The Myth of Soma

User Manual

Prologue

1. Overview

The Myth of Soma, is an online game based on the fantasy action serial comics that appeared in Soyun Champ. The comic strips were the debut work of Yang Kyung Li, author of *Island* and *Zombie Hunter*.
Soma takes place in a fantasy world, composed of 3 regions: Heaven, Monster and Human. Heaven and Monster are in antithesis to each other and the Human world "lies" in the middle. Your hero will live in the Human world. He or she will have the chance to choose his/her own destiny: the brave path of the warrior, crushing monsters using many weapons, the mystic one of the Wizard, concentrating on spiritual power and deadly spells, or just choose to be an Artisan, a Smith for example, well known and respected and maybe even famous for weapons crafted by his legendary expert hand.

Myth of Soma has something special in its crafting system: a short sword will have always the same characteristics, but depending on the maker's ability it will be more or less powerful. Also, by adding special gems during the creation process, the final item can acquire special and unique abilities. You can even set your personal name (making it a trademark) for the items you're producing.

Myth of Soma also has its own social and economic system with price variations, stocked items, trades and even auctions.

2. History

There was a time when Human, Heaven and Monster worlds co-existed peacefully. This peace was broke when the Monster world leader, Macheonru, tried to conquer the other two, starting "the Great War", a global conflict between these worlds.
The War was about to be won by Macheonru, but the glorious hero King Pacheon, thanks to the power of his sword, the Lion Sword, eventually brought the final victory to the Heaven world. After the end of this cruel war, King Pacheon , decided to shatter the powerful sword that allowed him to defeat the Monster world in 4 pieces. Each piece was sent in a different locations:. one piece was buried in the Heaven-world while another one was buried at Budran, in the Human World. The location of the other two pieces was kept secret.

Even if the war was ended, the minions of Macheonru were continually trying to cause havoc in the other two worlds.
Chungyong , the Great Lord and king of the Human world soon understood that facing them alone would have been impossible. He first went to Chungoong to steal Heaven Lord's Holy Sword. Then he searched for someone worth to wield it. Amongst thousands of warriors, he chosed Soma.

Soma fought bravely against the Monster world with the power and talent of the Holy Sword and the help of the friends he made during the numerous battles: General Dong, one of the generals of Chungoong, Ninjatoong the thief, Chuldoo and Ryu Hadeung, who also was a childhood friend. Together they defeated many powerful enemies such as Gugumajae, Barurugo and Wolyohon.
In the final battle, fought at Budran (where a piece of the Lion Sword was buried), they fought bravely, killing thousands of enemies and also killing Macheonru by offering their own lives. When the battle was over, the bodies of the five mythological heroes were not recovered so their death and their story become a legend.

One year after the bloody battle of Budran, the followers of Macheonru gathered again their forces and started to threaten the Human world: they were trying to obtain the control of all the three worlds starting from the domination of the Human one. Another long war was going to start.
By that time, the human world was divided into two large parts, Western and Eastern. . Some cities in the Western part sweared loyalty to monster-world, while other fought for their indipendence. In the Eastern part of the continent, people gathered together under the control of General Lion Kahn with the name of "Continental Alliance Army" looking for peace, and trying to stop the brutality of the Monster world and their allies.

The Continental Army still exists and still continues its struggle against the powers of the Monster world: small and large scale battles still take place sometimes.

There was another small army in the Human world, formed by mercenaries, who fought against Monster world. Due to lack of

success in their battles and high number of casualties, they disbanded and formed a wandering group of thieves under the command of a man called Mangjong. Amongst them, many were worshipping Soma and his friends. Soma was, and still is, called “King of Thieves”. Their faith in them is very strong.
They eventually settled into an island called Wow Island but the rest of the Human world considered them wicked ones and called them ‘Evils of Wow Island”. Those mercenary do not have any concept of good or bad and miss any kind of relationship with all the other powers of the Human world.

A prophecy said that another hero such as Soma that would have brought a durable peace. He or she would have born in Soma’s hometown, Thousand Years Tree Town. This is the city where the story of *your own hero* starts...

Beginning

1. System Requirements

(DirectX Version 7.0 or above is required)

Minimum Specification
CPU Celeron 466Mhz
Ram 64MB
Video 800*600 (16-bit color depth only)
Sound Blaster compatible audio card
Mouse required
400 Mb of Hard Disk space
Internet Connection with at least a 28800bps Modem
Operating System: Windows 9x, ME, XP

Recomended
CPU Pentium III 500Mhz
Ram 128MB
Video 800 *600 (16-bit colors only)
Sound Blaster compatible audio card
Internet Connection at 56000bps or higher
500 Mb of Hard Disk space
3D Graphic Accelerator Card

2. How to Install and run the Game

Installation with CD
Insert the Soma game CD in your CD-ROM Drive.
Double-click the file icon "Somainst.exe" to start the installation if autostart should not properly work.
Once the Install Screen appears, choose the path where you want to install the game. When the installation will be successfully completed, an icon of Myth of Soma will be created on your desktop.
Before running the client, remember that DirectX7.0 version or higher must be installed. We suggest you to update them to the latest version available in order to improve game performance.

Downloading the client from the hompage with no charge
Browse http://www.mythofsoma.net and select the Download menu to get the full version of The Myth of Soma.
Double-click the downloaded file to start the installation. Follow the instructions provided in the "Installation with CD" section.

How to launch Soma
Myth of Soma is an internet based game, so be sure to be connected to the net before starting it.
Double-click Soma's icon. When prompted for login and password, click the "New User" button to move to the registration page at Myth of Soma's site (http://www.mythofsoma.net)
After successfully registring an account, enter the ID and Password just chosed and then click the OK button. Be careful! *Never* ever give away your user ID and Password to anyone in game even if you've been asked for them, Soma's staff will never need to ask for them.
The game will automatically upgrade itself whenever a new patch will be available. If you have problems with the autopatch system, search on the on the Download section of the website for the files needed to manual patching.
For more details please refer to the Myth of Soma website. (www.mythofsoma.net)

3. How to Start

How to Log in
Double-click on the Myth of Soma icon on the desktop to run the game.
Enter your User ID and Password.

How to Create a new Account

To create a new account while being prompted for ID and password , click the New User button to be moved to the Web registration page and register a new account.

Help Function

When you log in the game for the first time the in-game help window will automatically appear. You can access the help window at any time using the shortcut, Ctrl+H.

How to move

To walk during the game, click the left button on the mouse selecting a direction. To run press the CTRL key once or click on the Run button in the user interface. Remember that running consumes a great amount of stamina: if your stamina level reaches 0 you won't be able to run, until you have recovered some of it. (your stamina recovers over time, but only in Walk mode).
Your hero will follow the direction chosed by your mouse pointer.

Peace Mode

Your character will begin the game in "Peace Mode". While being in Peace Mode, all the small lights around the sphere in the lower left corner (the HP/MP indicator) respectively on the left and on the right of the HP/MP will be black. In Peace Mode you can't attack monsters or other players. You also regn mana adn hp twice as fast in peace mode compared to the attack modes.

How to attack

In Soma there are 2 different attack modes: The Monster Attack and the Player Attack Mode (PK Mode).
In Monster Attack Mode, your target can be just a monster. The attack method works as follows: press TAB once to enter Monster Attack Mode, put your cursor over the target and then click the left button on the mouse.
To keep attacking even if your target moves, keep pressing the SHIFT key while attacking, otherwise you can simply keep the left mouse button pressed to make multiple attacks.
In PK Mode, you can also attack other players or guards (press TAB once more to enter PK Mode). However, if you attack other players or guards, your morale value will drop and the guard will react (killing you if you attack someone in town). If you attack someone while being in PK mode your character will turn in "grey mode" for 2 minutes.
Once your character turns grey everybody can attack you without suffering any morale penalty. Remember that using a positive spell (as Healing for example) on a grey character is considered a criminal act and even if it will be effective, it will turn the caster grey .

Monster Attack Mode

Pressing TAB once will bring you to Monster Attack Mode. While in this mode, the color of the lights around the HP/MP sphere bar will change to blue. Your cursor will transform into a sword if moved onto a monster.

Player Attack Mode

Press TAB twice while in "Peace Mode" or once while in "Monster Attack mode" to get into the PK Mode. The color of the lights arounf the HP/MP sphere will change to red. Upon selecting the target to attack, the sword-shaped cursor will change to red.

About Magic

Magic within Soma is divided into 3 Schools: White Magic (Heaven World), Black Magic (Monster World), and Blue Magic (Human World).

Once you've learned at least one spell, in order to use it, drag its icon from the Skills and Spells Window (press F11 on your keyboard to open it) and drop it in one of the "quick slots" on the right bottom part of the user interface. There are 12 total slots available. To finally cast the spell, select it by pressing one of the quick spell keys (F5~F8) or left clicking on the spell icon (the icon will be highlighted with red borders) and then click with the right mouse button on the selected target . You are not allowed to handle weapons while casting except a Staff or special weapons (you can recognize them by the *–M* suffix after their name). Keep in mind that every spell has its own requisites, so be sure to have them if the spell should not work. Black Magic School and White Magic School are "rivals" therefore you can't learn them both without suffering severe penalties.

Using your Skills

Your proficiency using a particular weapon depends on your level in the corresponding skill: If you want to be a swordsman, be sure to train your Sword skill, if you prefer Knuckles… focus your training in Knuckle skill and so on. Remember that you will always train the skill depending on the weapon you're using… so be sure to use the right one: sword for sword skill, knuckle for knuckle skill, axe for axe skill. Choose wisely your path, because when you will reach the skill cap, (the cap is the point where you don't have any points left for skill gaining) training a new skill will lower the level of another one already mastered!

Weapons can be deadly if used with an expert hand, but they also have a down side. For example all weapons have their own durability and will break after a long use. Remember to check and repair your weapons, just often to avoid fighting with your bare hands!

Using Items

You can equip an item by opening the Inventory Window (press F10 on your keyboard) and then selecting it with a double click. The item will be equipped (if possible, that is. You surely cannot equip a potion....) and shown on the character picture.

Remember, many items have their own requirements to be equipped, check them out before attempting to use it!

You can choose to place items of four specific types in your Control Bar (on the lower left part of the screen, right of the HP/MP sphere). They can be used by pressing the F1,F2,F3 and F4 keys on your keyboard. Even if you can stack some item, you will use them one by one. Stacking them will save space: for example 4 Heal Potions will use one single slot…

Stored Potions

Types of chats and how to use them

General Chat

General chat is displayed on the Chat Log Window (press F12 on your keyboard to view it) and above your character's head. Just type what you want to say and the message will appear above your head and into the Chat Log Window (press ENTER when you've finished typing your message)

Shout

By shouting all the people near you will hear your message. It can be used only by players above Level 20, player with total manufacturing skill higher than 70 or players with a single manufacturing skill at least 60 . By shouting, your character will loose a good amount of stamina.

To use "shout" put !! before your message as showed in this example :

!!message you want to shout

Zone Shout

Using this type of message you'll be heard by all players *in the same map*. The requirements for this type of chat are: minimum level 30 or total crafting skill points higher than 120 or a single crafting skill with at least 60 points. It also requires a special book and a your Stamina must be full. The book will not be used upon making a Zone shout.
To make a "Zone Shout" put a ! before your message as in this example (and be sure to have the required book on you...) :

!message you want to shout

Private Messages

You can create private message sessions with other players using the following command :

@username message

Party Chat

This dialogue session is visible only by members of the group of players or "party" . To use it put a > before your message.

>message

Guild Chat

This dialogue session is visible only by members of the same guild. To use it put a # before your message.

#message

Private Message Commands

There are few commands you could use to organize your private messages :

/refusenote	Refuses and blocks any incoming private message
/rejectnote <username>	Refuses and blocks any incoming private messages from a specific user
/allownote <username>	Removes the message block for the specific user
/showrejectnote	Shows the lists of the users ID you're currently blocking

Level Increase

You will gain experience killing monsters. When your experience reaches its maximum value for your current level (100%), you will be moved to the next level and your experience will start again from zero. Your current experience level can be checked by placing your cursor in the orange bar on the bottom right corner of the screen.

Training Stats

The Stats value refers to Strength (STR), Intelligence (INT), Constitution (CON), Dexterity (DEX), Wisdom (WIS) and Charisma (CHA). To raise your Stats you need to make different actions in game depending on the specific Stat you wish to train:

STR, DEX	They are trained by using weapons: depending on the weapon class your DEX, STR or both them will be raised.
INT, WIS	Trained by using magic: depending on the level of the spell INT and WIS will raise
CON	Trained by attacking monsters with your bare hands.
CHA	Raised by killing monsters while being the leader of a party

Training Weapon Skills

Sword	–	Trained by every kind of swords
Spear	–	Trained by every kind of spears
Club	–	Trained by every kind of Clubs and Axes
Knuckle	–	Trained by every kind of Knuckles
Bow	–	Trained by every kind of Bows
Staff	–	Trained by every kind of Staves

Weapon skills will be gradually increased whenever a succesfull attack is made using the corresponding weapon.
Remember that your total weapon skills points cannot exceed 370.

Training Manufacturing Skills

Armor	–	Trained by crafting any kind of Armors
Weapon	–	Trained by crafting any kind of Weapons
Accessories	–	Trained by crafting any kind of Accessories
Potion	–	Trained by crafting any kind of Potion/Medicine
Cooking	–	Trained by Cooking

Manufacturing skills will be gradually increased whenever an item will be successfully crafted.
The total skill points allocated to your manufacturing skills cannot exceed 230.

Magic Skill

Black Magic (School of *Evil* World)
White Magic (School of *Heaven* World)
Blue Magic (School of *Human* World)

Magic skill graudally increases when the attack is successfully made with a Spell and decreases slowly with time if it is not used for long periods. Black and White aren't compatible and they will decrease if you use both of them. However it's possible to create a Wizard Black/Blue or White/Blue without suffering any penalty. Your total magic skill points can't exceed 200. You'll be considered a Master of each school when you reach a skill level of 100(that's the maximum you can have in any 1 magic class). You can learn all the spells available in Myth of Soma by talking to the various NPCs scattered in the game. Each spell can be upgraded (whenever you'll meet the requirements for the upgrade) up to four times, which means that later in the game you could be able to cast a level 4 fireball spell inflicting a lot more damage than the basic level 1 fireball spell. Also, for every 10 skill you gain in your magic, you gain an extra 1 magic defence and attack using that school of magic up to +10 at 100 skill.

Precasting

Selecting a spell in your belt and then right clicking on its icon will allow you to "precast" that spell. This means the first time you'll use it you won't need to cast the whole spell, but you'll just have the desired effect. In other words you can always walk with a "loaded" spell ready to be launched on a target (this is mostly for PvP purposes). To use the spell just right click on the target.

How to Make Items

In order to create an item, you need raw materials. Once you are sure you gathered all the needed materials for the item you want to craft, you can use the devices located in Thousand Years Town (also in the Guild Village, for the members of the guild that owns it) :

Weapons / Armors Device:	Forge: Near the Blacksmith's House
Clothes Device:	Loom: Near the Tailor's house
Accessory Device:	Anvil: On the Western side of the Town
Potion Device:	Potion Table: near the Reagent Vendor
Cooking:	Oven: near the Tavern

How to make money

Money can be made in many different ways. We can give you just a few ideas but remember that interacting with other players will give you a lot of satisfaction in trading/selling/buying any kind of object.

1- Sell items and raw materials obtained through hunting.

2- Craft various items and sell them. (Try to guess what people really need and you will have the chance to set a higher price)

3- Completing Quests will make you earn money as well (and precious items sometimes).

4- Don't Fucking run around town begging for money from people. Go hunt for it because no one likes a lazy beggar ;P

Death

Whenever you die you will be prompted to choose between Revive and Warp to Town.

By selecting Revive, your character will be resurrected very near to the point of your death. You will suffer a Skill and Stat loss but you won't lose items or gold. Selecting Warp to Town instead, will teleport you to the nearest Town where you'll be resurrected. You lwon't lose anything but some of your items and gold.

Beware: if the selection is not made within 10 seconds, you'll be automatically warped to Town.

A few NPC shopkeepers sell an item called "Resurrection Scroll" that will allow you to revive near your death point without suffering any kind of loss and with full Health and Mana points.

Trading between Users

In order to trade, both parts must be in Peace Mode. Right click on the player you would like to trade with. The other player will be prompted to accept or refuse the trade. If the player accepts then the trade window will appear (remember that you can't trade if one of the players is accessing a messageboard or a private chat window), if the player refuses the trade then you'll be notified of his choice and nothing will happen.

After placing all items and money to be exchanged in the upper part of the trade window, click on the confirmation arrow. When both parts have confirmed the trade then the deal will be successfully completed (if any of the players closes the trade window the deal will be canceled).

Quick Keys

Key	Description
F1~F4	Use Belt items
F5~F8	Cast Spell placed on your Belt
F9	Detailed character information window
F10	Equipment window
F11	Skill/Spells window
F12	Chatting window
Tab	Toggles between Peace/Monster/PK Attack Mode
Ctrl + Q	Quit the game and moves to the character selection screen
Ctrl + S	Toggles the User Interface on and off
Ctrl + H	Help window
Ctrl + B	Screen capture
Ctrl + M	Minimap
Ctrl + J	Quest Journal
Ctrl + P	Toggles between accept/reject party requests
Alt + F4	Forced termination or end
CTRL	Toggles between Walk and Run Mode

Morale

You will start as a Neutral player, your status will vary depending on the actions you take in the game. Low moral players will suffer some restrictions: for example raised prices of items from NPC vendors. And if your morale falls to wicked or devil, players can kill you without incurring any penalties.

Morale Value Change

Morale will decrease if you kill guards, or players. It will increase by killing monsters.

Various Restrictions on Morality

If you are a low moral player you will have some restrictions in city access or shops usage:
Evil players will pay higher prices at the NPC shops.
Wicked players won't be able to use NPC shops at all.
If your morality drops to Devil then you won't be able to access any town until your morality raises again (guards will instantly kill you on sight). Special NPC have been placed in Thousand Years area to have Devil Morale people access their warehouse.

How to Use Special Items and Functions

Compass

This item shows the direction to Thousand Year town. It cannot be used in a dungeon. While using the compass, an arrow will point toward the entrance of the town (the closer entrance between east or west gates). Click the right mouse button on the compass to turn it on. Each time it is turned on, the durability is reduced by 1. Press Esc to turn off the compass. If you ever buy this you're an idiot.

G-Bird Feather

G-Bird feather is a very helpful item in dangerous situations.
When a player cannot move or is stuck somewhere (i.e., he is surrounded by monsters, etc.), by using the feather he/she will be teleported to a random place in the surrounding area (it has a limited range)

Screen Capture

Press Ctrl + B to capture the current game screen. Captured pictures are stored in the Soma program folder as.cap file. To view those files, use the CapView utility (Capview.exe, you can find it in the main directory of Soma) that is provided with the game and open the cap file by selecting Open. The screen capture function serves as evidence of various reports that are made during the game or makes it possible to store and keep memorable moments.

In Game Minimap

Pressing CTRL+M will bring on the screen a minimap of your current area showing the realtime position of your character (the blue dot on the map). This options is not available in every map of the game.

Quest Journal

CTRL+J will bring up a window called Quest Journal where you can gather all the informations you need about the quests. You can find which quests you are currently performing (yellow), which quests you can take (green) and which quests you can't take yet (red). You'll find a detailed description for each quest, the names of the NPCs involved and the final reward of the quest.

Auctions

An auction is performed everyday in Thousand Years Town and it's run by the NPC Auction Manager. The auction starts at 14 (Soma time) and the bidding starts at 19. You can pick up items (won or unsold) and gold at 2 and the auction will start all over again at 14. Non collected items or money will be lost.

Special Game Areas

Arena

The Arena is located in the Mercenary Town (located in the middle of the Mercenary Area). Inside the arena you can test your fighting skills against other players or against dummies that will show the damage you can inflict. You will not suffer any morale, skill or stat penalty by dieing or killing inside the arena. Anyway, your equipment will still be damaged thus losing its durability.

Dungeon (Thousand Years Area)

Near the Graveyard in Thousand Years Area there's a 4 levels dungeon that can accessed by talking to the local Graveyard Keeper. You can access the first three levels freely, while the access to level 4 needs to be "gained".
Every Soma day (at time 18) 6 golden boxes spawn on the third level of the Dungeon. You have to locate them all, open them (by attacking them just as a monster) and kill the monsters that will spawn from the boxes. Whenever all the boxes will be opened, starting from midnight you'll be able (for 6 Soma hours) to enter the 4th level of the Dungeon where you will face the Great Devil's Guard (the dungeon's boss monster).

Party System

In Myth of Soma you can create a party with your friends. You can see the health bars of each party member above their heads, and leading a party is the only way to increase your Charisma. You can also have access to a special "party chat", where the text you'll type will be visible only to party members.

Commands :

/party ID Starts a party with a specific player (this is the command use to form a party)
/add ID Adds another player to an existing party (up to 5 players)
/delete ID Removes a player from your party
/dismissed Disbands the whole party

Pressing CTRL+P you'll toggle between accept/reject party offers
Pressing CTRL+T you can have small icons of your party members displayed on your screen showing their names, actions (if you're close enough), MP and HP levels.

You can use the Party Chat placing a " > " before your text.

4. Description of Basic UI (User Interface)

Description of Basic Control

On the Control Panel, the left button on the mouse is used to move and the right button to cast. For long-range weapons attack (i.e. bows, crossbows), it's enough to select your target (clicking the left mouse button once) while in Attack Mode and your hero, will automatically reach the minimum required shooting distance. Upon targeting with SHIFT key held, your character will shoot standing on your current position.

If you should attack while running (press CTRL once to enter Run Mode, press it again to go back to Walk Mode) you will automatically start to walk. Running consumes Stamina; as soon as you will have consumed all your Stamina you will automatically stop running.

Items can be dropped by dragging them from your inventory to the game window, they will automatically drop nearby. To pick up an item, click it and your character will move towards its location and pick them up. Remember that only the first player clicking on an item will pick it up, all other players will just move there (if the item has been dropped by a monster just killed then the item can be taken for the next 5 seconds only by the player who killed the monster inflicting most of the damage).

To use/equip an item, move the mouse cursor on the desired item, double-click it or use the right mouse button. You can also use this method for items stored in your belt.

To interact with an NPC, move to its location and left click it.

Health Points Display

Health points are displayed in red. If you hover your cursor over it, the numerical value will be displayed.

Mind Power (Mana) Display

Mind power is displayed in blue. If you hover your cursor over it, the numerical value will be displayed.

Stamina

Stamina is displayed as a purple bar. Depending on your actions, it will raise or lower.

Weight

Weight is displayed as a green bar. At the beginning it will be 0 but it will be modified once you'll pick up or drop an item.

Experience Value

Experience is displayed as an orange bar. It will start from 0%. Moving the mouse cursor on it you will see your current experience level (expressed in a percentage of the amount needed to advance to the next level).

It will be raised whenever you'll hit a monster (remember that your experience could drop due to the penalties suffer when you die).

Peace Mode/Monster Attack Mode/PK Attack Mode

You charachter default state will be the "Peace Mode". To change to "Monster Attack Mode" press TAB once. Pressing TAB twice will bring you to "PK Attack Mode". To get back to "Peace Mode" press TAB once from "PK Mode" or twice from "Monster Mode".

Run/Walk Mode

Right from the Magic Belt on the bottom right corner, there's a little icon showing a running man. Clicking it will toggle between running and walking mode.

Character Window, Inventory Window, Skill/Spells Window, Chatting Window

Pressing one of those buttons will open: Character Window, Inventory Window, Skill/Spells Window and Chatting window.

Option/Exit Button

Choose the Option Menu to turn on/off the music. To quit the game, click the Exit button and you'll be prompted to confirm. If confirmed you'll be taken to character selection Menu.

Item Belt Window/Magic Belt Window

4 items can be dragged to the equipment window. Once stored, to use them, move the cursor on the chosen item and press the right mouse button (or use F1-F4 quick keys). Four magic spells/skills can be dragged from the Magic and Skill Window (F11); a red frame highlights the magic or skill that is currently selected. Use F5-F8 quick keys to highlight the spell or skill you wish to use.

Level/Alignment

Level is displayed in a number format. A total of 8 alignments exist (4 good and 4 evil) and each one is represented with its initial letter and specific color.

5. Game Windows

Character Window (F9)

To access this window, press F9 on your keyboard or click the second icon (Human picture) of the Pop-up window menu on the lower right part of the screen. The upper half part of the window shows the character attributes and the lower half represents his/her skills/magic ability. Place your mouse pointer on each value to read a short description.

Character Values

Name:	Name
Guild:	Guild
Pos:	Points of Soul
Known as:	Title
Level:	Level
Age:	Age
Gen.:	Gender
Depos:	Morale
HP:	Health Points
MP:	Mind Points (Mana)
STM:	Stamina
STR:	Strength
INT:	Intelligence
DEX:	Dexterity
WIS:	Wisdom
CHA:	Charisma
CON:	Constitution

Skill/ Magic Value

Sword:	Sword Mastery
Spear:	Spear Mastery
Club:	Club Mastery
Knuckle:	Knuckle Mastery
Bow:	Bow Mastery
Staff:	Staff Mastery
Weapon:	Weapon making skill
Armor:	Armor making skill
Accessory:	Accessory making skill
Potion:	Potion making skill
Cooking:	Cooking skill
Black M.:	Black Magic Mastery (Evil School of Magic)
White M.:	White Magic Mastery (Heaven School of Magic)
Blue M.:	Blue Magic Mastery (Human School of Magic)

Name: it's the name of your Character (Max 12 letters in Latin Alphabet).
Title: it's obtained by certain special events.
Position: it represents the position you cover in your town. It can vary by the system of each town.
Age : it's your current age. You start 14 years old and increase of 1 every 1440 hours of played game.
Strength, Dexterity, Intelligence, Wisdom, Charisma, Consitution : shows your current value in each Stat.
Health, Mind Power (Mana), Stamina (Fatigue), and Weight: shown values are displayed in current / maximum value.

