

WEAPONS AND GEAR

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I - Weapons

Using any weapon without the necessary skill results in a penalty of -2 to a character's Combat Rolls. Penetration Factors describe how well weapons can penetrate shields and armor. Shields and armor, have a penetration resistance number. This allows them to ignore penetration values lower than their resistance score. A rare penetration level called "Super Penetration", usually held by explosives, pierces everything, even the toughest magical armor. This section contains general info for all weapon types, however specific weapons are listed later in this book.

Weapons have the following info:

Name: Weapon's Name

Type: Weapons type such as dagger, spear, or club, and number of hands required

Material: What the weapon is made of or includes, like wood or metal

Range: Melee or range amount

Damage: Amount and type of weapon damage

Requirements: Extra requirements like strength or skill

Locations: Where the weapon drops or originates from

Penetration: Armor penetration value.

Durability: Weapon durability for crafting and use.

Value: Buying / Selling value of the weapon

Weight: Weight of the item in lbs.

AXES



Name: Woodcutter's Axe

Type: 1H Axe

Material: Metal

Range: Melee

Damage: 1D4 (3) Slashing

Requirements: None

Locations: Shop, Farm

Penetration: 0

Durability: 47

Value: 70R

Weight: 4 lbs.

BOOMERANGS



Name: Boomerang
Type: 1H Boomerang
Material: Wood
Range: Melee, Thrown 50ft
Damage: 1D6 (8) Bludgeoning
Requirements: Throwing Skill
Locations: Forest, Shops
Penetration: 0
Durability: 18
Value: 80R
Weight: 1 lb.

Name: Giant Boomerang
Type: 2H Boomerang
Material: Wood
Range: Melee, Thrown 80ft
Damage: 2D6 (25) Bludgeoning
Requirements: Throwing Skill
Locations: Temples
Penetration: 0
Durability: 40
Value: 250R
Weight: 6 lbs..



Name: Lizard Boomerang
Type: 1H Boomerang
Material: Metal
Range: Melee, Thrown 50ft
Damage: 1D8 (14) Slashing
Requirements: Throwing Skill
Locations: Lizardfoss
Penetration: 0
Durability: 17
Value: 150R
Weight: 3 lbs.



Name: Lizal Forked Boomerang
Type: 1H Boomerang
Material: Metal
Range: Melee, Thrown 70ft
Damage: 2D6 (24) Slashing
Requirements: Throwing Skill
Locations: Lizalfos
Penetration: 0
Durability: 23
Value: 250R
Weight: 3 lbs

Name: Lizal Tri-Boomerang
Type: 1H Boomerang
Material: Metal
Range: Melee, Thrown 80ft
Damage: 2D8 (36) Slashing
Requirements: Throwing Skill
Locations: Lizalfos
Penetration: AP 1
Durability: 27
Value: 550R
Weight: 4 lbs.

Name: Sea-Breeze Boomerang
Type: 1H Boomerang
Material: Metal (non conductive)
Range: Melee, Thrown 100ft
Damage: 2D6 (20) Slashing
Requirements: Throwing Skill
Locations: Ocean
Penetration: 0
Durability: 20
Value: 450R
Weight: 3 lbs.

BOWS

Name: Ancient Bow
Type: 2H Bow
Material: Ancient Gear Stone
Range: Arrow 100ft
Damage: 3D6 (44) Piercing
Requirements: Bow Skill
Locations: Guardians
Penetration: Ignore Guardian and Ancient Armor.
Durability: 120
Value: 1200R, Not normally Sold
Weight: 5 lbs.



Name: Boko Bow
Type: 2H Bow
Material: Wood
Range: Arrow 50ft
Damage: 1D4 (4) Piercing
Requirements: Bow Skill
Locations: Bokoblin, Forest
Penetration: 0
Durability: 16
Value: 50R
Weight: 2 lbs.

Name: Bow of Light
Type: 2H Bow
Material: Light
Range: Arrow 500ft
Damage: 10D10 (100) Piercing
Requirements: Bow Skill, Blessing of Hylia
Locations: Unknown
Penetration: Super Penetration
Durability: 100
Value: Not Sold
Weight: 0 lbs.

Name: Dragonbone Boko Bow
Type: 2H Bow
Material: Wood/Bone
Range: Arrow 50ft
Damage: 2D6 (24) Piercing
Requirements: Bow Skill
Locations: Bokoblin, Forest

Penetration: AP 1
Durability: 30
Value: 550R
Weight: 3 lbs.

Name: Duplex Bow
Type: 2H Bow
Material: Wood/Bone
Range: Arrow 100ft
Damage: 2D8 (14) Piercing
Requirements: Bow Skill
Locations: Yiga Clan
Penetration: AP 1
Durability: 18
Value: 400R
Weight: 3 lbs.

Name: Falcon Bow
Type: 2H Bow
Material: Wood
Range: Arrow 100ft
Damage: 2D6 (20) Piercing
Requirements: Bow Skill
Locations: Rito Village, Shop
Penetration: AP 1
Durability: 50
Value: 600R
Weight: 4 lbs.

Name: Forest Dweller's Bow
Type: 2H Bow
Material: Wood
Range: Arrow 70ft
Damage: 2D6 (15) Piercing
Requirements: Bow Skill
Locations: Forest, Korok, Kokiri
Penetration: AP 1
Durability: 35
Value: 750R, Rare
Weight: 2 lbs.

Name: Golden Bow
Type: 2H Bow
Material: Metal/Gold
Range: Arrow 70ft
Damage: 2D4 (14) Piercing
Requirements: Bow Skill
Locations: Gerudo City, Shop
Penetration: AP 3
Durability: 60
Value: 450R

Weight: 4 lbs.

Name: Great Eagle Bow

Type: 2H Bow

Material: Metal

Range: Arrow 170ft

Damage: 1D10 (28) Piercing, Fires 3 Shots at cost of 1 Arrow

Requirements: Rito Champion, Bow Skill

Locations: Rito City

Penetration: AP 3

Durability: 60

Value: 700R

Weight: 5 lbs.

Name: Knight's Bow

Type: 2H Bow

Material: Metal

Range: Arrow 70ft

Damage: 2D6 (26) Piercing

Requirements: Bow Skill

Locations: Shop

Penetration: AP 1

Durability: 48

Value: 350R

Weight: 3 lbs.

Name: Lizal Bow

Type: 2H Bow

Material: Wood

Range: Arrow 50ft

Damage: 2D4 (14) Piercing

Requirements: Bow Skill

Locations: Lizal, Swamp

Penetration: AP 1

Durability: 25

Value: 250R

Weight: 2 lbs.

Name: Lynel Bow

Type: 2H Bow

Material: Wood

Range: Arrow 70ft

Damage: 3D4 (10) Piercing

Requirements: Bow Skill

Locations: Lynel

Penetration: AP 1

Durability: 30

Value: 500R

Weight: 5 lbs.

Name: Mighty Lynel Bow
Type: 2H Bow
Material: Metal
Range: Arrow 70ft
Damage: 3D6 (20) Piercing
Requirements: Bow Skill
Locations: Lynel
Penetration: AP 2
Durability: 35
Value: 750R
Weight: 6 lbs.

Name: Phrenic Bow
Type: 2H Bow
Material: Wood
Range: Arrow 100ft
Damage: 1D8 (10) Piercing
Requirements: Bow Skill
Locations: Temple
Penetration: AP 1
Durability: 45
Value: 400R
Weight: 3 lbs.



Name: Reinforced Lizal Bow
Type: 2H Bow
Material: Wood/Bone
Range: Arrow 70ft
Damage: 2D6 (25) Piercing
Requirements: Bow Skill
Locations: Lizal, Swamp, River
Penetration: AP 1
Durability: 35
Value: 450R
Weight: 3 lbs.



Name: Royal Bow
Type: 2H Bow
Material: Metal/Gold
Range: Arrow 60ft

Damage: 2D8 (38) Piercing
Requirements: Castle Guard, Bow Skill
Locations: Castle
Penetration: AP 2
Durability: 60
Value: 650R
Weight: 4 lbs.

Name: Royal Guard's Bow
Type: 2H Bow
Material: Metal/Gold
Range: Arrow 80ft
Damage: 2D10 (50) Piercing
Requirements: Royal Guard, Bow Skill
Locations: Castle
Penetration: AP 3
Durability: 20
Value: 1500R
Weight: 4 lbs.

Name: Savage Lynel Bow
Type: 2H Bow
Material: Metal
Range: Arrow 80ft
Damage: 3D6 (32) Piercing
Requirements: Bow Skill
Locations: Lynel
Penetration: AP 2
Durability: 45
Value: 1000R
Weight: 6 lbs.

Name: Silver Bow
Type: 2H Bow
Material: Metal
Range: Arrow 50ft
Damage: 2D4 (15) Piercing
Requirements: Bow Skill
Locations: Zora's Domain, Shop
Penetration: AP 1
Durability: 40
Value: 500R
Weight: 4 lbs.



Name: Soldier's Bow
Type: 2H Bow
Material: Metal

Range: Arrow 50ft
Damage: 2D4 (14) Piercing
Requirements: Bow Skill
Locations: Shop
Penetration: AP 1
Durability: 36
Value: 250R
Weight: 2 lbs.



Name: Spiked Boko Bow
Type: 2H Bow
Material: Wood/Bone
Range: Arrow 50ft
Damage: 2D4 (12) Piercing
Requirements: Bow Skill
Locations: Field, Bokoblin
Penetration: AP 1
Durability: 20
Value: 200R
Weight: 2 lbs.

Name: Steel Lizal Bow
Type: 2H Bow
Material: Metal
Range: Arrow 70ft
Damage: 2D8 (36) Piercing
Requirements: Bow Skill
Locations: Lizal, Swamp
Penetration: AP 1
Durability: 50
Value: 650R
Weight: 4 lbs.



Name: Swallow Bow
Type: 2H Bow
Material: Wood
Range: Arrow 200ft
Damage: 1D8 (9) Piercing
Requirements: Bow Skill
Locations: Shop, Rito Village
Penetration: AP 1
Durability: 30
Value: 150R

Weight: 2 lbs.



Name: Traveller's Bow

Type: 2H Bow

Material: Wood

Range: Arrow 50ft

Damage: 1D4 (5) Piercing

Requirements: Bow Skill

Locations: Shop

Penetration: AP 1

Durability: 22

Value: 100R

Weight: 2 lbs.

Name: Twilight Bow

Type: 2H Bow

Material: Twilight Metal

Range: Arrow 5000ft

Damage: 2D8 (30) Piercing

Requirements: Bow Skill

Locations: Unknown

Penetration: Super Penetration

Durability: 100

Value: Not Sold

Weight: 6 lbs.

Name: Wooden Bow

Type: 2H Bow

Material: Wood

Range: Arrow 40ft

Damage: 1D4 (4) Piercing

Requirements: Bow Skill

Locations: Shop

Penetration: AP 1

Durability: 20

Value: 150R

Weight: 2 lbs.

CROSSBOWS

Name: Ancient Gear Bow
Type: 2H Crossbow
Material: Ancient Gear Stone
Range: Arrow 200ft
Damage: 3D6 (44) Piercing
Requirements: Bow Skill
Locations: Guardians
Penetration: Ignore Guardian and Ancient Armor.
Durability: 80
Value: 1600R, Not normally Sold
Weight: 6 lbs.

Name: Heavy Crossbow
Type: 2H Crossbow
Material: Wood/Metal
Range: Arrow 250ft
Damage: 2D8 (42) Piercing
Requirements: Bow Skill
Locations: Shops
Penetration: AP 3
Durability: 80
Value: 1200R
Weight: 10 lbs.

Name: Iron Crossbow
Type: 1H Crossbow
Material: Metal
Range: Arrow 120ft
Damage: 2D6 (32) Piercing
Requirements: Bow Skill
Locations: Shops
Penetration: AP 2
Durability: 40
Value: 800R
Weight: 4 lbs.

Name: Rito Lancebow
Type: 2H Crossbow
Material: Wood/Metal
Range: Arrow 150ft
Damage: 2D8 (42) Piercing
Requirements: Bow Skill
Locations: Shops
Penetration: AP 5
Durability: 35
Value: 1200R
Weight: 12 lbs.

Name: Wooden Crossbow
Type: 1H Crossbow
Material: Wood
Range: Arrow 100ft
Damage: 2D4 (23) Piercing
Requirements: Bow Skill
Locations: Shops
Penetration: AP 1
Durability: 30
Value: 400R
Weight: 3 lbs.

CHAIN



Name: Ancient Clawshot
Type: 1H Chain Weapon
Material: Ancient Gear Stone
Range: 200ft
Damage: 2D8 (36) Bludgeoning, Ranged Grapple Attempt
Requirements: Bow Skill, Grabbable surface
Locations: Unknown
Penetration: AP 2
Durability: 120
Value: Not Sold
Weight: 5 lbs.



