

*NOTE: In order to lessen types of attacks, Crush includes Smash and Fragment, and Slash includes Slice and Chop.*

*And of course, an attack without a type is just normal. Anything blocks those easily.*

**WEAPONS:**

*PieCeSMegaBiTe,*

*P/T,C,S,M,B*

Order of Cost/Rarity

Wood (Brown/DkBrown)	Any Lv.	
Light Wood (Light Brown)	Any Lv.	
Painted Wood (White)	Any Lv.	
Iron (Dark Grey/Light Grey)	Any Lv.	
Copper (Bronze/Dull Bronze)	Any Lv.	
Lead (Speckled-Black Silver)	Any Lv.	
Steel (Pearl Silver/Dark Pearl Silver)	Lv. 2+	
Bronze (Gold/Yellow)	Lv. 3+	
Chrome (Chrome)	Lv. 4+	
Magic (Glow-in-the-Dark, Lime Green)	Lv. 3+	
Evil (Black, Red and Black)	Must be Evil, Lv. 6+	

**SWORDS:**

Short Sword (3847):

Iron (Dark Grey/Light Grey)	5-10 £	MP 5, Dmg. 2d10	
Steel (Pearl Silver/Dark Pearl Silver)	15-20 £	MP 5, Dmg. 3d10	

Broadsword (48495/59):

Copper (Dull Bronze)	25-35 £	MP 6, Dmg. 2d20	
Steel (Pearl Silver)	55-60 £	MP 6, Dmg. 3d20	
Bronze (Gold) (Can be Different style)	100-150 £	MP 6, Dmg. 4d20	Different Style: MP +2, Dmg 9d10
Chrome (Different style) (Chrome)	300-350 £	MP 8, Dmg. 5d20	
Evil (Red)	500-600 £	MP 10, Dmg. 6d20, Flame	

Scimitar/Machete (59229/43887/60752):

Iron (Different styles) (Dark Grey)	25-30 £	MP 4-8, Dmg. 2d10-2d20, Slash	Skeleton Sword/Arabian Scimitar
Copper (Bronze)	35-40 £	MP 6, Dmg. 2d10, Slash	Troll Sword
Steel (Pearl Silver)	60-70 £	MP 6, Dmg. 5d10, Slash	Troll Sword
Bronze (Different style) (Yellow)	150-200 £	MP 8, Dmg. 5d20, Slash	Arabian Scimitar

Katana (30173):

Iron (Light Grey)	50-100 £	MP 8, Dmg. 3d20, Slash, Pierce	(Must be Ninja or stolen/scavenged)
Bronze (Gold), Steel (Pearl Silver)	100-150 £	MP 8, Dmg. 4d20, Slash, Pierce	(Must be Ninja or stolen/scavenged)
Magic (Lime Green)	250-300 £	MP 9, Dmg. 5d20, Slash, Pierce	(Must be Ninja or stolen/scavenged)
Evil (Black)	500-750 £	MP 11, Dmg. 6d20, Shadowy Magic, Slash, Pierce	(Must be Ninja or stolen/scavenged)

Rapier/Pirate (2530):

Iron (Dark Grey)	5-15 £	MP 4, Dmg. 2d10, Slash	
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Knife/Dagger (37/bb427pb01):

Iron (Dark Grey)	2-4 £	MP 2, Dmg. 1d20, Slash, Thrust	
Magic (Glow-in-the-Dark)	16-20 £	MP 6, Dmg. 1d20, Slash, Thrust, Magic (Poison?)	
Dagger of Time (Marbled Gold/Silver)	40-50 £	MP 9, Dmg. 3d10, Slash, Thrust, Magic (Abstract?)	Lv. 4+, can tap into re-roll powers with +1-2 Skill and know what the opponent is thinking

AXES:

Fireman's Axe (3835):