Equipment Window (F10)
Press F10 on your keyboard or click the icon of the Inventory Window. There are 10 slots available to place objects on your body :

1. Head (helmet/hat)
2. Upper part of the body (clothes/armor)
3. Right hand (weapon)
4. Left hand (weapon/ shield)
5. Lower part of the body (clothes/ armor)
6. Foot (shoes/boots)
7. Ear (ear rings)
8. Neck (necklace)
9. Right hand (bracelet/ring)
10. Left hand (bracelet/ring)

Whether you double-click on the left mouse button, right-click or use Drag & Drop to equip the item, it will be moved to the appropriate slot in the upper part of the window. Upon doing the same thing with an equipped item, it will be moved into your bag.
Moving the mouse cursor onto an item will show its statistics (durability, speed, required skill…)
To throw away an item, drag it out of the equipment window.
To withdraw money, click money icon and o set the amount of money to withdraw. After entering the amount, press the OK button to withdraw the money or press cancel button to abort the operation.
Scroll bar does not move if all stored items are visible. Scroll bar must be moved directly using mouse clicking on the two litte arrows as it's not linked with the keyboard or a wheel mouse.

Skill/Spells Window (F11)
Press F11 on your keyboard or click the icon of the Skill Window on the main screen. This window will show you all the weapon skills, crafting skills and spells you've learnt. Crafting skill will be automatically used, but to use Spells and Weapon skills you'll have to drag them on your Magic Belt.

Chatting Window (F12)

Press F12 on your keyboard or click the icon of the Chatting Window item on the main screen. Pressing the ON/OFF buttons will allow you to enable/disable different kind of chats (Normal Chat, Guild Chat, Party Chat, Zone Chat, etc..).

Classes

Character Classes

There are three main Classes in Soma. There are no given professions or classes in Soma, however, players usually divide as follows: Warriors, Wizards, and Wizard-Warriors with almost everyone being a WarMage.

Warrior

Being the first line in combat, warriors rely mainly on their strength, and due to their nature, are considered to be the most powerful class of all humans. Depending on the weapon used, they will train Strength and Dexterity in the same proportion. Their Strength and Dexterity will increase regardless of the weapon type, however the rate of increase will be differerent depending on the weapon used.

Compared with other classes, warriors are usually physically stronger, always the bravest and never frightened by huge monsters. Warriors are the only class who can fight numerous mobs at the same time, thanks to the heavy armors usually worn combined with a warrior's high constitution and their deadly blows.

However, warriors feel weak against magic. This happens because they do not increase their Intelligence enough to create an adequate mental defence. For this reason, spells cause them a lot of damage. Therefore, most warriors start to train their INT when they are strong enough to defend themselves sufficiently. An old warrior once said that it is a wise thing to train your INT at least enough to gain the 'Healing Technique' so you may heal your wounds after battle.

Wizard

Characters that train their mental abilities to the maximum level are part of the wizard class. An high level Wizard is capable of channelling his mental powers into deadly spells.

Unfortunately, they are weak in melee. Wizards are in real danger in their first years of life because training their mental abilities will not allow them to train their strenght and constitution... Since a wizard will start with little mana and short of money to buy HP/MP potions they have to find a way to get the minimum gold required hunting weak monsters in order to train their abilities. A character with a high Intelligence is precious and has an enormous tactical role in a group of people…good or evil. A skilled Wizard is a deadly and fierce opponent for everybody.

Wizard/Warrior

Wizard/Warrior has qualities belonging both to wizards and warriors. Many players use this class at the beginning since they tend to have a balanced value within all abilities without mastering a specific one.

Others

There are many other classes/professions available in Soma. All of them depend on your preferences: you may be an Artisan improving his/her manufacturing skills (such as Smithing, Tailoring, Cooking and so on), or you may be a Merchant, selling and buying raw materials or precious items. You may also choose the Archery path or the Spearmen one depending on weapons you like. Upon creating a guild, you may be its leader, the Guildmaster, or the person in charge of collecting fees from members, while continuing your activities as a mercenary who gets paid to participate in combat.

As you can see there are really dozens of different playing styles: it's up to you to choose the one that suits you better.

Character Stats

Description of Statistics

Statistics in Soma are one of the most important things to be considered. Your path will be decided by these values. Six statistics are currently present in Soma:

STR – Strength
CON – Constitution
DEX – Dexterity
INT – Intelligence
WIS – Wisdom
CHA – Charisma

Increasing Stats

STRENGTH, DEXTERITY
Every weapon increases your strength(str) and dexterity(dex) as you hunt except for staff. Depending on which weapon you choose, your str and dex will raise differently. Axe gives the fastest str gains and lowest dex, while knuckle gives the fastest dex gains and lowest str gains. Str and Dex, along with Con are used to determine your hp gains when you level up.

CONSTITUTION
To increase Constitution, fight with your bare hands (you can carry a shield) . Con is important as it determines your hp regn, base hp stamina, and bagweight gains when you gain a level. The sooner you get a high con, the more you'll benefit from it in the long run.

INTELLIGENCE, WISDOM
Intelligence and Wisdom are increased by using magic Magic to attack monsters and heal people. Int determines the damage your your magic will do and wisdom determines how fast you regnerate your spent mana.

CHARISMA
Charisma will raise when killing monsters while being leader of a party. Used to officialy ally your guild with other guilds.

Guidelines For The Beginner

1. How to create a character

After your account has been activated, you'll have the chance to access the character creation section.
Characters in Myth of Soma can be divided into three major classes : Warriors, Wizards and the balanced class of Warmages (Wizard/Warrior). The best recommended class for a beginner is the last one, the Warmage, which is also currently the most popular class in Myth of Soma. A typical configuration for this kind of character is to start with Strength 11 and Intelligence 12. In this way you will be able to learn basic spells and also your constitution will allow you to take a few hits without dying.

2. How to find basic items

After you login in the game for the first time your character will appear in the Thousand Year Town central square. Nearby you will notice the town fountain. All around you'll find many shops, houses and people, you may feel dizzy but it's normal. If you look around a bit you'll notice an NPC named "Gukseo" (usually he wanders on the right of the big fountain). Gukseo is famous for helping newcomers by providing them clothes and weapons saying "Welcome to Thousand Years town". Speaking with him you will have the chance to begin immediately your first quest.... something related with some Fortune Tickets. When you complete this quest, you should have enough money to buy your first items.

3. Hunting

You should be now dressed and equipped with an appropriate weapon and some basic protection, so it's time to explore the outside world... But if you are a Wizard or a Warmage, why not learning a spell before adventuring out of town? The minimum Intelligence required to learn a spell is 11, so be sure you have it before visiting the Magic Trainer. If you meet this requirement, you can learn the Healing Spell for free, and if you got Intelligence 12 and 200 Barr you'll be able to learn your second spell too, the Fireball Spell... which will be your first attack Spell. Check the magic skill window after learning magic (press F11 on your keyboard), and drag and drop each spell icon to the quick spell window at the lower right side of your user interface. Each spell icon can be simply handled pressing the F5-F8 keys. Even if you've paid 200 Barrs for the Fireball spell you should have a few barrs left, enough to buy some health potions (don't forget mana potions for quick mana regeneration if you are a wizard!)
You can reach the outside world by simply walking through one of the two gates of Thousand Year Town, go west or east from the fountain to find them (they are known as East gate and West gate). Once outside you should start looking for Dire Wolves and Giant Spider Whelps only and it shouldn't be hard to find them since they live close to the town gates. At the early stage of the game, even Wolves and Whelps are very hard to kill, but they are neutral towards you and they won't attack until they're attacked from someone... so before attacking them recover your health by resting or using the healing spell. If you feel in danger during the fight and you're not sure your going to survive, it will be more than useful to use the Health Potions. Remember that potions always work so you can't fail using them, instead you could fail while trying to cast a healing spell: a monster can interrupt your concentration (by hitting you) during the spell casting process.
When you press the Tab key on the keyboard for the first time you'll switch to Monster Attack Mode and your character will move into attack position (this can be easily noticed). After level 15 if you press the Tab key once more you'll enter into Player Killing Mode (PK Mode). Needless to say, you can attack monsters too in this state, but if you attack another player, you will be considered a criminal and your name will turn gray meaning that for a short time you'll be treated as a hostile player towards everyone. While you're flagged as a criminal everybody will have the chance to kill you without suffering of any sort of penalty, so be very careful before attacking someone else and think twice about it. To cast a spell first press F10 key to open the Equipment Window and release all the items you're carrying in your hands (you can hold only a staff while casting a spell), you can disarm yourself right-clicking with your mouse on the item icon. Click with the left button of your mouse on the desired spell icon in one of the quick spell slots (or just press F5-F8 key), the selected magic spell should become highlighted with a red border and at this point you only have to right-click on the desired target to cast the spell. By default you are the target for any positive spell (Healing, Cure Wounds, etc..), you can check if a specific spell can be casted on another player by moving your mouse pointer on them... if your target will be highlighted with a green border then it's a valid target for your spell. Remember that every kind of spell has its own range (that can be increased upgrading your spells later in the game), so each spell can only be used within a given distance. Now, let's try to attack, using the Fireball spell. Again be sure that you are fully disarmed, select the Fireball spell and then move the mouse pointer over the nearest monster (be sure to always keep enough distance between you and your target so you won't risk to get hurt and interrupted), and click the right button of the mouse to cast the Fireball. Generally, Wolves and Spider Whelps can be defeated with a few Fireballs, giving you the first experience and magic skill gains.

4. How to buy, sell and store items

Sooner or later you will need to buy or sell items from NPC's. To do this, just choose the NPC you are interested in and double click on him with your left mouse button. Don't worry about prices since all merchants in Myth of Soma usually apply the same price for the same item, remember only that when you sell something to them you'll get only half the value of a specific item (for example if a vendor sells a Copper Axe for 120 Barrs he will buy from you the same item for 60 Barrs only, exactly half of its value).
After your first adventures out of town you may need to store valuable items and barrs in a safe place, for this reason there are warehouses in all the main towns and areas across Soma's land. In Thousand Year Town the NPC (named Warehouse Keeper) can be found on the left of the fountain. To use your personal storage, just click on the NPC and the storage window will pop up. On the left side of the window you will see all the items you currently have in your backpack and on the right all the items stored in the warehouse. Selecting the items and the appropriate arrow you can store or claim your goods. To store your money, jsut click the "Barr" icon and write the amount you wish to deposit. The opposite should be made to withdraw a certain amount of barrs from the storage.

5. Quests

In Myth of Soma you can find many quests to complete talking with all the NPC you can find in game. Quests are level based meaning that you won't be offered a certain quest until you reach the level required for it (you can check what quests are available at your level using your Quest Journal). Here are just a few of those available:

- Mountain Keeper Quest (Level 5)
If you go on the north side of Thousand Year Town you'll notice a small man called the "Head of Town". He is the spiritual and social administrator of Thousand Year Town. Having a conversation with him will start your first real quest. He will ask you to deliver a special axe, that he received from the local blacksmith, to the mountain keeper living in the northwest of the town. When you'll have succesfully delivered the item go back to talk with the Head of Town to receive a nice reward (2 pieces of Stigee Metal and 800 Barrs)

- Tomb Keeper Quest (Level 5)
There's a nice bar near the potion vendor and its owner needs your help to deliver some liquor to the Tomb Keeper. Be very careful during this quest because dangerous monsters are spread in the whole area near the Tomb Keeper. Give the liquor to the NPC and you will receive a receipt from him. Head back to the bar and change the receipt with two meat dishes and 1000 Barr.

- Relic Ring Quest (Level 10)
In the area near the Head of Town you can find a young girl called Soha. She will explain you that she has lost her mother's ring while visiting the orcish woods and she'll offer you a reward if you can find it and give it back to her. In order to find the lost ring you'll have to hunt Orcish Avengers or Infantry in the Mercenary Area which is just north of Thousand Year Town Area, the item is not easy to find so keep in mind that it might take a while before one of those monsters will drop it. 10 steel bars, 10 copper bars, 5 wood sticks and 1000 Barr are the rewards for this quest.

Guilds

1. Starting and joining a Guild

Since Myth of Soma is an online game, the relationship among players is extremely important and to make this easier, players can create and organize guilds. Here are some details about them.

Conditions for starting a new Guild

You can create a new guild when your character reaches level 25. Establishing a new guild will cost you 100,000 barrs and the guild will be dissolved without warning if the establishing fee couldn't be maintained for a month (expressed in game time). To create a guild you can use the the Make Guild option from the menu of the NPC Guild Master that can be found in Thousand Years Town and in Mercenary Town.
If you meet the requirements to start a new guild a window will appear where you'll be asked for the guild's name and for a short description of your guild. Be careful because the guild name cannot be changed once it's created (while the description can be changed at any time).

The Guild Master Menu

When the guild has been created you'll have two more options on the Guild Master menu :

Application: selecting this option you'll be able to refuse or accept players that have requested to join your guild (to apply for a guild membership, a non-guilded player should use the "Apply to Guild" option from the same menu). Moving the mouse pointer over the name of the players that applied to your guild you'll get a short description of their characteristics (level, moral, best skills, etc…). At the moment guilds are limited to a maximum of 60 members onlu, so choose your members carefully!

Guild : selecting this option you'll have access to the guild charter and the guild stash :

- Guild Charter : each guild has a leader (top box of the charter), 3 guild co-leaders (the three boxes on the second line), 5 guild officers and regular members (the small boxes in the bottom part of the charter window). You can dismiss a member from the guild by highlighting the member's name (left click on it) and then pressing the Dismiss button.
- Stash : each member of the guild can deposit items and gold in the guild stash, but only the guild leader and the guild co-leaders can withdraw them. Guild officers can be granted access to the guild stash if the "no limit" option is selected (press on the button to toggle between limit and no limit). To deposit barrs in the guild stash use the "barr" options, to withdraw barrs from the stash use the "G.Barr" option.

How to join/leave a guild

If you want to join a guild, click "Apply to guild" from the Guild Master menu, select the name of the guild you wish to join and then press the "Apply" button (moving your mouse pointer over a guild's name will show its description). Before you can join the guild leaders of the selected guild needs to accept your request (remember that they could as well reject it). When a new player applies to a guild a message will appear on the top left part of the screen of the guild leader. When the guild leader accepts a new member or when someone leaves the guild, a guild message will appear to all the members logged in the game at that time.
If you want to leave the guild simply select your name and click on "Dismiss" from the guild charter window.

Guild Village

In the southern part of the Thousand Years Area there's a small village called the Guild Village.
Every 15th of each month a battle will occur for the control of the village and the guild that wins the battle will become the owner of the village for the next 30 days (Soma time).

Guild Village Wars

The battle will start at midnight (Soma time 0) of the 15th of each month and will last for 12 hours in Soma time (2 hours in real time). When the battle starts a wall will be raised at the entrance of the village (attacking forces will have to break the wall, targetable in Monster Attack Mode, before starting the battle inside the village) and all the players not belonging to the guild that owns the village will be kicked out of it (they'll be teleported outside the village walls). To conquer the village the attacking guilds shall have to enter the guild village, break in the guild house and destroy the guild stone. The guild of the player standing on the guild stone spot (once it's destroyed) when the war is over will become the new owner of the village. If the guild stone is not destroyed or the player standing near it is a member (or an ally) of the defending guild, then the defense of the village will be succesfull and its owner will not change.
The defending guild will receive help from the village guards (called stone guards) that will attack members of the other guilds at sight (only during the battle).

Guild Village NPC and facilities

The guild the owns the village will have access to the village NPC (Remember though that most of these NPC can be used only after a certain number of battles won, usually you have to defend the town successfully once or twice before being able to use them).

The Healer : will heal guild members if they double-click on him.
Pahwon The Shopkeeper : will allow you to sell items at the guild shop (you have to register each item and set a price for it), only guild members can register items, but everyone will be able to buy them.
Nao the Potion Vendor : sells potions and scrolls.
The Blacksmith : he can repair guild members items.
Warehouse Keeper : gives access to the players warehouse (can be used by everyone)
The guild members will also have access to all the crafting facilities : forge, loom, anvil and oven.

The NPC of the village will stop working during battles.

The Guild Stone

Using the guild stone located inside the Guild Hall of the Guild Town, the guildmaster of the guild owning the village can :

- Recall a player inside the village
- Trace (recall to) a player inside the village (this works only towards other guild members and doesn't work in level 4 of the dungeon)
- Start an alliance with another guild (the guildmaster needs a min of 50 charisma to start an alliance)
- Access the "Guild" and "Application" functions for the guild

Guild Alliances

Using the proper option on the Guild Stone, the leader of the guild that owns the village will be able to form alliances with other guilds that will help to defend the village during battles (members of allied guilds won't be kicked out when the battle starts and stone guards won't attack them). The guild leader needs a minimum Charisma of 50 to establish an alliance with one guild, 70 for 2 guilds, and 90 for 3 (maximum alliances allowed)

3. Guild Wars

To start a guild war the leader of a guild will have to use the **/War guildname** command (where <guildname> is the name of the rival guild) when the other leader is online.
If the war has been accepted then both the leaders will get a window where they can choose what objects and how many barrs they want to offer as a prize for the war.

During a guild war the names and guild names of the contenders will be always displayed above their heads. Guild names will have the following colours :

Light Blue = Leader of your own guild
Dark Blue = Members of your own guild
Orange = Leader of the opposing guild
Red = Members of the opposing guild
Black = Members died during the war

During guild wars you can attack and kill your enemies even in town and using the "Monster combat mode" in order to avoid accidental player killing involving other players. The Revive option will not be working if you get killed in a guild war combat (you won't have death penalties or morale changes too while doing a guild war).

The war will end when one of the leaders get slain, so be careful and protect him (protect him from everything, because whatever kill s the leader when dead the guild war is over, even if a dire wolf killed him/her).

Thousand Year Town

Thousand Year Town Map

MercenaryTown

Mercenary Map

Abias Town

Jinmoo (56,814)
Seorin
(87,827)
MoMo
(38,848)
Hanwon (95,837)
Ilyung
(72,854)
MokPung
(24,860)
SunHyn
Monk
(21,883)
Aseol
(46,878)
Pold (93,879)

Abias Town

Abias Map
Scorp Whelps
Desert Scorps
Sand Crawlers
Desert Scorps
Scorp Whelps
TYT Portal
(505,7)
VOD Portal
(160,315)
Wraiths
Nightmares
Evil Riders
Valks
Scorp Whelps
Warbeasts & Xeno's
Skeletons
Orc Chiefs
Swamp Beasts
Stiges
Lizardmen
Swamp Beasts
Scorp Whelps
Prism's
Desert Scorps
Lizardmen
Gambling House
Abias Town
Prismatic Entities

Valley Of Death

Castle Map

Continental Army Map

Dungeon Level 1

Dungeon Level 2

Dungeon Level 3

Human NPC's

Thousand Year Town Map

Picture	Name	Location	Description	Quests
	Gukseo	TYT Town (303,107)	Fortune Tickets Quest	Lvl 1
	Town guard	TYT Town	-	-
	Blacksmith	TYT Town (340,92)	Sells Weapons Repair	Teaches Synthesis
	Accessory Seller	TYT Town (240,80)	Sells Accessories	Lvl 7
	Item Exchange	TYT Town (278, 102)	Changes Items from before June 2002 to current	
	Bar Owner	TYT Town (236,94)	Sells Food	Lvl 5
	Youngsi	TYT Town (295,90)	-	Lvl 20

Thousand Year Town Map

Picture	Name	Location	Description	Quests
	Seoha	TYT Town (290,32)	-	Lvl 10
	Head of Town	TYT Town (278,30)	-	Lvl 5 & 15 Hero Armour Quest
	Auction Manager	TYT Town (317,119)	Auction	-
	Healer	TYT Map Guild Village (186,798)	Healer	Can use after 1 successful defenses
	Nao	TYT Map Guild Village (202,788)	Sells Potion	Can use after 1 successful defenses
	Pahwon	TYT Map Guild Village (214,808)	Sells Guild Member Items	Can use after 2 successful defenses
	Hanbo	TYT Map Guild Village (219,815)	Repairs	Can use after 2 successful defenses
	Guild Master	TYT Town (304,100)	Provides Guild Functions	-

Thousand Year Town Map

Picture	Name	Location	Description	Quests
	Warehouse Keeper	TYT Town Tyt Map Guild Village	Storage	-
	Swordsman Maduro	TYT Map (442,134)	Teaches stuff	Lvl 7
	Reagent Vendor	TYT Town (266,110)	Sells Potions	-
	Magic Seller	TYT Town (274,86)	Teaches Blue Magic and Staff Auras	-
	Tomb Keeper	TYT Map (73,459)	Lets you into the Dungeon Sells Potions	Lvl 5
	Yuhwa	TYT Town (355,119)	Exchanges Spider Eyes for Holy Mineral	-
	Black Wizard	TYT Map (155,644)	Teaches Black Magic	-
	Mountain Keeper	TYT Map (89,51)	Quest NPC	Lv 5

Thousand Year Town Map

Picture	Name	Location	Description	Quests
	Priest	TYT Map (455,567)	Teaches White Magic	-
	Armour Vendor	TYT Town (332,140)	Sells Armour	-
	Seorin	TYT Town (240,104)	Warp Lady	-
	Jitae	TYT Town (233,99)	Quests	Lvl 6 & 14
	Flute Master	TYT Town (285,25)	Makes Flutes needed for Elemental Spells	-
	Sarah	TYT Town (244,50)	Changes Hair Colour	Lv 22
	Yeongeop	TYT Town (323,99)	-	Lvl 18
	Auction Dealer	TYT Town (314,116)	Auction	-

Thousand Year Town Map

	Drifting Vendor	TYT Town	Sells Crafting Items	-
	Advisor Hall Keeper	TYT Town (291,71)	Provides Information	-
	Haomu	3rd Floor dungeon	Part of Repair Skill Quest	Need 70 Skill in weapon,accessory or armour making
	Bokju	TYT Town (not there anymore)	Sells Lottery Tickets	-
	Youngmoon	East of Town by leocrats	Provides Mp and Hp auras to speed recovery	-
	Sontae	South of Town by orcs	Provides Mp and Hp auras to speed recovery	-
	Baek Woon	West of Town	Provides Mp and Hp auras to speed recovery	-
	Inwhang	South of TYT around the middle of the map	-	
	Muhyun	Vanishing NPC in TYT Town	-	Lv27

Mercenary Town Map

Picture	Name	Location	Description	Quests
	Rhea	Merc Map (100,560)	Teaches Bow and Kunckle auras	Lvl 11
	MahoJung	Merc Town (215,469)	Provides Guild Functions	-
	Hongu	Merc Town (212,418)	Sells Potions	Lvl 11 Teaches Prepare and Field Cooking
	Whan King	Merc Map (245,315)	Teaches Axe, Sword, and Spear auras	Lvl 11
	Hyunruran	Merc Town (236,442)	Sells Armor and repairs	Teaches Dissassemle
	Tanner	Merc Town (201,455)	Uses your tannin and corspes to make leather	-
	Seorin	Merc Town (198,424)	Warp Lady	-
	Jichun	Merc Town (195,405)	-	-

Mercenary Town Map

Picture	Name	Location	Description	Quests
	MungChun	Merc Town (185,469)	-	-
	Kwon Jung	Merc Town (161,423)	-	Lv27
	Warehouse Keeper	Merc Town (159,431) (234,474)	Storage	-
	Chris	Merc Town (162,460)	Upgrades Blue Magic	-

Abias Map

Picture	Name	Location	Description	Quests
	Seorin	Abias Town (87,825)	Warp Lady	-
	Pold	Abias Town (93,875)	Sells metals and weapons	Lvl 40
	Jinmoo	Abias Town (56,814)	Sells Linen, leather, and wood	Teaches Smelting
	Hanwon	Abias Town (95.833)	Storage	-
	MoMo	Abias Town (38,844)	Sells Potions and Meats	Lv 32
	Ilyang	Abias Town (72,852)	Provides guild Functions	-
	Aseol	Abias Town (45,875)	Sells horns livers, and kobold teeth	Lvl 22
	Hangyong	Abias Map Gambling House (502,810)	-	-

Abias Map

Picture	Name	Location	Description	Quests
	Gwang Hyunjo	Abias Map Gambling House (471,807)	Sells Lottery tickets(or used too)	-
	Mokpung	Abias Town (24,848)	Repairs	Teaches Repair Skill Need 70 skill in armor, weapons, or accessories
	Sunhyn Monk	Abias Map (419,245)	Teaches Black Magic	-
	Guyun Monk	Abias Town (22,880)	Teaches Blue and White Magic	-

Castle Map

Picture	Name	Location	Description	Quests
	Pahkwan	Castle Map (59,77)	Storage	-
	Seol Yumo	Castle Map (52,70)	Sells Food	-
	Tio	Castle Map (54,70)	Sells Potions	-
	Tamori	Castle Map (46,80)	Teaches Blue Magic Sells Mage Armour	-
	Seokju	Castle Map (40,86)	Sells Weapons and Armour	-
	Jeed	Castle Map (46,96)	Repairs	Lvl 30
	Bart	Castle Map (53,90)	Auctions	lvl 5?
	Ramy	Castle Map (62,80)	Provides Information	-

Castle Map

Picture	Name	Location	Description	Quests
	Youngdae	Castle Map (17,80)	Quest NPC	Lvl 26
	Bangchu	Castle Map (56,150)	Provides Guild Functions	-
	Seorin	Castle Map (97,87)	Warp Lady	-
	Gwang Magician	Castle Map (92,57)	Teaches White Magic	
	Spirit Magician	Castle Map (248,50)	Teaches Black Magic	-
	Danjuk	Castle Map (74,50)	Sells Accessories	-
	Sajakan	Castle Map (13,20)	Sells Items for POS	-

Human World Monsters

Thousand Year Town Map Monsters

Picture	Name	Description
	Bric	As smart and friendly as a domesticated pigeon looking for some bread crumbs, Tastes better though,
	Dire Wolf	Wild animals living on the plain field a bit away from the Town. At a glace, they look like a wild dog, but they have strong power, sharp teeth and claws.
	Giant Spider Whelp	Newborn inherited the same destroying personality of their parents. They wander around and teach themselves how to hunt. In this period of their growth they aren't aggressive. For this reason people usually train their fighting skills on them
	Young Giant Spider	These young spiders are placed between the whelps and the mature. They took the aggressiveness of the biggest spiders with the dimensions of the whelps. They wander around and teach themselves how to hunt. They are dangerous because they are vicious and violent even as youth.
	Leocrot	Scattered around the Thousand Year town, they are always hungry for food. They are savvy enough to kill those weaker than them and when the odds are against them, they simply run away. Their meat and skin is popular among people because of the quality - it is sold at a high price.
	Red Leocrot	Scattered around the Thousand Years Town, they are always hungry for food. They do not hang around in a group and attack anything.
	Savannah Tiger	Wild animals living in the north forest of Thousand Years Tree. They look like normal tigers but they are much more violent and cruel. In general, they live alone; they only group every three months during the reproduction period. They use feet and teeth to attack.