Name: Chained Chomp
Type: 2H Mace on Chain
Material: Metal
Range: Melee (50ft)
Damage: 3D6 (42) Bludgeoning/Piercing
Requirements: Strength below 5
Locations: Unknown
Penetration: AP 6
Durability: Unlimited
Value: Not Sold
Weight: 120 lbs.



Name: Clawshot
Type: 1H Chain Weapon
Material: Metal
Range: 100ft
Damage: 2D6 (27) Bludgeoning/Piercing, Can make ranged grapple attempt
Requirements: Bow Skill, Grabbable Surface

Locations: Rito Shop
Penetration: 0
Durability: 60
Value: 1,200R
Weight: 6 lbs.



Name: Golden Wallbreaker
Type: 2H Mace on Chain
Material: Metal/Gold
Range: Melee (30ft)
Damage: 2D8 (32) Bludgeoning/Piercing, 5ft Knockback
Requirements: Strength below 6
Locations: Engineer Crafted
Penetration: AP 4
Durability: 85
Value: 5000R
Weight: 75 lbs.



Name: Grapple Hook
Type: 2H Chain Weapon
Material: Rope/Metal
Range: 30ft
Damage: 1D4 (3) Piercing
Requirements: Can only grapple certain surfaces
Locations: Shop
Penetration: 0
Durability: 30
Value: 10R
Weight: 4 lbs.



Name: Hookshot
Type: 2H Chain Weapon
Material: Metal
Range: 100ft
Damage: 2D4 (12) Piercing
Requirements: Bow Skill, Wooden Grapple Surface
Locations: Kakoriko, Rito Shop
Penetration: 0
Durability: 50
Value: 500R
Weight: 6 lbs.



Name: Longshot
Type: 2H Chain Weapon
Material: Metal
Range: 150ft
Damage: 2D4 (12) Piercing
Requirements: Bow Skill, Wooden Grapple Surface
Locations: Temple
Penetration: 0
Durability: 70
Value: 1,000R
Weight: 6 lbs.



Name: WallBreaker
Type: 2H Mace on Chain
Material: Metal

Range: Melee (20ft)
Damage: 2D6 (25) Bludgeoning, 10ft Knockback
Requirements: Strength below 7
Locations: Engineer Crafted
Penetration: AP 3
Durability: 85
Value: 2500R
Weight: 50 lbs.

CLUBS



Name: Boko Bat
Type: 2H Club
Material: Wood
Range: Melee
Damage: 1D6 (6) Bludgeoning
Requirements: None
Locations: Forest, Moblin
Penetration: 0
Durability: 8
Value: 100R
Weight: 6 lbs.



Name: Boko Club
Type: 1H Club
Material: Wood
Range: Melee
Damage: 1D4 (4) Bludgeoning
Requirements: None
Locations: Forest, Bokoblin
Penetration: 0
Durability: 12
Value: 50R
Weight: 3 lbs.

Name: Dragonbone Boko Club
Type: 1H Club
Material: Wood, Bone
Range: Melee
Damage: 1D10 (24) Bludgeoning
Requirements: None
Locations: Forest, Bokoblin
Penetration: 0
Durability: 18
Value: 150R
Weight: 4 lbs.



Name: Dragonbone Boko Bat
Type: 2H Club
Material: Wood, Bone
Range: Melee
Damage: 2D8 (36) Bludgeoning
Requirements: None
Locations: Forest, Bokoblin
Penetration: 0
Durability: 16
Value: 175R
Weight: 7 lbs.



Name: Dragonbone Moblin Club
Type: 2H Club
Material: Wood, Bone
Range: Melee
Damage: 2D8 (45) Bludgeoning
Requirements: None
Locations: Forest, Bokoblin
Penetration: 0
Durability: 24
Value: 520R
Weight: 9 lbs.

Name: Lynel Crusher
Type: 2H Club
Material: Metal
Range: Melee
Damage: 3D6 (36) Bludgeoning
Requirements: None
Locations: Lynel
Penetration: 0
Durability: 20
Value: 700R
Weight: 10 lbs.

Name: Mighty Lynel Crusher
Type: 2H Club
Material: Metal

Range: Melee
Damage: 2D10 (54) Bludgeoning
Requirements: None
Locations: Lynel
Penetration: 0
Durability: 25
Value: 1200R
Weight: 12 lbs.

Name: Moblin Club
Type: 2H Club
Material: Wood
Range: Melee
Damage: 1D6 (9) Bludgeoning
Requirements: None
Locations: Forest, Moblin
Penetration: 0
Durability: 12
Value: 120R
Weight: 5 lbs.

Name: Savage Lynel Crusher
Type: 2H Club
Material: Metal
Range: Melee
Damage: 3D10 (78) Bludgeoning
Requirements: None
Locations: Lynel
Penetration: 0
Durability: 35
Value: 1500R
Weight: 13 lbs.

Name: Spiked Boko Bat
Type: 2H Club
Material: Wood, Bone
Range: Melee
Damage: 2D4 (18) Bludgeoning
Requirements: None
Locations: Forest, Bokoblin
Penetration: 0
Durability: 12
Value: 250R
Weight: 5 lbs.



Name: Spiked Boko Club
Type: 1H Club
Material: Wood, Bone
Range: Melee
Damage: 1D8 (12) Bludgeoning
Requirements: None
Locations: Forest, Bokoblin
Penetration: 0
Durability: 14
Value: 175R
Weight: 4 lbs.

Name: Spiked Moblin Club
Type: 2H Club
Material: Wood, Bone
Range: Melee
Damage: 2D6 (27) Bludgeoning
Requirements: None
Locations: Forest, Moblin
Penetration: 0
Durability: 18
Value: 250R
Weight: 7 lbs.

DAGGERS



Name: Adventurer's Dagger
Type: 1H Dagger
Material: Metal
Range: Melee
Damage: 1D4 (8) Slashing / Piercing
Requirements: None
Locations: Shop
Penetration: 0
Durability: 25
Value: 100R
Weight: 1 lb.



Name: Energy Dagger
Type: 1H Dagger
Material: Metal (Non conductive)
Range: Melee
Damage: 2D6 (28) Electrical
Requirements: None
Locations: Engineer Crafted
Penetration: 0
Durability: 50
Value: 700R
Weight: 2 lbs.



Name: Fishbone Dagger
Type: 1H Dagger
Material: Bone
Range: Melee
Damage: 1D6 (12) Slashing / Piercing
Requirements: None

Locations: Zora's Domain

Penetration: AP 1

Durability: 25

Value: 100R

Weight: 1 lb.



Name: Flame Dagger

Type: 1H Dagger

Material: Volcanic Stone

Range: Melee

Damage: 2D4 (19) Fire

Requirements: None

Locations: Engineer Crafted

Penetration: 0

Durability: 45

Value: 550R

Weight: 1 lb.



Name: Gerudo Dagger

Type: 1H Dagger

Material: Metal/Gold

Range: Melee

Damage: 1D8 (12) Slashing Piercing

Requirements: None

Locations: Gerudo City

Penetration: AP 1

Durability: 30

Value: 200R

Weight: 2 lbs.



Name: Giant's Knife

Type: 1H Dagger

Material: Metal

Range: Melee
Damage: 2D8 (30) Slashing Piercing
Requirements: Large Sized Creature, Strength below 8
Locations: Goron City
Penetration: AP 2
Durability: 40
Value: 1500R
Weight: 4 lbs.



Name: Guardian Dagger
Type: 1H Dagger
Material: Ancient Gear Stone
Range: Melee
Damage: 1D8 (12) Slashing Piercing
Requirements: None
Locations: Guardians, Temple
Penetration: Ignores Guardian and Ancient Armor
Durability: 25
Value: 400R
Weight: 1 lb.



Name: Shiekah Throwing Knives
Type: 1H Dagger
Material: Metal
Range: Melee, +30ft Throwing
Damage: 1D4 (8) Slashing Piercing, Can Throw 3 as a full round action
Requirements: None
Locations: Shiekah Village
Penetration: AP 1
Durability: 15
Value: 100R
Weight: 0.5 lbs.



Name: Stal Dagger

Type: 1H Dagger
Material: Metal/Bone
Range: Melee
Damage: 2D4 (17) Slashing Piercing
Requirements: None
Locations: Stal, Desert
Penetration: 0
Durability: 35
Value: 150R
Weight: 1 lb.

EXPLOSIVES



Name: Bomb
Type: 2H Explosive
Material: Metal/Gunpowder
Range: Throwing Range
Damage: 2D4 Fire 10ft Explosion, 10ft knockback
Requirements: Bomb Bag
Locations: Bomb Shops, Goron City
Penetration: 4
Durability: 5
Value: 500R
Weight: 5 lbs.



Name: Bombchu
Type: 2H Explosive
Material: Metal/Gunpowder
Range: Travels up to 100ft over any surface until collision
Damage: 2D8 Fire 10ft Explosion, 15ft knockback
Requirements: Bomb Bag
Locations: Bomb Shops, Goron City
Penetration: 2
Durability: 20
Value: 1,000R
Weight: 5 lbs.
Effects: Can climb any surface



Name: Deku Nut
Type: 1H Explosive
Material: Wood
Range: Throwing Range + 10ft
Damage: 0, 25% chance to stun everything within 10ft for 1 round
Requirements: N/A
Locations: Goron City
Penetration: Super Penetration
Durability: 3
Value: 80R
Weight: 40 lbs.
Effect: Blinds/Deafens those in 10ft for 1 round



Name: Powder Keg
Type: 2H Explosive
Material: Wood/Metal/Gunpowder
Range: Throwing Range - 10ft
Damage: 3D10 (90) Fire 20ft Explosion, 30ft knockback
Requirements: Goron Powder Keg License
Locations: Goron City
Penetration: Super Penetration
Durability: 10
Value: 3,000R
Weight: 40 lbs.
Effects: Removes 1D4 AV from targets hit



Name: Water Bomb
Type: 2H Explosive
Material: Metal/Bombfish
Range: Throwing Range
Damage: 2D6 Fire 15ft Explosion, 10ft knockback
Requirements: Bomb Bag
Locations: Bomb Shops, Zora's Domain
Penetration: 5
Durability: 10
Value: 800R
Weight: 5 lbs.
Effects: Cannot be stopped once lit; Waterproof

GAUNTLETS & HAMMERFISTS



Name: Goron Leather Bracers
Type: 1H Gauntlet
Material: Leather Steel
Range: Melee
AV: 1
Damage: +2 to unarmed
Requirements: Rare, Goron Heirloom
Locations: Goron City
Penetration: AP 0
Durability: 30
Value: 300R each
Weight: 1 lb. each



Name: Golden Gauntlet
Type: 1H Gauntlet
Material: Gold/Volcanic Steel
Range: Melee
AV: 5
Damage: +2D to unarmed
Requirements: Rare, Goron Heirloom
Locations: Goron City
Penetration: AP +3
Durability: 100
Value: 2000R each
Weight: 2 lbs. each



Name: Goron's Braclet
Type: 1H Gauntlet
Material: Gold
Range: Melee

AV: 0

Damage: +1 to unarmed

Requirements: None

Locations: Goron City

Penetration: AP 0

Durability: 20

Value: 150R each

Weight: 1 lb. each



Name: Goron Iron Fist

Type: 1H Hammerfist

Material: Volcanic Steel

Range: Melee

AV: 3

Damage: +4 to unarmed

Requirements: Strength below 8

Locations: Goron City

Penetration: AP 0

Durability: 60

Value: 500R each

Weight: 5 lbs. each



Name: Silver Gauntlet

Type: 1H Gauntlet

Material: Silver

Range: Melee

AV: 3

Damage: +1D to unarmed

Requirements: Rare

Locations: Goron City

Penetration: AP +1

Durability: 50

Value: 600R each

Weight: 3 lbs. each

GUNS

Name: Goron Handcannon
Type: 2H Gun
Material: Steel
Range: 200ft
Damage: 2D6 (32)
Requirements: Engineer Class
Locations: Goron City
Penetration: AP 2
Durability: 20
Value: 700R
Weight: 35 lbs.

Name: Goron Heavy Canon
Type: 2H Gun
Material: Steel
Range: 300ft
Damage: 3D8 (48)
Requirements: Engineer Class
Locations: Goron City
Penetration: AP 4
Durability: 50
Value: 2,000R
Weight: 60 lbs.

Name: Guardian Beam Rifle
Type: 2H Gun
Material: Ancient Guardian Stone
Range: 400ft
Damage: 4D4 (37)
Requirements: Engineer Class
Locations: Guardian Drop, Rare
Penetration: Ignore Guardian and Ancient Armor.
Durability: 30
Value: 3,000R
Weight: 15 lbs.

Name: Hylian Flintlock Pistol
Type: 1H Gun
Material: Steel
Range: 70ft
Damage: 1D6 (11)
Requirements: Engineer Class
Locations: Lanyaru Desert
Penetration: N/A
Durability: 25
Value: 100R
Weight: 4 lbs.

Name: Lanyaru Pistol
Type: 1H Gun
Material: Steel
Range: 70ft
Damage: 2D4 (21)
Requirements: Engineer Class
Locations: Lanyaru Desert
Penetration: AP 1
Durability: 25
Value: 400R
Weight: 4 lbs.