Iron (Light Grey)	10-20 £	MP 3, Dmg. 1d20, Slash	
Evil (Black)	30-40 £	MP 4, Dmg. 3d10, Slash	

Wood Axe (4438):

Evil (Black)	40-50 £	MP 4, Dmg. 2d20, Slash, Crush	
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Rod and Head Axes (53454 plus a bar):

Copper (Bronze) Hand Axe:

Wood Shaft (Brown)	25 £	MP 5, Dmg. 2d20, Slash, Crush	These three are similar. If color coordinated, or if wielder possesses special powers in relation to the type of wood, bonuses may be awarded
Light Wood Shaft (Light Brown)	25 £	MP 5, Dmg. 2d20, Slash, Crush	
Painted Wood Shaft (White)	25 £	MP 5, Dmg. 2d20, Slash, Crush	
Iron Shaft (Light Grey)	35 £	MP 5, Dmg. 4d10, Slash, Crush	Though it seems similar, it is better
Evil Shaft (Black)	50 £	MP 6, Dmg. 3d20, Shadowy Magic, Slash, Crush	

Lead (Speckled-Black Silver) Hand Axe:

Wood Shaft (Brown)	50 £	MP 5, Dmg. 5d10, Slash, Crush	Ditto as before, and it continues on down...
Light Wood Shaft (Light Brown)	50 £	MP 5, Dmg. 5d10, Slash, Crush	
Painted Wood Shaft (White)	50 £	MP 5, Dmg. 5d10, Slash, Crush	
Iron Shaft (Light Grey)	60 £	MP 5, Dmg. 3d20, Slash, Crush	
Evil Shaft (Black)	75 £	MP 6, Dmg. 5d10, Shadowy Magic, Slash, Crush	

Double Copper (Bronze) Hand Axe:

Wood Shaft (Brown)	45 £	MP 6, Dmg. 3d20, Slash, Crush	Ditto.
Light Wood Shaft (Light Brown)	45 £	MP 6, Dmg. 3d20, Slash, Crush	
Painted Wood Shaft (White)	45 £	MP 6, Dmg. 3d20, Slash, Crush	
Iron Shaft (Light Grey)	55 £	MP 7, Dmg. 6d10, Slash, Crush	
Evil Shaft (Black)	70 £	MP 8, Dmg. 4d20, Shadowy Magic, Slash, Crush	

Double Lead (Speckled-Black Silver) Hand Axe:

Wood Shaft (Brown)	70 £	MP 6, Dmg. 6d10, Slash, Crush	Ditto.
Light Wood Shaft (Light Brown)	70 £	MP 6, Dmg. 6d10, Slash, Crush	
Painted Wood Shaft (White)	70 £	MP 6, Dmg. 6d10, Slash, Crush	
Iron Shaft (Light Grey)	80 £	MP 7, Dmg. 3d20 +5, Slash, Crush	
Evil Shaft (Black)	95 £	MP 8, Dmg. 7d10, Shadowy Magic, Slash, Crush	

Long Copper (Bronze) Axe:

Wood Shaft (Brown)	50 £	MP 6, Dmg. 5d10, Slash, Crush	Ditto, and are heavy.
Painted Wood Shaft (White)	50 £	MP 6, Dmg. 5d10, Slash, Crush	
Iron Shaft (Light Grey)	60 £	MP 6, Dmg. 3d20, Slash, Crush	All the rest are heavy too.
Evil Shaft (Black)	75 £	MP 7, Dmg. 5d10, Shadowy Magic, Slash, Crush	

Long Lead (Speckled-Black Silver) Axe:

Wood Shaft (Brown)	75 £	MP 7, Dmg. 6d10 +2, Slash, Crush	Ditto.
Painted Wood Shaft (White)	75 £	MP 7, Dmg. 6d10 +2, Slash, Crush	
Iron Shaft (Light Grey)	85 £	MP 7, Dmg. 3d20 +7, Slash, Crush	
Evil Shaft (Black)	100 £	MP 8, Dmg. 7d10 +5, Shadowy Magic, Slash, Crush	

