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Introduction

This is a general guide for players curious to learn what primary equipment are generally best for their characters. If you want a quicker answer: just use equipment with the highest stats you can easily acquire and you will mostly be fine, as this guide is not quick recommendations for each type. Instead, this gives general descriptions for why the selected are notable to me, giving you information to choose for your own case. It leans towards boss fights and doesn't cover things such as equipment specialized in farming experience/git, and you may also find some not listed here useful in rare cases, so it is not to serve as an alternative to full [Weapon](#) / [Armor](#) lists. Personal weapons not listed here may also be perfectly fine for their owners.

For characters that have [Manifest Weapons](#), the vast majority of the time you will want to stick to those. For those without are who the weapons in this guide will mostly be relevant for.

Please note that the Otherlands equipment require heavy investment to obtain/upgrade and you're mostly better off ignoring them if you don't already have them upgraded. Similarly, it's generally not worth it to go out of your way for any specific piece of equipment, unless you're sure it's an exclusive match for your use case.

"Farmable" will denote any equipment you can acquire multiples of, as opposed to 1 copy.

"(+10)" will denote equipment that require farming materials to upgrade to max passive strength, as opposed to having maxed passives upon reception.

Similarly, "(+1)" denotes equipment that are mostly fine with a single upgrade, just to unlock their passives.

Since it's common enough to be a recurring mention, I'll also note here that "Type Attack", "Damage+ when at Max/Low HP" are regarded as the same group in the damage formula, be it from weapons/armor/grasta--any source of these passives will end up added together. So, the more you already have, the less impactful new additions will be. Hence, if you have a lot of grasta sharing, you generally want to tend towards weapons that provide other kinds of damage boosts instead, if available, as far as raw damage is concerned. Still, this is just a general guideline and the gap may not be significant or even better, so calculate as necessary. Similarly, also note that Critical Damage passives are additive with mid-battle Critical Damage buffs from skills.

About Maze Equipment

[Maze Equipment](#) can sometimes provide a stronger damage boost than other gear you have available, especially for early chapters. But in the grand scheme of things, it's possible to get similar or better increases from non-maze equipment, so you shouldn't feel pressured to target anything specific from it for damage.

That being said, for other concerns, they can still possess unique effects/combinations, such as being able to get Combo passives on weapons with SPD passives, or healing boost passives from your armor slot. So, they're something to keep in mind if regular gear may not have something you're looking for.

Staff Weapons

Damage

Miaki's Staff



M: 185 / A: 22

- * Type Attack +10%
- * Type Resistance +10%

Obtain: Defeat Menreiki, of the Antiquity Garulea Eight Spirits
Upgrade: N/A

Miaki's Staff is an easy go-to when you want some extra damage on a staff damage dealer. With the advent of grasta sharing and max HP/type attack armor, you should be careful using it on characters affected by several such effects as they all stack additively and the additional 10% might be outdone by other weapons.

Indomitable Staff



M: 165 / A: 20

- * INT +30
- * SPD -30

Obtain: farmable from Burning Beast King's Castle AD (VH)
Upgrade: N/A

Indomitable Staff works well for damage boost on staff damage dealers that can afford to lose some SPD. It can also be used to secure a turn order that allows you to buff said damage dealer before they can attack. Despite the 195 MATk it seemingly equates to, 30 of that being in the form of INT leads to a notable damage boost over an actual 195 MATk weapon, owing to damage formula specifics. On average for most staff characters, it effectively translates into being a 195 MATk weapon with a ~13% damage bonus.

Crafted Cane (+10)



M: 175 / A: 21

- * MP +60
- * Reserves MP Restore +60%

Obtain: farmable from Present Garulea Continent

Upgrade: farmable from Present Garulea Continent

Crafted Cane isn't too inherently useful for the characters with the most MP anyway. But in combination with Mental Focus it can serve as a fair weapon to boost damage dealers. With that context: compared to Miaki's or Indomitable, it's generally a weaker choice for damage, but you may find it easier to acquire and max, or a replacement for lack of multiples of the other ones.