Name: Lanyaru Revolver
Type: 1H Gun
Material: Steel
Range: 120ft
Damage: 2D6 (30)
Requirements: Engineer Class
Locations: Lanyaru Desert
Penetration: AP 2
Durability: 25
Value: 900R
Weight: 6 lbs.

Name: Lanyaru Rifle
Type: 2H Gun
Material: Steel
Range: 220ft
Damage: 2D6 (37)
Requirements: Engineer Class
Locations: Lanyaru Desert
Penetration: AP 3
Durability: 35
Value: 1,200R
Weight: 10 lbs.

GREATAXES



Name: Ancient Battle Axe
Type: 2H Greataxe
Material: Ancient Gear Stone
Range: Melee
Damage: 2D8 (30) Slashing
Requirements: None
Locations: Guardians, Temples
Penetration: Ignore Guardian and Ancient Armor.
Durability: 15
Value: 2000R
Weight: 8 lbs.



Name: Double Axe
Type: 2H Greataxe
Material: Metal
Range: Melee
Damage: 2D4 (18) Slashing
Requirements: None
Locations: Shop
Penetration: AP 1
Durability: 52
Value: 700R
Weight: 12 lbs.



Name: Iron Knuckle Greataxe
Type: 2H Greataxe
Material: Metal/Gold
Range: Melee
Damage: 2D4 (18) Slashing
Requirements: None
Locations: Shop

Penetration: AP 3
Durability: 52
Value: 1,200R
Weight: 20 lbs.

GREATSWORDS

Name: Ancient Bladesaw
Type: 2H Greatsword
Material: Ancient Gear Stone
Range: Melee
Damage: 3D8 (55) Slashing
Requirements: Rare outside of the Guardians
Locations: Ancient Lab, Guardians
Penetration: AP 7
Durability: 50
Value: Not Sold
Weight: 15 lbs.



Name: Biggoron's Sword
Type: 2H Greatsword
Material: Metal
Range: Melee
Damage: 3D8 (50) Slashing
Requirements: Goron Sacred Weapon
Locations: Goron City
Penetration: AP 4
Durability: 60
Value: 1750R
Weight: 10 lbs.



Name: Boulder Breaker
Type: 2H Greatsword
Material: Metal, Volcanic Stone
Range: Melee (10ft)
Damage: 3D10 (60) Slashing/Bludgeoning
Requirements: Goron Champion, Strength below 6
Locations: Goron City
Penetration: AP 2
Durability: 60
Value: Not Sold
Weight: 18 lbs.



Name: Darknut Greatblade
Type: 2H Greatsword
Material: Metal
Range: Melee (10ft)
Damage: 2D10 (55) Slashing/Bludgeoning
Requirements: Darknut Protected Design
Locations: Darknut Stronghold
Penetration: AP 2
Durability: 80
Value: Not for Sale
Weight: 13 lbs.

Name: Cobble Crusher
Type: 2H Greatsword
Material: Metal, Volcanic Stone
Range: Melee (10ft)
Damage: 2D4 (15) Slashing/Bludgeoning
Requirements: Goron Loyalty
Locations: Goron City
Penetration: 0
Durability: 30
Value: 750R
Weight: 12 lbs.



Name: Fierce Deity Sword
Type: 2H Greatsword
Material: Unknown Metal
Range: Melee (10ft) [Energy 50ft]
Damage: 3D10 (60) Piercing/Slashing [Energy 2D6]
Requirements: Fierce Deity Mask, Chosen Sage of Mujula
Locations: Unknown
Penetration: Super Penetration
Durability: 35
Value: Not Sold
Weight: 8 lbs.

Name: Golden Claymore
Type: 2H Greatsword
Material: Metal/Gold
Range: Melee
Damage: 2D6 (28) Slashing
Requirements: None
Locations: Castle, Temple, Desert
Penetration: AP 2
Durability: 30
Value: 800R
Weight: 8 lbs.



Name: Great Flameblade
Type: 2H Greatsword
Material: Metal
Range: Melee
Damage: 2D8 (34) Slashing/Fire
Requirements: None
Locations: Mountain, Temple
Penetration: AP 1
Durability: 50
Value: 1200R
Weight: 6 lbs.



Name: Great Frostblade
Type: 2H Greatsword
Material: Metal
Range: Melee
Damage: 2D8 (30) Slashing/Ice/Cold
Requirements: None
Locations: Tundra, Temple
Penetration: AP 1
Durability: 40
Value: 1200R
Weight: 6 lbs.



Name: Great Thunderblade
Type: 2H Greatsword
Material: Metal (non-conductive)
Range: Melee
Damage: 2D8 (32) Slashing/Electrical
Requirements: None
Locations: Mountain, Temple
Penetration: AP 1
Durability: 50
Value: 1200R
Weight: 6 lbs.



Name: Knight's Claymore
Type: 2H Greatsword
Material: Metal
Range: Melee
Damage: 2D8 (38) Slashing
Requirements: None
Locations: Castle, Shop
Penetration: AP 1
Durability: 30
Value: 850R
Weight: 8 lbs.

Name: Royal Claymore
Type: 2H Greatsword
Material: Metal
Range: Melee
Damage: 3D8 (52) Slashing
Requirements: Castle Guard
Locations: Castle
Penetration: AP 2
Durability: 40
Value: 1400R
Weight: 9 lbs.

Name: Royal Guard's Claymore
Type: 2H Greatsword
Material: Metal

Range: Melee
Damage: 3D10 (72) Slashing
Requirements: King's Guard
Locations: Castle
Penetration: AP 5
Durability: 15
Value: 2700R
Weight: 9 lbs.

Name: Stone Smasher
Type: 2H Greatsword
Material: Metal
Range: Melee
Damage: 2D10 (42) Bludgeoning
Requirements: None
Locations: Goron Guards, Goron City
Penetration: AP 5
Durability: 40
Value: 1450R
Weight: 11 lbs.

HAMMERS & MACES



Name: Darkhammer
Type: 2H Hammer
Material: Metal
Range: Melee
Damage: 2D6 (23) Bludgeoning
Requirements: Strength less than 5 can be 1H
Locations: Darkhammers, Swamp
Penetration: 0
Durability: 25
Value: 400R
Weight: 12 lbs.



Name: Darkmace
Type: 2H Mace
Material: Metal
Range: Melee
Damage: 2D8 (36) Bludgeoning
Requirements: None
Locations: Darknut Stronghold
Penetration: AP 1
Durability: 30
Value: 800R
Weight: 16 lbs.



Name: Iron Sledgehammer

Type: 2H Hammer
Material: Metal
Range: Melee
Damage: 1D8 (12) Bludgeoning
Requirements: Strength less than 7 can be 1H
Locations: Mountain, Shop
Penetration: 0
Durability: 40
Value: 150R
Weight: 8 lbs.

Name: Spring Loaded Hammer
Type: 1H Hammer
Material: Metal
Range: Melee
Damage: 1 (1) Bludgeoning, 20ft Launch, 50ft Knockback
Requirements: None
Locations: Engineer Crafted
Penetration: 0
Durability: 80
Value: 900R
Weight: 4 lbs.

INSTRUMENTS



Name: Deku Pipes
Type: 2H Instrument
Material: Wood
Range: N/A
Effect: +1 to Earth Magic Rolls
Requirements: Music Skill
Locations: Shop, Deku Palace
Durability: 70
Value: 300R
Weight: 10 lbs.



Name: Full Moon Chello
Type: 2H Instrument
Material: Wood
Range: N/A
Effect: +1 to Shadow Magic Rolls
Requirements: Music Skill
Locations: Shop, Twilight Realm, Islands
Durability: 80
Value: 300R
Weight: 2 lbs.



Name: Goddess Harp
Type: 2H Instrument
Material: Gold
Range: N/A
Effect: +3 to Light/Holy Magic Rolls
Requirements: Music Skill
Locations: Unknown
Durability: 300
Value: Not Sold
Weight: 2 lbs.



Name: Goron Drums
Type: 2H Instrument
Material: Stone
Range: N/A
Effect: +1 to Fire Magic Rolls
Requirements: Music Skill
Locations: Shop, Death Mountain
Durability: 80
Value: 300R
Weight: 10 lbs.



Name: Guru Guru's Music Box
Type: 2H Instrument
Material: Stone
Range: N/A
Effect: +2 to Illusion Magic Rolls, Can use songs without Music Skill
Requirements: Engineering Skill
Locations: Kakoriko Village
Durability: 120
Value: 800R
Weight: 20 lbs.



Name: Harp of Ages
Type: 2H Instrument
Material: Metal / Wood
Range: N/A
Effect: +1 to Light/Holy Magic Rolls
Requirements: Music Skill
Locations: Shop, Sky City
Durability: 90
Value: 400R
Weight: 10 lbs.



Name: Ocarina
Type: 2H Instrument
Material: Wood
Range: N/A
Effect: N/A
Requirements: Music Skill
Locations: Kokiri Forest, Shop
Durability: 30
Value: 100R
Weight: 2 lbs.



Name: Ocarina of Time
Type: 2H Instrument
Material: Unknown
Range: N/A
Effect: +5 on all Magic rolls
Requirements: Music Skill
Locations: Royal Family
Durability: Unlimited
Value: Not Sold
Weight: 2 lbs.



Name: Recorder
Type: 2H Instrument
Material: Wood
Range: N/A
Effect: N/A
Requirements: Music Skill
Locations: Shop
Durability: 30
Value: 50R
Weight: 2 lbs.



Name: Rito Harp
Type: 2H Instrument
Material: Gold
Range: N/A
Effect: +1 to Wind Magic Rolls
Requirements: Music Skill
Locations: Shop
Durability: 70
Value: 350R
Weight: 4 lbs.



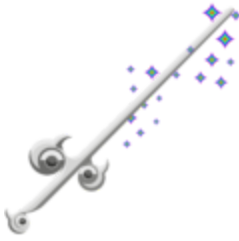
Name: Skull Kid's Horn
Type: 2H Instrument
Material: Wood / Metal
Range: N/A
Effect: +1 to Curse Magic Rolls
Requirements: Music Skill
Locations: Lost Woods, Deku Forest
Durability: 80
Value: 450R
Weight: 3 lbs.



Name: Spirit Flute
Type: 2H Instrument
Material: Wood / Bone
Range: N/A
Effect: +1 to Ethereal Magic Rolls
Requirements: Music Skill
Locations: Desert
Durability: 60
Value: 450R
Weight: 3 lbs.



Name: Surf Harp
Type: 2H Instrument
Material: Metal
Range: N/A
Effect: N/A
Requirements: Music Skill
Locations: Shop
Durability: 40
Value: 100R
Weight: 2 lbs.



Name: Wind Waker
Type: 1H Instrument
Material: Metal
Range: N/A
Effect: +2 to Wind Magic Rolls
Requirements: Music Skill
Locations: Unknown
Durability: 100
Value: Not Sold
Weight: 1 lb.



Name: Zora Guitar
Type: 2H Instrument
Material: Bone
Range: N/A
Effect: +1 to Water Magic Rolls
Requirements: Music Skill
Locations: Shop, Zora's Domain
Durability: 70
Value: 300R
Weight: 5 lbs.

SPEARS

Name: Ancient Spear
Type: 2H Spear
Material: Ancient Gear Stone
Range: Melee (10ft)
Damage: 2D8 (30) Piercing
Requirements: Rare outside of the Guardians
Locations: Ancient Lab, Guardians
Penetration: Ignores Guardian and Ancient Armor
Durability: 50
Value: 750R
Weight: 10 lbs.



Name: Boko Spear
Type: 2H Spear
Material: Wood
Range: Melee (10ft)
Damage: 2 (2) Bludgeoning
Requirements: None
Locations: Everywhere
Penetration: 0
Durability: 12
Value: 50R
Weight: 2 lbs.

Name: Ceremonial Trident
Type: 2H Spear
Material: Metal, Bone
Range: Melee (10ft)
Damage: 2D4 (14) Piercing
Requirements: Zora Royal Weapon
Locations: Zora Domain
Penetration: AP 2
Durability: 40
Value: 750R
Weight: 8 lbs.

Name: Dragonbone Boko Spear
Type: 2H Spear
Material: Metal, Bone
Range: Melee (10ft)
Damage: 2D4 (12) Piercing
Requirements: None

Locations: Bokoblin, Forest
Penetration: AP 1
Durability: 20
Value: 400R
Weight: 9 lbs.

Name: Dragonbone Moblin Spear
Type: 2H Spear
Material: Metal, Bone
Range: Melee (15ft)
Damage: 2D4 (15) Piercing
Requirements: Strength below 8
Locations: Moblin, Forest
Penetration: AP 2
Durability: 25
Value: 850R
Weight: 12 lbs.

Name: Drillshaft
Type: 1H Spear
Material: Metal
Range: Melee
Damage: 2D4 (14) Piercing
Requirements: None
Locations: Moblin, Forest
Penetration: AP 4
Durability: 50
Value: 650R
Weight: 12 lbs.