Long Double Copper (Bronze) Axe:

Wood Shaft (Brown)	70 £	MP 7, Dmg. 6d10, Slash, Crush	Ditto.
Painted Wood Shaft (White)	70 £	MP 7, Dmg. 6d10, Slash, Crush	
Iron Shaft (Light Grey)	80 £	MP 7, Dmg. 3d20 +5, Slash, Crush	
Evil Shaft (Black)	105 £	MP 8, Dmg. 7d10 +2, Shadowy Magic, Slash, Crush	Better Magic

Long Double Lead (Speckled-Black Silver) Axe:

Wood Shaft (Brown)	95 £	MP 7, Dmg. 7d10, Slash, Crush	Ditto.
Painted Wood Shaft (White)	95 £	MP 7, Dmg. 7d10, Slash, Crush	
Iron Shaft (Light Grey)	105 £	MP 7, Dmg. 4d20 +5, Slash, Crush	
Evil Shaft (Black)	120 £	MP 8, Dmg. 4d20 +2, Shadowy Magic, Slash, Crush	Best Magic, +2 Coolness (if Evil, it's Intimidation)

End of Rod and Head Axes

One Piece Long Axe (3848):

Iron (Dark Grey/Light Grey)	30 £	MP 5, Dmg. 2d20 +2, Slash, Crush	Brown is rusty, and you only get 1d10
Lead (Speckled-Black/[Dark] Pearl Silver)	55 £	MP 6, Dmg. 5d10, Slash, Crush	
Evil (Black)	70 £	MP 6, Dmg. 5d10, Shadowy Magic, Slash, Crush	

Really Long (Beheader) Axe (6123):

Iron (Dark Grey)	80 £	MP 7, Dmg. 3d20 +5, Slash, Crush	Quite heavy
Evil (Black)	120-130 £	MP 8, Dmg. 4d20 +3, Shadowy Magic, Slash, Crush	Quite heavy

Pickaxe (3841):

Iron (Dark Grey)	20-25 £	MP 5, Dmg. 3d10, Crush, Pierce	
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One Piece Long Axe Merged With Axe Head (3848 + 53454):

Lead (Speckled-Black Silver)	100-150 £	MP 7, Dmg. 4d20, Slash, Crush	+2 to Coolness, both Spk/Blk Silver
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Death Axe (Spear and Double Axe Heads) (4497 + 53454 + 53454):

Evil (Black)	400-550 £	MP 8, Dmg. 5d20	+6 to Coolness, Heads Spk/Blk Silver
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SPEARS:

Spear (4497):

Wood (Brown/DkBrown)	3-10 £	MP 4, Dmg. 1d20, Pierce, Thrust	
Steel (Pearl Silver)	9-15 £	MP 4, Dmg. 2d10, Pierce, Thrust	
Magic Type 1 (Trans-Blue)	50-60 £	MP 6, Dmg. 1d20, Pierce, Thrust, Blue Magics	
Magic Type 2 (Trans-Green)	50-60 £	MP 6, Dmg. 1d20, Pierce, Thrust, Green Magics	
Evil (Black)	20-25 £	MP 5, Dmg. 1d20, Pierce, Thrust	

Pike (43899):

Iron (Dark Grey/Light Grey)	70-80 £	MP 6, Dmg. 2d20, Pierce, Thrust	
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Lance (3849):

Iron (Dark Grey/Light Grey)	50-60 £	MP 7, Dmg. 1d10, Thrust,	Mainly for jousting, so not a particularly lethal weapon
Evil (Black)	60-70 £	MP 8, Dmg. 1d10 +2, Shadowy Magic, Pierce, Thrust	

CLUBS:

Clubs:

Small Club	15-20 £	MP 5, Dmg. 3d10, Crush	
Large Club	30-40 £	MP 8, Dmg. 8d10, Crush	