Thousand Year Town Map Monsters

	Mummy	Mummies, made by ancient mages are awakened by powerful spells. Since they are already dead, they do not fall easily, but they do feel pain. When they get hurt, they groan and scream. Their scream is very scarry; it frightens people and especially those with weak mental power. They attack anything that gets near them.
	Mummy	Mummies, made by ancient mages are awakened by powerful spells. Since they are already dead, they do not fall easily, but they do feel pain. When they get hurt, they groan and scream. Their scream is very scarry; it frightens people and especially those with weak mental power. They attack anything that gets near them.
	Ghoul	Ghosts that dig tombs and eat corpses. In order to leave this status they must eat "fresh" bodies of people died not much before, and for this reason they repeatedly dig tombs. They look like corpses - most of their hair has fallen out. Whenever they eat corpses, their skin gets red as they receive the power of the corpse.
	Ghoul	Ghosts that dig tombs and eat corpses. In order to leave this ghost status they should eat "fresh" bodies of people died not much before, and for this reason they repeatedly dig tombs. They look like corpses - most of their hair has fallen out. Whenever they eat corpses, their skin gets red as they receive the power of the corpse.
	Zombie	Corpses revived from death by a magician. They do not have their own will power - they only follow magician's instructions. Wounds cover their bodies because they had to dig by raw hands through the mud from their graves. They do not feel pain at all, and they can fight till their last 'breath'.
	Lich	A Wizard turned into a monster. More specifically, he wanted to have eternal life, and as a result of his studies and experiments, he turned himself into a Zombie with enormous magic power. Since he studied magic for a long time, he can control other Zombies
	Stigee	It's a sort of insect living in the forest southeast of Thousand Year Town. Their body is covered with hard shells and their chin is sharp. Flying in the sky, they attack the victim stabbing them by their chin. Their shells are extremely precious and are
	Gold Leocrot	These are another kind of Leocrots. They're the strongest, and may be found only in some specific areas. They're skin and meat is used in crafting clothes and food

Thousand Year Town Map Monsters

	Druid	In the beginning they were a sort of protector of nature. Unfortunately monsters were to strong for them, for this reason they decided to study monster's behaveiour to discover their weaknesses. After so much time spent studying monsters, Druids increased
	Werewolf	Long ago they were humans, but after drinking a cursed water they turn into Wolves during Full moon nights. Once they become wolves, they kill other animals and the curse of the blood maintains them as wolves. While in wolf shape they cannot think straigh
	Lycanthrope	Long ago they were humans, but after drinking a cursed water they turn into Wolves during Full moon nights. Once they become wolves, they kill other animals and the curse of the blood maintains them as wolves. While in wolf shape they cannot think straigh
	Orcish Chieftain	Orcish usually live in small groups and the Chieftain is the Group Leader…He is a Deadly foe…with huge strength.
	Elder Druid	In the beginning they were a sort of protector of nature. Unfortunately monsters were to strong for them, for this reason they decided to study monster's behaveiour to discover their weaknesses. After so much time spent studying monsters, Druids increased
	Swamp Beast	Imagine the swamp beast as a mix between an enormous alligator and a hippopotamus. He is slow but endowed with huge strength and power.
	Giant Spider	Mutants born out of experiments by a mad Wizard. They live only to reproduce themselves and to destroy everything. They attack everything, and occasionally attack the town in a group.
	Devil's Guard	TYT Boss

Dunegon Map Monsters

	Young Giant Spider	These young spiders are placed between the whelps and the mature. They took the aggressiveness of the biggest spiders with the dimensions of the whelps. They wander around and teach themselves how to hunt. They are dangerous because they are vicious and v
	Gold Leocrot	These are another kind of Leocrots. They're the strongest, and may be found only in some specific areas. They're skin and meat is used in crafting clothes and food
	Giant Spider	Mutants born out of experiments by a mad Wizard. They live only to reproduce themselves and to destroy everything. They attack everything, and occasionally attack the town in a group.
	Skeleton	Corpses of humans that once fought against the Monster world, but unfortunately found death in Dungeons or monster reign. Monsters now control these bodies. They are brave and do not feel pain.
	Skeleton Warrior	Just like the Skeletons, they are corpses of humans that once fought against the Monster world . They are brave and do not feel pain. Warriors are very well skilled in weapon management but do suffer against white magic. Furthermore they cannot use at all
	Mummy	Mummies, made by ancient mages are awakened by powerful spells. Since they are already dead, they do not fall easily, but they do feel pain. When they get hurt, they groan and scream. Their scream is very scary; it frightens people and especially those wi
	Ghoul	Ghosts that dig tombs and eat corpses. In order to leave this status they must eat "fresh" bodies of people died not much before, and for this reason they repeatedly dig tombs. They look like corpses - most of their hair has fallen out. Whenever they eat
	Zombie	Corpses revived from death by a magician. They do not have their own will power - they only follow magician's instructions. Wounds cover their bodies because they had to dig by raw hands through the mud from their graves. They do not feel pain at all, and

Dunegon Map Monsters

	Lich	A Wizard turned into a monster. More specifically, he wanted to have eternal life, and as a result of his studies and experiments, he turned himself into a Zombie with enormous magic power. Since he studied magic for a long time, he can control other Zomb
	Mongman	Mongmen were created by monsters during a huge ritual, but something went wrong and one of their arms was melted down. Although their attacking ability is not so great they could inject into their victims a deadly poison. Since they do not feel any pain,
	Earth Elemental	They come from the Earth. Monster sages found a way to use the power of the Earth element to build such huge creatures. They have an incredible power (their bodies are made of the hardest stone) and instead of one arm they have a sort of club. One of the
	Kobold	They're humanoids and their red eyes scared many adventurers in the past. Brave warriors, upon getting a change, they'll fight humans to death. Usually, they spend their time hunting game in forest.
	Strong Kobold	Some of the Kobolds receive a special training, that gives them an incredible strengh. Their war drums are a terrible threat to the morale of their enemy. Usually they hunt in the forest, but they also spend some time mining the mountains to pick up enoug
	Anachrota	
	Raro	
	Werewolf	Long ago they were humans, but after drinking a cursed water they turn into Wolves during Full moon nights. Once they become wolves, they kill other animals and the curse of the blood maintains them as wolves. While in wolf shape they cannot think straigh

Dunegon Map Monsters

	Lycanthrope	Long ago they were humans, but after drinking a cursed water they turn into Wolves during Full moon nights. Once they become wolves, they kill other animals and the curse of the blood maintains them as wolves. While in wolf shape they cannot think straigh
	Elder Druid	In the beginning they were a sort of protector of nature. Unfortunately monsters were to strong for them, for this reason they decided to study monster's behaveiour to discover their weaknesses. After so much time spent studying monsters, Druids increased
	Devil Warrior	Devil Warriors are the Elite Guards of Monster World. They are so powerful that only a few brave fighters claimed to have killed one of them (even if none proved it). Their bodies are incandescent and their sword could easily cut through a body as a hot k
	Great Devil's Guard	The boss of the Dungeon

Mercenary Town Map Monsters

	Giant Spider Whelp	Newborn inherited the same destroying personality of their parents. They wander around and teach themselves how to hunt. In this period of their growth they aren't aggressive. For this reason people usually train their fighting skills on them
	Evil Crawler	A shelled huge worm. It leeches energy from his victims with three tentacles in his mouth. Usually it attacks because it's frightened, a sort of self defense. They live in swamps or forests.
	Kobold	They're humanoids and their red eyes scared many adventurers in the past. Brave warriors, upon getting a change, they'll fight humans to death. Usually, they spend their time hunting game in forest.
	Strong Kobold	Some of the Kobolds receive a special training, that gives them an incredible strengh. Their war drums are a terrible threat to the morale of their enemy. Usually they hunt in the forest, but they also spend some time mining the mountains to pick up enoug
	Orcish Infantry	These humanoids are bigger and stronger than a normal human and live in forest areas. They have one only aim in their life: collect as much gold and precious metal as they can. For this reason they attack everything hoping to find something precious in th
	Orcish Avenger	Amongst the Orcish race, some of them, an elite, receives a special training. They're called Avengers and they're the most trained unit within the Orcish race. Only the Chieftain is more deadly.
	Orcish Chieftain	Orcish usually live in small groups and the Chieftain is the Group Leader…He is a Deadly foe…with huge strength.
	Scale Raptor	Violent species that kill and eat the small animals of the forest. They have some mental capacity and mercenaries are trying to understand how to tame them. Due to their strong feet and sharp teeth, they can run really fast and defend themselves from almo

Mercenary Town Map Monsters

	Raptor	Raptor is a real lurker; endowed by a sort of intelligence (not enough to be trained) and he's really aggressive. They have dark-browned skin, strong feet, and sharp teeth. Since their crown is the same color as their skin color, it is not easy to spot t
	Gazer	These magic creates have strong magical powers. Their power come from two magical stones that they always carry. The big red eye works as a powerful anti magical device. Sometime the brave warriors that fought these creature reported to have been hit by t
	Elder Gazer	Ancestors of the Gazers, the Elder is a dread foe. Physically bigger and harder to kill than a normal Gazer. They move without any noise floating through the air. They show an enormous resistance to magic and their Ice attack is a deadly spell.
	White Tiger	Wild animals living in the north forest of the Thousand Years Tree. They are rare mutants with white body and black stripes on it. As mutants, they cannot reproduce themselves, so they do not live in a group. They use feet and teeth to attack enemies.
	Psycho Troll	They are primitive creatures with an animal instinct pushing them into cruel fights to defend their territory. Physically strong but weak against magic, they developed their mental ability more than every troll. They fight with a club made using a specia
	Frost Troll	They are the most aggressive and dangerous species of Trolls. Bigger and stronger that the other Trolls, they usually bring heavy damage to their opponents with the Ice Mace they're usually carrying They usually live in frosty areas.
	Forest Troll	They are primitive creatures with an animal instinct pushing them into cruel fights to defend their territory. Physically strong but weak against magic, their body is covered with silver gray hair with a a single red hairline on the back. They usually fig
	Devil Warrior	Devil Warriors are the Elite Guards of Monster World. They are so powerful that only a few brave fighters claimed to have killed one of them (even if none proved it). Their bodies are incandescent and their sword could easily cut through a body as a hot k

Mercenary Town Map Monsters		
	Terrasque	Merc Boss

Abias Map Monsters		
	Young Giant Spider	These young spiders are placed between the whelps and the mature. They took the aggressiveness of the biggest spiders with the dimensions of the whelps. They wander around and teach themselves how to hunt. They are dangerous because they are vicious and v
	Scorpion Whelp	Scorpion's Whelp live in deserts They usually eat everything , dead or alive. Their body is covered with hard shells. Their legs are big and the tail contains a lethal poison.
	Orcish Chieftain	Orcish usually live in small groups and the Chieftain is the Group Leader…He is a Deadly foe…with huge strength.
	Stigee	It's a sort of insect living in the forest southeast of Thousand Year Town. Their body is covered with hard shells and their chin is sharp. Flying in the sky, they attack the victim stabbing them by their chin. Their shells are extremely precious and are
	Swamp Beast	Imagine the swamp beast as a mix between an enormous alligator and a hippopotamus. He is slow but endowed with huge strength and power.
	Lizard Man	Living in the plain field, they are gentle and have mental capacity. They come down to the desert to get food or rob passersby. Although they look like a lizard, they walk on two feet and use their hands. They are proud of the long hairs on their head.

Abias Map Monsters

	Skeleton Warrior	Just like the Skeletons, they are corpses of humans that once fought against the Monster world . They are brave and do not feel pain. Warriors are very well skilled in weapon management but do suffer against white magic. Furthermore they cannot use at all
	Evil Rider	A group of thieves living in the desert. They attack people from Abias in order to rob them. They swing a big sword and usually attack in-group. Anciently, they lived in the small town in the middle of the desert, but they vanished after the army of soldi
	Prismatic Entity	During the years all manner of people who found the death in the desert permeated the sand with negative energies. These energies crystallized into evil Prisms. Today these Prisms pierce the bodies of dead people and attack everything that is moving aroun
	Sand Crawler	In the beginning, the desert crawler was physically different. But after he was swallowed by the desert sands, he successfully saved only the upper part of his body. This makes him slow…but this doesn't mean he is weak… He attacks using a sort of whip com
	Desert Scorpion	This is another kind of scorpions. Unlike the other one, the Desert Scorpion uses a very strong poison on its enemy. Their claw can easily break bones.
	Desert Valkyrie	Species, living in the forest, have strong power and combat ability. They were chased away from Valkyrie family because of their excessive cruelty. During the years their body evolved to survive in such hostile lands.
	Wraith & Nightmare	Undead monster summoned using dead men's bones. They look like a dehydrated body. On their chest, there is a stone-shaped piece of mineral, the source of their magic power. They wear big bracelets. If the mineral breaks, they lose all their power. They
	War Beast	Ancient sages of Abias built this beast in order to protect them from Desert Robbers. Unfortunately the War beasts went Wild and found the way to reproduce becoming hostile to humans. They have 4 arms and use them all while attacking. They have a bird's h

Abias Map Monsters		
	Xenomorph	Basically, a bag of bones. This mutated beast is recognizable by the bulge on their head. They use sharpened chins and teeth to kill their victims. They are nocturnal and attack people and animals while they sleep.
	Hartman	Abias Boss

Valley Of Death Map Monsters		
	Wraith	Undead monster summoned using dead men's bones. They look like a dehydrated body. On their chest, there is a stone-shaped piece of mineral, the source of their magic power. They wear big bracelets. If the mineral breaks, they lose all their power. They
	Warmess	
	Warban	
	War Beast	Ancient sages of Abias built this beast in order to protect them from Desert Robbers. Unfortunately the War beasts went Wild and found the way to reproduce becoming hostile to humans. They have 4 arms and use them all while attacking. They have a bird's h
	Palus	
	Devil Fish	

Valley Of Death Map Monsters

	Xenomorph	Basically, a bag of bones. This mutated beast is recognizable by the bulge on their head. They use sharpened chins and teeth to kill their victims. They are nocturnal and attack people and animals while they sleep.
	Akah	
	Shanis	
	Apus	
	War Beast Chief	
	War Beast Lord	Sub Boss
	Pamoth	Vod Boss

Continental Army Map Monsters

	Mujarin	
	Druid	In the beginning they were a sort of protector of nature. Unfortunately monsters were to strong for them, for this reason they decided to study monster's behaveiour to discover their weaknesses. After so much time spent studying monsters, Druids increased
	Orcish Chieftain	Orcish usually live in small groups and the Chieftain is the Group Leader…He is a Deadly foe…with huge strength.
	Anachrota	
	Bone Golem	
	Spiked Beast	
	Leiver Beast	
	Elite Lizardman	

Continental Army Map Monsters

	Drazil	
	Evil Rider	Sub Boss Guard
	Lead Evil Rider	Cont Sub Boss
	Berserk Boar	Boss Guard
	Devil Lizardmen	Boss Guard
	Elite Devil Warrior	Cont Boss

Human Weapon Techniques

Axe

Picture	Name	Skill	Description	Materials	NPC
	Axe Aura	20	Attack +3	18 Mummy Bandages or 15 Ghoul Mushrooms + 500 barr	Whanking Merc Map (245,315)
	Perfect Defence	50	Defence +5	10 White Tiger Oils or 12 Stige Skins or 8 Kobold Teeth and 1500 Barr	Whanking Merc Map (245,315)
	Paralyze	80	Opponent Can't move.		Whanking Merc Map (245,315)
	Speed Up	120	Speed A Weapon	15 Swamp Beast Gems or 8 Gazer Crystal or 8 Skeleton Knife or 6 Mongman Mustache and 3500 Barrs	Whanking Merc Map (245,315)
	Concussion	150	Opponent Can't move or attack	2 Fortune Pouches	Whanking Merc Map (245,315)

Spear

Picture	Name	Skill	Description	Materials	NPC
	Spear Aura	20	Attack +3	18 Mummy Bandages or 15 Ghoul Mushrooms + 500 barr	Whanking Merc Map (245,315)
	Piercing Power	50	Adds 5 to your damage and 100% hit rate	10 White Tiger Oils or 12 Stige Skins or 8 Kobold Teeth and 1500 Barr	Whanking Merc Map (245,315)
	HP Drain	80	Recovers 50% of the dmg you do to your hp		Whanking Merc Map (245,315)
	Double Piercing	120	Adds 35 damage to your attack	15 Swamp Beast Gems or 8 Gazer Crystal or 8 Skeleton Knife or 6 Mongman Mustache and 3500 Barrs	Whanking Merc Map (245,315)
	Master HP Drain	150	Recovers 100% of the dmg you do to your hp	2 Fortune Pouches	Whanking Merc Map (245,315)

Sword

Picture	Name	Skill	Description	Materials	NPC
	Sword Aura	20	Attack +3	18 Mummy Bandages or 15 Ghoul Mushrooms + 500 barr	Whanking Merc Map (245,315)
	HP Regn	50	Doubles Hp Regn	10 White Tiger Oils or 12 Stige Skins or 8 Kobold Teeth and 1500 Barr	Whanking Merc Map (245,315)
	Multiple Attack	80	3 attacks in a row with 100% hit rate		Whanking Merc Map (245,315)
	Double Attack	120	Adds 35 damage to your attack	15 Swamp Beast Gems or 8 Gazer Crystal or 8 Skeleton Knife or 6 Mongman Mustache and 3500 Barrs	Whanking Merc Map (245,315)
	Master Multiple Attack	120	150% dmg to 1 opponent or 3 hit for max damage 100% hit rate	2 Fortune Pouches	Whanking Merc Map (245,315)

Knuckle

Picture	Name	Skill	Description	Materials	NPC
	Knuckle Aura	20	Attack +3	18 Mummy Bandages or 15 Ghoul Mushrooms + 500 barr	Reah Merc Map (100,560)
	Dodging	50	Adds 15% to your evasion	10 White Tiger Oils or 12 Stige Skins or 8 Kobold Teeth and 1500 Barr	Reah Merc Map (100,560)
	Multiple Attack	80	4 attacks in a row with 100% hit rate		Reah Merc Map (100,560)
	Repeated Blow	120	Adds 20 damage to your attack	15 Swamp Beast Gems or 8 Gazer Crystal or 8 Skeleton Knife or 6 Mongman Mustache and 3500 Barrs	Reah Merc Map (100,560)
	Master Multiple Attack	120	7 attacks in a row with 100% hit rate	2 Fortune Pouches	Reah Merc Map (100,560)

Bow

Picture	Name	Skill	Description	Materials	NPC
	Bow Aura	20	Attack +3	18 Mummy Bandages or 15 Ghoul Mushrooms + 500 barr	Reah Merc Map (100,560)
	Dodging	50	Adds 15% to your evasion	10 White Tiger Oils or 12 Stige Skins or 8 Kobold Teeth and 1500 Barr	Reah Merc Map (100,560)
	Trace	80	Shows an arrow pointing in the direction towards your target for 10 seconds		Reah Merc Map (100,560)
	Double Shooting	120	Adds 35 damage to your attack	15 Swamp Beast Gems or 8 Gazer Crystal or 8 Skeleton Knife or 6 Mongman Mustache and 3500 Barrs	Reah Merc Map (100,560)
	Master Trace	120	Gives the co-ords of your target	2 Fortune Pouches	Reah Merc Map (100,560)

Staff

Picture	Name	Skill	Description	Materials	NPC
	Rapid MP Recovery	15	Regn mana 2x faster	18 Mummy Bandages or 15 Ghoul Mushrooms + 500 barr	Magic Seller TYT Town (xxx,xxx)
	Rapid Magic Casting	40	Cast Spells 20% faster	10 White Tiger Oils or 12 Stige Skins or 8 Kobold Teeth and 1500 Barr	Magic Seller TYT Town (xxx,xxx)
	MP Saver	90	Reduces Mana consumption by 30%	15 Swamp Beast Gems or 8 Gazer Crystal or 8 Skeleton Knife or 6 Mongman Mustache and 3500 Barrs	Magic Seller TYT Town (xxx,xxx)

Manufacturing

1. Being an Artisan

Myth of Soma has a unique crafting system. You can craft armour, weapons, potions, accessories and food with the items and the materials gathered while hunting, Each item can be crafted at a specific location in the game:

Craftables	Location
Weapon	Forge
Armour	Forge/Loom
Accessory	Anvil
Potion	Reagent Table
Food	Oven

There is no level restriction in Soma that will determine what you can create, but the higher the level, the easier will be the gathering materials due to the increased carrying weight.
There's a chance to increase your manufacturing skill value every successful attempt. To get a gain, you must attempt to create an item whos difficulty matches your current ability. For example, you can't reach an high skill value just crafting shoes....
Crafting is greatly dependant on probability and a bit of luck. However, your skill level has a large effect on the success rate.
As your crafting skill improves, the damage capability of weapons crafted also increases, depending on the material used. Here's a list of the metals sorted by strenght of the metal (starting from the worst going to the best): Copper bar, Iron bar, Orcish bar, Stigee bar.
Besides the basic items, there are lots of items to be made, it's up to you to discover their recipes.

2. Crafting Skills

Repair
(can be learnt when one of Weapon, Armor, or Accessory manufacturing skill is over 70)

You need the Grind Stone in order to use the Repair skill. When you double click on the Grind Stone, your cursor will change into a hammer. Drag the hammer to your inventory window and click on the item you wish to repair.

Repair Requests
Both the requesting user and the repairing user has to be at a close distance for the repair trade to work.

/Repairon (Allow repair requests)
/Repairoff (Block repair requests)
/Repair [ID]

(When you enter the request command, a window will appear to the requested user to confirm if he wants to accept the repair request. Another window will appear for you to show you the status of the other user's confirmation.)
If the opposite user accepts your request for repair, then the user will have to select between "Normal" and "Special" to fix your item.

"Normal"= Normal repair of part of the durability using a Grind Stone.
"Special"= This recharges item's durability to its max.

When the user selects between “normal” and “special” a transaction window will appear on your screen. You put up your Item and the money on to that window and press “TRADE”. The other user will press “REPAIR” button to finish the whole repair process.

- Special Repair (Repair items to their Max. Durability)
You will be able to use the Special Repair when one of Weapon, Armor, or Accessory manufacturing skill is over 100.
Here’s the Limit to how many times you can use the Special Repair Skill per day:
You can use it 1 time per 1 Soma Day when your skill is 100.
You can use it 2 times per 1 Soma Day when your skill is 130.
You can use it 3 times per 1 Soma Day when your skill is 170.
You can use it 4 times per 1 Soma Day when your skill is 200.

Disassemble
(can be learnt when one of Weapon, Armor, or Accessory manufacturing skill is over 40)

You’ll need a Golden Rock in order to use the Disassemble skill at the Anvil. To use this skill put the item to be disassembled and the Golden Rock in the Anvil window. The outcome will differ depending on your skill level. You’ll receive a certain quantity of a material that was originally required to manufacture the item.

Composition (Synthesis)
(can be learnt when one of Weapon, Armor, or Accessory manufacturing skill is over 25)

This skill will allow crafters to combine a certain amount of a specific material in order to get a lighter version of the same material. For example 2 copper bars can be composite in a bronze sheet which will have the same stats as 2 copper bars but have the weight of only 1. If you fail half the materials will be lost (the higher your skill, the higher will be your success rate). The higher quality material will have higher quality but equal weight as its original material.

Smelting
(can be learnt when one of Weapon, Armor, or Accessory manufacturing skill is over 50)

Smelting (used at the Anvil) allows you to turn raw materials into materials needed to craft an item.
You have 100% of success in this skill, but the quantity of materials obtained may differ depending on your level. The maximum quantity you can obtain is 20. Smelting can be done using the “Smelting Cloth”.

Prepare
(can be learnt when one of Cooking or Potion Making skill is over 25)

You can use the prepare skill at the Oven (works for both cooking and potion making). Adding certain ingredients together you might get some special ingredients used for the Item Upgrade process.

Cooking
(can be learnt when one of Cooking or Potion Making skill is over 60)

You can use the cooking skill in the field using a Frying Pan. When you double click on your Frying Pan, the crafting window will appear. You can make potions and food on this window. You can only create items that requires a skill level of 100 or less.

3. How to craft items

1. First of all, decide what to craft, check its recipe and use the needed tool
2. Move the materials needed from the Equipment Window to the upper part of the crafting window.
3. Select a name for the object and then type it. You can use up to 12 letters.
4. If the item to make is a piece of armor, select its gender (toggle between male and female).
5. Press Produce button to make the item.
6. If the attempt is successful, item's picture and description will be shown and the item will be placed in your equipment. If the attempt should fail, a message will warn you.