Cloud of Boiling Courage



M: 155 / A: 19

- * Damage +15% when at max HP
- * Poison Immunity

Obtain: Cooking Minigame exchange

Upgrade: N/A

The cooking staff is pretty fair for a damage boost option despite low-end MATk, as long as you can maintain the condition. It's generally best to use other staff damage options if you can, though.

Azul Cana (+10)



M: 175 / A: 21

- * Crystal Type Attack +20%
- * Magic Critical Rate +20%

Obtain: farmable from Antiquity Zerberiya Continent: Crystal AD
Upgrade: farmable from Antiquity Zerberiya Continent: Crystal AD

Azul Cana provides a high type attack passive for Staff characters using Crystal attacks.

Void Staff



M: 190 / A: 23

- * Type Attack +20%
- * Magic Critical Rate +100%

Obtain: Defeat Menreiki and Demon Spider, of the Underworld Duo Spirits
Upgrade: N/A

The Void weapons are strong options that allow for more team flexibility. In some cases, it may not be convenient to provide critical rate buffs for your damage dealers. In those, the weapons allow you to sidestep that and focus on other things to bring with the team slots. Additionally, the other passive is generally as good as it gets for type attack and may justify using it even without a need for critical rate, in some cases.

Illusion Staff (+10)



M: 175 / A: 21

- * LCK +20
- * MP +60

Obtain: farmable from Antiquity Garulea Continent
Upgrade: farmable from Garulea Continent/Underworld

Illusion staff provides Radica AS the option of gaining extra LCK for her skill conditions through her weapon slot. The extra MP contributes to damage as well, if used with Mental Focus.

Prismatic Rod



M: 185 / A: 165

- * Magic Critical Rate +70%
- * SPD +20

Obtain: Chrono Cross symphony exchange
Upgrade: N/A

The Prismatic Rod offers a middle of the road passive critical rate increase for magic attacks, between Void and Bobble. It may be helpful as a secondary option for a guaranteed crit staff as you can only obtain 1 Void Staff. The SPD boost in combination with critical rate may also be valuable enough as a pairing sometimes where you specifically want both, otherwise Luna and Void are better options respectively.

Purgatory Staff (+10)



M: 165 / A: 20

- * Damage +15% but MP costs +50%
- * MP Regen (20 MP)

Obtain: Purgatory Ensemble
Upgrade: Purgatory Ensemble & Home's Lost Atelier AD

The Purgatory Staff provides the option of Rose Thorn ore from your weapon slot. This can prove useful early on before you get access to the grasta ore, but is easily a relative damage loss passed that point. This is because it's mostly preferable to use your weapon slot on a different multiplier/effect since grasta ore slots do not have that many options on damage dealers anyway. It might still prove useful in the rare cases where all ore slots are taken up by stronger damage conditionals though.

Staff of Cursed Time



M: 175 / A: 21

- * Gain 1% additional combo per hit, per enemy
- * Type Atk +10~30.4% based on Light/Shadow

Obtain: farmable from Sapient Complex: Midnight AD
Upgrade: N/A

The Cursed Time weapons basically give the option to use Combo Ore in your weapon slot. This is mostly useful on characters playing a supporting role in Another Force, preferably on those with higher hit counts. The combo gain from it alone is small enough to where it's only

really worth it if you don't have any other need for your weapon slot, as it's unlikely to affect your damage much outside of very strict strategies.

The Type Attack boost is basically standard fare for characters at low Light/Shadow values, but progressively becomes higher than that of the Void weapons once past 125 Light/Shadow.

Makel Keseph (+10)



M: 185 / A: 22

- * Damage +30% × (No of enemies - 1)
- * MP Regen (10 MP)

Obtain: farmable from Iscariot AD

Upgrade: farmable from Iscariot AD

The Keseph weapons provide the option to use Last Stand Ore in your weapon slot. This is mostly not useful as ore slots on damage dealers are rarely actually all filled, and so you would prefer to use it in a grasta slot to free up your weapon slot for a different multiplier or effect. Still, in cases where you do manage to have them all filled without using Last Stand (or do not have access to/enough grasta ores) and are facing multiple enemies, the Keseph weapons can provide a stronger boost than most other weapons.