Name: Enhanced Lizal Spear
Type: 2H Spear
Material: Metal, Wood
Range: Melee (10ft)
Damage: 2D4 (12) Piercing
Requirements: None
Locations: Lizal, Swamps
Penetration: AP 2
Durability: 22
Value: 450R
Weight: 8 lbs.

Name: Feathered Spear
Type: 2H Spear

Material: Metal
Range: Melee (10ft)
Damage: 2D4 (10) Piercing
Requirements: None
Locations: Rito, Mountains
Penetration: AP 1
Durability: 35
Value: 400R
Weight: 7 lbs.

Name: Fishing Harpoon
Type: 1H Spear
Material: Metal
Range: Melee (10ft)
Damage: 1D8 (8) Piercing
Requirements: None
Locations: Ocean, Rivers, Swamps, Lake
Penetration: AP 3
Durability: 12
Value: 70R
Weight: 3 lbs.

Name: Flamespear
Type: 2H Spear
Material: Metal
Range: Melee (10ft)
Damage: 2D6 (24) Piercing/Fire
Requirements: None
Locations: Mountains, Temple
Penetration: AP 1
Durability: 50
Value: 850R
Weight: 8 lbs.

Name: Forest Dweller's Spear
Type: 1H Spear
Material: Wood
Range: Melee (10ft)
Damage: 2D4 (11) Piercing/Bludgeoning
Requirements: None
Locations: Forest, Temple, Korok, Kokiri
Penetration: 0
Durability: 35
Value: Not Sold
Weight: 2 lbs.

Name: Forked Lizal Spear
Type: 2H Spear
Material: Metal
Range: Melee (10ft)

Damage: 2D4 (18) Piercing
Requirements: None
Locations: Forest, Swamp, Lizard
Penetration: AP 1
Durability: 28
Value: 350R
Weight: 9 lbs.

Name: Frostspear
Type: 2H Spear
Material: Metal
Range: Melee (10ft)
Damage: 2D4 (20) Piercing/Ice/Cold
Requirements: None
Locations: Tundra, Temples
Penetration: AP 1
Durability: 40
Value: 800R
Weight: 8 lbs.

Name: Gerudo Spear
Type: 2H Spear
Material: Metal/Gold
Range: Melee (10ft)
Damage: 2D4 (16) Piercing
Requirements: None
Locations: Desert, Gerudo
Penetration: AP 1
Durability: 35
Value: 350R
Weight: 9 lbs.



Name: Guardian Spear
Type: 1H Spear
Material: Ancient Gear Stone
Range: Melee (10ft)
Damage: 1D10 (10) Piercing
Requirements: None
Locations: Guardian, Temples
Penetration: Ignore Guardian or Ancient Armor
Durability: 20
Value: 600R
Weight: 3 lbs.

Name: Guardian Heavy Spear
Type: 2H Spear
Material: Ancient Gear Stone
Range: Melee (10ft)
Damage: 2D6 (20) Piercing
Requirements: None
Locations: Guardian, Temples
Penetration: Ignore Guardian or Ancient Armor
Durability: 30
Value: 1200R
Weight: 10 lbs.



Name: Knight's Halberd
Type: 2H Spear/Axe
Material: Metal
Range: Melee (10ft)
Damage: 2D4 (15) Piercing, Slashing
Requirements: None
Locations: Shop
Penetration: AP 1
Durability: 20
Value: 400R
Weight: 12 lbs.



Name: Lightscale Trident
Type: 2H Spear
Material: Metal/Bone (non-conductive)
Range: Melee (10ft)
Damage: 2D6 (22) Piercing
Requirements: Zora Champion
Locations: Zora's Domain
Penetration: AP 4
Durability: 70
Value: Not Sold
Weight: 6 lbs.



Name: Lizal Spear
Type: 1H Spear
Material: Metal
Range: Melee (10ft)
Damage: 1D6 (7) Piercing
Requirements: None
Locations: Lizal, Swamp
Penetration: AP 1
Durability: 18
Value: 250R
Weight: 3 lbs.

Name: Lynel Spear
Type: 2H Spear
Material: Metal
Range: Melee (10ft)
Damage: 2D4 (14) Piercing
Requirements: None
Locations: Lynel
Penetration: AP 1
Durability: 25
Value: 450R
Weight: 11 lbs.

Name: Mighty Lynel Spear
Type: 2H Spear
Material: Metal
Range: Melee (10ft)
Damage: 2D6 (20) Piercing
Requirements: None
Locations: Lynel
Penetration: AP 2
Durability: 35
Value: 650R
Weight: 12 lbs.



Name: Moblin Spear
Type: 2H Spear
Material: Wood

Range: Melee (10ft)
Damage: 1D4 (4) Piercing
Requirements: None
Locations: Moblin
Penetration: 0
Durability: 15
Value: 250R
Weight: 11 lbs.

Name: Royal Guard's Spear
Type: 2H Spear
Material: Metal
Range: Melee (10ft)
Damage: 2D8 (32) Piercing
Requirements: King's Guard
Locations: Castle
Penetration: AP 3
Durability: 15
Value: 750R
Weight: 10 lbs.



Name: Royal Haliberd
Type: 2H Spear/Axe
Material: Metal
Range: Melee (10ft)
Damage: 2D6 (26) Piercing/Slashing
Requirements: Royal Knight
Locations: Castle
Penetration: AP 2
Durability: 50
Value: 950R
Weight: 14 lbs.

Name: Savage Lynel Spear
Type: 2H Spear
Material: Metal
Range: Melee (10ft)
Damage: 2D8 (30) Piercing
Requirements: None
Locations: Lynel
Penetration: AP 2
Durability: 45
Value: 1100R
Weight: 13 lbs.



Name: Serpentine Spear
Type: 2H Spear
Material: Metal
Range: Melee (10ft)
Damage: 2D4 (12) Piercing
Requirements: None
Locations: Temple, Shiekah, Shop
Penetration: AP 1
Durability: 35
Value: 450R
Weight: 7 lbs.

Name: Silverscale Spear
Type: 1H Spear
Material: Metal
Range: Melee (10ft)
Damage: 2D4 (12) Piercing
Requirements: None
Locations: Ocean, Zora's Domain
Penetration: AP 1
Durability: 40
Value: 650R
Weight: 3 lbs.



Name: Soldier's Spear
Type: 2H Spear
Material: Metal
Range: Melee (10ft)
Damage: 1D6 (7) Piercing
Requirements: None
Locations: Shop
Penetration: AP 1
Durability: 35
Value: 200R
Weight: 9 lbs.



Name: Spiked Boko Spear
Type: 1H Spear
Material: Wood/Bone
Range: Melee
Damage: 1D6 (6) Piercing
Requirements: None
Locations: Forest, Bokoblin
Penetration: AP 1
Durability: 15
Value: 150R
Weight: 2 lbs.

Name: Spiked Moblin Spear
Type: 2H Spear
Material: Wood/Bone
Range: Melee (10ft)
Damage: 1D8 (9) Piercing
Requirements: None
Locations: Forest, Moblin
Penetration: AP 1
Durability: 20
Value: 200R
Weight: 9 lbs.



Name: Throwing Spear
Type: 1H Spear
Material: Wood/Stone
Range: Melee (10ft), +50ft Throwing
Damage: 1D6 (6) Piercing, +1D6 Thrown
Requirements: None
Locations: Shop
Penetration: AP 2
Durability: 20
Value: 150R
Weight: 2 lbs.

Name: Thunderspear
Type: 2H Spear
Material: Metal (non-conductive)

Range: Melee (10ft)
Damage: 2D6 (22) Piercing/Electrical
Requirements: None
Locations: Shop
Penetration: AP 1
Durability: 50
Value: 650R
Weight: 11 lbs.



Name: Traveler's Spear
Type: 1H Spear
Material: Metal
Range: Melee (10ft)
Damage: 1D4 (3) Piercing
Requirements: None
Locations: Shop
Penetration: AP 1
Durability: 30
Value: 70R
Weight: 3 lbs.



Name: Zora Spear
Type: 2H Spear
Material: Metal (non-conductive)
Range: Melee (10ft)
Damage: 1D8 (9) Piercing
Requirements: None
Locations: Shop
Penetration: AP 1
Durability: 40
Value: 250R
Weight: 6 lbs.

SWORDS

Name: Ancient Short Sword
Type: 1H Sword
Material: Ancient Gear Stone
Range: Melee
Damage: 2D10 (40) Slashing
Requirements: Rare outside of the Guardians
Locations: Ancient Lab, Guardians
Penetration: Ignores Ancient Materials, and Guardian Armor.
Durability: 54
Value: 1800R
Weight: 4 lbs.

Name: Demon Carver
Type: 1H Sword
Material: Metal
Range: Melee
Damage: 2D10 (40) Slashing
Requirements: Rare outside of the Yiga Clan
Locations: Yiga Clan
Penetration: AP 4
Durability: 25
Value: 2000R
Weight: 4 lbs.



Name: Edge of Duality
Type: 2H Sword
Material: Metal (non conductive)
Range: Melee
Damage: 3D8 (50) Slashing
Requirements: Sheikah Trial
Locations: Sheikah Clan
Penetration: AP 2
Durability: 35
Value: Not Sold
Weight: 8 lbs.



Name: Eightfold Blade
Type: 1H Sword
Material: Metal

Range: Melee
Damage: 2D4 (15) Slashing
Requirements: None
Locations: Shops, Shiekah Clan
Penetration: AP 1
Durability: 26
Value: 560R
Weight: 3 lbs.



Name: Eightfold Longsword
Type: 2H Sword
Material: Metal
Range: Melee
Damage: 2D8 (32) Slashing
Requirements: None
Locations: Shops, Shiekah Clan
Penetration: AP 1
Durability: 25
Value: 780R
Weight: 7 lbs.



Name: Feathered Edge
Type: 1H Sword
Material: Metal (non conductive)
Range: Melee
Damage: 2D4 (15) Slashing
Requirements: None
Locations: Shops, Rito
Penetration: AP 1
Durability: 27
Value: 460R
Weight: 2 lbs.



Name: Flameblade
Type: 1H Sword

Material: Metal (non conductive)
Range: Melee
Damage: 2D6 (24) Slashing/Fire
Requirements: None
Locations: Shops, Mountain, Goron
Penetration: None
Durability: 36
Value: 860R
Weight: 5 lbs.



Name: Forest Dweller's Sword
Type: 1H Sword
Material: Wood
Range: Melee
Damage: 1D8 (22) Bludgeoning
Requirements: None
Locations: Forest, Korok, Kokiri
Penetration: None
Durability: 27
Value: 240R
Weight: 3 lbs.



Name: Frostblade
Type: 1H Sword
Material: Ice
Range: Melee
Damage: 2D6 (20) Slashing/Ice
Requirements: None
Locations: Tundra
Penetration: AP 2
Durability: 30
Value: 880R
Weight: 5 lbs.

Name: Gerudo Scimitar
Type: 1H Sword
Material: Metal,Gold
Range: Melee
Damage: 2D4 (16) Slashing
Requirements: None

Locations: Desert, Gerudo
Penetration: 0
Durability: 23
Value: 300R
Weight: 4 lbs.

Name: Goddess Sword
Type: 1H Sword
Material: Metal,Gold
Range: Melee
Damage: 2D8 (28) Slashing/Light
Requirements: Sage of Hylia
Locations: Rare Blessing of Hylia
Penetration: AP 1
Durability: 45
Value: Not Sold
Weight: 4 lbs.



Name: Guardian Sword
Type: 1H Sword
Material: Ancient Gear Stone
Range: Melee
Damage: 2D6 (20) Slashing
Requirements: None
Locations: Guardian Scout
Penetration: Ignore Guardian Armor, or Guardian
Durability: 17
Value: 560R
Weight: 3 lbs.

Name: Knight's Broadsword
Type: 1H Sword
Material: Metal
Range: Melee
Damage: 2D6 (26) Slashing
Requirements: None
Locations: Store
Penetration: 0
Durability: 27
Value: 650R
Weight: 4 lbs.



Name: Kokiri/Deku Sword
Type: 1H Sword
Material: Wood/Metal
Range: Melee
Damage: 1D6 (26) Slashing
Requirements: None
Locations: Deku Town, Kokiri Forest
Penetration: 0
Durability: 27
Value: 200R
Weight: 3 lbs.

Name: Lynel Sword
Type: 1H Sword
Material: Metal
Range: Melee
Damage: 2D6 (24) Slashing
Requirements: None
Locations: Lynel
Penetration: Ap 1
Durability: 26
Value: 780R
Weight: 6 lbs.



Name: Master Sword
Type: 1H Sword
Material: Goddess Metal (non conductive)
Range: Melee
Damage: 2D8 (30) Slashing
Requirements: Chosen Champion of Hylia
Locations: Lost Woods
Penetration: Super Penetration
Durability: Unlimited
Value: Not Sold
Weight: 4 lbs.

