

# A Struggle with Sin Weapons and Armor Guide

**By: Mr. Nadie**

This guide is supposed to help you know which weapons and armor are available in the game, how to get them, what do you need to use them, and especially, it will be useful to make comparisons between the different armors and weapons.

Take into consideration that the points that I wrote down here, were for a Marcus Mentee at Level 60, and Tia and Lyvia at Level 58. Hence, if your MC and team are at lower or higher levels, their bonus points will be lower or higher as well. Additionally, there will be slight changes in the points if a character has higher Armor Proficiency or Strength than another. Hence, your points will be different than what I have here.

# Weapons

## BOWS:

### Hunting Bow

- How to obtain: Pick it in your house at the beginning of the game
- Required Level: 1
- Attack Bonus: +4

### Marcus Bow

- How to obtain: Pick it inside Marcus' room after you have progressed Mira's story.
- Required Level: 2 (Because you need at least 1 Thievery point)
- Attack Bonus: +12. Other bonuses: Agility + 5; Luck +5

### Reinforced Bow

- How to obtain: Trade 10 Elderwood with Umin for it
- Required Level: N/A
- Attack Bonus: +20

### VoxDeorum's Bow

- How to obtain: In the spider caves in the Old Church where you rescue Arianna from the cult
- Required Level: N/A
- Attack Bonus: + 35. Other Bonuses: + 13HP, +1 Agility, +1 Luck

### Elderwood Bow

- How to obtain: Once you have neutralized the Orc threat (killing or bewitching Gurtak), and have built a workshop for Umin, you can trade some materials with him for it.
- Required Level: N/A
- Attack Bonus: + 52. Other Bonuses: +2 Agility, +1 Luck

### Fairies Bow

- How to obtain: You need to collect and offer 100 April Easter Eggs.
- Required Level: N/A
- Attack Bonus: + 59. Other Bonuses: +2 Agility, +1 Luck

### Isha's tear

- How to obtain: It will be one of the treasures from Melissa's treasure maps
- Required Level: 40
- Attack Bonus: + 91. Other Bonuses: +2 Agility, +1 Luck

# Daggers

## Copper Dagger

- How to obtain: Once you can use copper, you can craft it. Not worth making it
- Required Level: 1
- Attack Bonus: +3

## Marcus Dagger (Sharpened)

- How to obtain: Go to John's smith and pay him 20 silver to sharpen it.
- Required Level: 1
- Attack Bonus: +11

## Bronze dagger

- How to obtain: Progress with John until you can make bronze by alloying copper and tin.
- Required Level: 5
- Attack Bonus: +24

## Silver Dagger

- How to obtain: Progress Arianna's story until she meets the Werewolf. Corven will tell you how to kill it (with silver), and now you can make silver weapons.
- Required Level: 10
- Attack Bonus: +35

## Iron Dagger

- How to obtain: Once you can mine and craft iron, you can craft this dagger.
- Required Level: 20
- Attack Bonus: +52. Other Bonuses: Other bonuses: M.Attack +13 Acc: +5%, Cri +2%

## Shadowstone Dagger

- How to obtain: In the basement of the church you will find some purple treasure boxes, inside them you will find shadowstones sometimes. Now you can craft it in the smith.
- Required Level: 20
- Attack Bonus: +52 Other bonuses: M.Attack +13 Acc: +5%, Cri +2%

## Love's Bond

- How to obtain: Defeat Syfa in the Monastery (not in the church). She will drop it.
- Required Level: 35
- Attack Bonus: +71. Other bonuses: Acc +5

### **Ebonite Dagger**

- How to obtain: Progress on Melissa's quest until she starts giving you treasure maps. Most of the times, the chests will have Ebonite bars. Take them to John and now you can craft it.
- Required Level: 40
- Attack Bonus: +78 Other bonuses: Acc: +5%

### **Gromthul's Betrayal**

- How to obtain: It will be one of the treasures from Melissa's treasure maps
- Required Level: N/A
- Attack Bonus: +104

### **Trollbone Dagger**

- How to obtain: Found in the tower inside Tia's father base.
- Required Level: 50
- Attack Bonus: +104

