ForexTerminals
Royal Forge Weapon Arsenal

Every weapon you can buy from Master Weaponsmith Brokk in The Forge · Game version 4.06

How it works: each weapon unlocks at its required player level and is bought with gold. Sold-back weapons return 50% of the purchase price. Bows are two-handed and pair with their matching arrows; shields are worn on the off-hand and block a % of incoming damage while adding shield-bash power. The final weapon (Sovereign Royal Greatsword) is reserved for legendary masters at Level 150.

Tier 1 — Apprentice & Recruit Arms (Levels 1–15)

Weapon	Class	Lv	Price	Damage	Hands	Block	Crit	Crit Mult
Iron Knuckles	Fist	1	80g	6	1H	-	20%	×3
Parry Dagger	Dagger	1	120g	8	1H	-	25%	×2.5
Oak Apprentice Wand	Wand	2	200g	9	1H	-	20%	×2.2
Woodcutter Hatchet	Axe	4	350g	11	1H	-	12%	×2.2
Knightly Arming Sword	Sword	6	550g	13	1H	-	15%	×2
Iron Buckler	Shield	8	800g	4	1H	20%	10%	×2
Hunter Shortbow	Bow	10	1,200g	15	2H	-	14%	×2.1
Apprentice Quarterstaff	Staff	13	2,200g	17	2H	-	14%	×2.2

- **Iron Knuckles —** Heavy forged iron knuckle-dusters for brawlers. Ultra-fast strikes with lethal 3× criticals.
- **Parry Dagger —** Balanced steel sidearm with wide cross-quillons for swift thrusts and high-crit counterattacks.
- **Oak Apprentice Wand —** Seasoned heart-oak channeler tipped with a glowing ley-focus for rapid arcane bolts.
- **Woodcutter Hatchet —** Compact ash-hafted camp hatchet that bites deep into timber and light mail alike.
- **Knightly Arming Sword —** Classic cruciform garrison blade tempered in The Forge. Reliable in one hand alongside a shield.
- **Iron Buckler —** Boss-riveted steel buckler worn on the left arm. Soaks 20% damage and adds +4 shield-bash power.

- **Hunter Shortbow —** Supple ash hunting bow strung with waxed hemp. Pairs with iron-tipped arrows.
- **Apprentice Quarterstaff —** Iron-shod stave carved with foundational runes for spellcasting and sweeping two-handed strikes.

Tier 2 — Veteran & Garrison Arms (Levels 16–45)

Weapon	Class	Lv	Price	Damage	Hands	Block	Crit	Crit Mult
Tiger Claws	Fist	16	4,000g	19	1H	-	24%	×3
Crescent Kris Dagger	Dagger	19	7,500g	22	1H	-	26%	×2.5
Garrison Tomahawk	Axe	22	12,000g	25	1H	-	14%	×2.2
Swept-Hilt Rapier	Sword	25	18,000g	28	1H	-	18%	×2.1
Gnarled Ley-Wand	Wand	28	26,000g	31	1H	-	22%	×2.3
Forged Warhammer	Hammer	32	38,000g	36	1H	-	10%	×2.6
Heraldic Kite Shield	Shield	36	52,000g	8	1H	24%	10%	×2
Ranger Recurve Bow	Bow	40	75,000g	42	2H	-	16%	×2.2

- **Tiger Claws —** Three-pronged steel talon gauntlet forged for blindingly fast rending combos.
- **Crescent Kris Dagger —** Curved double-edged dueling dagger that slips past parries for devastating vital strikes.
- **Garrison Tomahawk —** Broad-bitted military hand axe favored by vanguard raiders.
- **Swept-Hilt Rapier —** Ornate basket-hilted dueling blade with needle point and agile recovery.
- **Gnarled Ley-Wand —** Twisted witch-hazel wand cradling a condensed ember core.
- **Forged Warhammer —** Square-crowned steel warhammer designed to cave in plate and bone alike.
- **Heraldic Kite Shield —** Teardrop knightly shield banded in brass. Blocks 24% of damage and adds +8 bash power.
- **Ranger Recurve Bow —** Composite horn-and-sinew recurve bow firing armor-piercing bodkin shafts.