Crafting Techniques

Picture	Name	Skill	Description	Materials	NPC
	Synthesis	25 Weapons Armor or Accessories	Make metal plates Do at anvil	15 Copper Metals	Blacksmith TYT Town (340,92)
	Dissassemble	40 Weapons Armor or Accessories	Get materials from items Use golden rock	Find a Dissassemble Guide from Strong Kobolds	Hyunruran Merc Town (236,442)
	Smelt	50 Weapons Armor or Accessories	Get materials from rocks Use smelting cloth	1 Iron Rock	Jinmoo Abias Town
	Repair	70 Weapons Armor or Accessories	Allows players to repair their damaged items with dura loss using a grindstone	Retrieve Mokpung's hammer from Haomu on the 3rd floor of the Dungeon	Mokpung Abias
	Special Repair	100 Weapons Armor or Accessories	Allows players to repair their damaged items to full dura	Can only be used to repair the item you have the skill in. Once per soma day at 100 skill, twice at 130, 3 times at 170, 4 times at 200. Even with 100 skill in 2 crafts, you only get 1 special repair per soma day	-
	Prepare	25 Cooking Or Potions	Used to make upgrade items at the oven	N/A	Hongu Merc Town (212,418)
	Field Cooking	60 Cooking Or Potions	Used to make potions anywhere using a frying pan	30 White Tiger Meat	Hongu Merc Town (212,418)

Armor Receipes

Mage and Normal Clothes

Armor	Skill	Metal	Wood	Leather	Cloth
Shirts	0	2	0	1	2
Pants	0	2	0	1	2
Shoes	0	0	0	1	2
Leather Shoes	5	0	0	3	1
Black Shirts	10	0	0	3	3
Black Pants	10	0	0	3	3
Black Shoes	10	0	0	3	1
Green Shirts	10	1	0	0	4
Green Pants	10	1	0	0	4
Blue Shirts	10	4	0	2	1
Blue Pants	10	4	0	2	1
Magic Robe	13	1	0	2	4
Magic Pants	15	1	0	3	3
Magic Shoes	13	0	0	2	3
Shaman Robe	18	1	0	3	4
Shaman Pants	18	1	0	4	3
Shaman Boots	18	0	0	3	3
Magic Hat	28	1	2	6	3

Melee Armor

Armor	Skill	Metal	Wood	Leather	Cloth
Plate Top	48	10	3	8	6
Plate Pads	48	12	4	6	4
Plate Boots	48	9	2	7	8
Banded Top	29	9	0	5	2
Banded Pads	28	8	0	4	2
Banded Boots	27	8	0	3	1
Scaled Top	27	8	0	4	1
Scaled Pads	26	8	0	4	1
Scaled Boots	25	7	0	4	1
Studded Top	25	7	0	3	1
Studded Pads	25	7	0	3	1
Studded Boots	25	6	0	3	1
Hard Top	20	5	0	3	1
Hard Pads	20	5	0	4	1
Hard Boots	20	4	0	3	1
Heavy Leather Top	15	4	0	6	1
Heavy Leather Pads	15	3	0	5	1
Heavy Leather Boots	15	3	0	4	1
Light Leather Top	15	3	0	5	1
Light Leather Pads	13	3	0	5	1
Light Leather Boots	12	3	0	3	1
Leather Top	10	2	0	5	1
Leather Pads	10	2	0	5	1
Leather Boots	10	2	0	3	1
Leather Helmet	5	1	2	1	0

Melee Armor

Armor	Skill	Metal	Wood	Leather	Cloth
Studded Helmet	15	2	1	2	0
Steel Helmet	20	3	2	2	0
H-Metal Helmet	29	5	5	5	0
Wooden Shield	5	1	2	1	0
Steel Shield	15	3	1	2	0
Banded Shield	20	2	4	1	0

Dex Armor

Armor	Skill	Metal	Wood	Leather	Cloth	Bone
Displacer Top	60	15	0	5	10	10
Displacer Pads	60	13	0	5	8	10
Displacer Boots	60	10	0	3	5	10
White Armour Top	45	8	0	10	5	0
White Armour Pads	45	8	0	10	5	0
White Armour Boots	45	8	0	5	2	0
Tempered Plate Top	27	7	0	6	3	0
Tempered Plate Pads	27	7	0	6	3	0
Tempered Plate Boots	27	7	0	5	2	0
Tempered Metal Top	18	2	0	6	2	0
Tempered Metal Pads	18	2	0	6	2	0
Tempered Metal Boots	18	5	0	5	1	0
Strong Leather Top	10	4	0	5	1	0
Strong Leather Pads	10	3	0	5	2	0
Strong Leather Boots	10	3	0	5	1	0
Tempered Leather Top	5	2	0	4	1	0
Tempered Leather Pads	5	2	0	4	1	0
Tempered Leather Boots	5	2	0	4	1	0
Leather Metal Helmet	10	2	2	1	0	0
Tempered Leather Helmet	27	2	2	3	2	0
White Metal Helmet	45	4	3	5	3	0
Displacer Helmet	60	8	0	3	5	10

Weapon Receipes

Swords

Armor	Skill	Metal	Wood	Leather	Bone
Training Sword	0	2	0	2	0
Dagger	0	3	0	1	0
Gladius	5	3	1	1	0
Long Sword	10	4	2	2	0
Bastard Sword	20	4	4	2	0
Black Devil Sword	30	4	3	5	0
Five Star Sword	48	9	4	4	4
Viking Sword	3	3	3	1	0
Slayer Sword	15	4	3	2	0
Mad Devil Sword	25	5	4	3	0
Dragon Slayer Sword	53	11	5	3	4
Moon Sword	60	15	7	5	7

Axes

Weapon	Skill	Metal	Wood	Leather	Bone
Training Axe	0	4	2	2	0
Axe	3	4	3	2	0
Power Axe	15	5	4	4	0
Great Axe	25	6	3	6	0
Slayer Axe	48	10	6	3	3
Battle Axe	10	4	3	3	0
Shadow Axe	27	8	5	5	3
Halfmoon Axe	30	8	7	7	4
Great Battle Axe	56	12	6	3	5
Hard Club	60	13	9	7	6

Spears

Weapon	Skill	Metal	Wood	Leather	Bone
Training Spear	0	3	2	2	0
Short Spear	3	3	3	2	0
Bamboo Spear	10	4	3	3	0
Long Spear	20	4	4	4	0
Rough Spear	30	5	3	6	0
Excorist Spear	32	7	4	4	4
Five Star Spear	53	5	9	7	5
Thunder Bolt Spear	60	6	15	8	7

Bows

Weapon	Skill	Metal	Wood	Leather	Bone
Training Bow	0	0	2	2	0
Short Bow	3	0	3	1	0
Fire Bow	5	0	4	2	0
Thunder Bow	10	0	5	2	0
Silver Bow	18	3	7	3	2
Blood Bow	60	6	15	7	7
Crossbow	10	4	2	1	0
Devil-X-Bow	25	4	3	3	0
Heavy Crossbow	27	6	5	4	2
Spirit Crossbow	43	6	9	5	3

Knuckles

Weapon	Skill	Metal	Wood	Leather	Cloth	Bone
Training Knuckle	0	3	0	2	0	0
Knuckle	3	3	3	1	1	0
Dragon Claw	7	3	0	2	2	0
Steel Glove	17	4	0	2	1	0
Zinc Glove	24	4	0	3	2	0
Crystal Glove	30	6	2	4	4	0
Dragon Glove	32	7	3	5	4	0
Mad Dragon Glove	53	8	4	9	6	0
Knuckle Of Destruction	60	15	8	9	0	9

Potion Receipes

Item	Skill	Material 1	Material 2	Material 3	Material 4
Small Heal Potion	0	1 Horn	1 Liver	0	0
Small Mana Potion	0	2 Horns	1 Liver	0	0
Beginner Heal Potion	5	1 Horn	3 Livers	0	0
Beginner Mana Potion	5	4 Horns	1 Liver	0	0
Heal Potion	10	2 Horns	4 Livers	0	0
Mana Potion	10	4 Horns	4 Livers	0	0
Large Heal Potion	20	2 Horns	4 Livers	2 Mushrooms	0
Large Mana Potion	20	4 Horns	4 Livers	2 Stige Legs	0
Antidote	7	2 Tiger Oil	1 Liver	0	0
Energizer Tonic	9	1 Tiger Oil	1 Liver	1 Stige Leg	2 Mushrooms
Forest Water	13	2 Stige Skin	1 Mushroom	1 Stige Leg	0
Heaven Water	13	2 Stige Skin	1 Mushroom	1 Werewolf Tail	0
Demon Water	13	2 Stige Skin	1 Mushroom	1 Scorpion Tail	0
Tannin	40?	10 Wood			

Accessories Receipes

Item	Skill	Material 1	Material 2	Material 3
Ring	0		3 Copper	
Bracelet	0		4 Copper	
Necklace	0	3 Iron		
Ear Ring	0	4 Iron		
Brave Ring	20	4 Iron	5 Copper	1 Swamp Beast Gem
Band of Guardian	20	6 Iron	1 Copper	1 Skeleton Jewel
Spirit Necklace	20	5 Stige Metal	4 Orc Metal	1 Lich Jewel
Soul Ear Ring	20	6 Stige Metal	2 Copper	1 Skeleton Jewel
Wind Band	40?	5 Stige Metal	5 Scorp Tails	
Flesh Guardian	40?	6 Stige Metal	6 Golem Eyes	

Cooking Receipes

Item	Skill	Meat	Blue Flavour	Wheat Flour
Meat Dish	0	3	1	0
Beef Jerky	0	2	0	0
Meat Pile	5	3	0	0
Bread	10	0	1	3
Smoked Meat	10	4	2	0

Upgrade and Prepare Item Receipes

Picture	Name	Skill	Material 1	Material 2	Material 3	Material 4
	Nahwans Blood	25 Potion Or 25 Cooking	15 White Tiger Meats	10 Dried Frogs	5 Herbs	
	Nonghons Blood	25 Potion Or 25 Cooking	15 Stige Skins	15 Dried Frogs	15 White Tiger Oils	
	Baekuns Blood	25 Potion Or 25 Cooking	5 Herbs	20 Golem Pieces	20 MM Mustaches	
	Egg	25 Potion Or 25 Cooking	20 Giant Spider Eyes	15 Golem Eyes	10 Large Livers	
	Egg Pile	25 Potion Or 25 Cooking	20 Leocrat Horns	20 Livers	15 Large Livers	10 White Tiger Oils
	Golden Mushroom	25 Potion Or 25 Cooking	50 Ghoul Mushrooms	20 Stige Legs	15 WereWolf Tails	20 Desert Scorpion Tails
	Muscle Pills	70 Potion	1 Nonghons Blood	1 Skeleton Gem		
	Devil's Pills	81 Potion	1 Baekuns Blood	1 Lich Gem		
	Dragon's Pills	92 Potion	1 Nahwans Blood	1 Amber		
	Dragon's Blood	70 Cooking	1 Golden Mushroom	1 Skeleton Gem		
	Groomy Tablet	81 Cooking	1 Egg	1 WereWolf Gem		
	Tablet Of Evil	92 Cooking	1 Egg Pile	1 Swamp Beast Gem		

Upgrades

				Effect		
Picture	Name	Max # Upgrades	Description	Armor	Weapon	Accessories
	Nonghons Blood	N/A	Prepare Item Used To Make Muscle's Pills	N/A	N/A	N/A
	Baekuns Blood	N/A	Prepare Item Used To Make Devil's Pills	N/A	N/A	N/A
	Nahwans Blood	N/A	Prepare Item Used To Make Dragon's Pills	N/A	N/A	N/A
	Golden Mushroom	N/A	Prepare Item Used To Make Dragon's Blood	N/A	N/A	N/A
	Egg	N/A	Prepare Item Used To Make Groomy Tablet	N/A	N/A	N/A
	Egg pile	N/A	Prepare Item Used To Make Tablet Of Evil	N/A	N/A	N/A
	Muscle Pills	5	Upgrade Item 70 Potion Skill Needed To Make	Decreases Weight By -1	Decreases Weight By -1	Decreases Weight By -1
	Devil`s Pills	5	Upgrade Item 81 Potion Skill Needed To Make	+1 Min Defence	+1 Min Attack	N/A
	Dragon`s Pills	5	Upgrade Item 92 Potion Skill Needed To Make	1st Try:+5% Accuracy 2ndTry +2% Accuracy 3rd Try +2% Accuracy 4th Try +1% Accuracy	1st Try:+5% Evasion 2ndTry +2% Evasion 3rd Try +2% Evasion 4th Try +1% Evasion	Increases Magic Defence By +2
	Dragon`s Blood	5	Upgrade Item 70 Cooking Skill Needed To Make	Increases Dura by 10-15%	Increases Dura by 10-15%	Increases Dura by 10-15%
	Groomy Tablet	5	Upgrade Item 81 Cooking Skill Needed To Make	Increases Max Defence by +1	Increases Max Attack by +1	N/A
	Tablet of Evil	5	Upgrade Item 92 Cooking Skill Needed To Make	Increased Defence	Increased Speed	Increased Durability

				Effect		
Picture	Name	Max # Upgrades	Description	Armor	Weapon	Accessories
	Drugs	8	Upgrade Item Dropped By Monster	Add's +1 Wis	Add's +1 Wis	Add's +1 Wis
	Blue Pill's	8	Upgrade Item Dropped By Monster	Add's +1 To Con	Add's +1 To Con	Add's +1 To Con
	Pills of Illusion	8	Upgrade Item Dropped By Monster	Add's +1 Dex	Add's +1 Dex	Add's +1 Dex
	Clean Tablet	8	Upgrade Item Dropped By Monster	Add's +1 To Defence	Add's +1 To Attack	Increases Magic Attack By +2
	Delight Tablet	8	Upgrade Item Dropped By Monster	Add's +10 To Hp	Add's +10 To Hp	Add's +10 To Hp
	Drawing Tablet	8	Upgrade Item Dropped By Monster	Add's +10 To Mp	Add's +10 To Mp	Add's +10 To Mp
	Red Dragon`s Tablet	8	Upgrade Item Dropped By Monster	Add's +1 Str	Add's +1 Str	Add's +1 Str
	Tablet of Wisdom	8	Upgrade Item Dropped By Monster	Add's +1 Int	Add's +1 Int	Add's +1 Int

Human's World Magic

Blue Magic

Picture	Name	Level	Power	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Cure Wounds	1	4	2	3	7	-/-	-/-	3000 Barr	Swordsman Madoru (442,136)
	Cure Wounds	2	6	2	3	7	-/-	-/-	200 Barr	
	Cure Wounds	3	8	2	3	7	-/-	-/-	Spirit's Powder	
	Cure Wounds	4	10	3	3	7	-/-	-/-	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	**Heals Wounds**									

Picture	Name	Level	Power	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Heal	1	10	2	3	__	11	0	200 Barr	Magic Trainer In TYT Town (274,88)
	Heal	2	12	2	3	__	11	5	300 Barr	
	Heal	3	14	2	3	__	11	5	Spirit's Powder	
	Heal	4	16	3	3	__	11	5	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	**Heals Wounds**									

Picture	Name	Level	Power	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Fire Ball	1	5	5	3	__	12	0	200 Barr	Magic Trainer In TYT Town (274,88)
	Fire Ball	2	7	5	3	__	12	5	700 Barr	
	Fire Ball	3	9	5	3	__	12	5	Spirit's Powder	
	Fire Ball	4	11	6	3	__	12	5	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	Casts a ball of fire									

Picture	Name	Level	Power	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Protection	1	DF+5	Self	3	5	13	5	Head of Town Recommendation	Magic Trainer In TYT Town (274,88)
	Protection	2	DF+6	Self	3	5	13	5	600 Barr	
	Protection	3	DF+7	Self	3	5	13	5	Spirit's Powder	
	Protection	4	DF+9	Self	3	5	13	5	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	Temporarily increases your defence									

Picture	Name	Level	Power	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Earth	1	8	4	5	17	20	25	Flute of Earth	Learn from Swamp Lake (334,734) Upgrade At Chris in Mercenary Town (162.460)
	Earth	2	10	4	5	17	20	30	1200 Barr	
	Earth	3	12	4	5	17	20	30	Spirit's Powder	
	Earth	4		5	5	17	20	30	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	The Earth spirits attacks the enemy with stones									

Picture	Name	Level	Power	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Water	1	HP-18	4	12	19	24	28	Flute of Water	Learn from Swamp Lake (462,770) Upgrade At Chris in Mercenary Town (162.460)
	Water	2	20	4	12	19	24	33	1200 Barr	
	Water	3	22	4	12	19	24	33	Spirit's Powder	
	Water	4		5	12	19	24	33	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	The Water Spirits attack the enemy with a great pillar of water									

Picture	Name	Level	Power	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Flame Arrow	1	20	4	15	20	28	33	Flute of Fire	Learn from Swamp Lake (86,620) Upgrade At Chris in Mercenary Town (162.460)
	Flame Arrow	2	22	4	15	20	28	38	1200 Barr	
	Flame Arrow	3	24	4	15	20	28	38	Spirit's Powder	
	Flame Arrow	4		5	15	20	28	38	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	The Fire Spirits throw burning arrows at the enemy									

Picture	Name	Level	Power	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Healing Wind	1	8	1	12	22	31	30	Flute of Wind	Learn from Swamp Lake (389,823) Upgrade At Chris in Mercenary Town (162.460)
	Healing Wind	2	10	1	12	22	31	35	1200 Barr	
	Healing Wind	3	12	1	12	22	31	35	Spirit's Powder	
	Healing Wind	4		2	12	22	31	35	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	The Wind Spirits heal your wounds									

Picture	Name	Level	Power	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Reflection	1	-/-	Self	8	__	18	20	15 Orc metals or 10 Stige Skins + 1000 Barr	Sunhyn Monk In Abias Town (21,881)
	Reflection	2	-/-	Self	7	__	18	25	500 Barr	
	Reflection	3	-/-	Self	7	__	18	25	Spirit's Powder	
	Reflection	4	-/-	Self	6	__	18	25	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	Reflects magic cast at you, Lasts 5 seconds or 1 spell, whichever comes 1st									

Picture	Name	Level	Power	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Weaken	1	-/-	4	16	__	32	50	15 Scorp Tails or 10 Lizard Plates + 1000 Barr	Sunhyn Monk In Abias Town (21,881)
Description	Doubles the damage of magic. Lasts 20 seconds									
	Weaken	2	-/-	4	16	__	32	55	1000 Barr	Sunhyn Monk In Abias Town (21,881)
Description	Doubles the damage of magic. Lasts 25 seconds									
	Weaken	3	-/-	4	16	__	32	55	Spirit's Powder	Sunhyn Monk In Abias Town (21,881)
Description	Doubles the damage of magic. Lasts 30 seconds									
	Weaken	4	-/-	5	16	__	32	55	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	Doubles the damage of magic. Lasts 35 seconds									

Picture	Name	Level	Power	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Meteor Strike		24	5	18	__	32	38	3,000 Barr	
Description	Call upon the Earth Spirits to throw rocks at the enemy									
	Ice Storm		28	5	21	__	36	43	5,000 Barr	
Description	The Water Spirits cause an Ice Storm to attack your foes									
	Flame Spirit		32	5	24	__	40	48	2,000 Barr 3 Gazer Crystals	
Description	The Fire Spirits surround the enemy with fire									
	Dragon Breath		36	5	27	__	44	53	7,000 Barr	Tamori Castle Map (47,81)
Description	Dragon Breath attack									
	Frost Wind		30	5	35	__	70	100	10,000 Barr	Tamori Castle Map (47,81)
Description	The Water Spirits creates a wind that freezes your enemy's blood									

White Magic

Picture	Name	Level	Damage	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Light Arrow	1	9	5	8	8	14	0	3 Tiger's Leathers 2 Tiger's Claws 1 White Tiger's leather.	Priest TYT Map (455,567)
	Light Arrow	2	10	6	6	8	14	5	1000 Barr	
	Light Arrow	3	12	7	6	8	14	5	Angel Tear	
	Light Arrow	4	12	8	4	8	14	5	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	**Arrows of the Light cut through the enemy**									

Picture	Name	Level	Damage	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Cure Poison	1	0	5	7	10	15	5	10 Orc Metal 300 Barr	Priest TYT Map (455,567)
	Cure Poison	2	0	6	6	10	15	10	1200 Barr	
	Cure Poison	3	0	7	5	10	15	10	Angel Tear	
	Cure Poison	4	0	8	4	10	15	10	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	**Cures status ailments**									

Picture	Name	Level	Power	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Sword of Justice	1	15	3	10	15	20	10	3 WereWolf Gems 2 Stige Skins 500 Barr Good Morale	Priest TYT Map (455,567)
	Sword of Justice	2	16	4	8	15	20	15	3200 Barr	
	Sword of Justice	3	17	5	8	15	20	15	Angel Tear	
	Sword of Justice	4	19	6	6	15	20	15	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	Creates a sword of magic to bring your enemies to justice									

Picture	Name	Level	Damage	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Giggling	1	1	4	12	__	20	20	25 Orc metals or 15 Stige Skins + 2,500 Barr	Sunhyn Monk In Abias Town (21,881)
Description	The Person can't talk, Lasts 30 Seconds									
	Giggling	2	1	5	11	__	20	25	500 Barr	Sunhyn Monk In Abias Town (21,881)
Description	The Person can't talk, Lasts 35 Seconds									
	Giggling	3	1	6	10	__	20	25	Angel Tear	Sunhyn Monk In Abias Town (21,881)
Description	The Person can't talk, Lasts 40 Seconds									
	Giggling	4	1	7	9	__	20	25	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	The Person can't talk, Lasts 45 Seconds									

Picture	Name	Level	Damage	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Slow	1	1	4	16	__	25	50	15 Scorp Tails Or 10 Lizard Plates + 1,000 Barr	Sunhyn Monk In Abias Town (21,881)
Description	Attacks Take Twice As Long, Lasts 20 Seconds									
	Slow	2	1	5	15	__	25	55	1,000 Barr	Sunhyn Monk In Abias Town (21,881)
Description	Attacks Take Twice As Long, Lasts25 Seconds									
	Slow	3	1	6	14	__	25	55	Angel Tear	Sunhyn Monk In Abias Town (21,881)
Description	Attacks Take Twice As Long, Lasts 30 Seconds									
	Slow	4	1	7	13	__	25	55	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	Attacks Take Twice As Long, Lasts 35 Seconds									

Picture	Name	Level	Damage	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Infernal Arrow	-/-	20	5	11	__	26	0	2,000 Barr	Gwang Castle Map (91,57)
Description	Shoot arrows by borrowing powers from the sky									
	Energy Bolt	-/-	24	5	12	__	32	0	4,000 Barr	Gwang Castle Map (91,57)
Description	Attack with holy flames									
	Death Globe	-/-	28	5	13	__	38	0	5 Gazer Crystals 2 Golem Pieces	Gwang Castle Map (91,57)
Description	Attack by throwing death globes									
	Iron Fist	-/-	32	5	14	__	44	0	7,000 Barr	Gwang Castle Map (91,57)
Description	Attack with a magic fist that has powers of victor									
	Flamestrike	-/-	25	1	26	__	75	100	10 Swamp Beast Gems Moral Morale	Gwang Castle Map (91,57)
Description	Attack your enemy by surrounding him with flames									
	Fire Storm	-/-	30	5	30	__	85	100	10,000 Barr Virtuous Morale	Gwang Castle Map (91,57)
Description	Attack your enemy with a shower of comets									

Black Magic

Picture	Name	Level	Damage	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Flame Bolt	1	7	4	5	7	13	0	5 Leo Leathers 3 Copper metal	Black Wizard TYT Map (157,647)
	Flame Bolt	2	10	4	5	7	13	5	1000 Barr	
	Flame Bolt	3	14	5	5	7	13	5	Devil Blood	
	Flame Bolt	4	19	5	5	7	13	5	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	Casts burning evil spirits at the enemy									
	Spirit Sword	1	10	5	7	12	16	5	10 Orc Metals 300 Barr	Black Wizard TYT Map (157,647)
	Spirit Sword	2	13	5	7	12	16	10	1500 Barr	
	Spirit Sword	3	17	6	7	12	16	10	Devil Blood	
	Spirit Sword	4	21	6	7	12	16	10	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	Summon the Spirits to form a sword to cut down your foes									

Picture	Name	Level	Damage	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Poison Curse	1	3	3	10	15	20	10	3 Stige Metal 1 Swamp Beast Gem	Black Wizard TYT Map (157,647)
Description	Put a poison curse on your enemy, Lasts 40 Seconds									
	Poison Curse	2	4	3	10	15	20	15	3000 Barr	Black Wizard TYT Map (157,647)
Description	Put a poison curse on your enemy, Lasts 45 Seconds									
	Poison Curse	3	4	3	9	15	20	15	Devil Blood	Black Wizard TYT Map (157,647)
Description	Put a poison curse on your enemy, Lasts 50 Seconds									
	Poison Curse	4	5	4	8	15	20	15	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	Put a poison curse on your enemy, Lasts 55 Seconds									

Picture	Name	Level	Damage	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Confusion	1	1	4	12	__	20	20	25 Orc Metal Or 15 Stige Skins + 2,500 Barr	Guyun Monk Abias Map (419,245)
Description	Temporarily confuses the enemy, Lasts 20 Seconds									
	Confusion	2	1	4	12	__	20	25	500 Barr	Guyun Monk Abias Map (419,245)
Description	Temporarily confuses the enemy, Lasts 25 Seconds									
	Confusion	3	1	4	11	__	20	25	Devil Blood	Guyun Monk Abias Map (419,245)
Description	Temporarily confuses the enemy, Lasts 30 Seconds									
	Confusion	4	1	5	10	__	20	25	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	Temporarily confuses the enemy, Lasts 35 Seconds									