## **Axes**

### **Copper Axe**

- How to obtain: It is Tia's default axe.
- Required Level: 1
- Attack Bonus: +16

### **Bronze axe**

- Progress with John until you can make bronze by alloying copper and tin.
- Required Level: 5
- Attack Bonus: +24

### **Silver Axe**

- How to obtain: Progress Arianna's story until she meets the Werewolf. Corven will tell you how to kill it (with silver), and now you can make silver weapons.
- Required Level: 10
- Attack Bonus: +37

### **Iron Axe**

- How to obtain: Once you can mine and craft iron, you can craft this sword.
- Required Level: 20
- Attack Bonus: +47. Other Bonuses: Other bonuses: Acc: +5%

### **Shadowstone Axe**

- How to obtain: In the cave under the church you will find some purple treasure boxes, inside them you will find shadowstones sometimes. Now you can craft it in the smith.
- Required Level: 20
- Attack Bonus: +54 Other bonuses: M.Attack +10 Acc: +5%, Cri +2%

### **Chieftain's Axe**

- How to obtain: When you defeat the chieftain (Umah's father) in Madrag Kaz, he will drop this axe.
- Required Level: 30
- Attack Bonus: +89 Other bonuses: Acc: +5%

### **Ebonite Axe**

- How to obtain: Progress on Melissa's quest until she starts giving you treasure maps. Most of the times, the chests will have Ebonite bars. Take them to John and now you can craft it.
- Required Level: 40
- Attack Bonus: +81 Other bonuses: Acc: +5%

### **Trollbone Axe**

- How to obtain: When you storm Zorad's fortress, the orcs will drop Troll Bones and Bear fangs. With these and some pelts you can craft this sword.
- Required Level: 50
- Attack Bonus: +108 Other bonuses: Acc: +5%

### **Silurim's judgement**

- How to obtain: It will be one of the treasures from Melissa's treasure maps
- Required Level: N/A
- Attack Bonus: +115

## **Swords:**

### **Copper Sword**

- How to obtain: It is Lyvia's default sword. Not worth crafting it
- Required Level: 1
- Attack Bonus: +17

### **Bronze sword**

- Progress with John until you can make bronze by alloying copper and tin.
- Required Level: 5
- Attack Bonus: +24

### **Silver Sword**

- How to obtain: Progress Arianna's story until Corven teaches you to make silver weapons.
- Required Level: 10
- Attack Bonus: +35

### **Iron Sword**

- How to obtain: Once you can mine and craft iron, you can craft this sword.
- Required Level: 20
- Attack Bonus: +46. Other Bonuses: Other bonuses: Acc: +5%

### **Shadowstone Sword**

- How to obtain: In the cave under the church you will find some purple treasure boxes, inside them you will find shadowstones sometimes. Now you can craft it in the smith.
- Required Level: 20
- Attack Bonus: +52 Other bonuses: M.Attack +13 Acc: +5%, Cri +2%

### **Tainted Dawnbreaker**

- How to obtain: Kill the prophet in the ruined church where you rescue Arianna.
- Required Level: N/A
- Attack Bonus: +59 Other bonuses: Acc: +5%

### **Blacktooth – The sword of Jonnas Greymount**

- How to obtain: This sword belongs to the Raven. Once you beat him, he will drop this sword.
- Required Level: N/A
- Attack Bonus: +59 Other bonuses: Acc: +10%, Agility +11

### **Ebonite Sword**

- How to obtain: There are two ways to obtain this sword. One is to craft it using the ebonite bars that you collect from Melissa's maps. The second one, is to defeat the Grandmaster of the Knights of Parrakis (Melissa's quest). He will drop an Ebonite Sword
- Required Level: 40
- Attack Bonus: +78 Other bonuses: Acc: +5%

### **Trollbone Sword**

- How to obtain: When you storm Zorad's fortress, the orcs will drop Troll Bones and Bear fangs. With these and some pelts you can craft this sword.
- Required Level: 50
- Attack Bonus: +78 Other bonuses: Acc: +5%

### **Gritwail**

- How to obtain: It will be one of the treasures from Melissa's treasure maps
- Attack Bonus: +106