Tier 3 — Royal Champion & Masterwork Arms (Levels 50–100)

Weapon	Class	Lv	Price	Damage	Hands	Block	Crit	Crit Mult
Sapphire Crystal Staff	Staff	45	110,000g	48	2H	-	16%	×2.3
Assassin Stiletto	Dagger	50	160,000g	54	1H	-	30%	×2.6
Double-Bit Battle Axe	Axe	55	230,000g	62	1H	-	15%	×2.3

Lucerne Beaked Hammer	Hammer	60	320,000g	70	1H	-	12%	×2.6
Steel Pike Spear	Spear	65	450,000g	78	2H	-	14%	×2.2
Crusader Longsword	Sword	70	620,000g	86	1H	-	16%	×2.2
Ironclad Maul Hammer	Hammer	75	850,000g	95	1H	-	11%	×2.7
Elder Runed Staff	Staff	80	1,150,000g	105	2H	-	18%	×2.3

- **Sapphire Crystal Staff —** Crowned with a resonant star-sapphire that amplifies spell volley damage.
- **Assassin Stiletto —** Razor-slender shadow stiletto with a 30% critical strike chance.
- **Double-Bit Battle Axe —** Twin-crescent battle axe balanced for sweeping forward and backhand cleaves.
- **Lucerne Beaked Hammer —** Spiked raven-beak warhammer that punches straight through heavy breastplates.
- **Steel Pike Spear —** Long ash-shafted infantry pike that keeps foes at bay with superior reach.
- **Crusader Longsword —** Fullered high-carbon longsword forged for the Queen's sworn paladins.
- **Ironclad Maul Hammer —** Massive banded siege maul that delivers bone-rattling concussive blows.
- **Elder Runed Staff —** Ancient silver-inlaid archon staff humming with elder storm magic.

Tier 4 — Mythic Paragon Arsenal (Levels 105–150)

Weapon	Class	Lv	Price	Damage	Hands	Block	Crit	Crit Mult
Royal Yew Longbow	Bow	85	1,550,000g	116	2H	-	18%	×2.3
Vanguard Tower Shield	Shield	90	2,100,000g	16	1H	28%	10%	×2
Winged Boar Spear	Spear	95	2,800,000g	132	2H	-	16%	×2.3
Bastard Hand-and-a-Half	Sword	100	3,800,000g	148	2H	-	16%	×2.3
Twin Shadow Katars	Fist	105	5,200,000g	165	2H	-	28%	×3
Bearded Executioner Axe	Axe	110	7,000,000g	184	1H	-	16%	×2.4
Grim Reaper War Scythe	Scythe	115	9,500,000g	205	2H	-	18%	×2.4

Archmage Grand Staff	Staff	120	13,000,000g	228	2H	-	20%	×2.4
Royal Bulwark Aegis	Shield	125	17,500,000g	30	1H	35%	12%	×2.2
Highland War Greatsword	Sword	130	23,000,000g	255	2H	-	17%	×2.4
Royal Guard Halberd	Halberd	135	30,000,000g	285	2H	-	16%	×2.5
Titan Great Maul	Hammer	140	40,000,000g	320	2H	-	14%	×2.9
Templar Grand Claymore	Sword	145	55,000,000g	360	2H	-	18%	×2.5
Sovereign Royal Greatsword	Sword	150	75,000,000g	410	2H	-	20%	×2.6

- **Royal Yew Longbow —** Six-foot heart-yew warbow of the Royal Guard, loosing broadhead shafts across the yard.
- **Vanguard Tower Shield —** Heavy steel-rimmed pavilion shield. Blocks 28% of damage and adds +16 bash power.
- **Winged Boar Spear —** Broad lugged war-spear whose cross-wings prevent charging beasts from sliding down the shaft.
- **Bastard Hand-and-a-Half —** Masterwork hand-and-a-half greatsword marking a warrior's ascension to Level 100.
- **Twin Shadow Katars —** Paired left-and-right punch-daggers wielded together in a whirlwind of dual-wield slashes.
- **Bearded Executioner Axe —** Long-bearded Norse war axe honed to shear through shields and mail hauberks.
- **Grim Reaper War Scythe —** Crescent moon-steel war scythe that harvests whole ranks in a single spinning arc.
- **Archmage Grand Staff —** Gilded wings frame an astral core capable of summoning cataclysmic arcane barrages.
- **Royal Bulwark Aegis —** Impenetrable fortress shield of the Crown. Blocks 35% of all damage and adds +30 bash power.
- **Highland War Greatsword —** Broad-bladed two-handed war sword whose momentum cleaves through any guard.
- **Royal Guard Halberd —** Combines an axe blade, armor-piercing fluke, and spear spike atop an iron-shod pole.
- **Titan Great Maul —** Two-handed colossus war-maul whose critical slams strike for nearly 3× damage.
- **Templar Grand Claymore —** Quatrefoil-quillon Scottish claymore forged from star-iron in the deepest furnace.
- **Sovereign Royal Greatsword —** The supreme blade of the realm. Reserved for legendary masters who surpass Level 150.

38 weapons total · Prices and stats exported from the live game data · November 23, 2026 · v4.06