Name: Mighty Lynel Sword
Type: 1H Sword
Material: Metal

Range: Melee
Damage: 2D8 (36) Slashing
Requirements: None
Locations: Mighty Lynel
Penetration: 0
Durability: 32
Value: 1200R
Weight: 7 lbs.

Name: Moonlight Scimitar
Type: 1H Sword
Material: Metal/Gold
Range: Melee
Damage: 2D6 (25) Slashing
Requirements: None
Locations: Desert, Night, Gerudo
Penetration: 0
Durability: 32
Value: 675R
Weight: 4 lbs.



Name: Royal Broadsword
Type: 1H Sword
Material: Metal
Range: Melee
Damage: 2D8 (36) Slashing
Requirements: Royal Guard, High Standing Knight
Locations: Royal Armory
Penetration: 0
Durability: 36
Value: 1000R
Weight: 4 lbs.

Name: Royal Guard Sword
Type: 1H Sword
Material: Metal
Range: Melee
Damage: 2D10 (48) Slashing
Requirements: Royal Bodyguard
Locations: Royal Armory
Penetration: 0
Durability: 14
Value: 1500R
Weight: 4 lbs.

Name: Savage Lynel Sword
Type: 1H Sword
Material: Metal
Range: Melee
Damage: 2D12 (58) Slashing
Requirements: None
Locations: Rare Silver Lynel
Penetration: AP 4
Durability: 41
Value: 3000R
Weight: 7 lbs.

Name: Scimitar of the Seven
Type: 1H Sword
Material: Metal/Gold
Range: Melee
Damage: 2D8 (32) Slashing
Requirements: Gerudo Champion
Locations: Desert, Temple
Penetration: AP 2
Durability: 60
Value: 1200R
Weight: 4 lb.

Name: Silver Longsword
Type: 2H Sword
Material: Metal
Range: Melee
Damage: 2D6 (22) Slashing
Requirements: None
Locations: Ocean, Lake, Zora Domain
Penetration: AP 1
Durability: 30
Value: 450R
Weight: 4 lbs.



Name: Soldier's Broadsword
Type: 1H Sword
Material: Metal
Range: Melee
Damage: 2D4 (14) Slashing
Requirements: None
Locations: Shop
Penetration: AP 1

Durability: 23
Value: 250R
Weight: 4 lbs.



Name: Soldier's Claymore
Type: 2H Sword
Material: Metal
Range: Melee
Damage: 2D6 (20) Slashing
Requirements: None
Locations: Shop
Penetration: AP 2
Durability: 25
Value: 500R
Weight: 8 lbs.

Name: Sword of the Six Sages
Type: 1H Sword
Material: Light
Range: Melee
Damage: 2D10 (48) Slashing/Light
Requirements: Blessed Sage
Locations: Unknown
Penetration: AP 4
Durability: 50
Value: Not Sold
Weight: 1 lb.

Name: Thunderblade
Type: 1H Sword
Material: Metal (non-conductive)
Range: Melee
Damage: 2D6 (22) Slashing/Electrical
Requirements: None
Locations: Sky, Mountain, Desert
Penetration: 0
Durability: 36
Value: 800R
Weight: 5 lbs.



Name: Travellers Claymore
Type: 2H Sword
Material: Metal
Range: Melee
Damage: 2D4 (10) Slashing
Requirements: None
Locations: Shop
Penetration: 0
Durability: 20
Value: 150R
Weight: 8 lbs.



Name: Travellers Sword
Type: 1H Sword
Material: Metal
Range: Melee
Damage: 1D4 (5) Slashing
Requirements: None
Locations: Shop
Penetration: 0
Durability: 20
Value: 70R
Weight: 4 lbs.

Name: Windcleaver Sword
Type: 2H Sword
Material: Metal
Range: Melee (10ft), Ranged Wind Attack (40ft)
Damage: 3D6 (40) Slashing
Requirements: Yiga Clan Blademaster
Locations: Yiga Clan
Penetration: 0
Durability: 25
Value: 860R
Weight: 6 lbs.



Name: Zora Sword
Type: 1H Sword
Material: Metal (non conductive)
Range: Melee
Damage: 2D4 (15) Peircing
Requirements: None
Locations: Zora
Penetration: AP 2
Durability: 27
Value: 475R
Weight: 3 lbs.

RODS



Name: Blizzard Rod
Type: 1H Wand
Material: Ice / Stone
Range: 500ft
Damage: 1D6 (10) Ice / Cold
Requirements: Wand Skill
Locations: Tundra, Blizzrobes (Ice Wizzrobe)
Penetration: AP 7
Durability: 32
Value: 1500R
Weight: 2 lbs.



Name: Dominion Rod
Type: 1H Wand
Material: Ancient Gear Stone
Range: 80ft
Damage: 0, Controls Ancient Statue Guardians
Requirements: Wand Skill
Locations: Temple
Penetration: 0
Durability: 50
Value: Not Sold
Weight: 4 lbs.



Name: Fire Rod
Type: 1H Wand

Material: Wood, Flame
Range: 500ft
Damage: 1D4 (5) Fire
Requirements: Wand Skill
Locations: Mountain, Blazerobes (Fire Wizzrobe)
Penetration: AP 4
Durability: 14
Value: 1000R
Weight: 2 lbs.

Name: Ice Rod
Type: 1H Wand
Material: Ice, Metal
Range: 500ft
Damage: 1D4 (5) Ice
Requirements: Wand Skill
Locations: Tundra, Blizzrobes (Ice Wizzrobe)
Penetration: AP 4
Durability: 14
Value: 1000R
Weight: 2 lbs.



Name: Lightning Rod
Type: 1H Wand
Material: Electric, Metal (non-conductive)
Range: 500ft
Damage: 1D4 (5) Electrical
Requirements: Wand Skill
Locations: Mountain, Desert, Electrobe (Electrical Wizzrobe)
Penetration: 0
Durability: 14
Value: 1000R
Weight: 2 lbs.

Name: Meteor Rod
Type: 1H Wand
Material: Fire, Metal
Range: 500ft
Damage: 1D6 (10) Fire
Requirements: Wand Skill
Locations: Mountain, Blazerobe (Fire Wizzrobe)
Penetration: 0
Durability: 32
Value: 1500R
Weight: 2 lbs.

Name: Thunderstorm Rod

Type: 1H Wand

Material: Electric, Metal (non-conductive)

Range: 500ft

Damage: 1D6 (10) Electrical

Requirements: Wand Skill

Locations: Mountain, Desert, Electrobe (Electrical Wizzrobe)

Penetration: 0

Durability: 32

Value: 1500R

Weight: 2 lbs.

OTHERS



Name: Ancient Spinner
Type: Exotic Mount
Material: Ancient Gear Stone
Range: Melee, Hover 40ft Movement
Damage: 2D4 (34) Bludgeoning
Requirements: Riding Skill
Locations: Temple
Penetration: 0
Durability: 40
Value: Not Sold
Weight: 20 lbs.

Name: Boat Oar
Type: 2H Staff
Material: Wood
Range: Melee (10ft)
Damage: 1D6 (14) Bludgeoning
Requirements: None
Locations: Near Water
Penetration: 0
Durability: 8
Value: Not Sold
Weight: 2 lbs.



Name: Bokoblin Arm
Type: 1H Arm
Material: Bone
Range: Melee
Damage: 1D4 (4) Bludgeoning
Requirements: None
Locations: Bokoblin Stalfos
Penetration: 0
Durability: 5
Value: Not Sold
Weight: 2 lbs.



Name: Deku Leaf
Type: 1H Leaf
Material: Wood
Range: Melee, Ranged 30ft
Damage: 1 (1), Knockback 10ft
Requirements: None
Locations: Forest
Penetration: 0
Durability: 25
Value: 1R
Weight: 1 lb.



Name: Farmer's Hoe
Type: 2H Tool
Material: Wood, Metal
Range: Melee
Damage: 1D8 (16) Bludgeoning
Requirements: None
Locations: Shop, Farm
Penetration: 0
Durability: 10
Value: 50R
Weight: 4 lbs.



Name: Farmer's Pitchfork
Type: 2H Tool
Material: Wood, Metal
Range: Melee (10ft)
Damage: 1D6 (7) Piercing
Requirements: None
Locations: Shop, Farm
Penetration: AP 1
Durability: 12
Value: 70R
Weight: 3 lbs.



Name: Korok Leaf
Type: 2H Leaf
Material: Wood
Range: Melee, Ranged 40ft
Damage: 1 (1), Knockback 20ft
Requirements: None
Locations: Forest
Penetration: 0
Durability: 25
Value: 1R
Weight: 1 lb.



Name: Lizal Arm
Type: 1H Arm
Material: Bone
Range: Melee
Damage: 1D6 (12) Bludgeoning
Requirements: None
Locations: Lizalfos Stalfos
Penetration: 0
Durability: 8
Value: Not Sold
Weight: 2 lbs.



Name: Magic Spinner
Type: Exotic Mount
Material: Ancient Gear Stone
Range: Melee, Hover 50ft movement
Damage: 2D4 (17) Electrical/Bludgeoning
Requirements: Riding Skill
Locations: Temple

Penetration: AP 1
Durability: 60
Value: Not Sold
Weight: 20 lbs.

Name: Moblin Arm
Type: 2H Arm
Material: Bone
Range: Melee
Damage: 1D10 (15) Bludgeoning
Requirements: None
Locations: Moblin Stalfos
Penetration: 0
Durability: 5
Value: Not Sold
Weight: 3 lbs.



Name: Sage Spinner
Type: Exotic Mount
Material: Ancient Gear Stone
Range: Melee, Hover 60ft movement
Damage: 2D4 (17) Light/Bludgeoning
Requirements: Riding Skill
Locations: Temple
Penetration: AP 1
Durability: 80
Value: Not Sold
Weight: 20 lbs.



Name: Soup Ladle
Type: 1H Tool
Material: Wood
Range: Melee
Damage: 1 (2) Bludgeoning
Requirements: None
Locations: Everywhere
Penetration: 0
Durability: 4
Value: 2R

Weight: 1 lb.



Name: Torch
Type: 1H Tool
Material: Wood
Range: Melee
Damage: 2 (2) Bludgeoning
Requirements: None
Locations: Everywhere
Penetration: 0
Durability: 8 (Durability is not reduced from being lit on fire)
Value: 2R
Weight: 1 lb.



Name: Tree Branch
Type: 1H Stick
Material: Wood
Range: Melee
Damage: 2 (2) Bludgeoning
Requirements: None
Locations: Everywhere
Penetration: 0
Durability: 4
Value: Not Sold
Weight: 1 lb.



Name: Vicious Sickle
Type: 1H Sickle
Material: Metal
Range: Melee
Damage: 2D4 (16) Slashing/Piercing
Requirements: None
Locations: Yiga Clan
Penetration: AP 2
Durability: 14

Value: 500R
Weight: 3 lbs.

Name: Wooden Broom
Type: 2H Tool
Material: Wood
Range: Melee
Damage: 1D4 (5) Bludgeoning
Requirements: None
Locations: Anywhere
Penetration: 0
Durability: 8
Value: 10R
Weight: 2 lbs.



Name: Wooden Mop
Type: 2H Tool
Material: Wood
Range: Melee
Damage: 1D4 (5) Bludgeoning
Requirements: None
Locations: Anywhere
Penetration: 0
Durability: 8
Value: 10R
Weight: 2 lbs.

II - Shields

A character with the Shield Specialty using a shield can hold it in front of him to catch blows during any turn in which it is not attacking. During a turn in which the character attacks, the shield is dropped.

If a character sees an attack coming from a direction in which he is not blocking, he can sacrifice 1AP in order to turn the shield to block it, but he will stay facing that direction until the turn in which he would have attacked. Blocking with this Shield Specialty allows all frontal attacks to be negated while the shield is up. When a shield is not declared up it simply adds AV to the wielder.

A character without the Shield Skill trying to use a shield must roll their lift each time he attempts to block a blow from the direction he is facing. (Such a character cannot block blows from other directions.) If he rolls higher and succeeds, the block will be successful and no damage is taken. Otherwise, the shield has no effect.

Attacks with higher armor penetration than your shields value will not only go through the shield, but also deal double durability damage..

(Note: You must declare, at the *start* of the turn, which creature you are blocking missiles from, or your character will be assumed to have the shield dropped.)

Other items may be used as shields as well, with varying amounts of success. A character with the Shield Specialty can use any object it can hold as a shield, but it will work as a Shield wielded by a character without the Shield skill as described above. GM's may impose penalties for using heavy or cumbersome items such as small tables, coat racks, or chairs.

Weapons have the following info:

Name: Shield's Name

Material: What the weapon is made of or includes, like wood or metal

AV: Armor Value added by the Shield

Requirements: Extra requirements besides the shield skill

Locations: Where the weapon drops or originates from

Durability: Weapon durability for crafting and use.

Value: Buying / Selling value of the weapon

Weight: Weight of the item.