# Armor

## Shields

### Buckler Shield

- Defense +6. Agility – 7
- Required Armor Proficiency: Level 6

### Round Shield

- Defense +8. Agility -7
- Required Armor Proficiency: Level 9

### Heather Shield

- Defense +11. Agility -12
- Required Armor Proficiency: Level 12

## Body

### Cloth

- How to obtain: You get it by default
- Defense bonus: + 5

### Old Leather Armor

- How to obtain: You can buy it from Lucius for 5 Gold, or you can get it from Hiba's khaoma when you fight for her.
- Defense bonus: +13

### Leather Armor

- How to obtain: Once you pay Frisha to teach you how to tailor and sew, you can craft this in a workbench
- Defense bonus: +15

### Studded Armor

- How to obtain: Once John teaches you how to alloy copper and tin to make bronze, you can craft these in a workbench.
- Defense bonus: +22

## **Chain Mail**

- How to obtain: Once John teaches you how to work iron, you can craft this in the anvil. Lyvia has one by default.
- Defense bonus: +23. Evasion -3%

## **Fairies Armor [Unique item]**

- How to obtain: Offer 20 easter eggs in the statue.
- Defense bonus: +19. M. Defense + 4. Agility +2. Luck +1. Evasion +1%

## **Rogue Chest Armor**

- How to obtain: Once you kill the first set of rogues (the bandits to the south of the mine), one of them may have the crafting instructions for these.
- Defense bonus: +22. Max HP +13. M. Defense +2. Agility +1. Luck +1. Evasion +1%

## **Abyssalweave armor**

- How to obtain: Progress on Melissa's quest until she starts giving you treasure maps. Most of the times, the chests will have Ebonite bars and Abyssal Resin. Use the resin and leather to create Abyssal Resin. Now you can craft these armors.
- Defense bonus: +22. Attack: +3. M. Defense +4. Agility +2. Luck +1.

## **Orc Chest Armor**

- How to obtain: In the chest on top of the tower in Zorad's fortress, you will find the dagger, and the instructions to craft this armor. You need to kill many orcs to get the materials.
- Defense bonus: +34. Max HP +41. M. Defense +3
- Required Armor Proficiency: Level 9

## **Ebonite Chest Armor**

- How to obtain: Progress on Melissa's quest until she starts giving you treasure maps. Most of the times, the chests will have Ebonite bars. Use them to craft this armor.
- Defense bonus: +27. Max HP +68. M. Defense +5. Evasion -3%
- Required Armor Proficiency: Level 14

# Head

## Hat

- How to obtain: It is on some rocks in front of where Tia logs trees.
- Defense bonus: + 1

## Leather Helmet

- How to obtain: Once you pay Frisha to teach you how to tailor and sew, you can craft this in a workbench
- Defense bonus: +4

## Studded Helmet

- How to obtain: Once John teaches you how to alloy copper and tin to make bronze, you can craft these in a workbench.
- Defense bonus: +10

## Chain Helmet

- How to obtain: Once John teaches you how to work iron, you can craft this in the anvil.
- Defense bonus: +16. Evasion -3%

## Fairies Armor [Unique item]

- How to obtain: Offer 20 easter eggs in the statue.
- Defense bonus: +8. M. Defense + 4. Agility +2. Luck +1. Evasion +1%

## Rogue Helmet

- How to obtain: Once you kill the first set of rogues (the bandits to the south of the mine), one of them may have the crafting instructions for these.
- Defense bonus: +13. Agility +1. Luck +1. Evasion +1%

## Abyssalweave Helmet

- How to obtain: Progress on Melissa's quest until she starts giving you treasure maps. Most of the times, the chests will have Ebonite bars and Abyssal Resin. Use the resin and leather to create Abyssal Resin. Now you can craft these armors.
- Defense bonus: +10. Attack: +4. M.Attack +4 M.Defense +3. Agility +2. Luck +1.