Picture	Name	Level	Damage	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Blindness	1	1	4	16	__	25	50	15 Scorp Tails Or 10 Lizard Plates + 1,000 Barr	Guyun Monk Abias Map (419,245)
Description	Temporarily blinds the enemy, Lasts 20 Seconds									
	Blindness	2	1	4	16	__	25	55	1,000 Barr	Guyun Monk Abias Map (419,245)
Description	Temporarily blinds the enemy, Lasts 25 Seconds									
	Blindness	3	1	4	15	__	25	55	Devil Blood	Guyun Monk Abias Map (419,245)
Description	Temporarily blinds the enemy, Lasts 30 Seconds									
	Blindness	4	1	5	14	__	25	55	10 Resurrection 10 Town Portal Scrolls Large Diamond	Talk to Inwhang (Npc that Dissappears in TYT)
Description	Temporarily blinds the enemy, Lasts 35 Seconds									

Picture	Name	Level	Damage	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Crystal Arrow	-/-	13	4	10	__	19	0	2,000 Barr	
Description	Throw crystal arrows to freeze up the enemy									
	Death Blow	-/-	16	5	12	__	22	50	4,000 Barr	
Description	Attack with the flames of Devils									
	Lightning Bolt	-/-	19	4	14	__	25	0	5 Gazer Crystals 2 Golem Pieces	Spirit Magician Castle Map (247,51)
Description	Attack with a bolt of black light									
	Explosion	-/-	22	4	16	__	28	0	7,000 Barr Wicked or lower Morale	Spirit Magician Castle Map (247,51)
Description	Makes your enemy explode with fire									
	Chain Lightning	-/-	22	6	40	__	80	100	10,000 Barr Devil Morale	Spirit Magician Castle Map (247,51)
Description	Attack with multiple black lightnings									
	Hellfire	-/-	19	5	36	__	65	100	10 Swamp Beast Gems Devil Morale	Spirit Magician Castle Map (247,51)
Description	Attack a certain area with the flames of hell									

Potions

Picture	Name	Weight	Description	Picture	Name	Weight	Description
	Small Heal	1	Recovers 10 Hp		Large Mana	4	Recovers 100 Mp Store Bought
	Mana Potion	1	Recovers 10 Mp		Antidote	1	Cures Poison
	Beginner HP	1	Recovers 20 Hp For New Players		Energizer Tonic	2	Recovers 30 Hp/ Mp Crafted Potion
	Medium Heal	1	Recovers 20 Hp Devil's World Item		Energizer Tonic	3	Recovers 30 Hp/ Mp Store Bought
	Beginner MP	1	Recovers 20 Mp For New Players		Forest Water	1	Removes Blue Magic Effects
	Medium Mana	1	Recovers 20 Mp Devil's World Item		Blue Serum Devil World	1	
	Healing Potion	1	Recovers 25 Hp Crafted Potion		Demon Water	1	Removes Black Magic Effects
	Healing Potion	2	Recovers 25 Hp Store Bought			1	
	Mana Potion	1	Recovers 25 Mp Crafted Potion		Heaven Water	1	Removes White Magic Effects
	Mana Potion	2	Recovers 25 Mp Store Bought		White Serum Devil World	1	
	Large Heal	2	Recovers 50 Hp Crafted Potion		Water	1	HP Recovery (Zone)
	Large Heal	3	Recovers 50 Hp Store Bought				
	Large Mana	2	Recovers 50 Mp Crafted Potion		Cold Water	1	HP Recovery (Zone)
	Large Mana	3	Recovers 50 Mp Store Bought				
	Large Heal	4	Recovers 100 Hp Store Bought		Fresh Water	1	HP Recovery (Zone)

Cooking

Picture	Name	Description	Picture	Name	Description
	Beef Jerkey	Restores 18 Stamina		Smoked Meat	Restore Stamina (Area)
	Bread	Restores +15 Hp		Blue Flavor	Cooking Item
	Meat Dish	Restores +15 Hp +15 Mp		Wheat Flour	Cooking Item
	Meat Pile	Restores 33 Stamina			

Meat

Picture	Name	Description	Picture	Name	Description
	Corpse	Potion Making Item		Tiger Meat	Cooking Item
	Wolf Meat	Cooking Item		White Tiger Meat	Cooking Item
	Leocrot Meat	Cooking Item			

Metal

Picture	Name	Description	Picture	Name	Description
	Bull Horn Metal	Crafting Item Used in Armor, Weapons And Accessories		Composite bar	Crafting Item Made by Synthesis Used in Armor, Weapons And Accessories
	Copper Metal	Crafting Item Used in Armor, Weapons And Accessories		Copper plate	Crafting Item Made by Synthesis Used in Armor, Weapons And Accessories
	Iron Metal	Crafting Item Used in Armor, Weapons And Accessories		Iron plate	Crafting Item Made by Synthesis Used in Armor, Weapons And Accessories
	Orcish Metal	Crafting Item		Orcish plate	Crafting Item Made by Synthesis Used in Armor, Weapons And Accessories
	Stige Metal	Crafting Item Used in Armor, Weapons And Accessories		Stige plate	Crafting Item Made by Synthesis Used in Armor, Weapons And Accessories
	Red iron bar	Crafting Item Used in Armor, Weapons And Accessories		Red plate	Crafting Item Made by Smelting Used in Armor, Weapons And Accessories
	Scrap metal	Crafting Item Made using Disassemble Skill Used in Armor, Weapons			

Leather

Picture	Name	Description	Picture	Name	Description
	Wolf Leather	Crafting Item Used in Armor and Weapons		Werewolf Leather	Crafting Item Used in Armor and Weapons
	Leocrot Leather	Crafting Item Used in Armor and Weapons		Red Leather	Crafting Item Used in Armor and Weapons
	Tiger Leather	Crafting Item Used in Armor and Weapons		Old leather	Crafting Item Made By Dissassemle Skill Used in Armor and Weapons
	White Tiger Leather	Crafting Item Used in Armor and Weapons			

Bone

Picture	Name	Description	Picture	Name	Description
	Leocrot Claw	Crafting Item Used in Weapons		Werewolf Bone	Crafting Item Used in Weapons
	Tiger Claw	Crafting Item Used in Weapons		Skeleton Bone	Crafting Item Used in Weapons
	Tiger bone	Crafting Item Used in Weapons		Mongman Claw	Crafting Item Used in Weapons
	White Tiger Claw	Crafting Item Used in Weapons		Old bone	Crafting Item Made using Dissassemble Used in Weapons

Wood

Picture	Name	Description	Picture	Name	Description
	Wooden Board	Crafting Item Used in Armor and Weapons		Small tree	Crafting Item Made using Dissassemble Skill Used in Armor and Weapons
	Meat Tree	Crafting Item Used in Armor and Weapons			

Cloth

Picture	Name	Description	Picture	Name	Description
	Linen	Crafting Item Used in Armor and Weapons		Strong cloth	Crafting Item Used in Armor and Weapons
	Mummy Bandage	Crafting Item Used in Armor and Weapons		Old cloth	Made using Dissassemble Skill Used in Armor and Weapons
	Mongman Clothes	Crafting Item Used in Armor and Weapons			

Miscellaneous Crafting Items

Picture	Name	Description	Picture	Name	Description
	Copper rock	Used with Smelting Skill to obtain metal.		Large liver	Crafting Item Used in Making Upgrades
	Dried frog	Crafting Item Used in Making Upgrades		Leocrot Horn	Used to Make Potions And Upgrades
	Fry pan	Used to Make Potions Requires Specific Skill		Mongman Mustach	Used to Make Upgrades
	Ghoul Mushroom	Used to Make Potions And Upgrades		Scorpion Tail	Used to Make Upgrades And Get Certain Spells
	Giant Spider Eye	Used to Make Upgrades and get Holy Mineral		Smelting cloth	Used in Smelting Requires Specific Skill
	Golden rock	Used to Disassemble items for materials		Stige Leg	Used to Make Potions And Upgrades
	Golem Eye	Used to Make Upgrades		Stige Skin	Crafting Item Used in Making Upgrades
	Golem Piece	Crafting Item Used in Making Upgrades		Werewolf Tail	Used to Make Potions And Upgrades
	Grind stone	Used to Repair Items Requires Specific Skill		White Tiger Oil	Used to Make Potions And Upgrades
	Herb	Crafting Item Used in Making Upgrades		Wolf Liver	Used to Make Potions And Upgrades
	Iron rock	Used with Smelting Skill to obtain metal.		Tannin	Made by Potion Skill or Bought Used To Make Leather From Corpses

Game Items

Picture	Name	Description	Picture	Name	Description
	Candle	To see in the Dark Useless item		Resurrection scroll	Allows you to Revive With No Xp or Stat Loss if You Died
	Torch	To see in the Dark Useless item		Town Portal Scroll Or Specific Town	Warp to Town Warp To Specific Town
	Lottery Ticket	Win the Lottery		Compass	Points to Town if you Get Lost. Useless item.
	G-Bird Feather	Random Warp within the same area		Skeleton Axe	Sell for Money
	Lizardman Plate	Needed to Obtain Certain Spells		Skeleton Knife	Sell for Money
	Purple shout scroll	Used for Lvl 30 Shout. Your Shouts are made in Purple Text		Skeleton Shield	Sell for money
	Yellow shout scroll	Used for Lvl 30 Shout. Your Shouts are made in White Text		Shout Scroll	Used for Lvl 30 Shout. Cheap To buy
	Pink shout scroll	Used for Lvl 30 Shout. Your Shouts are made in Pink Text		Single Shout Scroll	To Lvl 30 Shout If You're Under Level 30
	Skin Dye Potion	Changes Skin Colour Costs 30,000 Pos		Gender Change	Changes Gender Costs 70,000 Pos
	Hair Dye Potion	Changes Hair Colour Costs 30,000 Pos		Fortune pouch	Used For 5th Weapon Aura Get A Random Item Costs 100,000 Pos
	Fortune pouch	Used For 5th Weapon Aura Get A Random Item Costs 150,000 Pos		Fortune pouch	Used For 5th Weapon Aura Get A Random Item Costs 200,000 Pos

Elemental Spells

Picture	Name	Description	Picture	Name	Description
	Earth Sphere	Used to make flute		Flute Of Earth	Needed to learn Earth Spell
	Holy Water Sphere	Used to make flute		Flute Of Water	Needed to learn Water Spell.
	Flame Sphere	Used to make flute		Flute Of Fire	Needed to learn Flame Arrow Spell.
	Wind Sphere	Used to make flute		Flute Of Wind	Needed to learn Healing Wind Spell
	Holy Mineral	Used to make flute Obtained from NPC For 1 Giant Spiders Eye		Angel`s tears	Used to Upgrade to Level 3 White Magic
	Spirit`s powder	Used to Upgrade to Level 3 Blue Magic		Devil`s blood	Used to Upgrade to Level 3 Black Magic

Rare Items

Picture	Name	Description	Picture	Name	Description
	Muscle Elisir	Adds 5 to Maximum Bagweight Permanently		Mind Elisir	Adds 3 to Maximum Mana Permanently
	Energy Elisir	Adds 5 to Maximum Stamina Permanently		Holy Water	Restores Morale Points Will not Restore Past Neutral
	Health Elisir	Adds 3 to Maximum Health Permanently			

Quest

Picture	Name	Description	Picture	Name	Description
	Celadon	Quest Item		Storage Discount Ticket	Quest Item
	Scissor set	Quest Item		Legendary Receipe	Quest Item
	MokPungs hammer	Quest Item		Cursed Knife	Quest Item
	Dissassemble guide	Quest Item	幸運卷	FortuneTicket	Quest Item
	Crystal gem	Quest Item		Relic Ring	Quest Item
	Free Warp Ticket	Quest Item		Order Sheet	Quest Item
	Necklace set	Quest Item		Talisman	Quest Item
	Liquor	Quest Item		Valueables	Quest Item
	Axe Of Ranger	Quest Item		Yellow Parchment	Quest Item
	Receipt	Quest Item		Hero Scrolls	Quest Item
村長印	Recommendation	Quest Item		Gift Certificate	Quest Item
	Medicine	Quest Item		Healing Ticket	Quest Item

Gems

			Main Effect		
Picture	Name	Description	Armor	Weapon	Accessory
	Amber	Used in Armor, Accessory, and Weapon Crafting	Improves Durability		Used as Ingredient
	Gazer Crystal	Used in Armor, Accessory, and Weapon Crafting	Improves Durability		Used as Ingredient
	Kobold Tooth	Used in Armor, Accessory, and Weapon Crafting	Improves Durability		Used as Ingredient
	Lich Jewel	Used in Armor, Accessory, and Weapon Crafting	Improves Durability		Used as Ingredient
	Piece of jewelry	Used in Armor, Accessory, and Weapon Crafting	Improves Durability		Not Used
	Skeleton jewel	Used in Armor, Accessory, and Weapon Crafting	Improves Durability		Used as Ingredient
	Swamp Beast Gem	Used in Armor, Accessory, and Weapon Crafting	Improves Durability		Used as Ingredient
	Werewolf Jewel	Used in Armor, Accessory, and Weapon Crafting	Improves Durability		Used as Ingredient
	Amethist Small	Used in Armor, Accessory, and Weapon Crafting	Add's Black Magic Defence		Not Used
	Amethist Medium	Used in Armor, Accessory, and Weapon Crafting	Add's Black Magic Defence		Not Used
	Amethist Large	Used in Armor, Accessory, and Weapon Crafting	Add's Black Magic Defence		Not Used

			Main Effect		
Picture	Name	Description	Armor	Weapon	Accessory
	Diamond Small	Used in Armor, Accessory, and Weapon Crafting	Add's White Magic Defence		Not Used
	Diamond Medium	Used in Armor, Accessory, and Weapon Crafting	Add's White Magic Defence		Not Used
	Diamond Large	Used in Armor, Accessory, and Weapon Crafting Used to Obtain Level 4 Spells	Add's White Magic Defence		Not Used
	Emerald Small	Used in Armor, Accessory, and Weapon Crafting	Improves Durability		Not Used
	Emerald Medium	Used in Armor, Accessory, and Weapon Crafting	Improves Durability		Not Used
	Emerald Large	Used in Armor, Accessory, and Weapon Crafting	Improves Durability		Not Used
	Jade Small	Used in Armor, Accessory, and Weapon Crafting	Reduces Weight		Not Used
	Jade Medium	Used in Armor, Accessory, and Weapon Crafting	Reduces Weight		Not Used
	Jade Large	Used in Armor, Accessory, and Weapon Crafting	Reduces Weight		Not Used

			Main Effect		
Picture	Name	Description	Armor	Weapon	Accessory
	Ruby Small	Used in Armor, Accessory, and Weapon Crafting	Increases Defence	Increases Attack	Not Used
	Ruby Medium	Used in Armor, Accessory, and Weapon Crafting	Increases Defence	Increases Attack	Not Used
	Ruby Large	Used in Armor, Accessory, and Weapon Crafting	Increases Defence	Increases Attack	Not Used
	Sapphire Small	Used in Armor, Accessory, and Weapon Crafting	Add's Blue Magic Defence		Not Used
	Sapphire Medium	Used in Armor, Accessory, and Weapon Crafting	Add's Blue Magic Defence		Not Used
	Sapphire Large	Used in Armor, Accessory, and Weapon Crafting	Add's Blue Magic Defence		Not Used

Human Accessories

Necklaces

Picture	Name	Weight	Dura	Description
	Anti Devil Necklace	5	200	Defence +1 Magic Defence 3-3 Max Mp +15
	ClawNecklace HP	5	200	Hp +7
	ClawNecklace MP	5	200	Mp +7
	Necklace	2	200	Save Dura
	Spirit Necklace	5	200	Int +1
	Wicked Necklace	5	200	Mp +15 Magic Attack +3

Earrings

Picture	Name	Weight	Dura	Description
	Earring of Ghost	5	200	Magic Attack 3-3 Wis +2 Max Mp +15
	Ear Ring	2	200	Save Dura
	Magic Ear Ring	5	500	Magic Attack +2
	Spirit Earring	5	400	MD 3-3 Wis +2 Max Hp +15
	Soul Earring	5	200	

Bracelets

Picture	Name	Weight	Dura	Description
	Anti Poison Bracelet	2	400	Regist Poison
	Band Of Guardian	2	400	Dex +1
	Bracelet	2	400	Save Dura
	Bracelet of Guardian	2	400	Defense +1 MD 1~2(100%) Regist Poison
	Evasion Bracelet	2	100	Dex +1
	Flesh Guardian	2	600	Str +2
	Guard Armlet	2	400	Defense +2 MD 2~3(100%) Regist Poison
	Wind Band	2	600	Dex +2

Rings

Picture	Name	Weight	Dura	Description
	Brave Ring	3	400	Str +1
	Hero Ring	3	1000	Attack +2
	Protection Ring	3	400	Defence +2 20 Int To Wear
	Ring	2	400	Save Dura
	Ring of Warrior	3	400	Attack +1 Dex +1 MD 1~2(100%)
	Ring of Fighter	3	400	Attack +2 Dex +2 MD 2~3(100%)
	Wedding Ring	1	∞	A Wedding Ring
	Zeal Ring	3	400	Defence +3 22 Int to Wear

Human Armor

Melee Armor

Male	Female	Name	Defence	Weight	Dura	Required Str
		Leather Helm	0 - 1	7	400	15
		Leather Helm-P	1 - 1	7	400	15
		Leather Armor	3 - 5	6	1000	15
		Leather Armor-P	4 - 5	6	1000	15
		Leather Pads	2 - 4	6	800	15
		Leather Pads-P	3 - 4	6	800	15
		Leather Boots	1 - 2	5	400	15
		Leather Boots-P	2 - 2	5	400	15
		Studded Helm	1 - 2	7	600	21
		Studded Helm-P	2 - 2	7	600	21
		Light Leather Armor	3 - 6	5	1000	21
		Light Leather Armor-P	4 - 6	5	1000	21
		Light Leather Pads	2 - 5	5	800	21
		Light Leather Pads-P	3 - 5	5	800	21
		Light Leather Boots	1 - 3	4	600	21
		Light Leather Boots-P	2 - 3	4	600	21
		Heavy Leather Armor	4 - 7	7	1000	26
		Heavy Leather Armor-P	5 - 7	7	1000	26
		Heavy Leather Pads	3 - 6	7	800	26
		Heavy Leather Pads-P	4 - 6	7	800	26
		Heavy Leather Boots	2 - 4	6	800	26
		Heavy Leather Boots-P	3 - 4	6	800	26

Melee Armor

Male	Female	Name	Defence	Weight	Dura	Required Str
		Steel Helm	1 - 3	7	600	31
		Steel Helm-P	2 - 3	7	600	31
		Hard Leather Armor	4 - 8	8	1400	31
		Hard Leather Armor-P	5 - 8	8	1400	31
		Hard Leather Pads	3 - 7	8	1000	31
		Hard Leather Pads-P	4 - 7	8	1000	31
		Hard Leather Boots	2 - 5	6	800	31
		Hard Leather Boots-P	3 - 5	6	800	31
		Studded Armor	5 - 9	8	1200	35
		Studded Armor-P	6 - 9	8	1200	35
		Studded Pads	4 - 8	8	800	35
		Studded Pads-P	5 - 8	8	800	35
		Studded boots	3 - 5	7	1000	35
		Studded boots-P	4 - 5	7	1000	35
		Scaled Armor	5 - 10	10	1600	42
		Scaled Armor-P	6 - 10	10	1600	42
		Scaled Pads	4 - 9	10	1200	42
		Scaled Pads-P	5 - 9	10	1200	42
		Scaled Boots	3 - 6	7	1200	42
		Scaled Boots-P	4 - 6	7	1200	42

Melee Armor

Male	Female	Name	Defence	Weight	Dura	Required Str
		H-Metal helmet	2 - 4	7	800	49
		H-Metal helmet-P	2 - 5	7	800	49
		Banded Armor	6 - 11	12	1400	49
		Banded Armor-P	7 - 11	12	1400	49
		Banded Pads	5 - 10	11	1200	49
		Banded Pads-P	6 - 10	11	1200	49
		Banded Boots	4 - 7	8	1000	49
		Banded Boots-P	5 - 7	8	1000	49
		Plate Helm	3 - 4	7	600	56
		Plate Helm-P	4 - 4	7	600	56
		Plate Armor	6 - 12	10	1400	56
		Plate Armor-P	7 - 12	10	1400	56
		Plate Pads	5 - 11	10	1200	56
		Plate Pads-P	6 - 11	10	1200	56
		Plate Boots	4 - 8	6	1000	56
		Plate Boots-P	5 - 8	6	1000	56
		Golden helm Blood Helm(F)	3 - 5	7	600	63
		Golden helm-P Blood Helm-P(F)	4 - 5	7	600	63
		Golden Armor Blood Armor(F)	7 - 13	12	1800	63
		Golden Armor-P Blood Armor-P(F)	8 - 13	12	1800	63
		Golden Pads Blood Pads	6 - 12	11	1400	63
		Golden Pads-P Blood Pads-P(F)	7 - 12	11	1400	63
		Golden Boots Blood Boots(F)	5 - 8	8	1200	63
		Golden Boots-P Blood Boots-P(F)	5 - 9	8	1200	63

Melee Armor

Male	Female	Name	Defence	Weight	Dura	Required Str
		Dark Armor	7 - 14	10	1800	70
		Dark Armor-P	8 - 14	10	1800	70
		Dark Pads	6 - 13	10	1400	70
		Dark Pads-P	7 - 13	10	1400	70
		Dark Boots	5 - 9	7	1200	70
		Dark Boots-P	6 - 9	7	1200	70
		Shadow Armor	8 - 15	10	1800	73
		Shadow Armor-P	9 - 15	10	1800	73
		Shadow Pads	7 - 14	10	1400	73
		Shadow Pads-P	8 - 14	10	1400	73
		Shadow Boots	6 - 9	6	1200	73
		Shadow Boots-P	6 - 10	6	1200	73
		Bone Helm	8 - 9	8	1800	78
		Bone Helm-P	9 - 9	8	1800	78
		Bone Armor	9 - 16	12	2000	78
		Bone Armor-P	10 - 16	12	2000	78
		Bone Pads	8 - 15	11	1600	78
		Bone Pads-P	9 - 15	11	1600	78
		Bone Boots	7 - 11	10	1400	78
		Bone Boots-P	8 - 11	10	1400	78

Mage Armor

Male	Female	Name	Defence	Magic Defence	Weight	Dura	Required Int
		Magic Robe	0 - 3	0 - 1	4	1200	14
		Magic Robe-P	0 - 3	0 - 2	4	1200	14
		Magic Pants	1 - 3	0 - 1	4	1200	14
		Magic Pants-P	2 - 3	0 - 2	4	1200	14
		Magic Shoes	1 - 1	0 - 1	3	600	14
		Magic Shoes-P	1 - 2	0 - 2	3	600	14
		Mage Robe	1 - 3	1 - 2	4	1200	22
		Mage Robe-P	1 - 3	1 - 3	4	1200	22
		Mage Pants	1 - 4	1 - 2	4	1200	22
		Mage Pants-P	2 - 4	1 - 3	4	1200	22
		Mage Shoes	2 - 2	0 - 3	3	600	22
		Mage Shoes-P	2 - 3	0 - 3	3	600	22
		Wizard Robe Witch Robe(F)	2 - 4	2 - 3	5	1200	30
		Wizard Robe-P Witch Robe-P (Female)	2 - 4	2 - 4	5	1200	30
		Wizard Pants Witch Skirt(F)	2 - 4	2 - 3	5	1200	30
		Wizard Pants-P Witch Skirt-P (Female)	3 - 4	2 - 4	5	1200	30
		Witch Shoes	2 - 3	1 - 3	4	600	30
		Witch Shoes-P	3 - 3	1 - 3	4	600	30
		Magic Hat	0 - 2	1 - 3	3	400	38
		HighWizard Robe HighWitch Robe(F)	3 - 4	2 - 5	5	1200	39
		HighWizard Robe-P HighWitch Robe-P(F)	3 - 4	3 - 5	5	1200	39
		HighWizard Pants HighWitch Skirt(F)	2 - 5	3 - 4	5	1200	39
		HighWizard Pants-P HighWitch Skirt-P(F)	3 - 5	3 - 5	5	1200	39
		HighWitch Shoes	3 - 3	2 - 3	4	600	39
		HighWitch Shoes-P	3 - 4	2 - 3	4	600	39

Mage Armor

Male	Female	Name	Defence	Magic Defence	Weight	Dura	Required Int
		Shaman Robe	2 - 6	3 - 6	5	1400	48
		Shaman Robe-D	3 - 4	1 - 4	8	700	19
		Shaman Robe-P	2 - 6	3 - 7	5	1400	48
		Shaman Pants	3 - 5	4 - 5	5	1400	48
		Shaman Pants-D	3 - 5	1 - 4	8	700	18
		Shaman Pants-P	3 - 6	4 - 6	5	1400	48
		Shaman Shoes	3 - 4	2 - 4	4	800	48
		Shaman Shoes-P	4 - 4	2 - 4	4	800	48
		Shaman Shoes-S	1 - 2	1 - 3	6	400	17
		Hat of Sorcery Sorcerer Cap(F)	1 - 3	2 - 5	3	600	56
		Robe Of Sorcery	3 - 6	4 - 7	6	1600	56
		Robe Of Sorcery-D	3 - 5	1 - 4	6	800	35
		Robe Of Sorcery-P	3 - 6	4 - 8	6	1600	56
		Pants Of Sorcery Skirt Of Sorcery(F)	3 - 6	5 - 6	6	1600	56
		Pants Of Sorcery-D Skirt Of Sorcery-D(F)	3 - 6	1 - 4	6	800	32
		Pants Of Sorcery-P Skirt Of Sorcery-P(F)	3 - 7	5 - 7	6	1600	56
		Shoes Of Sorcery	4 - 4	2 - 5	5	1000	56
		Shoes Of Sorcery-P	4 - 5	2 - 5	5	1000	56
		Shoes Of Sorcery-S	2 - 3	1 - 3	4	500	29

