrade Crystals**. Each upgrade has a chance to fail and is generally easier at the lower level and harder at the higher level. Weapon Upgrade Crystals can be rewarded from Boss Attempts via the Task system.

If you lose the starter weapon you can purchase another one from the **Weapon Smith** on the 1st floor of the Depot.

*You see a weapon upgrader crystal.*

*It weighs 1.00 oz.*



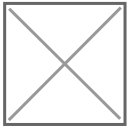
*This crystal can transform certain weapons into brand new, upgraded weapons. This crystal has a relatively high chance of breaking.*










*[Item ID: 15801]*

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## Melee Weapons


### Swords

Name	Item	Level	Base stats	Exceptional stats
Sword		0	Weight: 35.0 oz Attack: 80	
Fire Sword		100	Weight: 23.0 oz Attack: 228	
Ruby Saber		200	Weight: 65.0 oz Attack: 245 Mana Leech: +2%	

Mercenary Sword		300	Weight: 68.0 oz Attack: 258 Mana Leech: +3% Melee: +1	
Greymir Slicer		400	Weight: 48.0 oz Attack: 265 Mana Leech: +4% Melee: +1	
Nightmare Blade		500	Weight: 59.0 oz Attack: 276 Mana Leech: +5% Melee: +2	
Clement Sword		600	Weight: 87.0 oz Attack: 285 Mana Leech: +5% Melee: +2	
Vengeance Sword		700	Weight: 41.0 oz Attack: 295 Melee: +4 Mana Leech: +5%	
Falcon Longsword		800	Weight: 46.0 oz Attack: 315 Melee: +4 Mana Leech: +6%	
Magic Sword		900	Weight: 42.0 oz Attack: 340 Melee: +6 Mana Leech: +6%	
Emerald Sword		1000	Weight: 41.0 oz Attack: 360 Melee: +10 Mana Leech: +7%	
Epiphany		1000	Weight: 67.0 oz Attack: 385 Melee: +12 Mana Leech: +8%	




## Clubs


Name	Item	Level	Base stats	Exceptional stats
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Mace		0	Weight: 28.0 oz Attack: 81	
Dragonbone Staff		100	Weight: 18.0 oz Attack: 228	
Steel Crusher		200	Weight: 98.0 oz Attack: 245 Boss Damage Reduction: +3% Physical Protection: +3%	
Crystal Mace		300	Weight: 80.0 oz Attack: 259 Boss Damage Reduction: +3% Physical Protection: +2% Melee: +1	
Bronzed Mace		400	Weight: 78.0 oz Attack: 266 Boss Damage Reduction: +3% Physical Protection: +2% Melee: +2	
Drachaku		500	Weight: 60.0 oz Attack: 276 Boss Damage Reduction: +3% Physical Protection: +3% Melee: +3	
Dwarven Club		600	Weight: 68.0 oz Attack: 287 Melee: +4 Boss Damage Reduction: +3% Life Drain Protection: +3%	
Destruction Mace		700	Weight: 62.0 oz Attack: 298 Boss Damage Reduction: +5% Life Drain Protection: +4% Melee: +5	

Falcon Mace		800	Weight: 65.0 oz Attack: 318 Boss Damage Reduction: +6% Life Drain Protection: +6% Melee: +6	
Silver Mace		900	Weight: 67.0 oz Attack: 340 Boss Damage Reduction: +7% Life Drain Protection: +7% Melee: +8	
Obsidian Truncheon		1000	Weight: 65.0 oz Attack: 360 Boss Damage Reduction: +8% Life Drain Protection: +8% Melee: +10	
Dark Trinity Mace		1000	Weight: 99.0 oz Attack: 385 Melee: +12 Boss Damage Reduction: +9% Life Drain Protection: +9%	

## Axes

Name	Item	Level	Base stats	Exceptional stats
Axe		0	Weight: 40.0 oz Attack: 82	
Fire axe		100	Weight: 40.0 oz Attack: 228	
Guardsmen Axe		200	Weight: 57.0 oz Attack: 246 Life Leech: +2%	

Dwarven Axe		300	Weight: 82.0 oz Attack: 258 Life Leech: +2% Melee: +1
Rubinite Axe		400	Weight: 87.0 oz Attack: 266 Life Leech: +3% Melee: +2
Guardian Halberd		500	Weight: 110.0 oz Attack: 276 Life Leech: +4% Melee: +3
Warhawk Axe		600	Weight: 122.0 oz Attack: 287 Life Leech: +5% Melee: +3
Skullcracker Axe		700	Weight: 124.0 oz Attack: 300 Melee: +4 Life Leech: +5%
Falcon Battleaxe		800	Weight: 88.0 oz Attack: 320 Melee: +4 Life Leech: +6%
Stonecutter Axe		900	Weight: 99.0 oz Attack: 340 Melee: +6 Life Leech: +7%
Hellforged Axe		1000	Weight: 88.0 oz Attack: 360 Melee: +10 Life Leech: +7%
Solar Axe		1000	Weight: 110.0 oz Attack: 385 Melee: +12 Life Leech: +8%






## Magic Weapons







# Rods

Name	Item	Level	Base stats	Exceptional stats
Snakebite Rod		0	Weight: 43.0 oz Range: 3 Damage: 20-28 Earth Damage	
Springsprout Rod		100	Weight: 27.0 oz Range: 3 Damage: 240-1520 Earth Damage	
Sapphire Rod		200	Weight: 25.0 oz Range: 4 Magic Level: +3 Damage: 280-560 Ice Damage	
Priest's Rod		300	Weight: 25.0 oz Range: 4 Magic Level: +4 Damage: 320-620 Death Damage	
Blizzard Rod		400	Weight: 35.0 oz Range: 4 Magic Level: +5 Damage: 360-720 Ice Damage	
Diamond Sceptre		500	Weight: 15.0 oz Range: 4 Magic Level: +5 Damage: 480-800 Death Damage	
Glacial Rod		600	Weight: 37.0 oz Range: 4 Magic Level: +6 Damage: 545-830 Ice Damage	
Energy-bound Rod		700	Weight: 28.0 oz Range: 4 Magic Level: +8 Damage: 600-940 Energy Damage	