## Orc Helmet

- How to obtain: In the chest on top of the tower in Zorad's fortress, you will find the dagger, and the instructions to craft this armor. You need to kill many orcs to get the materials.
- Defense bonus: +18. Max HP +27. M. Evasion +1%
- Required Armor Proficiency: Level 9

## **Ebonite Helmet**

- How to obtain: Progress on Melissa's quest until she starts giving you treasure maps. Most of the times, the chests will have Ebonite bars. Use them to craft this armor.
- Defense bonus: +18 Max HP +27. M. Defense +4. Evasion -3%
- Required Armor Proficiency: Level 14
- Requires Level 40

# **Boots**

## **Leather Boots**

- How to obtain: Once you pay Frisha to teach you how to tailor and sew, you can craft this in a workbench
- Defense bonus: +4

## **Studded Boots**

- How to obtain: Once John teaches you how to alloy copper and tin to make bronze, you can craft these in a workbench.
- Defense bonus: +9

## **Chain Boots**

- How to obtain: Once John teaches you how to work iron, you can craft this in the anvil.
- Defense bonus: +13. Evasion -3%

## **Fairies Boots [Unique item]**

- How to obtain: Offer 20 easter eggs in the statue.
- Defense bonus: +6. Attack +1; M.Defense +4; Agility +2. Luck +1. Evasion +2%

## **Rogue Boots**

- How to obtain: Once you kill the first set of rogues (the bandits to the south of the mine), one of them may have the crafting instructions for these.
- Defense bonus: +11. Agility +1. Luck +1. Evasion +1%

## **Abyssalweave Boots**

- How to obtain: Progress on Melissa's quest until she starts giving you treasure maps. Most of the times, the chests will have Ebonite bars and Abyssal Resin. Use the resin and leather to create Abyssal Resin. Now you can craft these armors.
- Defense bonus: +8. Max HP: +27 Attack: +4. M.Defense: +2 Agility +4. Evasion +2%

## **Orc Boots**

- How to obtain: In the chest on top of the tower in Zorad's fortress, you will find the dagger, and the instructions to craft this armor. You need to kill many orcs to get the materials.
- Defense bonus: +16. Max HP +27.
- Required Armor Proficiency: Level 9

## **Ebonite Boots (Requires Level 40)**

- How to obtain: Progress on Melissa's quest until she starts giving you treasure maps. Most of the times, the chests will have Ebonite bars. Use them to craft this armor.
- Defense bonus: +11. Max HP +27. M. Defense +5. Agility -1. Luck -1. Evasion -3%
- Required Armor Proficiency: Level 14

# **Gloves**

## **Leather Gloves**

- How to obtain: Once you pay Frisha to teach you how to tailor and sew, you can craft this in a workbench
- Defense bonus: +5

## **Studded Gloves**

- How to obtain: Once John teaches you how to alloy copper and tin to make bronze, you can craft these in a workbench.
- Defense bonus: +11

## **Chain Gloves**

- How to obtain: Once John teaches you how to work iron, you can craft this in the anvil.
- Defense bonus: +14. Evasion -3%

## **Fairies Gloves [Unique item]**

- How to obtain: Offer 20 easter eggs in the statue.
- Defense bonus: +11. Attack +1. M.Defense: +4; Agility +2; Luck +1; Evasion +1%

## **Rogue Gloves**

- How to obtain: Once you kill the first set of rogues (the bandits to the south of the mine), one of them may have the crafting instructions for these.
- Defense bonus: +14. Agility +1. Luck +1. Evasion +1%

## **Abyssalweave Gloves**

- How to obtain: Progress on Melissa's quest until she starts giving you treasure maps. Most of the times, the chests will have Ebonite bars and Abyssal Resin. Use the resin and leather to create Abyssal Resin. Now you can craft these armors.
- Defense bonus: +12. Attack: +1; M.Defense: +4; Agility +2; Luck +1

### **Orc Gloves**

- How to obtain: In the chest on top of the tower in Zorad's fortress, you will find the dagger, and the instructions to craft this armor. You need to kill many orcs to get the materials.
- Defense bonus: +19. Max HP +27.
- Required Armor Proficiency: Level 9

### **Ebonite Gloves (Requires Level 40)**

- How to obtain: Progress on Melissa's quest until she starts giving you treasure maps. Most of the times, the chests will have Ebonite bars. Use them to craft this armor.
- Defense bonus: +21. Max HP +27. M. Defense +5. Agility -1. Luck -1. Evasion -3%
- Required Armor Proficiency: Level 14