Dex Armor

Male	Female	Name	Defence	Weight	Dura	Required Dex	Evasion Bonus
		Leather Metal Helmet	0 - 1	4	400	13	10%(10%)
		Tempered Lthr Armor	3 - 4	3	1000	13	10%(10%)
		Tempered Leather Pads	2 - 3	3	800	13	10%(10%)
		Tempered Leather Boots	0 - 2	3	400	13	10%(10%)

Dex Armor

Male	Female	Name	Defence	Weight	Dura	Required Dex	Evasion Bonus
		Strong Leather Armor	3 - 5	2	1000	17	10%(10%)
		Strong Leather Pads	2 - 4	2	800	17	10%(10%)
		Strong Leather Boots	0 - 3	2	600	17	10%(10%)
		Tempered Metal Helmet	0 - 2	4	600	24	10%(10%)
		Tempered Metal Armor	4 - 7	4	1400	24	10%(10%)
		Tempered Metal Pads	3 - 6	4	1000	24	10%(10%)
		Tempered Metal Boots	1 - 5	4	800	24	10%(10%)
		Tempered Plate Armor	5 - 9	7	1600	41	10%(10%)
		Tempered Plate Pads	4 - 8	7	1200	41	10%(10%)
		Tempered Plate Boots	2 - 6	5	1200	41	10%(10%)

Dex Armor

Male	Female	Name	Defence	Weight	Dura	Required Dex	Evasion Bonus
		White Metal Helmet	2 - 4	4	600	50	10%(10%)
		White Metal Armor	6 - 11	7	1400	50	10%(10%)
		White Metal Pads	5 - 10	7	1200	50	10%(10%)
		White Metal Boots	3 - 8	4	1400	50	10%(10%)
		Displacer Helm	4 - 7	5	1000	62	10%(15%)
		Displacer Armor	9 - 12	9	2400	62	10%(15%)
		Displacer Pads	8 - 11	8	2200	62	10%(15%)
		Displacer Boots	7 - 9	7	2000	62	10%(15%)

Quest Armor

Male	Female	Name	Defence	Weight	Dura	Required Stat	Special
		Hero Helm (Warrior)	8 - 9	7	2000	50 Str	Con +2
		Hero Helm (Mage)	3 - 4	6	2000	50 Int	MA+2, Int +2, Wis +2
		Hero Armor (Warrior)	10 - 17	6	3500	50 Str	Dex +2
		Hero Armor (Mage)	4 - 8	5	3500	50 Int	Magic Defence 5 - 8
		Hero Pads (Warrior)	9 - 16	6	3000	50 Str	Str +2
		Hero Pads (Mage)	4 - 6	5	3000	50 Int	Magic Defence 5 - 6
		Hero Boots (Warrior)	7 - 12	5	2500	50 Str	Evasion 10%(100%)
		Hero Boots (Mage)	4 - 5	4	2500	50 Int	Magic Defence 4 - 5

Shields

Male	Female	Name	Defence	Weight	Dura	Required Stat
		Wooden Shield	1 - 1	6	1000	14
		Wooden Shield-P	1 - 2	6	1000	14
		Steel Shield	2 - 2	8	1200	21
		Steel Shield-P	2 - 3	8	1200	21
		Banded Shield	3 - 3	8	1200	31
		Banded Shield-P	3 - 4	8	1200	31
		Shadow Shield	4 - 4	8	1200	49
		Shadow Shield-P	4 - 5	8	1200	49
		Shadow Shield-W	3 - 4 MD 1-3	8	600	25
		Dark Shield	5 - 5	8	1200	63
		Dark Shield-P	5 - 6	8	1200	63
		Knight Shield	6 - 6	9	1300	72
		Knight Shield-P	6 - 7	9	1300	72
		Tower Shield	7 - 7	10	1400	80
		Tower Shield-P	7 - 8	10	1400	80

Human Weapons

One Handed Swords

Picture	Name	Attack	Weight	Dura	Str	Skill	Speed
	Training Sword	2 - 3	3	2000	0	0	C
	Dagger	3 - 4	3	1200	12	5	C
	Dagger-A	3 - 5					
	Dagger-O	4 - 5					
	Dagger-M	4 - 5					
	Gladius	5 - 7	3	1200	15	14	C
	Gladius-A	6 - 8					
	Gladius-O	6 - 9					
	Gladius-M	6 - 9					
	Long Sword	7 - 10	4	1400	20	21	C
	Long Sword-A	8 - 11					
	Long Sword-O	9 - 12					
	Long Sword-M	9 - 12					
	Bastard Sword	10 - 14	3	1600	29	37	C
	Bastard Sword-A	11 - 15					
	Bastard Sword-O	12 - 16					
	Bastard Sword-M	12 - 16					
	BlackDevil Sword	13 - 18	3	1600	41	52	C
	BlackDevil Sword-A	14 - 19					
	BlackDevil Sword-O	15 - 20					
	BlackDevil Sword-M	15 - 20					
	Five Star Sword	16 - 22	4	1600	53	75	C
	Five Star Sword-A	17 - 23					
	Five Star Sword-O	18 - 24					
	Five Star Sword-M	18 - 24					
	Moon Sword	19 - 26	4	1800	65	91	C
	Moon Sword-A	20 - 27					
	Moon Sword-O	21 - 28					
	Moon Sword-M	21 - 28					
	Raw Sword	22 - 30	5	2000	76	105	D
	Raw Sword-A	23 - 31					
	Raw Sword-O	24 - 32					
	Raw Sword-M	24 - 32					
	Knight Sword	25 - 34	6	2200	84	112	D
	Knight Sword-A	26 - 35					
	Knight Sword-O	27 - 36					
	Knight Sword-M	27 - 36					

Two Handed Swords

Picture	Name	Attack	Weight	Dura	Str	Skill	Speed
	Viking Sword	7 - 12	5	1400	22	22	D
	Viking Sword-A	8 - 13					
	Viking Sword-O	9 - 15					
	Viking Sword-M	9 - 15					
	Slayer Sword	10 - 17	5	1800	32	39	D
	Slayer Sword-A	11 - 18					
	Slayer Sword-O	12 - 20					
	Slayer Sword-M	12 - 20					
	Mad Devil Sword	13 - 22	6	2000	44	54	D
	Mad Devil Sword-A	14 - 23					
	Mad Devil Sword-O	15 - 25					
	Mad Devil Sword-M	15 - 25					
	Dragon Slayer	16 - 27	6	2000	56	77	D
	Dragon Slayer-A	17 - 28					
	Dragon Slayer-O	18 - 30					
	Dragon Slayer-M	18 - 30					
	Sword of destruction	19 - 32	6	2000	68	95	D
	Sword of destruction-A	20 - 33					
	Sword of destruction-O	21 - 35					
	Sword of destruction-M	21 - 35					
	Barbarian Sword	22 - 37	7	2200	80	107	E
	Barbarian Sword-A	23 - 38					
	Barbarian Sword-O	24 - 40					
	Barbarian Sword-M	24 - 40					
	The Ripper	25 - 42	7	2400	86	118	E
	The Ripper-A	26 - 43					
	The Ripper-O	27 - 45					
	The Ripper-M	27 - 45					

One Handed Axes

Picture	Name	Attack	Weight	Dura	Str	Skill	Speed
	Training Axe	1 - 4	5	2000	0	0	D
	Axe	2 - 6	5	1600	15	5	D
	Axe-A	3 - 7					
	Axe-O	4 - 9					
	Axe-M	4 - 9					
	Power Axe	5 - 11	6	1800	20	13	D
	Power Axe-A	6 - 12					
	Power Axe-O	7 - 14					
	Power Axe-M	7 - 14					
	Great Axe	9 - 19	7	2000	42	24	D
	Great Axe-A	10 - 20					
	Great Axe-M	11 - 22					
	Great Axe-O	11 - 22					
	Slayer Axe	12 - 24	6	2000	55	41	D
	Slayer Axe-A	13 - 25					
	Slayer Axe-O	14 - 27					
	Slayer Axe-M	14 - 27					
	Hard Club	15 - 29	6	2400	67	78	D
	Hard Club-A	16 - 30					
	Hard Club-O	17 - 32					
	Hard Club-M	17 - 32					
	The Crusher	18 - 34	8	2600	78	84	E
	The Crusher-A	19 - 35					
	The Crusher-O	20 - 37					
	The Crusher-M	20 - 37					
	Judgement Axe	21 - 39	8	2800	89	92	E
	Judgement Axe-A	22 - 40					
	Judgement Axe-O	23 - 42					
	Judgement Axe-M	23 - 42					

Two Handed Axes

Picture	Name	Attack	Weight	Dura	Str	Skill	Speed
	Battle Axe	6 - 13	6	1600	25	17	F
	Battle Axe-A	7 - 15					
	Battle Axe-O	8 - 17					
	Battle Axe-M	8 - 17					
	Shadow Axe	9 - 19	6	2000	35	29	F
	Shadow Axe-A	10 - 21					
	Shadow Axe-O	11 - 23					
	Shadow Axe-M	11 - 23					
	Halfmoon Axe	12 - 25	6	2000	47	47	F
	Halfmoon Axe-A	13 - 27					
	Halfmoon Axe-O	14 - 29					
	Halfmoon Axe-M	14 - 29					
	Great Battle Axe	15 - 31	8	2000	57	63	F
	Great Battle Axe-A	16 - 33					
	Great Battle Axe-O	17 - 35					
	Great Battle Axe-M	17 - 35					
	Club of destruction	18 - 37	8	2400	71	84	F
	Club of destruction-A	19 - 39					
	Club of destruction-O	20 - 41					
	Club of destruction-M	20 - 41					
	Halberd	21 - 43	10	2800	82	98	F
	Halberd-A	22 - 45					
	Halberd-O	23 - 47					
	Halberd-M	23 - 47					
	Halberd of Might	24 - 49	11	3000	94	116	F
	Halberd of Might-A	25 - 51					
	Halberd of Might-O	26 - 53					
	Halberd of Might-M	26 - 53					

Spears

Picture	Name	Attack	Weight	Dura	Str	Skill	Speed
	Training Spear		4	2000	0	0	F
	Short Spear	4 - 6	4	2500	12	4	E
	Short Spear-A	5 - 7					
	Short Spear-O	6 - 8					
	Short Spear-M	6 - 8					
	Bamboo Spear	7 - 10	4	2000	17	11	E
	Bamboo Spear-A	8 - 11					
	Bamboo Spear-O	9 - 12					
	Bamboo Spear-M	9 - 12					
	Long Spear	10 - 14	5	2000	23	19	E
	Long Spear-A	11 - 15					
	Long Spear-O	12 - 16					
	Long Spear-M	12 - 16					
	Rough Spear	13 - 18	5	2000	33	26	E
	Rough Spear-A	14 - 19					
	Rough Spear-O	15 - 20					
	Rough Spear-M	15 - 20					
	Exorcist Spear	16 - 22	4	2200	45	43	E
	Exorcist Spear-A	17 - 23					
	Exorcist Spear-O	18 - 24					
	Exorcist Spear-M	18 - 24					
	Five Star Spear	19 - 26	5	2200	57	59	E
	Five Star Spear-A	20 - 27					
	Five Star Spear-O	21 - 28					
	Five Star Spear-M	21 - 28					
	Thunderbolts Spear	22 - 30	5	2400	70	78	E
	Thunderbolts Spear-A	23 - 31					
	Thunderbolts Spear-O	24 - 32					
	Thunderbolts Spear-M	24 - 32					
	Conqueror Spear	25 - 34	10	2600	82	90	F
	Conqueror Spear-A	26 - 35					
	Conqueror Spear-O	27 - 36					
	Conqueror Spear-M	27 - 36					
	Ruby Spear	28 - 40	13	2800	90	102	F
	Ruby Spear-A	29 - 41					
	Ruby Spear-O	30 - 42					
	Ruby Spear-M	30 - 42					

Bows

Picture	Name	Attack	Weight	Dura	Dex	Skill	Speed
	Training Bow	1 - 3	4	2000	0	0	E
	Short Bow	2 - 4	4	800	13	4	D
	Short Bow-A	2 - 5					
	Short Bow-O	3 - 6					
	Short Bow-M	3 - 6					
	Fire Bow	4 - 7	5	1000	16	11	D
	Fire Bow-A	4 - 8					
	Fire Bow-O	5 - 9					
	Fire Bow-M	5 - 9					
	Thunder Bow	6 - 10	5	1000	20	19	D
	Thunder Bow-A	6 - 11					
	Thunder Bow-O	7 - 12					
	Thunder Bow-M	7 - 12					
	Silver Bow	12 - 19	5	1200	39	51	D
	Silver Bow-A	12 - 20					
	Silver Bow-O	13 - 21					
	Silver Bow-M	13 - 21					
	Blood Bow	18 - 28	5	1200	58	87	D
	Blood Bow-A	18 - 29					
	Blood Bow-O	19 - 30					
	Blood Bow-M	19 - 30					
	Bow of Force	24 - 37	8	1700	73	110	E
	Bow of Force-A	24 - 38					
	Bow of Force-O	25 - 39					
	Bow of Force-M	25 - 39					
	Apus Bow	26 - 40	8	1800	78	118	E
	Apus Bow-A	26 - 41					
	Apus Bow-O	27 - 42					
	Apus Bow-M	27 - 42					

CrossBows

Picture	Name	Attack	Weight	Dura	Dex	Skill	Speed
	Crossbow	8 - 13	4	1000	27	24	E
	Crossbow-A	8 - 14					
	Crossbow-O	9 - 15					
	Crossbow-M	9 - 15					
	Devil X-Bow	10 - 16	5	1000	33	38	E
	Devil X-Bow-A	10 - 17					
	Devil X-Bow-O	11 - 18					
	Devil X-Bow-M	11 - 18					
	Heavy Crossbow	14 - 22	4	1200	46	65	E
	Heavy Crossbow-A	14 - 23					
	Heavy Crossbow-O	15 - 24					
	Heavy Crossbow-M	15 - 24					
	Spirit Crossbow	16 - 25	5	1200	51	73	E
	Spirit Crossbow-A	16 - 26					
	Spirit Crossbow-O	17 - 27					
	Spirit Crossbow-M	17 - 27					
	Crossbow of Force	20 - 31	9	1500	62	95	F
	Crossbow of Force-A	20 - 32					
	Crossbow of Force-O	21 - 33					
	Crossbow of Force-M	21 - 33					
	Akah Crossbow	22 - 34	10	1600	67	102	F
	Akah Crossbow-A	22 - 35					
	Akah Crossbow-O	23 - 36					
	Akah Crossbow-M	23 - 36					

Knuckles

Picture	Name	Attack	Weight	Dura	Dex	Skill	Speed
	Training Knuckle	1 - 2	4	2000	0	0	A
	Knuckle	2 - 4	4	2600	12	6	A
	Knuckle-A	2 - 5					
	Knuckle-O	3 - 5					
	Knuckle-M	3 - 5					
	Dragon Claw	4 - 6	4	2600	15	15	A
	Dragon Claw-A	4 - 7					
	Dragon Claw-O	5 - 7					
	Dragon Claw-M	5 - 7					
	Steel Glove	6 - 8	5	2800	19	24	A
	Steel Glove-A	7 - 9					
	Steel Glove-O	8 - 10					
	Steel Glove-M	8 - 10					
	Zinc Glove	9 - 11	5	2800	25	37	A
	Zinc Glove-A	10 - 12					
	Zinc Glove-O	11 - 13					
	Zinc Glove-M	11 - 13					
	Crystal Glove	12 - 14	5	2800	32	51	A
	Crystal Glove-A	13 - 15					
	Crystal Glove-O	14 - 16					
	Crystal Glove-M	14 - 16					
	Dragon Glove	15 - 17	5	2800	40	68	A
	Dragon Glove-A	16 - 18					
	Dragon Glove-O	17 - 19					
	Dragon Glove-M	17 - 19					
	MadDragon Glove	18 - 20	5	2800	48	80	A
	MadDragon Glove-A	19 - 21					
	MadDragon Glove-O	20 - 22					
	MadDragon Glove-M	20 - 22					
	Knuckle of destruction	21 - 23	4	2400	56	97	A
	Knuckle of destruction-A	22 - 24					
	Knuckle of destruction-O	23 - 25					
	Knuckle of destruction-M	23 - 25					
	Saw Knuckle	24 - 26	6	3000	63	108	A
	Saw Knuckle-A	25 - 27					
	Saw Knuckle-O	26 - 28					
	Saw Knuckle-M	26 - 28					
	Raptor Knuckle	27 - 29	8	3100	70	119	A
	Raptor Knuckle-A	28 - 30					
	Raptor Knuckle-O	29 - 31					
	Raptor Knuckle-M	29 - 31					

Staffs

Picture	Name	Attack	Magic Atk	Dura	Weight	Int	Skill
	Training Staff	1 - 4	0 - 0	2000	3	0	0
	Short Staff	1 - 2	0 - 1	600	3	12	4
	Short Staff-A	1 - 2	0 - 2				
	Short Staff-O	1 - 2	0 - 3				
	Staff Of Destiny	1 - 2	2 - 2 White Magic	1000	3	15	10
	Staff Of Destiny-A	1 - 2	3 - 3 White Magic				
	Staff Of Destiny-O	1 - 2	4 - 4 White Magic				
	Staff Of Dark	1 - 2	2 - 2 Black Magic	1120	3	18	13
	Staff Of Dark-A	1 - 2	3 - 3 Black Magic				
	Staff Of Dark-O	1 - 2	4 - 4 Black Magic				
	Staff Of Nature	1 - 2	2 - 2 Blue Magic	1160	3	20	19
	Staff Of Nature-A	1 - 2	3 - 3 Blue Magic				
	Staff Of Nature-O	1 - 2	4 - 4 Blue Magic				
	Staff Of Sky	2 - 3	1 - 4	2000	4	23	29
	Staff Of Sky-A	2 - 3	2 - 5				
	Staff Of Sky-O	2 - 3	3 - 6				
	Staff of Wisdom	2 - 4	2 - 5	1400	4	32	41
	Staff of Wisdom-A	2 - 4	3 - 6				
	Staff of Wisdom-O	2 - 4	4 - 7				
	Archmage Staff	4 - 5	3 - 6	1300	4	48	68
	Archmage Staff-A	4 - 5	4 - 7				
	Archmage Staff-O	5 - 5	5 - 8				
	Shaman Staff	5 - 6	4 - 7	1400	4	65	90
	Shaman Staff-A	5 - 6	5 - 8				
	Shaman Staff-O	6 - 6	6 - 9				
	Priest Staff	6 - 7	5 - 8	1200	8	72	98
	Priest Staff-A	7 - 8	6 - 9				
	Priest Staff-O	8 - 9	8 - 10				
	Crystal Staff	7 - 8	6 - 9	1200	8	78	105
	Crystal Staff-A	8 - 9	7 - 11				
	Crystal Staff-O	9 - 10	9 - 12				

Devil Soma

Devil World

Classes

Unlike the Human World, there are six main classes in the Devil World. Each class has its own advantages and disadvantages. Acco rding to the class you will select for your character you will start with different Stats points and you'll have certain limitations: only wiz ards will be able to handle magic spells and you'll be able to learn only Special Weapon skills related to your weapon class.

Knights

The knights are the best melee fighters in the World of Soma, therefore you'll see them going often toe-to-toe against the most powerful monsters that roam thorugh the Devil World.
This classed is based mostly on Strength and Constitution (which will both start at 15) and its main weapon is the spear. Low Wisdo m and Intelligence doesn't allow a knight to learn any kind of magic spell.

Statistic	Starting Value
Strenght	15
Dexterity	10
Intelligence	5
Charisma	10
Wisdom	5
Constitution	15

Warrior

There is nothing or no one who outmatches the Warrior in pure physical Strength (which starts at 17) and when wielding an axe (the main weapon for this class) it is one of the most fearful classes in the whole Devil world. Low Wisdom and Int elligence doesn't allow a Warrior to learn any kind of magic spell.

Statistic	Starting Value
Strenght	17
Dexterity	9
Intelligence	5
Charisma	10
Wisdom	5
Constitution	14

Swordsman

A Swordsman is a very well trained fighter in the use of swords and shields. Although not strong as knight or a warrior, there high Dexterity of this class (which starts at 13) makes the Swordsman a quick and deadly opponent for everyone. Low Wisdom and Intelligence doesn't allow a Swordsman to learn any kind of magic spell.

Statistic	Starting Value
Strenght	14
Dexterity	13
Intelligence	5
Charisma	10
Wisdom	5
Constitution	15

Fighter

A Fighter has a very high trust in his fists and that's why you can see them usually fighting with their bare hands, wearin g their knuckles to intensify the power of their attack. Fighters can quickly dodge opponents' attacks using their top dexte rity and then retaliate back with a quick and deadly hit. Low Wisdom and Intelligence doesn't allow a Fighter to learn any kind of magic spell.

Statistic	Starting Value
Strenght	13
Dexterity	15
Intelligence	5
Charisma	10
Wisdom	5
Constitution	12

Archer

Not extremely good at melee combats, but lethal from the distance with their best friends : a bow and an arrow. Archers make of their quickness their main weapon and with some luck they can kill you with a single arrow before you can even reach them. Low Wisdom and Intelligence doesn't allow an Archer to learn any kind of magic spell.

Statistic	Starting Value
Strenght	10
Dexterity	17
Intelligence	5
Charisma	10
Wisdom	5
Constitution	13

Wizard

Thanks to their extremely high Intelligence and Wisdom, Wizards are the only specialized class in the casting of spells, offensive one s in particular. Valuable companions for everyone, they are very weak when it goes down to close combat and must be protected aga inst any enemy getting to close to them.

Statistic	Starting Value
Strenght	6
Dexterity	8
Intelligence	15
Charisma	10
Wisdom	14
Constitution	7

5. Items Exchange System

The economy in the Devil World is not only based on barrs, but it's mostly based on several items you can obtain from the monsters you hunt. These items can be traded for more precious items that you can ultimately exchange for weapons and armors.
For example, you can obtain Black Metal from certain monsters and then exchange it for a Black Metal Bar that can be used to buy other items. Here's a guide on how to get what you need.