SMALL SHIELDS



Name: Boko Shield
Material: Wood
AV: 1
Requirements: None
Locations: Forest, Bokoblin
Durability: 5
Value: 100R
Weight: 5 lbs.



Name: Deku Shield
Material: Wood
AV: 1
Requirements: None
Locations: Forest, Deku
Durability: 15
Value: 200R
Weight: 6 lbs.

Name: Emblazoned Shield
Material: Wood
AV: 1
Requirements: None
Locations: Treasure
Durability: 12
Value: 150R
Weight: 5 lbs.

Name: Fisherman's Shield
Material: Wood
AV: 1
Requirements: None
Locations: Lake, River
Durability: 10
Value: 100R
Weight: 5 lbs.

Name: Kite Shield
Material: Metal
AV: 2

Requirements: None
Locations: Rito Village
Durability: 16
Value: 300R
Weight: 4 lbs.

Name: Lizal Shield
Material: Wood/Bone
AV: 2
Requirements: None
Locations: Swamps, Lizal
Durability: 8
Value: 250R
Weight: 5 lbs.

Name: Hunter's Shield
Material: Wood
AV: 1
Requirements: None
Locations: Shop
Durability: 10
Value: 150R
Weight: 4 lbs.



Name: Pot Lid
Material: Wood
AV: 1
Requirements: None
Locations: Kitchens
Durability: 10
Value: 50R
Weight: 3 lbs.



Name: Spiked Boko Shield
Material: Wood/Bone
AV: 2
Requirements: None
Locations: Forest, Bokoblins
Durability: 10
Value: 220R
Weight: 6 lbs.



Name: Traveller's Shield

Material: Wood/Metal

AV: 1

Requirements: None

Locations: Kitchens

Durability: 12

Value: 60R

Weight: 5 lbs.

Name: Wooden Shield

Material: Wood

AV: 1

Requirements: None

Locations: Shop

Durability: 12

Value: 75R

Weight: 5 lbs.

MEDIUM SHIELDS

Name: Dragonbone Boko Shield

Material: Wood/Bone

AV: 5

Requirements: None

Locations: Forest, Bokoblin

Durability: 8

Value: 600R

Weight: 6 lbs.

Name: Forest Dweller's Shield

Material: Wood

AV: 5

Requirements: None

Locations: Forest, Korok, Kokiri

Durability: 18

Value: 750R

Weight: 6 lbs.

Name: Gerudo Shield

Material: Metal/Gold

AV: 4

Requirements: None

Locations: Gerudo City, Shop

Durability: 20

Value: 450R

Weight: 6 lbs.

Name: Guardian Shield

Material: Ancient Gear Stone

AV: 3 (Blocks 50% Guardian Damage)

Requirements: None

Locations: Guardian

Durability: 10

Value: 350R

Weight: 5 lbs.

Name: Lynel Shield

Material: Metal

AV: 5

Requirements: None

Locations: Lynel

Durability: 12

Value: 700R

Weight: 11 lbs.

Name: Radiant Shield

Material: Metal/Gold
AV: 6
Requirements: None
Locations: Gerudo City
Durability: 26
Value: 950R
Weight: 10 lbs.

Name: Re-enforced Lizal Shield
Material: Wood/Metal/Bone
AV: 4
Requirements: None
Locations: Swamp, Lizal
Durability: 12
Value: 500R
Weight: 8 lbs.



Name: Shield of the Mind's Eye
Material: Metal (Non-conductive)
AV: 3
Requirements: None
Locations: Shiekah Village
Durability: 16
Value: 250R
Weight: 8 lbs.

Name: Silver Shield
Material: Metal
AV: 3
Requirements: None
Locations: Treasure
Durability: 20
Value: 200R
Weight: 8 lbs.



Name: Soldier's Shield
Material: Metal
AV: 3
Requirements: None
Locations: Shop
Durability: 16
Value: 300R
Weight: 10 lbs.

Name: Steel Lizal Shield

Material: Metal

AV: 6

Requirements: None

Locations: Swamp, Lizal

Durability: 15

Value: 850R

Weight: 9 lbs.

LARGE SHIELDS

Name: Ancient Shield
Material: Ancient Gear Stone
AV: 10 (Blocks 100% Guardian Damage)
Requirements: None
Locations: Guardians
Durability: 32
Value: 1500R
Weight: 12 lbs.

Name: Daybreaker Shield
Material: Metal/Gold
AV: 8
Requirements: Gerudo Champion
Locations: Gerudo City
Durability: 60
Value: 1000R
Weight: 10 lbs.

Name: Hero's Shield
Material: Unknown
AV: 9
Requirements: Hylia Chosen
Locations: Unknown
Durability: 90
Value: 1200R
Weight: 13 lbs.



Name: Hylia's Shield
Material: Unknown
AV: 15
Requirements: Given Royal Family Heirloom
Locations: Unknown
Durability: Unlimited
Value: Not Sold
Weight: 9 lbs.



Name: Knight's Shield
Material: Metal
AV: 6

Requirements: None
Locations: Shop
Durability: 23
Value: 700R
Weight: 13 lbs.

Name: Mighty Lynel Shield
Material: Metal
AV: 7
Requirements: None
Locations: Lynel
Durability: 15
Value: 750R
Weight: 15 lbs.

Name: Royal Shield
Material: Metal
AV: 8
Requirements: Castle Guard
Locations: Castle
Durability: 29
Value: 1100R
Weight: 10 lbs.

Name: Royal Guard's Shield
Material: Metal/Gold
AV: 10
Requirements: Royal Guard
Locations: Castle
Durability: 14
Value: 1600R
Weight: 10 lbs.

TOWER SHIELDS

Name: Greater Guardian Shield
Material: Ancient Gear Stone
AV: 10 (Blocks 100% Guardian Damage)
Requirements: None
Locations: Guardians
Durability: 35
Value: 2500R
Weight: 30 lbs.



Name: Iron Will Shield
Material: Metal
AV: 8
Requirements: None
Locations: Shop, Goron City
Durability: 40
Value: 1000R
Weight: 45 lbs.



Name: Royal Tower Shield
Material: Metal
AV: 9
Requirements: None
Locations: Royal Guards
Durability: 30
Value: 900R
Weight: 35 lbs.

Name: Savage Lynel Shield

Material: Metal

AV: 9

Requirements: None

Locations: Lynel

Durability: 20

Value: 840R

Weight: 40 lbs.

III - Projectiles

Projectiles can have various effects on their weapons.

Projectiles have the following info:

Name: Weapon's Name

Type: Projectile type be it arrow, bolt, bullet

Material: What the weapon is made of or includes, like wood or metal

Effect: Effect the projectile has on her

Value: cost of the ammo or enhancement

BASIC AMMO

Name: Arrow

Type: Arrow

Material: Wood/Metal

Effect: None

Value: 20R per 10x Arrows

Weight: 1lb.

Name: Bolt

Type: Crossbow Bolt

Material: Wood/Metal

Effect: None

Value: 30R per 10x Bolt

Weight: 1lb

Name: Bullet

Type: Bullet

Material: Metal

Effect: None

Value: 30R per 6 rounds

SPECIAL ENHANCEMENTS

Name: Ancient Guardian Energy Graft

Type: Arrow, Bolt, Bullet

Material: Ancient Gear Stone, Guardian Parts

Effect: Super Penetration

Value: 1,000R per round

Name: Blast Brand

Type: Arrow, Bolt, Bullet

Material: Gunpowder, Cartridge

Effect: +2D4 Fire Damage, 10ft Explosion

Value: 600R per round

Name: Darkness Brand

Type: Arrow, Bolt, Bullet

Material: Hardened Monster Blood

Effect: Curse Effect (Shield, Weapon, Recovery)

Value: 200R per round



Name: Fire Brand
Type: Arrow, Bolt, Bullet
Material: Volcanic Stone
Effect: Fire Damage
Value: 200R per round



Name: Ice Brand
Type: Arrow, Bolt, Bullet
Material: Ice Shard
Effect: Ice Damage
Value: 200R per round



Name: Light Brand
Type: Arrow, Bolt, Bullet
Material: Light
Effect: Light Damage
Value: 300R per round

Name: Lightning Brand
Type: Arrow, Bolt, Bullet
Material: Metal
Effect: Electric Damage
Value: 200R per round

Name: Volcanic Steel
Type: Arrow, Bolt, Bullet
Material: Volcanic Stone
Effect: +1 AP
Value: 300R per round

IV - Armor

All types of Body Armor (armor made from plates of metal) may reduce some of the wearers more dexterous skills, because of their bulk and weight. They all allow characters to sustain more damage. On the character sheet, this is represented by the Armor Points next to the HP on the right side of the Character Sheet. Armor generally has a tier connected to it. Light, Medium, Heavy, and Special.

Armor has the following info:

Name: Armor's Name

Tier: Light, Medium, Heavy, Special

Type: Head, Body, Legs

AV: Armor Value

Material: What the weapon is made of or includes, like wood or metal

Effect: Special Effects

Location: Where armor can be acquired

Value: Cost in Rupees

Weight: Weight of the item.

Durability: durability value of the armor.

ACCESSORIES

Name: Amber Earrings

Tier: Light

Type: Accessory

AV: 0

Material: Gemstone

Effect: +1 Damage Resistance

Location: Jewlery Store

Value: 100R

Weight: 0.5 lb.

Name: Diamond Earrings

Tier: Light

Type: Accessory

AV: 0

Material: Gemstone

Effect: +2 Guardian Damage Resistance

Location: Jewlery Store

Value: 1,000R

Weight: 0.5 lb.

Name: Opal Earrings

Tier: Light

Type: Accessory

AV: 0

Material: Gemstone

Effect: +2 Water/Ice Resistance

Location: Jewlery Store

Value: 250R

Weight: 0.5 lb.

Name: Ruby Earrings

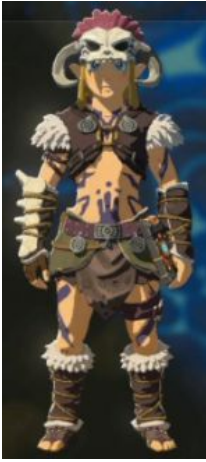
Tier: Light

Type: Accessory
AV: 0
Material: Gemstone
Effect: +2 Fire Resistance
Location: Jewlery Store
Value: 250R
Weight: 0.5 lb.

Name: Sapphire Earrings
Tier: Light
Type: Accessory
AV: 0
Material: Gemstone
Effect: +1 Magic Resistance
Location: Jewlery Store
Value: 400R
Weight: 0.5 lb.

Name: Topaz Earrings
Tier: Light
Type: Accessory
AV: 0
Material: Gemstone
Effect: +2 Electricity Resistance
Location: Jewlery Store
Value: 250R
Weight: 0.5 lb.

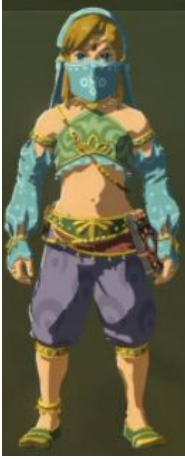
LIGHT ARMOR



Name: Barbarian Armor
Tier: Light
Type: Head, Chest, Legs
AV: 2 / piece
Material: Leather
Effect: +2 Damage / Piece
Location: Bokoblin Camps
Value: H=1,000R, B=1,000R, L=1,000R
Weight: 8 lbs. / piece
Durability: 45 / Piece



Name: Champion's Tunic
Tier: Light
Type: Body
AV: 5
Material: Ancient Gear Stone, Leather, Cloth
Effect: Knowledge of Enemy HP (Can ask GM)
Location: Unknown
Value: Not Sold
Weight: 10 lbs.
Durability: Unlimited



Name: Gerudo Vai Armor
Tier: Light
Type: Head, Chest, Legs
AV: 1 / piece
Material: Cloth
Effect: +1 Fire Resist / Piece
Location: Gerudo Shop
Value: H=200R, B=200R, L=200R
Weight: 2 lbs. / piece
Durability: 20 / Piece



Name: Gerudo Voe Armor
Tier: Light
Type: Head, Chest, Legs
AV: 3 / piece
Material: Ancient Gear Stone, Leather, Cloth
Effect: +2 Electricity Resist / Piece
Location: Gerudo Shop (Illegal to make in Gerudo Culture)
Value: H=450R, B=1,300R, L=650R
Weight: 4 lbs. / piece
Durability: 35 / Piece



Name: Radiant Armor
Tier: Light
Type: Head, Chest, Legs
AV: 2 / piece
Material: Stone, Cloth
Effect: +2 Undead Resist / Piece, Attracts Undead Creatures
Location: Underground Shops
Value: H=800R, B=800R, L=800R
Weight: 5 lbs. / piece
Durability: 40 / Piece

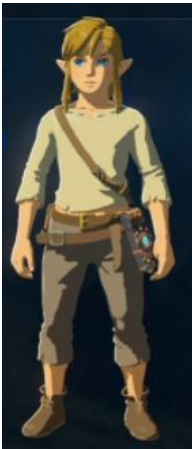
Name: Sand Shoes
Tier: Light
Type: Legs
AV: 2
Material: Cloth
Effect: Full Movement on Difficult Terrain
Location: Shop, Desert
Value: 800R
Weight: 4 lbs.
Durability: 25 / Piece