Falcon Rod		800	Weight: 11.0 oz Range: 4 Magic Level: +9 Damage: 740-1000 Fire Damage	
Underworld Rod		900	Weight: 29.0 oz Range: 4 Magic Level: +10 Damage: 860-1200 Death Damage	
Lich Staff		1000	Weight: 80.0 oz Range: 5 Magic Level: +12 Damage: 1000-1280 Death Damage	
Queen's Sceptre		1000	Weight: 23.0 oz Range: 5 Magic Level: +15 Damage: 1060-1360 Death Damage	


## Wands


Name	Item	Level	Base stats	Exceptional stats
Wand of Vortex		0	Weight: 19.0 oz Range: 3 Damage: 24-36 Energy Damage	
Wand of Starstorm		100	Weight: 25.0 oz Range: 4 Magic Level: +2 Damage: 280-560 Energy Damage	
Wand of Eternal Flames		200	Weight: 32.0 oz Range: 4 Magic Level: +3 Damage: 320-600 Fire Damage	
Wand of Glory		300	Weight: 25.0 oz Range: 4 Magic Level: +3 Damage: 360-640 Energy Damage	
Wand of the Beast		400	Weight: 30.0 oz Range: 4 Magic Level: +4 Damage: 400-760 Death Damage	

Shadow Sceptre		500	Weight: 41.0 oz Range: 4 Magic Level: +4 Damage: 520-940 Death Damage	
Wand of Everblazing		600	Weight: 37.0 oz Range: 4 Magic Level: +5 Damage: 640-980 Fire Damage	
Royalty Wand		700	Weight: 30.0 oz Range: 4 Magic Level: +6 Damage: 720-1060 Fire Damage	
Falcon Wand		800	Weight: 12.00 oz Range: 4 Magic Level: +7 Damage: 800-1100 Ice Damage	
Wand of Voodoo		900	Weight: 28.0 oz Range: 5 Magic Level: +8 Damage: 880-1300 Death Damage	
Wand of Defiance		1000	Weight: 12.0 oz Range: 5 Magic Level: +8 Damage: 1060-1380 Death Damage	
Ferumbras' staff		1000	Weight: 29.0 oz Range: 5 Magic Level: +12 Damage: 1140-1460 Death Damage	

# Ranged Weapons

## Bows

Name	Item	Level	Base stats	Exceptional stats
Bow		0	Attack: 1	

Composite Hornbow		100	Attack: 4 Hit Chance: +3%	
Yol's Bow		200	Attack: 8 Hit Chance: +5% Life Leech +1.00% Mana Leech +2.00%	
Bone Bow		300	Attack: 12 Hit Chance: +6% Life Leech +2.00% Mana Leech +3.00%	
Winged Bow		400	Attack: 13 Hit Chance: +6%, Life Leech +3.00%, Mana Leech +4.00%	
Demonic Bow		500	Attack: 15 Hit Chance: +7% Life Leech +4.00% Mana Leech +6.00%	
Mycological Bow		600	Attack: 17 Hit Chance: +7% Life Leech +5.00% Mana Leech +6.00%	
Crackwhip Bow		700	Attack: 19 Hit Chance: +8% Life Leech +6.00%, Mana Leech +6.00%	
Falcon Bow		800	Attack: 22 Hit Chance: +8% Life Leech +6.00% Mana Leech +7.00%	
Hive Bow		900	Attack: 26 Hit Chance: +9% Life Leech +7.00% Mana Leech +7.00%	
Warsinger Bow		1000	Attack: 32 Hit Chance: +10% Life Leech +7.00% Mana Leech +8.00%	
Eletheriel's Elemental Bow		1000	Attack: 38 Hit Chance: +12% Life Leech +8.00% Mana Leech +8.00%	

## Crossbows

Name	item	Level	base stats	Exceptional stats
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Crossbow		0	Attack: 1	
The Ironworker		100	Attack: 8 Hit Chance: 1%	
Chain Bolter		200	Attack: 12 Hit Chance: 2% Critical Chance: 0.50% Critical Damage: 5.00%	
Compact Crossbow		300	Attack: 13 Hit Chance: 3% Critical Chance: 0.50% Critical Damage: 6.00%	
Winged Crossbow		400	Attack: 15 Hit Chance: 4% Critical Chance: 0.60% Critical Damage: 7.00%	
Mythic Crossbow		500	Attack: 18 Hit Chance: 5% Critical Chance: 0.70% Critical Damage: 7.00%	
Arbalest		600	Attack: 20 Hit Chance: 5% Critical Chance: 0.70% Critical Damage: 8.00%	
Orcish Crossbow		700	Attack: 25 Hit Chance: 5% Critical Chance: 0.80% Critical Damage: 9.00%	
Sharpeye Crossbow		800	Attack: 30 Hit Chance: 5% Critical Chance: 0.80% Critical Damage: 10.00%	
The Devileye		900	Attack: 35 Hit Chance: 8% Critical Chance: 0.90% Critical Damage: 15.00%	

Royal Crossbow		1000	Attack: 40 Hit Chance: 8% Critical Chance: 0.90%, Critical Damage: 15.00%	
Ornate Crossbow		1000	Attack: 55 Hit Chance: 10% Max Mana +5% Critical Chance: 1.00%, Critical Damage: 17.00%	

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