Misc Items	Traded for	Trading NPC
Black Metal Plate	Black Metal 4, Devil Stone 1	Kisha (400,912)
Black Metal Bar	Black Metal 6, Devil Stone 1	
Dead Wood Board	Demon Wood 5, Devil Stone 1	
Dead Wood Stick	Demon Wood 7, Devil Stone 1	
Dread Leather	Demon Leather 5, Devil Stone 1	
Devil Leather	Demon Leather 4, Devil Stone 1	
Horn Bone	Demon Skull 3, Devil Stone 2	
Bone Rings	Demon Skull 3, Devil Stone 2	
Devil Stone	160 Barr	
Spirit Stone	360 Barr	

Weapons	Traded for	Trading NPC
Iron Sword	Devil Stone 8	Sagonari (366,870)
Warrior Sword	Black Metal Bar 4, Dead Wood Stick 3, Devil Leather 2, Bone Rings 1	
Sword of Chaos	Devil Stone 20, Spirit Stone 7, Green Stone 2	
Strong Sword	Devil Stone 7, Spirit Stone 1	
Crusher Sword	Black Metal Bar 5, Dead Wood Stick 3, Dread Leather 2, Bone Rings 1	
Berserker Sword	Devil Stone 23, Spirit Stone 8, Green Stone 3	
Fighter Axe	Devil Stone 8	
Evil Axe	Black Metal Plate 4, Dead Wood Stick 3, Horn Bone 2, Devil Leather 3	
Axe of Bane	Devil Stone 20, Spirit Stone 7, Green Stone 2	
War Axe	Devil Stone 7, Spirit Stone 1	
Axe of Dismissal	Black Metal Plate 5, Dead Wood Stick 3, Horn Bone 2, Dread Leather 3	
Great Axe of Bane	Devil Stone 23, Spirit Stone 8, Green Stone 3	
Bladed Spear	Devil Stone 8	
Sharp Bladed Spear	Black Metal Bar 4, Dead Wood Stick 4, Horn Bone 1, Devil Leather 3	
Horned Spear	Devil Stone 20, Spirit Stone 7, Green Stone 2	
Bone Bow	Devil Stone 8	
Devil Bone Bow	Dead Wood Stick 5, Black Metal 3, Dread Leather 3, Bone Rings 2	
Fiend Bow	Devil Stone 20, Spirit Stone 7, Green Stone 2	
Dead Wood Crossbow	Devil Stone 7, Spirit Stone 1	
Evil Wood Crossbow	Dead Wood Stick 6, Black Metal Plate 3, Dread Leather 2, Devil Leather 2, Horn Bone 1	
Spiked Crossbow	Devil Stone 23, Spirit Stone 8, Green Stone 3	
Bladed Knuckle	Devil Stone 8	
Knuckle of Chaos	Dread Leather 6, Horn Bone 2, Devil Leather 2, Devil's Scale2	
Knuckle of Evil	Devil Stone 20, Spirit Stone 7, Green Stone 2	

continues: Items Exchange System

Staves	Traded for	Trading NPC
Conjurer Staff	Devil Stone 8	Dae Yoo (471,905)
Deceiver Staff	Dead Wood Stick 4, Devil's Spirit 2, Bone Rings 3, Devil's Scale 2	
Staff of Bane	Devil Stone 20, Spirit Stone 7, Green Stone 2	

Male Armour	Traded for	Trading NPC
Shirt (male)	Devil Stone 5	Zorak (455,943)
Pants (male)	Devil Stone 5	
Boots (male)	Devil Stone 5	
Shirt (male)	Devil Stone 6	
Pants (male)	Devil Stone 6	
Boots (male)	Devil Stone 5	
Shirt (male)	Dread Leather 4, Devil Leather 3, Bone Rings 1, Devil's Scale 2	
Pants (male)	Dread Leather 5, Devil Leather 5, Bone Rings 1, Devil's Scale 2	
Boots (male)	Dread Leather 3, Devil Leather 3, Bone Rings 1, Devil's Scale 1	
Copper Armor (male)	Devil Stone 9	
Copper Pants (male)	Devil Stone 10	
Copper Boots (male)	Devil Stone 7	
Bronze Armor (male)	Black Metal Plate 4, Dead Wood Board 2, Devil Leather 3, Bone Rings 1, Devil's Scale 1	
Bronze Pads (male)	Black Metal Plate 5, Dead Wood Board 1, Devil Leather 3, Bone Rings 1, Devil's Scale 1	
Bronze Boots (male)	Black Metal Plate 3, Dread Leather 2, Devil Leather 3, Bone Rings 1, Demon Leather15	
Strong Armor (male)	Black Metal Plate 7, Dead Wood Board 3, Devil Leather 5, Bone Rings 2, Devil's Scale 2	
Strong Pads (male)	Black Metal Plate 8, Dead Wood Board 2, Devil Leather 4, Bone Rings 2, Devil's Scale 2	
Strong Boots (male)	Black Metal Plate 4, Dread Leather 1, Devil Leather 5, Bone Rings 2, Demon Leather 22	
Dread Helm (male)	Devil Stone 6, Spirit Stone 1	
Spiked Helm (male)	Black Metal Plate 4, Demon Skull 2, Dread Leather 4, Devil Leather 3	
Strong Shield (male)	Devil Stone 7, Spirit Stone 1	
Spiked Shield (male)	Black Metal Plate 4, Dead Wood Board 3, Dread Leather 4, Devil's Scale 3	

Male Magic Clothes	Traded for	Trading NPC
Conjurer Robe (male)	Devil Stone 4	Dae Yoo (471,905)
Conjurer Pants (male)	Devil Stone 5	
Conjurer Boots (male)	Devil Stone 3, Spirit Stone 2	
Deceiver Robe (male)	Devil Leather 5, Devil's Spirit 3, Demon Leather 20, Bone Rings 2	
Deceiver Pants (male)	Devil Leather 5, Devil's Spirit 3, Demon Leather 23, Bone Rings 2	
Deceiver Boots (male)	Devil Leather 3, Devil's Spirit 2, Demon Leather 16, Devil's Scale 2	
Archmage Robe (male)	Devil Stone 22, Spirit Stone 5, Green Stone 1	
Archmage Pants(male)	Devil Stone 24, Spirit Stone 6, Green Stone 1	
Archmage Boots(male)	Devil Stone 15, Spirit Stone 8	
Conjurer Hat (male)	Devil Stone 4	
Deceiver Hat (male)	Devil Leather 4, Devil's Spirit 2, Demon Skull 3	
Archmage Hat (male)	Devil Stone 12, Spirit Stone 9	

continues: Items Exchange System

Female Armour	Traded for	Trading NPC
Shirt (female)	Devil Stone 5	Zorak (455,943)
Pants (female)	Devil Stone 5	
Boots (female)	Devil Stone 5	
Shirt (female)	Devil Stone 6, Spirit Stone 1	
Pants (female)	Devil Stone 6, Spirit Stone 1	
Boots (female)	Devil Stone 5, Spirit Stone 1	
Shirt (female)	Dread Leather 4, Devil Leather 3, Bone Rings 1, Devil's Scale 2	
Pants (female)	Dread Leather 5, Devil Leather 5, Bone Rings 1, Devil's Scale 2	
Boots (female)	Dread Leather 3, Devil Leather 3, Bone Rings 1, Devil's Scale 1	
Copper Armor (female)	Devil Stone 9	
Copper Pants (female)	Devil Stone 10	
Copper Boots (female)	Devil Stone 7	
Bronze Armor (female)	Black Metal Plate 4, Dead Wood Board 2, Devil Leather 3, Bone Rings 1, Devil's Scale 1	
Bronze Pads (female)	Black Metal Plate 5, Dead Wood Board 1, Devil Leather 3, Bone Rings 1, Devil's Scale 1	
Bronze Boots (female)	Black Metal Plate 3, Dread Leather 2, Devil Leather 3, Bone Rings 1, Demon Leather 15	
Strong Armor (female)	Black Metal Plate 7, Dead Wood Board 3, Devil Leather 5, Bone Rings 2, Devil's Scale 2	
Strong Pads (female)	Black Metal Plate 8, Dead Wood Board 2, Devil Leather 4, Bone Rings 2, Devil's Scale 2	
Strong Boots (female)	Black Metal Plate 4, Dread Leather 1, Devil Leather 5, Bone Rings 2, Demon Leather 22	
Dread Helm (female)	Devil Stone 6, Spirit Stone 1	
Spiked Helm (female)	Black Metal Plate 4, Demon Skull 2, Dread Leather 4, Devil Leather 3	
Strong Shield (female)	Devil Stone 7, Spirit Stone 1	
Spiked Shield (female)	Black Metal Plate 4, Dead Wood Board 3, Dread Leather 4, Devil's Scale 3	

Female Magic Clothes	Traded for	Trading NPC
Conjurer Robe (female)	Devil Stone 4, Spirit Stone 2	Dae Yoo (471,905)
Conjurer Skirt (female)	Devil Stone 5, Spirit Stone 2	
Conjurer Boots (female)	Devil Stone 3, Spirit Stone 2	
Deceiver Robe (female)	Devil Leather 5, Devil's Spirit 3, Demon Leather 20, Bone Rings 2	
Deceiver Skirt (female)	Devil Leather 5, Devil's Spirit 3, Demon Leather 23, Bone Rings 2	
Deceiver Boots (female)	Devil Leather 3, Devil's Spirit 2, Demon Leather 16, Devil's Scale 2	
Archmage Robe (female)	Devil Stone 22, Spirit Stone 5, Green Stone 1	
Archmage Skirt (female)	Devil Stone 24, Spirit Stone 6, Green Stone 1	
Archmage Boots (female)	Devil Stone 15, Spirit Stone 8	
Conjurer Hat (female)	Devil Stone 4, Spirit Stone 1	
Deceiver Hat (female)	Devil Leather 4, Devil's Spirit 2, Demon Skull 3	
Archmage Hat (female)	Devil Stone 12, Spirit Stone 9	

Accessory	Traded for	Trading NPC
Bracelet of Perseverence	Devil Stone 3 , 100 Barr	Lamatra (449,873)

Pandemonium Town

Pandemonium Map

Infernal Caves Map

Hwan Map

Hwan Map
Giant Lizards
Continental Army Portal
Mundie
Fire Worms
Cyclops
Hwan Portal
Minotaurs
Tarkhili Warriors
Ant Eaters
Altered Beasts
Tarkhili Paladins
Mutated Grasshoppers
Mutated Grasshoppers

Castle Map

Continental Army Map

Devil World NPC's

Pandemonium Map

Picture	Name	Location	Description	Quests
	Lamatra	Pand Town (449,873)	Potion Seller	Various Levels
	DaeYoo	Pand Town (471,905)	Teaches Magic Sells Mage Gear	
	Darin	Pand Town (361.941)	Sells Meats	Lv10
	Saganori	Pand Town (366,870)	Repair Weapon Seller	Lv20 Gather Materials
	Mundie	Pand Town (410, 920)	Warps	-
	Shri	Pand Town (411,837)	Head of Town	Lv4
	Keji	Pand Map (100,890)	Quest NPC	

Pandemonium Map

Picture	Name	Location	Description	Quests
	Kishna	Pand Town (400,912)	Item Exchange	-
	Ante	Pand Town (396,836) (400,910)	Healer	-
	Zarith	Pand Town (403,883)	Warehouse	-
	Zorak	Pand Town (455,943)	Repair Armor Seller	Lvl 10? Lvl 30
	Chandalir	Lava Island Talk to Saganori to warp to him	Teaches Weapon Techniques	
	Zayin	Pand Town (409,973)	Guild Master	-
	Devil Guard	Pand Town	Town Guard	-

Hwan Map

Picture	Name	Location	Description	Quests
	Juhwa	Hwan Map (20,12)	Teaches Magic	-
	Madae	Hwan Map (41,29)	Teaches Magic	-

Infernal Caves Map

	Preece	Infernal Caves Guild Village (256,296)	Sells Member's items	-
	Kas	Infernal Caves Guild Village (257,265)	Sells Potions	-
	Aeribian	Infernal Caves Guild Village (261,261)	Repairs	-
	Shabit	Infernal Caves Guild Village (279,279)	Healer	-
	Zarith	Infernal Caves Guild Village (275,295)	Storage	-

Devil World Monsters

Pandemonium Map Monsters

Picture	Name	Description
	Bric	As smart and friendly as a domesticated pigeon looking for some bread crumbs, Tastes better though,
	Inguit	Peaceful creatures, they can be usually found harvesting
	Seldak	Some giant worms, due to a powerful spell, gained intelligence and formed a community. Even if they're not a threat, people of the Devil World love to hunt them for the resources they carry
	Kivela	Those creature long ago were small insects, but a wizard, while performing an experiment turned them in aggressive, giant insects, Infernal Mantis Infernal Mantis were used to attack
	Tillek	Once they were living in the lava, but they eventually developed and found enough food on the ground to sustain their life.
	Mordant	Their long fingers help them to dig the ground. They usually dig to find food, but they do not dislike devil's flesh too.
	Necronis	Dangerous creatures, their powerful magic powers can kill everything. If you should ever found them hunting in group, run as fast as you can, as no one ever survived.

Pandemonium Map Monsters

	Infernal Mantis	Infernal Mantis were used to attack the human world during the great war. Their wings make a noise that scares every warrior.
	Dread Scythe	Also called “harvester of souls”, due to their long pole weapon. It is capable of cut a body to pieces in no time. One of the most powerful monsters populating the area.
	Rotting Corpse	Those dangerous undead creatures continuosly need to eat fresh meat to keep their corpses healthly. They’re stong melee fighters and a legend says that every victim will eventually turn into a rotting corpse
	Hellion	Those are magical monsters created by using lava as base for a powerful spell. They do not fear the death thus making them a fearsome enemy.
	Warmess	Powerful warriors, their maces can crush about evey kind of armour. They hunt devils to make clothes with their skins.
	Warban	Warbans fought the battle to conquer the human world, and even if the battle was lost, they killed thousands of enemies without loosing a single soldier.
	Rebel Guard	
	Pamoth	Pandemonium Boss

Infernal Caves Map Monsters

Picture	Name	Description
	Ozle	Ozle usually stick to their enemys bodies to drain their life force. Not the strongest monsters around, but this is true untill they keep themselves away from your soul.
	Matic	Long ago they were peaceful turtles, but Pamoth decided to make a dreadful war machine of them using deadly spells. Their corrosive tentacles can melt armours very fast.
	Psycho Troll	They are primitive creatures with an animal instinct pushing them into cruel fights to defend their territory. Physically strong but weak against magic, they developed their mental ability more than every troll. They fight with a club made using a specia
	Skeleton	Corpses of humans that once fought against the Monster world, but unfortunately found death in Dungeons or monster reign. Monsters now control these bodies. They are brave and do not feel pain.
	Skeleton Warrior	Just like the Skeletons, they are corpses of humans that once fought against the Monster world . They are brave and do not feel pain. Warriors are very well skilled in weapon management but do suffer against white magic. Furthermore they cannot use at all
	Murking	Completely blind, they use their senses to fight. Some of them received training from Archis about bow type weapons, but they eventually specialized in crossbows. They can kill someone with one shot from their special Pimp training. Also know as the Ori
	Archis	Those creatures were born with a bow in their hand. Their ability is legendary, as legendary as it is to claim you killed one. Also know as the whores of the underworld.
	Mongman	Mongmen were created by monsters during a huge ritual, but something went wrong and one of their arms was melted down. Although their attacking ability is not so great they could inject into their victims a deadly poison. Since they do not feel any pain,

Infernal Caves Map Monsters

	Earth Elemental	They come from the Earth. Monster sages found a way to use the power of the Earth element to build such huge creatures. They have an incredible power (their bodies are made of the hardest stone) and instead of one arm they have a sort of club. One of the
	Devil Warrior	Devil Warriors are the Elite Guards of Monster World. They are so powerful that only a few brave fighters claimed to have killed one of them (even if none proved it). Their bodies are incandescent and their sword could easily cut through a body as a hot k
	Darian	Priestess of the Devil world, they are come from a tribe where the strongest females receive specific training. There are legends about them eating males during cruel and violent rituals. Also called lesbians
	Darian Shaman	The High Priestesses of the Devil world, they perform the rituals that call for devil sacrifices using their divine powers.
	Devil Champion	Devil Champions are part of an elite group warriors. They received specific training that makethem perfect killing machines. Also regarded as the homosexual cousins of the Devil Warriors.
	Elite Devil Warrior	Infernal Caves Boss

Dungeon Map Monsters

Picture	Name	Description
	Elite Gargoyle Fighter	
	Gargoyle Fighter	
	Gargoyle Shaman	
	Shironim	Dungeon Boss

Hwan Map Monsters

Picture	Name	Description
	Fire Worm	
	Mutated Grasshopper	
	Ant Eater	
	Tarkilhi Warrior	
	Giant Lizardman	
	Cyclope	The one eyed monster. At one point they did have 2 until a spiteful devil prince poked their other eye out with a hot poker.
	Minotaur	
	Altered Beast	The devils experimented with genetic manipulation on pigs which lead to these altered pigs breaking free from their pen. They regard anything that moves as food.

Hwan Map Monsters

	Tarkilhi Paladin	
	Evil Rider	Sub Boss Guard
	Lead Evil Rider	Hwan Sub Boss
	Berserk Boar	Boss Guard
	Devil Lizardmen	Boss Guard
	Elite Devil Warrior	Hwan Boss

Continental Army Map Monsters

Picture	Name	Description
	Dread Scythe	Also called “harvester of souls”, due to their long pole weapon. It is capable of cut a body to pieces in no time. One of the most powerful monsters populating the area.
	Warmess	Powerful warriors, their maces can crush about evey kind of armour. They hunt devils to make clothes with their skins.
	Warban	Warbans fought the battle to conquer the human world, and even if the battle was lost, they killed thousands of enemies without loosing a single soldier.
	Fire Worm	
	Mutated Grasshopper	
	Tarkilhi Warrior	
	Giant Lizardman	
	Cyclope	

Continental Army Map Monsters

	Minotaur	
	Altered Beast	
	Lesser Gargoyle	Missing
	Gargoyle	Missing
	Greater Gargoyle	Missing
	Evil Rider	Sub Boss Guard
	Lead Evil Rider	Cont Sub Boss

Continental Army Map Monsters

	Berserk Boar	Boss Guard
	Devil Lizardmen	Boss Guard
	Elite Devil Warrior	Cont Boss

Devil Weapon Techniques

Axe

Picture	Name	Skill	Description	Materials	NPC
	Axe Aura	20	Attack +3	10 Devil Stones 1 Spirit Stone 1000 Barr	Sagonari (366,870) Warp To Chandilar
	Perfect Defence	50	Defence +5	10 Devil's Spirits 10 Devil Stones 5 Spirit Stones 2000 Barr	Sagonari (366,870) Warp To Chandilar
	Paralyze	80	Opponent Can't move.		Sagonari (366,870) Warp To Chandilar
	Speed Up	120	Speed A Weapon	20 Demon Skulls 10 Green Stones 5 Spirit Stones 5000 Barr	Sagonari (366,870) Warp To Chandilar
	Concussion	120	Opponent Can't move or attack	2 Fortune Pouches	Sagonari (366,870) Warp To Chandilar

Sword

Picture	Name	Skill	Description	Materials	NPC
	Sword Aura	20	Attack +3	10 Devil Stones 1 Spirit Stone 1000 Barr	Sagonari (366,870) Warp To Chandilar
	HP Regn	50	Doubles Hp Regn	10 Devil's Spirits 10 Devil Stones 5 Spirit Stones 2000 Barr	Sagonari (366,870) Warp To Chandilar
	Multiple Attack	80	3 attacks in a row with 100% hit rate		Sagonari (366,870) Warp To Chandilar
	Double Attack	120	Adds 35 damage to your attack	20 Demon Skulls 10 Green Stones 5 Spirit Stones 5000 Barr	Sagonari (366,870) Warp To Chandilar
	Master Multiple Attack	120	150% dmg to 1 opponent or 3 hit for max damage 100% hit rate	2 Fortune Pouches	Sagonari (366,870) Warp To Chandilar

Spear

Picture	Name	Skill	Description	Materials	NPC
	Spear Aura	20	Attack +3	10 Devil Stones 1 Spirit Stone 1000 Barr	Sagonari (366,870) Warp To Chandilar
	Piercing Power	50	Adds 5 to your damage and 100% hit rate	10 Devil's Spirits 10 Devil Stones 5 Spirit Stones 2000 Barr	Sagonari (366,870) Warp To Chandilar
	HP Drain	80	Recovers 50% of the dmg you do to your hp		Sagonari (366,870) Warp To Chandilar
	Double Piercing	120	Adds 35 damage to your attack	20 Demon Skulls 10 Green Stones 5 Spirit Stones 5000 Barr	Sagonari (366,870) Warp To Chandilar
	Master HP Drain	150	Recovers 100% of the dmg you do to your hp	2 Fortune Pouches	Sagonari (366,870) Warp To Chandilar

Knuckle

Picture	Name	Skill	Description	Materials	NPC
	Knuckle Aura	20	Attack +3	10 Devil Stones 1 Spirit Stone 1000 Barr	Sagonari (366,870) Warp To Chandilar
	Dodging	50	Adds 15% to your evasion	10 Devil's Spirits 10 Devil Stones 5 Spirit Stones 2000 Barr	Sagonari (366,870) Warp To Chandilar
	Multiple Attack	80	4 attacks in a row with 100% hit rate		Sagonari (366,870) Warp To Chandilar
	Repeated Blow	120	Adds 20 damage to your attack	20 Demon Skulls 10 Green Stones 5 Spirit Stones 5000 Barr	Sagonari (366,870) Warp To Chandilar
	Master Multiple Attack	120	7 attacks in a row with 100% hit rate	2 Fortune Pouches	Sagonari (366,870) Warp To Chandilar

Bow

Picture	Name	Skill	Description	Materials	NPC
	Bow Aura	20	Attack +3	10 Devil Stones 1 Spirit Stone 1000 Barr	Sagonari (366,870) Warp To Chandilar
	Dodging	50	Adds 15% to your evasion	10 Devil's Spirits 10 Devil Stones 5 Spirit Stones 2000 Barr	Sagonari (366,870) Warp To Chandilar
	Trace	80	Shows an arrow pointing in the direction towards your target for 10 seconds		Sagonari (366,870) Warp To Chandilar
	Double Shooting	120	Adds 35 damage to your attack	20 Demon Skulls 10 Green Stones 5 Spirit Stones 5000 Barr	Sagonari (366,870) Warp To Chandilar
	Master Trace	120	Gives the co-ords of your target	2 Fortune Pouches	Sagonari (366,870) Warp To Chandilar

Staff

Picture	Name	Skill	Description	Materials	NPC
	Rapid MP Recovery	15	Regn mana 2x faster	10 Devil Stones 1 Spirit Stone 1000 Barr	Sagonari (366,870) Warp To Chandilar
	Rapid Magic Casting	40	Cast Spells 20% faster	10 Devil's Spirits 10 Devil Stones 5 Spirit Stones 2000 Barr	Sagonari (366,870) Warp To Chandilar
	MP Saver	90	Reduces Mana consumption by 30%	20 Demon Skulls 10 Green Stones 5 Spirit Stones 5000 Barr	Sagonari (366,870) Warp To Chandilar

Devil's World Magic

Picture	Name	Level	Damage	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Healing Magic	1	65526	2	3	__	11	0	__	Dae Yoo Pand Town (471, 905)
Description	Use Devil`s Blood to recover health									
	Flame Bolt	-/-	7	4	5	4	13	0	200 Barr	Dae Yoo Pand Town (471, 905)
Description	Casts burning evil spirits at the enemy									
	Spirit Sword	-/-	10	5	7	10	16	5	3 Meat Dishes 2 Beef Jerky 2 Devil's Spirit	Dae Yoo Pand Town (471, 905)
Description	Summon the Spirits to form a sword to cut down your foes									
	Crystal Arrow	-/-	13	4	10	__	19	0	2,000 Barr	Juhwa Hwan Castle (20,12)
	Crystal Arrow-X		29	5	15					Juhwa Hwan Castle (20,12)
Description	Shoot crystal arrows to freeze the enemy									
Picture	Name	Level	Damage	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Poison Curse	-/-	3	3	10	13	20	10	1 Green Stone 3 Spirit Stones 5 Devil Stones	Dae Yoo Pand Town (471, 905)
Description	Put a poison curse on your enemy, Lasts 40 Seconds									
	Confusion	-/-	1	4	12	__	20	20	10 Devil's Spirits 10 Devil Stones	Dae Yoo Pand Town (471, 905)
Description	Temporarily confuses the enemy, Lasts 20 Seconds									
	Crawling Chaos	1	17	6	11	__	21	25	5 Dread Leather 10 Devil Leather 2 Bone rings	Dae Yoo Pand Town (471, 905)
Description	Satan`s ice attack									

Picture	Name	Level	Damage	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Death Blow	-/-	16	5	12	__	22	50	4,000 Barr	Juhwa Hwan Castle (20,12)
	Death Blow -X	-/-	32	5	17	__	22	50	100,000 Barr	Juhwa Hwan Castle (20,12)
Description	Attack with Devil`s flames									
Picture	Name	Level	Damage	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Black Lightning	-/-	19	4	14	__	25	0	2 Poison Plants 5 Yellow Stones	Juhwa Hwan Castle (20,12)
	Black Lightning-X	-/-	35	5	18	__	25	0	200,000 Barr	Juhwa Hwan Castle (20,12)
Description	Attack with a bolt of black lightning									
	Blindness	-/-	1	4	16	__	25	50	10 Devil's Spirit 20 Demon Skull 20 Devil's Scale	Dae Yoo Pand Town (471, 905)
Description	Temporarily blinds the enemy, Lasts 20 Seconds									
	Meteor Storm	1	22	6	13	__	27	38	50 Demon Skull 30 Devil's Scale	Dae Yoo Pand Town (471, 905)
Description	Release death spirits to attack the enemies									
Picture	Name	Level	Damage	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Explosion	-/-	22	4	16	__	28	0	7,000 Barr	Madae Hwan Castle (41,29)
	Explosion -X	-/-	38	5	19	__	28	0	500,000 Barr	Madae Hwan Castle (41,29)
Description	Makes your enemy explode with fire									
	Lightning	1	26	6	14	__	35	59	10 Devil's Spirit 10 Green Stone 1 Yellow Stone	Dae Yoo Pand Town (471, 905)
Description	Summon lightning from the sky to attack your foe									
	Mass Heal	1	65528	1	20	__	50	100	50 Special Gems	Dae Yoo Pand Town (471, 905)
Description	Heals yourself and people near you									

Picture	Name	Level	Damage	Range	Mp Use	Requirements			Upgrade Costs	Location
						Level	Int	Skill		
	Fire Storm	1	19	5	36	__	65	100	10 Special Gems	Madae Hwan Castle (41,29)
	Fire Storm-X	2	30	5	28	__	65	100	1,000,000 Barr	Madae Hwan Castle (41,29)
Description	Cause the area to erupt in flames from hell									
	Chain Lightning	1	22	6	40	__	80	100	10,000 Barr	Castle Map
	Chain Lightning -X	2	33	6	35	__	80	100	2,000,000 Barr	Castle Map
Description	Attack with multiple black lightnings									

Potions

Picture	Name	Weight	Description	Picture	Name	Weight	Description
	Small Heal	1	Recovers 10 Hp		Large Mana	4	Recovers 100 Mp Store Bought
	Mana Potion	1	Recovers 10 Mp		Antidote	1	Cures Poison
	Beginner HP	1	Recovers 20 Hp For New Players		Energizer Tonic	2	Recovers 30 Hp/ Mp Crafted Potion
	Medium Heal	1	Recovers 20 Hp Devil's World Item		Energizer Tonic	3	Recovers 30 Hp/ Mp Store Bought
	Beginner MP	1	Recovers 20 Mp For New Players		Forest Water	1	Removes Blue Magic Effects
	Medium Mana	1	Recovers 20 Mp Devil's World Item		Blue Serum Devil World	1	
	Healing Potion	1	Recovers 25 Hp Crafted Potion		Demon Water	1	Removes Black Magic Effects
	Healing Potion	2	Recovers 25 Hp Store Bought			1	
	Mana Potion	1	Recovers 25 Mp Crafted Potion		Heaven Water	1	Removes White Magic Effects
	Mana Potion	2	Recovers 25 Mp Store Bought		White Serum Devil World	1	
	Large Heal	2	Recovers 50 Hp Crafted Potion		Water	1	HP Recovery (Zone)
	Large Heal	3	Recovers 50 Hp Store Bought				
	Large Mana	2	Recovers 50 Mp Crafted Potion		Cold Water	1	HP Recovery (Zone)
	Large Mana	3	Recovers 50 Mp Store Bought				
	Large Heal	4	Recovers 100 Hp Store Bought		Fresh Water	1	HP Recovery (Zone)