Name: Snowquill Armor

Tier: Light
Type: Legs
AV: 1
Material: Cloth
Effect: +2 Resist Ice and Cold / Piece
Location: Shop, Tundra
Value: H=500R, B=1,200R, L=500R
Weight: 4 lbs. / piece
Durability: 30 / Piece

Name: Snow Shoes
Tier: Light
Type: Head, Body, Legs
AV: 2 / Piece
Material: Cloth
Effect: Full Movement on Ice and Snow
Location: Rito Village
Value: 800R
Weight: 5 lbs.
Durability: 25 / Piece



Name: Traveller's Gear
Tier: Light
Type: Body, Legs
AV: 1 / Piece
Material: Cloth
Effect: None
Location: Shop
Value: B=100R, L=100R
Weight: 2 lbs. / piece
Durability: 20 / Piece



Name: Twilight Robes

Tier: Light

Type: Head, Body, Legs

AV: 2 / Piece

Material: Cloth, Leather

Effect: +2 Mana / Piece

Location: Twilight Realm

Value: H=500R, B=900R, L=500R

Weight: 4 lbs. / piece

Durability: 40 / Piece

MEDIUM ARMOR



Name: Adventurer's Armor

Tier: Medium

Type: Chest, Legs

AV: 3 / piece

Material: Leather

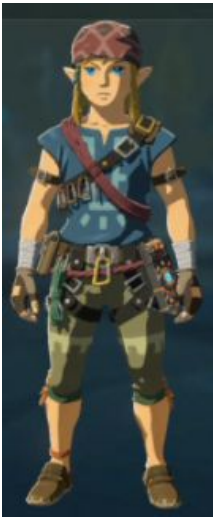
Effect: None

Location: Shop

Value: B=400R, L=300R

Weight: 4 lbs. / piece

Durability: 40 / Piece



Name: Climber's Armor

Tier: Medium

Type: Head, Chest, Legs

AV: 2 / piece

Material: Leather

Effect: +1 Climb Rolls / Piece

Location: Rito Village

Value: H=1,500R, B=1,500R, L=1,500R

Weight: 4 lbs. / piece

Durability: 30 / Piece



Name: Dark Armor

Tier: Medium

Type: Head, Chest, Legs

AV: 3 / piece

Material: Leather, Metal

Effect: +2 Hide at night / Piece

Location: Monster Keeper

Value: H=800R, B=1,600R, L=1,200R

Weight: 7 lbs. / piece

Durability: 45 / Piece



Name: Gerudo Light Armor

Tier: Medium

Type: Head, Chest, Legs

AV: 3 / piece

Material: Metal

Effect: +1 Electric Resist / Piece

Location: Gerudo City

Value: H=600R, B=1,200R, L=600R

Weight: 6 lbs. / piece

Durability: 35 / Piece



Name: Goron Light Armor
Tier: Medium
Type: Head, Chest
AV: 3 / piece
Material: Volcanic Stone
Effect: +2 Fire Resist / Piece
Location: Goron City
Value: H=1,100R, B=800R
Weight: 9 lbs. / piece
Durability: 65 / Piece



Name: Hylian Leather Armor
Tier: Medium
Type: Head, Chest, Legs
AV: 3 / piece
Material: Leather
Effect: None
Location: Shop
Value: H=300R, B=800R, L=500R
Weight: 5 lbs. / piece
Durability: 50 / Piece



Name: Shiekah Armor
Tier: Medium
Type: Head, Chest, Legs
AV: 2 / piece
Material: Cloth
Effect: +1 Hide Rolls / Piece
Location: Shiekah Village
Value: H=600R, B=1,200R, L=800R
Weight: 4 lbs. / piece
Durability: 30 / Piece



Name: Stal Chain Armor
Tier: Medium
Type: Head, Chest
AV: 3 / piece
Material: Cloth
Effect: +1 Resist Light / Piece
Location: Tombs, Desert
Value: H=500R, B=1,000R
Weight: 10 lbs. / piece
Durability: 55 / Piece



Name: Thunder Helm
Tier: Medium
Type: Head
AV: 2
Material: Gold
Effect: Immunity to Electrical Damage
Location: Gerudo Royal Heirloom
Value: Not Sold
Weight: 6 lbs.
Durability: 100



Name: Zora Armor
Tier: Medium
Type: Head, Body, Legs
AV: 3 / Piece
Material: Cloth, Metal
Effect: +1 Swimming Rolls / Piece
Location: Zora's Domain (Usually given as a wedding gift)
Value: H=500R, B=1,600R, L= 800R
Weight: 3 lbs. / piece
Durability: 40 / Piece

HEAVY ARMOR



Name: Darknut Chain Armor
Tier: Heavy
Type: Head, Chest, Legs
AV: 4 / piece
Material: Metal
Effect: None
Location: Darknut Fortress
Value: H=800R, B=1,300R, L=900R
Weight: 10 lbs. / piece
Durability: 55 / Piece



Name: Flamebreaker Armor
Tier: Heavy
Type: Head, Chest, Legs
AV: 3 / piece
Material: Metal, Volcanic Stone
Effect: +3 Fire Resist / Piece, Dex mod -1 (When 3 Pieces)
Location: Goron City
Value: H=1,100R, B=800R, L=800R
Weight: 9 lbs. / piece
Durability: 80 / Piece



Name: Gerudo Heavy Armor

Tier: Heavy

Type: Head, Chest, Legs

AV: 4 / piece

Material: Metal, Gold

Effect: +2 Electric Resist / Piece, Dex mod -1 (when 3 Pieces)

Location: Gerudo City

Value: H=700R, B=1,400R, L=900R

Weight: 8 lbs. / piece

Durability: 85 / Piece



Name: Goron Heavy Armor

Tier: Heavy

Type: Head, Chest

AV: 5 / piece

Material: Volcanic Stone

Effect: +3 Fire Resist / Piece, Dex Mod -1 / Piece

Location: Goron City

Value: H=1,300R, B=1,100R

Weight: 12 lbs. / piece

Durability: 95 / Piece



Name: Soildier's Plate Armor

Tier: Heavy

Type: Head, Chest, Legs

AV: 5 / piece

Material: Metal

Effect: Dex mod -2 (with 2 or more pieces)

Location: Hylia Villages

Value: H=600R, B=1,000R, L=700R

Weight: 9 lbs. / piece

Durability: 65 / Piece

SPECIAL ARMOR



Name: Ancient Armor

Tier: Special

Type: Head, Chest, Legs

AV: 5 / piece

Material: Ancient Gear Stone

Effect: +5 Resist Guardian Damage / Piece, Dex mod -1 / Piece

Location: Unknown

Value: H=1,400R, B=2,000R, L=1,800R

Weight: 13 lbs. / piece

Durability: 100 / Piece



Name: Darknut Fortress Armor Set

Tier: Special

Type: Head, Chest, Legs

AV: Invulnerable (USR), Weak Point Back (USR)

Material: Metal

Effect: Max Movement 20ft. Can only be worn by Darknut's

Location: Darknut Fortress

Value: Set = 10,000

Weight: 160 lbs.

Durability: 300



Name: Darknut Heavy Armor
Tier: Special
Type: Head, Chest, Legs
AV: 7 / piece
Material: Metal
Effect: Dex mod -2 / Piece
Location: Darknut Fortress
Value: H=2,200R, B=5,000R, L=2,200R
Weight: 20 lbs. / piece
Durability: 150 / Piece



Name: Royal Armor
Tier: Special
Type: Head, Chest
AV: 5 / piece
Material: Metal/Gold
Effect: +2 Magic Resist / Piece, Dex mod -1 / Piece
Location: Royal Family
Value: H=1,000R, B=1,200R
Weight: 12 lbs. / piece
Durability: 95 / Piece

CURSED MASKS

Masks come in 2 varieties. Cursed and Normal. Normal masks are worn as disguises usually to special effect because of their craftsmanship. Cursed masks are rare and cannot be replicated normally. Very few know how to make them, and wearing them can bring bad fortune. Cursed masks can be removed with a magic check with a negative equal to the curse level of the mask.



Name: All Night Mask

Type: Head

Curse Level: 4

Material: Metal

Effect: Wearer can stay awake indefinitely and get +2 to Perception rolls.

Curse: For every 4 hours wearing the mask the players max HP drops by 10 until hitting 0. The mask causes the wearer to fall unconscious for 1 hour for every 4 kept awake by it when removed.

Location: Curiosity Salesman

Value: 900R

Weight: 2 lbs.



Name: Blast Mask

Type: Head

Curse Level: 3

Material: Metal

Effect: Wearer can explode themselves and a 15ft area around them dealing 3D8 AP4 Fire damage. This damage also hits themselves at 50%.

Curse: Removing the mask causes it to explode on a failed check.

Location: Bomb Shop, Goron Bombery

Value: 600R

Weight: 2 lbs.



Name: Bremen Mask

Type: Head

Curse Level: 2

Material: Wood

Effect: Wearer gets +3 when rolling to handle, tame, or calm animals.

Curse: Wearer gets -3 when rolling diplomacy with non animals.

Location: Lon Lon Ranch

Value: 400R

Weight: 2 lbs.



Name: Bunny Hood

Type: Head

Curse Level: 1

Material: Cloth

Effect: Wearer gets x2 movement when running and can jump twice their height.

Curse: Wearer cannot make 5ft steps, or walk outside of combat.

Location: Lon Lon Ranch

Value: 300R

Weight: 2 lbs.



Name: Captain's Hat

Type: Head

Curse Level: 4

Material: Bone

Effect: Wearer can manipulate and talk to Stal creatures.

Curse: Wearing this mask causes you to take damage from healing spells. Removing the mask halves your total max health for 1D4 days.

Location: Stal Master

Value: 650R

Weight: 2 lbs.



Name: Couple's Mask

Type: Head

Curse Level: 1

Material: Bone

Effect: Wearer gets +1 to charm the opposite sex.

Curse: The wearer gets -1 on their roll to charm the same sex. They get -1 to charm the opposite sex for 1D4 hours after the mask is removed.

Location: Unknown

Value: 1050R

Weight: 2 lbs.



Name: Deku Mask

Type: Head

Curse Level: 7

Material: Wood

Effect: Wearer becomes the Deku Race, but keeps their current stats.

Curse: Requires a remove curse spell and a magic skill check to remove. A failed check cannot be retried for 1D4 days after.

Location: Unknown

Value: 1000R

Weight: 2 lbs.



Name: Don Gero's Mask

Type: Head

Curse Level: 3

Material: Cloth

Effect: Wearer becomes able to speak to any beast or person in their native tongue.

Curse: Removing the mask causes the wearer to lose their voice for 1D4 days.

Location: Unknown

Value: 1000R

Weight: 2 lbs.



Name: Fierce Deity Mask

Type: Head

Curse Level: 10

Material: Cloth

Effect: Wearer becomes the Embodiment of Mujua's Wrath. All attacks become Ethereal with Super Penetration. +2D of damage with any 2 handed sword.

Curse: Cannot dodge or flee a fight. Cannot use diplomacy skills. Cannot leave a fight until Foe is incapacitated. Removing the mask causes unconsciousness for 1D4 hours.

Location: Unknown

Value: Unknown

Weight: 2 lbs.



Name: Fused Shadow (Complete)

Type: Head

Curse Level: 10

Material: Twilight Stone

Effect: Wearer becomes the embodiment of the Fused Shadow. Becoming Giant sized and gaining 6 arms and an Ethereal body. A weapon can be held and used in each arm.

Curse: Wearer loses their will to restrain themselves and must rampage. They can however direct their aggression with a Endurance or Magic check to focus on specific targets. Removing this mask shatters it back into 4 pieces. This curse does not affect Twili wearing this mask.

Location: Unknown

Value: Unknown

Weight: 2 lbs.



Name: Fused Shadow (Incomplete)

Type: Head

Curse Level: 7

Material: Twilight Stone

Effect: Wearer becomes a Twili, but keeps their current stats.

Curse: Requires a remove curse spell and a magic skill check to remove. A failed check cannot be retried for 1D4 days after.

Location: Unknown

Value: Unknown

Weight: 2 lbs.



Name: Garo's Mask

Type: Head

Curse Level: 4

Material: Cloth/Metal

Effect: Wearer is able to sense blood and get +2 to track anything that's bleeding. They also can see Garo, which will challenge the wearer to dual's for reward. Failure to accept the challenge or loss of the dual results their unending hunt to kill the wearer.

Curse: While wearing the mask the wearer is compelled to kill things that bleed. They must pass an Endurance or a Magic check to resist the urge or attack the bleeding target. This bloodlust lasts for 1D4 hours after the mask is removed, and if sated through a kill will not be triggered for the next hour.

Location: Unknown

Value: Unknown

Weight: 2 lbs.