Mace (x1768):

Small Mace	30-45 £	MP 5, Dmg. 2d20	Requires practiced use, else MP 8
Large Mace (Flail-ey thing)	70-80 £	MP 6, Dmg. 5d20	Requires practiced use, else MP 9

RANGED:

Shortbow (Must have matching Quiver) (4499 + 4498):

Wood (Brown)	30-40 £	MP 4, Dmg. 2d20, Pierce	Requires practiced use, else MP +4
Evil (Black)	50-60 £	MP 4, Dmg. 5d10, Pierce	Ditto, and on down
Wood Quiver (Brown)	5-10 £	N/A	
Evil Quiver (Black)	15-20 £	N/A	

*Ask a friendly associate about Poisoned arrows!*

Iron (Light Grey) Longbow (577 + 53451):

Type 1 (White Tipped)	35-45 £	MP 4, Dmg. 3d10, Pierce	(LS hilt + Viking horn x2), Ditto on down
Type 2 (Yellow Tipped)	40-50 £	MP 4, Dmg. 2d20, Pierce	
Type 3 (Orange Tipped)	50-60 £	MP 4, Dmg. 2d20, Pierce	Can Shoot Flaming Arrows
Type 4 (Pearl Silver Tipped)	65-70 £	MP 4, Dmg. 2d20, Pierce	Can Shoot Flaming/Chrome Arrows
Type 5 (Red Tipped) (Evil)	90-100 £	MP 5, Dmg. 3d20, Pierce	Can Shoot Flaming/Chrome Arrows

Chrome (Chrome) Longbow (577 + 53451):

Type 1 (White Tipped)	45-55 £	MP 4, Dmg. 5d10, Pierce	+1 to Coolness if Coordinated
Type 2 (Yellow Tipped)	50-60 £	MP 4, Dmg. 5d10, Pierce	Ditto on down
Type 3 (Orange Tipped)	60-70 £	MP 4, Dmg. 5d10, Pierce	Can Shoot Flaming Arrows
Type 4 (Pearl Silver Tipped)	75-80 £	MP 4, Dmg. 5d10, Pierce	Can Shoot Flaming/Chrome Arrows
Type 5 (Red Tipped) (Evil)	100-110 £	MP 5, Dmg. 3d20, Pierce	Can Shoot Flaming/Chrome Arrows

Chrome Arrow (Optional add-on) (57467):

Chrome Arrows (onto any)	60-70 £	MP +1, Dmg. +1d10 +3, Pierce	+1 to Coolness
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Cowbow/Ghostbow (6029a):

Bone (White)	60-70 £	MP 4, Dmg. 5d10, Pierce	Can Shoot Chrome Arrows
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Crossbow (2570):

Wood (Brown)	25-35 £	MP 4, Dmg. 2d20, Pierce	
Iron (Dark Grey)	35-45 £	MP 4, Dmg. 4d10, Pierce	
Steel (Pearl Silver/Dark Pearl Silver)	40-50 £	MP 4, Dmg. 4d10, Pierce	Can Shoot Chrome Arrows

Pistol/Musket (2562/2561):

Wood Pistol (Brown)	45-60 £	MP 5, Dmg. 5d10, Pierce	+1 to Coolness
Wood Musket (Brown)	75-90 £	MP 6, Dmg. 5d10, Pierce	+1 to Coolness
+ Bayonet	+ 5-10 £	MP 3, Dmg. 2d10, Slash, Pierce, Thrust	+1 to Coolness

EXPLOSIVES:

Mortars(x110c01/518/x110c02):

Steel (Dark Pearl Silver)	30-40 £	MP 4, Dmg 2d20, Pierce	Requires practiced use, else MP +4
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MORE TO COME!

(It's a time-sensitive thing. Weapons will continue to be invented as time progresses. Things like rifles (30141) may become available.)