Devil Items

Picture	Name	Description	Picture	Name	Description
	Black Metal	Used to Buy/ Make Items		Dead Wood Stick	Used to Buy/ Make Items
	Black Metal Plate	Used to Buy/ Make Items		Devil Scales	Used to Buy/ Make Items
	Black Metal Bar	Used to Buy/ Make Items		Devil's Spirit	Used to Get Weapon Auras
	Demon Skull	Used to Buy/ Make Items And Get Weapon Auras		Devil Stone	Used to Buy/ Make Items And Get Weapon Auras
	Bone Ring	Used to Buy/ Make Items		Spirit Stone	Used to Buy/ Make Items And Get Weapon Auras
	Horn Bone	Used to Buy/ Make Items		Green Stone	Used to Buy/ Make Items And Get Weapon Auras
	Mordant Leather	Used to Buy/ Make Items		Yellow Stone	Used to Buy/ Make Items
	Devil Leather	Used to Buy/ Make Items		Blue Gem	Used to Buy/ Make Items
	Dread Leather	Used to Buy/ Make Items		Yellow Gem	Used to Buy/ Make Items And Get Weapon Auras
	Demon Wood	Used to Buy/ Make Items		Special Gem	Used to Make Items
	Dead Wood Board	Used to Buy/ Make Items		Poison Plant	Quest Item Gives 100% Success Rate on Repairs

Devil Accessories

Picture	Name	Weight	Dura	Description
	Blood Necklace	5	300	Max Hp +10 21 Int to wear
	Bracelet Of Perserverance	3	500	Defence +0~3 15 Int to wear
	Mental Earring	5	300	Max Mp +15 18 Int to wear
	Demon Bracelet	2	400	Evasion +10%(20%)

Devil Armor

Melee Armor

Male	Female	Name	Defence	Weight	Dura	Required Str
		Copper Armor	0 - 2	6	1400	13
		Copper Armor-P	1 - 3	6	1400	13
		Copper Pants	0 - 3	7	1600	13
		Copper Pants-P	1 - 3	7	1600	13
		Copper Boots	0 - 2	5	1000	13
		Copper Boots-P	1 - 3	5	1000	13
		Bronze Armor	3 - 7	6	1400	17
		Bronze Armor-P	4 - 8	6	1400	17
		Bronze Pads	3 - 8	7	1600	17
		Bronze Pads-P	4 - 9	7	1600	17
		Bronze Boots	2 - 6	5	1000	17
		Bronze Boots-P	3 - 7	5	1000	17
		Strong Armor	7 - 11	6	1400	22
		Strong Armor-P	8 - 12	6	1400	22
		Strong Pads	7 - 12	7	1600	22
		Strong Pads-P	8 - 13	7	1600	22
		Strong Boots	5 - 10	5	1000	22
		Strong Boots-P	6 - 11	5	1000	22

Melee Armor

Male	Female	Name	Defence	Weight	Dura	Required Str
		Spiked Armor	10 - 16	9	1400	30
		Spiked Pads	10 - 17	10	1600	30
		Spiked Boots	8 - 14	7	1000	30
		Armor of Hardening	13 - 21	14	1400	39
		Pads of Hardening	13 - 22	16	1600	39
		Boots of Hardening	11 - 17	14	1000	39
		Demonic Armor	14 - 22	14	1400	39
		Demonic Pads	14 - 23	16	1600	39
		Demonic Boots	12 - 18	14	1000	39

Melee Armor

Male	Female	Name	Defence	Weight	Dura	Required Str
		Dread Armor	17 - 26	19	1400	47
		Dread Pads	16 - 28	20	1600	47
		Dread Boots	14 - 20	18	1000	47
		Supreme Armor	19 - 28	22	1300	77
		Supreme Armor-P	20 - 30	22	1300	83
		Supreme Pads	18 - 30	25	1500	77
		Supreme Pads-P	19 - 32	25	1500	83
		Supreme Boots	16 - 22	21	1000	77
		Supreme Boots-P	17 - 24	21	1000	83

Dex Armor

Male	Female	Name	Defence	Weight	Dura	Required Dex
		Shirt	0 - 2	3	1200	13
		Shirt-P	1 - 2	3	1200	13
		Pants	0 - 3	4	1200	13
		Pants-P	1 - 3	4	1200	13
		Boots	0 - 2	3	900	13
		Boots-P	1 - 3	3	900	13
		Shirt	4 - 6	3	1200	17
		Shirt-P	5 - 7	3	1200	17
		Pants	3 - 7	4	1200	17
		Pants-P	4 - 8	4	1200	17
		Boots	2 - 5	3	900	17
		Boots-P	3 - 6	3	900	17

Mage Armor

Male	Female	Name	Defence	Magic Defence	Weight	Dura	Required Int
		Conjurer Hat	0 - 1	0 - 1	2	800	16
		Conjurer Hat-P	0 - 2	0 - 2	2	800	16
		Conjurer Robe	0 - 2	0 - 2	4	800	16
		Conjurer Robe-P	0 - 3	0 - 3	4	800	16
		Conjurer Pants	1 - 3	0 - 3	4	800	16
		Conjurer Pants-P	1 - 4	1 - 3	4	800	16
		Conjurer Boots	0 - 2	1 - 1	4	800	16
		Conjurer Boots-P	0 - 3	1 - 2	4	800	16
		Deceiver Hat	0 - 2	0 - 2	2	800	25
		Deceiver Hat-P	0 - 3	0 - 3	2	800	25
		Deceiver Robe	1 - 3	1 - 3	4	800	25
		Deceiver Robe-P	1 - 4	1 - 4	4	800	25
		Deceiver Pants	2 - 4	1 - 4	4	800	25
		Deceiver Pants-P	2 - 5	2 - 4	4	800	25
		Deceiver Boots	1 - 3	2 - 2	4	800	25
		Deceiver Boots-P	1 - 4	2 - 3	4	800	25
		Archmage Hat	1 - 2	1 - 3	2	800	32
		Archmage Hat-P	1 - 3	1 - 3	2	800	32
		Archmage Robe	2 - 4	0 - 4	4	800	32
		Archmage Robe-P	2 - 5	1 - 4	4	800	32
		Archmage Pants	3 - 5	2 - 5	4	800	32
		Archmage Pants-P	3 - 6	2 - 6	4	800	32
		Archmage Boots	2 - 4	2 - 4	4	800	32
		Archmage Boots-P	2 - 5	2 - 5	4	800	32

Mage Armor

Male	Female	Name	Defence	Magic Defence	Weight	Dura	Required Int
		Necromancer Hat	1 - 4	2 - 3	5	800	38
		Necromancer Hat-P	2 - 4	2 - 4	5	800	38
		Necromancer Robe	4 - 6	1 - 5	9	800	38
		Necromancer Robe-P	4 - 7	2 - 5	9	800	38
		Necromancer Pants	5 - 7	2 - 7	10	800	38
		Necromancer Pants-P	5 - 8	3 - 7	10	800	38
		Necromancer Boots	3 - 5	3 - 5	7	800	38
		Necromancer Boots-P	3 - 6	3 - 6	7	800	38
		Warlock Hat Charmer Hat(Female)	2 - 5	3 - 4	5	800	43
		Warlock Hat-P Charmer Hat-P(F)	3 - 5	3 - 5	5	800	43
		Warlock Robe Charmer Robe	5 - 8	2 - 6	11	800	43
		Warlock Robe-P Charmer Robe-P(F)	5 - 9	3 - 6	11	800	43
		Warlock Pants Charmer PantsFemale	6 - 8	3 - 8	12	800	43
		Warlock Pants-P Charmer Pants-P(F)	6 - 9	4 - 8	12	800	43
		Warlock Boots Charmer Boots(F)	4 - 6	4 - 6	9	800	43
		Warlock Boots-P Charmer Boots-P(F)	4 - 7	4 - 7	9	800	43
		Hat of Demonship	3 - 6	4 - 5	6	800	48
		Hat of Demonship-P	4 - 6	4 - 6	6	800	48
		Robe of Demonship	6 - 10	3 - 7	14	800	48
		Robe of Demonship-P	6 - 11	4 - 7	14	800	48
		Pants of Demonship	7 - 9	5 - 8	15	800	48
		Pants of Demonship-P	7 - 10	5 - 9	15	800	48
		Boots of Demonship	5 - 7	5 - 7	12	800	48
		Boots of Demonship-P	5 - 8	5 - 8	12	800	48

Mage Armor

Male	Female	Name	Defence	Magic Defence	Weight	Dura	Required Int
		Hat of Diabolist	5 - 7	5 - 6	7	700	67
		Hat of Diabolist-P	6 - 8	6 - 7	7	700	70
		Robe of Diabolist	8 - 11	4 - 8	16	700	67
		Robe of Diabolist-P	9 - 12	5 - 9	16	700	70
		Pants of Diabolist	9 - 10	6 - 9	18	700	67
		Pants of Diabolist-P	10 - 11	7 - 10	18	700	70
		Boots of Diabolist	7 - 8	6 - 8	14	700	67
		Boots of Diabolist-P	8 - 9	7 - 9	14	700	70

Helmets

Male	Female	Name	Defence	Weight	Dura	Required Str
		Dread Helm	1 - 5	6	900	17
		Spiked Helm	2 - 8	6	900	30
		Spiked Helm	3 - 9	6	900	36
		Close Helm Male Horned Helm Female	4 - 11	8	1100	42
		Devil Helm	5 - 13	9	1200	54

Shields

Male	Female	Name	Defence	Weight	Dura	Required Str
		Strong Shield	2 - 4	6	1300	17
		Spiked Shield	4 - 6	6	1300	30
		Sun Shield	6 - 8	6	1400	38
		Forest Shield	8 - 10	7	1500	44
		Serpent Shield	10 - 12	8	1600	56

Devil Weapons

One Handed Swords

Picture	Name	Attack	Weight	Dura	Required Str	Required Skill	Speed
	Training Sword	2 - 7	3	2000	0	0	C
	Iron Sword	3 - 13	3	1800	14	0	C
	Iron Sword-W	6 - 11					
	Iron Sword-R	6 - 13					
	Iron Sword-S	6 - 15					
	Warrior Sword	9 - 21	3	1800	26	0	C
	Warrior Sword-W	12 - 18					
	Warrior Sword-R	12 - 21					
	Warrior Sword-S	15 - 24					
	Sword of Chaos	21 - 33	3	1800	39	30	C
	Sword of Chaos-W	24 - 30					
	Sword of Chaos-R	24 - 33					
	Sword of Chaos-S	26 - 35					
	Sword of Blood	33 - 42	5	2000	45	50	C
	Sword of Blood-W	36 - 42					
	Sword of Blood-R	36 - 45					
	Sword of Blood-S	38 - 48					
	Sword of Devil Blood	42 - 57	8	2100	54	56	C
	Sword of Devil Blood-W	45 - 57					
	Sword of Devil Blood-R	45 - 60					
	Sword of Devil Blood-S	47 - 63					
	Devil Warrior Sword	53 - 66	12	2000	67	62	C
	Devil Warrior Sword-W	56 - 69					
	Devil Warrior Sword-R	56 - 72					
	Devil Warrior Sword-S	60 - 75					
	Sword of Deceit	62 - 77	14	2000	78	85	C
	Sword of Deceit-W	64 - 79					
	Sword of Deceit-R	64 - 79					
	Sword of Deceit-S	65 - 81					
	Sword of Madness	67 - 83	17	1900	90	110	C
	Sword of Madness-W	69 - 85					
	Sword of Madness-R	69 - 85					
	Sword of Madness-S	70 - 86					

Two Handed Swords

Picture	Name	Attack	Weight	Dura	Required Str	Required Skill	Speed
	Strong Sword	3 - 15	6	2100	19	0	E
	Strong Sword-W	6 - 12					
	Strong Sword-R	6 - 15					
	Strong Sword-S	9 - 18					
	Crusher Sword	12 - 23	6	2100	29	0	E
	Crusher Sword-W	15 - 20					
	Crusher Sword-R	15 - 23					
	Crusher Sword-S	18 - 24					
	Berserker Sword	23 - 35	6	2100	42	32	E
	Berserker Sword-W	26 - 32					
	Berserker Sword-R	26 - 35					
	Berserker Sword-S	29 - 38					
	Great Berserker Sword	35 - 50	9	2000	48	52	E
	Great Berserker Sword-W	37 - 51					
	Great Berserker Sword-R	39 - 54					
	Great Berserker Sword-S	42 - 57					
	Demon Sword	48 - 64	15	2000	57	60	E
	Demon Sword-W	50 - 65					
	Demon Sword-R	52 - 68					
	Demon Sword-S	55 - 72					
	ArchDemon Sword	60 - 76	21	2000	70	64	E
	ArchDemon Sword-W	62 - 79					
	ArchDemon Sword-R	64 - 82					
	ArchDemon Sword-S	68 - 85					
	Infernal Scimitar	70 - 87	25	2000	84	90	E
	Infernal Scimitar-W	71 - 89					
	Infernal Scimitar-R	71 - 89					
	Infernal Scimitar-S	73 - 92					
	Sword of Darkness	75 - 94	30	1900	97	120	F
	Sword of Darkness-W	77 - 96					
	Sword of Darkness-R	77 - 96					
	Sword of Darkness-S	78 - 98					

One Handed Axes

Picture	Name	Attack	Weight	Dura	Required Str	Required Skill	Speed
	Training Axe	2 - 8	4	2000	0	0	D
	Fighter Axe	3 - 15	4	2700	17	0	D
	Fighter Axe-W	5 - 13					
	Fighter Axe-R	5 - 15					
	Fighter Axe-S	5 - 18					
	Evil Axe	8 - 25	4	2700	29	0	D
	Evil Axe-W	11 - 22					
	Evil Axe-R	11 - 25					
	Evil Axe-S	13 - 27					
	Axe of Bane	19 - 38	4	2700	44	30	D
	Axe of Bane-W	22 - 35					
	Axe of Bane-R	22 - 38					
	Axe of Bane-S	24 - 40					
	Destroyer Axe	30 - 49	7	2000	46	50	D
	Destroyer Axe-W	31 - 51					
	Destroyer Axe-R	33 - 53					
	Destroyer Axe-S	35 - 56					
	Axe of Bloodshed	41 - 60	12	2000	55	56	D
	Axe of Bloodshed-W	42 - 62					
	Axe of Bloodshed-R	43 - 64					
	Axe of Bloodshed-S	44 - 67					
	Axe of Slaughter	53 - 71	18	2000	69	62	D
	Axe of Slaughter-W	54 - 74					
	Axe of Slaughter-R	55 - 76					
	Axe of Slaughter-S	57 - 80					
	Axe of Doom	59 - 80	22	2000	82	85	D
	Axe of Doom-W	62 - 83					
	Axe of Doom-R	62 - 83					
	Axe of Doom-S	63 - 85					
	Axe of Annihilation	64 - 85	27	1900	94	110	D
	Axe of Annihilation-W	67 - 88					
	Axe of Annihilation-R	67 - 88					

Two Handed Axes

Picture	Name	Attack	Weight	Dura	Required Str	Required Skill	Speed
	War Axe	1 - 18	8	3000	19	0	F
	War Axe-W	4 - 16					
	War Axe-R	4 - 18					
	War Axe-S	6 - 22					
	Axe of Dismissal	9 - 27	8	3000	31	0	F
	Axe of Dismissal-W	12 - 24					
	Axe of Dismissal-R	12 - 27					
	Axe of Dismissal-S	15 - 31					
	Great Axe of Bane	19 - 41	8	3000	46	32	F
	Great Axe of Bane-W	23 - 38					
	Great Axe of Bane-R	23 - 41					
	Great Axe of Bane-S	26 - 44					
	Great Destroyer Axe	31 - 54	11	2000	49	52	F
	Great Destroyer Axe-W	33 - 55					
	Great Destroyer Axe-R	35 - 58					
	Great Destroyer Axe-S	38 - 61					
	Devil Axe	44 - 69	16	2000	58	60	F
	Devil Axe-W	46 - 70					
	Devil Axe-R	48 - 73					
	Devil Axe-S	51 - 79					
	Great Axe of Slaughter	56 - 82	24	2000	71	64	F
	Great Axe of Slaughter-W	58 - 85					
	Great Axe of Slaughter-R	60 - 88					
	Great Axe of Slaughter-S	64 - 92					
	Axe of Wreckage	71 - 88	29	2000	86	90	F
	Axe of Wreckage-W	73 - 92					
	Axe of Wreckage-R	73 - 92					
	Axe of Wreckage-S	75 - 94					
	Axe of Oblivion	76 - 95	35	1900	98	120	F
	Axe of Oblivion-W	78 - 99					
	Axe of Oblivion-R	78 - 99					
	Axe of Oblivion-S	82 - 103					

Spears

Picture	Name	Attack	Weight	Dura	Required Str	Required Skill	Speed
	Training Spear	3 - 7	5	2000	0	0	E
	Bladed Spear	4 - 13	5	3400	15	0	E
	Bladed Spear-W	7 - 12					
	Bladed Spear-R	8 - 13					
	Bladed Spear-S	8 - 15					
	Sharp Bladed Spear	13 - 23	5	3400	27	0	E
	Sharp Bladed Spear-W	16 - 20					
	Sharp Bladed Spear-R	16 - 23					
	Sharp Bladed Spear-S	19 - 26					
	Horned Spear	25 - 35	5	3400	40	30	E
	Horned Spear-W	28 - 32					
	Horned Spear-R	28 - 35					
	Horned Spear-S	31 - 37					
	Horned Devil Spear	38 - 49	7	2000	48	50	E
	Horned Devil Spear-W	40 - 50					
	Horned Devil Spear-R	42 - 53					
	Horned Devil Spear-S	45 - 56					
	DeathBlow Spear	51 - 63	10	2000	58	56	E
	DeathBlow Spear-W	53 - 64					
	DeathBlow Spear-R	55 - 67					
	DeathBlow Spear-S	58 - 71					
	Executioner Spear	63 - 75	14	2000	69	62	E
	Executioner Spear-W	65 - 78					
	Executioner Spear-R	67 - 81					
	Executioner Spear-S	70 - 84					
	Cutthroat Spear	72 - 85	19	2000	78	85	E
	Cutthroat Spear-W	73 - 88					
	Cutthroat Spear-R	73 - 88					
	Cutthroat Spear-S	75 - 90					
	Spear of Bloodthirsth	76 - 90	24	1900	90	110	E
	Spear of Bloodthirsth-W	78 - 93					
	Spear of Bloodthirsth-R	78 - 93					
	Spear of Bloodthirsth-S	81 - 96					

Bows

Picture	Name	Attack	Weight	Dura	Required Str	Required Skill	Speed
	Training Bow	2 - 6	4	2000	0	0	D
	Bone Bow	3 - 12	4	2200	17	0	D
	Bone Bow-W	6 - 10					
	Bone Bow-R	6 - 12					
	Bone Bow-S	8 - 14					
	Devil Bone Bow	12 - 22	4	2200	31	0	D
	Devil Bone Bow-W	15 - 19					
	Devil Bone Bow-R	15 - 22					
	Devil Bone Bow-S	18 - 25					
	Fiend Bow	24 - 37	4	2200	40	30	D
	Fiend Bow-W	27 - 34					
	Fiend Bow-R	27 - 36					
	Fiend Bow-S	29 - 39					
	Cursed Fiend Bow	31 - 42	6	2000	50	50	D
	Cursed Fiend Bow-W	33 - 43					
	Cursed Fiend Bow-R	34 - 46					
	Cursed Fiend Bow-S	35 - 49					
	Lethal Bow	39 - 56	9	2000	58	56	D
	Lethal Bow-W	42 - 57					
	Lethal Bow-R	43 - 61					
	Lethal Bow-S	45 - 64					
	Death Bow	50 - 67	12	2000	64	62	D
	Death Bow-W	52 - 70					
	Death Bow-R	53 - 73					
	Death Bow-S	56 - 76					
	Malefic Bow	58 - 78	15	2000	80	85	D
	Malefic Bow-W	60 - 80					
	Malefic Bow-R	60 - 80					
	Malefic Bow-S	61 - 82					
	Grim Bow	63 - 83	18	1900	92	110	D
	Grim Bow-W	65 - 85					
	Grim Bow-R	65 - 85					
	Grim Bow-S	67 - 89					

CrossBows

Picture	Name	Attack	Weight	Dura	Required Str	Required Skill	Speed
	Dead Wood Crossbow	3 - 14	7	2600	19	0	F
	Dead Wood Crossbow-W	6 - 11					
	Dead Wood Crossbow-R	6 - 14					
	Dead Wood Crossbow-S	9 - 17					
	Evil Wood Crossbow	12 - 23	7	2600	31	0	F
	Evil Wood Crossbow-W	15 - 20					
	Evil Wood Crossbow-R	15 - 23					
	Evil Wood Crossbow-S	18 - 26					
	Spiked Crossbow	23 - 38	8	2600	43	32	F
	Spiked Crossbow-W	26 - 35					
	Spiked Crossbow-R	26 - 38					
	Spiked Crossbow-S	29 - 41					
	Dread Crossbow	33 - 47	11	2000	52	52	F
	Dread Crossbow-W	35 - 48					
	Dread Crossbow-R	37 - 51					
	Dread Crossbow-S	39 - 54					
	Fatal Crossbow	41 - 60	14	2000	60	60	F
	Fatal Crossbow-W	43 - 61					
	Fatal Crossbow-R	46 - 64					
	Fatal Crossbow-S	48 - 68					
	Death Crossbow	53 - 72	19	2000	66	64	F
	Death Crossbow-W	55 - 75					
	Death Crossbow-R	57 - 78					
	Death Crossbow-S	59 - 80					
	Malefic Crossbow	62 - 82	23	2000	84	90	F
	Malefic Crossbow-W	64 - 84					
	Malefic Crossbow-R	64 - 84					
	Malefic Crossbow-S	65 - 86					
	Grim Crossbow	67 - 87	28	1900	96	120	F
	Grim Crossbow-W	69 - 89					
	Grim Crossbow-R	69 - 89					
	Grim Crossbow-S	71 - 92					

Knuckles

Picture	Name	Attack	Weight	Dura	Required Str	Required Skill	Speed
	Training Knuckle	2 - 4	4	2000	0	0	A
	Bladed Knuckle	6 - 8	4	1800	15	0	A
	Bladed Knuckle-W	8 - 9					
	Bladed Knuckle-R	8 - 10					
	Bladed Knuckle-S	9 - 11					
	Knuckle of Chaos	12 - 14	4	1800	27	0	A
	Knuckle of Chaos-W	15 - 17					
	Knuckle of Chaos-R	15 - 18					
	Kncuckle of Chaos-S	17 - 18					
	Knuckle of Evil	23 - 25	4	1800	40	30	A
	Knuckle of Evil-W	26 - 27					
	Knuckle of Evil-R	26 - 28					
	Knuckle of Evil-S	28 - 30					
	Devil`s Knuckle	31 - 33	5	2000	48	50	A
	Devil`s Knuckle-W	33 - 35					
	Devil`s Knuckle-R	35 - 37					
	Devil`s Knuckle-S	37 - 39					
	Cursed Knuckle	41 - 44	7	2000	56	56	A
	Cursed Knuckle-W	43 - 47					
	Cursed Knuckle-R	45 - 50					
	Cursed Knuckle-S	48 - 52					
	Knuckle of Vanquishing	53 - 57	9	2000	0	62	A
	Knuckle of Vanquishing-W	55 - 60					
	Knuckle of Vanquishing-R	57 - 62					
	Knuckle of Vanquishing-S	59 - 65					
	Knuckle of Havoc	61 - 68	10	2000	78	85	A
	Knuckle of Havoc-W	64 - 70					
	Knuckle of Havoc-R	64 - 70					
	Knuckle of Havoc-S	66 - 72					
	Knuckle of Devastation	67 - 72	13	1900	90	110	A
	Knuckle of Devastation-W	70 - 76					
	Knuckle of Devastation-R	70 - 76					
	Knuckle of Devastation-S	72 - 79					

Staffs

Picture	Name	Attack	Magic Attack	Weight	Dura	Required Int	Required Skill
	Training Staff	1 - 4	0 - 0	3	2000	0	0
	Conjuror Staff	1 - 2	0 - 1	3	1000	15	0
	Conjuror Staff-W	1 - 3	0 - 2				
	Conjuror Staff-R	2 - 4	1 - 2				
	Conjuror Staff-S	2 - 5	1 - 3				
	Deceiver Staff	4 - 6	1 - 4	3	1000	26	0
	Deceiver Staff-W	4 - 7	1 - 5				
	Deceiver Staff-R	4 - 8	2 - 5				
	Deceiver Staff-S	4 - 9	2 - 6				
	Staff of Bane	7 - 10	2 - 7	3	1000	39	30
	Staff of Bane-W	7 - 11	2 - 8				
	Staff of Bane-R	7 - 12	3 - 8				
	Staff of Bane-S	7 - 13	3 - 9				
	Archmage Staff	9 - 14	4 - 9	4	2000	46	50
	Archmage Staff-W	9 - 15	4 - 10				
	Archmage Staff-R	9 - 16	5 - 10				
	Archmage Staff-S	9 - 17	5 - 11				
	Necromancer Staff	11 - 18	6 - 11	6	2000	53	52
	Necromancer Staff-W	11 - 19	6 - 12				
	Necromancer Staff-R	11 - 20	7 - 13				
	Necromancer Staff-S	11 - 21	7 - 14				
	Staff of Demonship	13 - 22	8 - 13	8	2000	67	56
	Staff of Demonship-W	13 - 23	8 - 14				
	Staff of Demonship-R	13 - 24	9 - 14				
	Staff of Demonship-S	13 - 25	9 - 15				
	Staff of Nightfall	15 - 26	10 - 16	8	2000	80	70
	Staff of Nightfall-W	15 - 27	10 - 17				
	Staff of Nightfall-R	15 - 28	11 - 17				
	Staff of Nightfall-S	15 - 29	11 - 18				
	Staff of Shadows	17 - 30	12 - 19	8	1900	92	90
	Staff of Shadows-W	17 - 31	12 - 20				
	Staff of Shadows-R	17 - 32	13 - 20				
	Staff of Shadows-S	17 - 33	13 - 21				