Name: Giant's Mask

Type: Head

Curse Level: 9

Material: Stone/Metal

Effect: Wearer grows to colossal size. Their damage is increased by +1D, and their armor by +1 AV per size level the wearer increased.

Curse: Wearing this mask causes the wearer to lose 4MP a round, if their MP runs out they fall unconscious and start losing HP at 5 / minute until dead. Failure to remove the mask removes a ¼ of the wearers max MP.

Location: The Stone Tower

Value: Unknown

Weight: 2 lbs.



Name: Gibdo Mask

Type: Head

Curse Level: 4

Material: Cloth

Effect: Wearer can manipulate and talk to Redead, Gibdo, and other undead creatures.

Curse: Wearing this mask causes you to take damage from healing spells. Removing the mask halves your total max health for 1D4 days.

Location: Ikana Canyon, Desert

Value: 650R

Weight: 2 lbs.



Name: Goron Mask

Type: Head

Curse Level: 8

Material: Stone

Effect: Wearer becomes the Goron Race, but keeps their current stats.

Curse: Requires a remove curse spell and a magic skill check to remove. If failed the removal cannot be attempted again for 1D4 days.

Location: Unknown

Value: 1000R

Weight: 2 lbs.



Name: Great Fairy Mask

Type: Head

Curse Level: 4

Material: Cloth

Effect: Wearer gains +1D to healing spells. Attracts Fairies to the wearer.

Curse: Cannot use non healing magic.

Location: Great Fairy

Value: 600R

Weight: 2 lbs.



Name: Kafei's Mask

Type: Head

Curse Level: 1

Material: Cloth

Effect: Wearer gains +3 to disguise checks to remain anonymous. Changes voice to mask wearer entirely.

Curse: Removing this mask causes a -1 to skill rolls for the next 1D4 days.

Location: Termina

Value: 400R

Weight: 2 lbs.



Name: Kamaro's Mask

Type: Head

Curse Level: 2

Material: Cloth

Effect: Wearer gains +1 to charm and diplomacy checks when performing.

Curse: Removing this mask causes -2 on charm and diplomacy for the next 1D4 days.

Location: Travelling Troupe

Value: 300R

Weight: 2 lbs.



Name: Keaton Mask

Type: Head

Curse Level: 3

Material: Cloth

Effect: Wearer is able to see Keatons within areas of forest and special marked spots.

Curse: This mask can be removed at any time without a check.

Location: Unknown

Value: Unknown

Weight: 2 lbs.



Name: Majora's Mask

Type: Head

Curse Level: 10

Material: Unknown

Effect: Wearer gets all the power's of Majora.

Curse: Wearer gets possessed by Majora.

Location: Unknown

Value: Unknown

Weight: 2 lbs.



Name: Mask of Scents

Type: Head

Curse Level: 1

Material: Hide/Cloth

Effect: Wearer can see smells, and when tracking something based on smell gets +4 to their rolls to track them.

Curse: Removing the mask causes the wearer to be unable to smell for 1D4 days.

Location: Kakoriko Village

Value: 1200R

Weight: 2 lbs.



Name: Mask of Truth

Type: Head

Curse Level: 6

Material: Unknown

Effect: Wearer can see dead spirits, and automatically passes all checks against Illusionary Magic Spells. You know the truth of anyone you question (Even if they don't say the truth the GM will reveal it to you).

Curse: Removing the mask blinds the wearer for 1D4 days.

Location: Kakoriko Village

Value: 1200R

Weight: 2 lbs.



Name: Moon's Mask

Type: Head

Curse Level: 1

Material: Silver

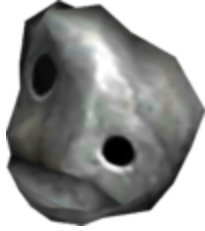
Effect: Wearer gets +1 to magic checks at night.

Curse: Wearing this mask drops the wearers max MP by 2 for every hour worn until removed. Removing the mask gives -1 to skill checks at night for the next 1D4 days, max MP recovers after this time has passed.

Location: Mountains

Value: 200R

Weight: 2 lbs.



Name: Stone Mask

Type: Head

Curse Level: 3

Material: Stone

Effect: You cannot be seen by anyone, including your allies and those you want to acknowledge you. On a successful Perception check people can notice something is off, but not spot you.

Curse: You are unable to speak, run, or cause physical interactions beyond yourself.

Location: Gerudo Village

Value: 800R

Weight: 2 lbs.



Name: Sun Mask

Type: Head

Curse Level: 1

Material: Gold

Effect: Wearer gets +1 on magic checks during the day.

Curse: Wearing this mask drops the wearers max MP by 2 for every hour worn until removed. Removing the mask gives -1 to skill checks during the day for the next 1D4 days, max MP recovers after this time has passed.

Location: Desert

Value: 200R

Weight: 2 lbs.



Name: Zora Mask

Type: Head

Curse Level: 9

Material: Cloth

Effect: Wearer becomes the Zora Race, but keeps their current stats.

Curse: Requires a remove curse spell and a magic skill check to remove. If failed the removal check cannot be attempted again for 1D4 days.

Location: Unknown

Value: 1000R

Weight: 2 lbs.

NORMAL MASKS

Name: Bokoblin Mask
Type: Head
AV: 0
Material: Cloth
Effect: +4 to Hide from Bokoblin
Location: Mask Salesman
Value: 100R
Weight: 2 lbs.

Name: Moblin Mask
Type: Head
AV: 0
Material: Cloth
Effect: +4 to Hide from Moblin
Location: Mask Salesman
Value: 200R
Weight: 2 lbs.



Name: Hawkeye Mask
Type: Head
AV: 0
Material: Metal
Effect: +2 to Perception rolls, and +1 to hit with ranged weapons.
Location: Rito Village
Value: 600R
Weight: 2 lbs.

Name: Lizal Mask
Type: Head
AV: 0
Material: Cloth
Effect: +4 to Hide from Lizal & Lizalfos
Location: Mask Salesman
Value: 300R
Weight: 2 lbs.

Name: Lynel Mask
Type: Head
AV: 0
Material: Cloth
Effect: +4 to Hide from Lynel
Location: Mask Salesman
Value: 300R
Weight: 2 lbs.



Name: Postman's Hat

Type: Head

AV: 0

Material: Cloth

Effect: Designates you as a postman. You will be allowed access to mail areas and mailboxes in a city.

Location: City Postmaster

Value: 100R

Weight: 2 lbs.



Name: Romani's Mask

Type: Head

AV: 0

Material: Cloth

Effect: Designates you as a member of Romani Ranch exclusive club. You get access to purchase rare foods, drinks, and potions at Romani Bars.

Location: Romani Ranch

Value: 1000R

Weight: 2 lbs.



Name: Troupe Leader's Mask

Type: Head

AV: 0

Material: Cloth

Effect: Designates you as a member of the bandit Troupe in Termina. Bandits from the troupe will not attack you if you have this mask visible.

Location: Bandits

Value: 100R

Weight: 2 lbs.

V - ESSENTIALS

All types of useful gear that any traveller could use. A player can only have 1 backpack.

GENERAL

NAME	VALUE	WEIGHT	DESCRIPTION	EFFECT
Animal Whistle	5R	1lb.	A Whistle to call your steed to you from up to 1,000ft away.	Calls your steed to your side.
Animal Whistle (Tamer)	20R	1lb.	A whistle a tamer can use to summon pets and send them away from various stables that support it's magic.	Summons or un-summons a tamed pet from specific stables as a full round action.
Backpack (S)	10R	2lbs.	Single small backpack	+50lbs. Carry weight
Backpack (M)	30R	10lbs.	Single large backpack	+80lbs. Carry weight
Backpack (L)	50R	20lbs.	Single full adventurer's backpack.	+120lbs. Carry weight
Backpack (G)	70R	30lbs.	Oversized Adventurer's backpack.	+200lbs. Carry weight. Strength below 7 Required.
Barrel (Empty)	15R	30lbs.	Empty Barrel.	N/A
Bedroll	5R	5lbs.	A rollup bed for travelling.	No negatives from bad sleep.
Blanket	2R	1lb	A small warm blanket.	Warms you up by 1 lvl.
Blanket, Winter	5R	3lbs	A large very warm blanket.	Warms you up by 2 lvls.
Bottle, Empty	1R	0.5lbs	A Empty bottle and cork.	Used to hold liquids and potions.
Bucket (Empty)	5R	2lbs	Empty Bucket.	N/A
Candle	1R	-	Used to light an area.	20ft light, 1 hour use.
Case (Map,scroll)	10R	1lb.	Case to hold maps and scrolls.	N/A
Chain (10ft)	150R	2lbs.	Chain.	N/A
Chest	25R	25lbs.	Empty treasure chest.	N/A
Firewood	2R	20lbs	Firewood per campfire use.	1 campfire / bundle.
Fishing Kit	30R	5lbs	Fishing rod and line.	Acrobatics catch fish.
Fishing Net	40R	5lbs	25ft sq net for fishing.	Catch fish x 5, Acrobatics check.

Flask	2R	1lb.	Small flask for liquid.	Holds 3 large cups of chosen liquid.
Flint & Steel	2R	-	Flint and steel device.	Light fires.
Ink (1oz.)	80R	-	Ink vial's used for writing.	N/A
Ink Pen	2R	-	Pen for Writing.	N/A
Ladder, 10ft	5R	20lbs.	Used to climb up 10ft.	Reach above 10ft.
Lantern	120R	3lbs.	Iron Lantern, uses Oil.	60ft light source.
Lock (Simple)	100R	1lb.	Simple iron lock.	1 Success lock.
-> (Average)	200R	1lb.	Intricate Lock.	2 Success lock.
-> (Great)	700R	1lb.	Geared Lock.	3 Success lock.
-> (Amazing)	1200R	1lb.	Complex Lock.	4 Success lock.
Manacles	150R	2lbs.	Handcuffs.	Bind Small-Large Creature.
Mirror (Hand)	100R	0.5lbs	Hand Mirror.	N/A
Oil (Lantern)	3R	1lb.	Oil used to light the lantern.	1 hour lantern use per oil.
Paper	4R	-	Paper to write on.	N/A
Pot	5R	10lbs.	Pot to cook in.	Allows cooking when used with fire.
Potion (Blue)	150R	0.5 lbs.	A hard to find sold blue potion.	Recovers 2D8 HP and Mana when consumed.
Potion (Green)	75R	0.5 lbs.	A green potion commonly sold.	Recovers 2D8 Mana when consumed.
Potion (Red)	50R	0.5 lbs.	A red potion commonly sold.	Heals 2D4 HP when consumed.
Pouch (Belt)	10R	0.5 lbs.	Pouch for your belt.	+5lbs carry weight. (Max 4)
Rations	5R	1lb	Rations / food bar.	1 day food / ration.
Rope (50ft)	10R	10lbs.	Rope	N/A
Sack (Empty)	1R	0.5lbs	Sack to carry goods.	+25lbs carry weight.
Sewing Kit	10R	2lbs	Kit of Needles and threads.	Repair Clothes.
Soap	5R	1lb	Soap bar	Remove filth.
Shovel	20R	8lbs	Shovel spade.	Allows to dig easier.

Spyglass	2,000R	1lb	Spyglass foldable, see farther.	Sight 1,000ft.
Tent (2 per)	100R	10lbs	Small 2 person tent.	Protects 2 from the elements.
Tent (4 per)	200R	20lbs	Medium 4 person tent.	Protects 4 from the elements.
Tent (10 per)	400R	30lbs	Large 10 person tent.	Protects 10 from the elements.
Waterskin	10R	4lbs	Medium Waterskin.	Holds 2 days of water.
Whetstone	2R	1lb	Stone to sharpen blades.	Repair 2D4 Durability Blades. After 10min for knife, 30min sword, or 1 hour for larger.

CURRENCY FORMS AND MINERAL VALUE

NAME	CURRENCY / MINERAL	Rupee Value
Green Rupee	Currency (Hyrule)	1R
Blue Rupee	Currency (Hyrule)	5R
Red Rupee	Currency (Hyrule)	20R
Yellow Rupee	Currency (Hyrule)	50R
Silver Rupee	Currency (Hyrule)	100R
Orange Rupee	Currency (Hyrule)	200R
Rupoor (Black Rupee)	Currency? Cursed?	-50R
Ancient Coin (Silver)	Currency (Old Hyrule)	50R = 1AC
Ancient Coin (Gold)	Currency (Old Hyrule)	100R = 1AC
Mon (Coin)	Currency (Monster Traders)	1R = 50M
Amber	Valuable Mineral	30R
Diamond	Valuable Mineral	500R
Flint	Valuable Mineral (Great for fire making)	5R
Gold	Valuable Mineral	250R
Luminous Stone	Valuable Mineral (Glow in the dark)	70R
Metal	Mineral	50R

Opal	Valuable Mineral	60R
Ruby	Valuable Mineral	210R
Sapphire	Valuable Mineral	260R
Silver	Valuable Mineral	150R
Topaz	Valuable Mineral	180R