Time-Restored Staff (+10)



M: 165 / A: 20

- * INT +29~40 based on Light/Shadow
- * MP +140

Obtain: farmable from Tower Argentaure

Upgrade: farmable from Mysterious Vortex AD - Tower Argentaure

Time-Restored Staff offers a similar damage increase to the Indomitable Staff. But instead of the SPD reduction, you get a large MP increase which can serve to increase damage as well when used alongside Mental Focus buffs. The MP increase generally equates to another ~13% damage (multiplicative) increase in these cases, making it one of the best options for damage.

Mujima Staff



M: 190 / A: 23

* Damage +5% per turn (max +50%)

* Overthrow: Damage $+(EnemyLv^2 \div 700)\%$

Obtain: Uquaji Clan exchange

Upgrade: N/A

The Mujima weapons provide very high damage passives for superboss fights. Most recent superbosses are at least lv120 (Lv.?? enemies have hidden levels), which means you get about 20%+ damage from the Overthrow passive. For the damage growth passive, it's straightforward. With just the turn 1 value you get 5% damage. Multiplied with the Overthrow passive you have 26% (1.2×1.05) damage and each turn further increases it.

The damage increase is so high for superbosses that it somewhat ties with prismatic's in their specialized case of hitting weaknesses for physical attacks, and then exceeds them as turns pass. Basically, in most cases, you'll be getting the highest damage increase from a Mujima weapon, although some other weapons may also be equally effective in early turns.

Obviously though, unlike Voids/Prismatic's, you don't get any critical rate passive with these, so things like that can still matter more for damage if you wouldn't have a convenient source on your team. Similarly, something like the SPD reduction on Indomitables can matter more for SPD control, when raw damage isn't the main issue you're facing.

Note that the Overthrow here is considered different from the Another Sense/Buf and you can use both without any conflict. Both the Overthrow and Damage Growth passives are multiplicative with every damage increase category.

Elpis Staff



M: 227 / A: 28

* Overthrow: Damage $+(EnemyLv^2 \div 320)\%$

* Magic Critical Rate +100%

Obtain: Defeat [Illusion King] Dr. Fetan

Upgrade: N/A

The Elpis weapons generally provide the most damage you can get for superbosses in early turns currently, due to the strength of their Overthrow scaling. Mujima weapons will start to outperform them after about 6 turns have passed.

Utility

Aceto Vita (+10)



M: 185 / A: 22

- * SPD +30
- * Reserves HP Restore +110%

Obtain: farmable from Elzion Otherlands (VH)
Upgrade: farmable from Elzion Otherlands (VH)

Aceto Vita is good for when you care about faster turn sequence or increased AF speed threshold for its user. Just keep in mind you can get SPD boosts through a number of other ways for staff characters now, without having to give up using a damage passive weapon, so it's fairly relegated to when you really just need that much SPD and aren't concerned about the potential damage loss for it.

Purity Staff (+10)



M: 175 / A: 21

- * SPD +10
- * Status Resistance +10%

Obtain: farmable from Present Garulea Continent
Upgrade: farmable from Present Garulea Continent

Purity Staff serves as a weaker Aceto Vita in exchange for being much easier to get and max.

Falcon Staff



M: 127 / A: 15

- * SPD +15

Obtain: Auction House
Upgrade: N/A

Falcon Staff is middle of the road between Aceto Vita and Purity Staff for SPD increase passives. In exchange for more SPD over Purity Staff, it has notably less MAtk.

Cruel Angel's Staff (+10)



M: 155 / A: 18

- * HP +1000
- * Reserves HP Restore +55%

Obtain: Konium Tavern exchange

Upgrade: Snake Dream, Snake Liver Damaku AD (H & VH)

The CA Staff can give extra bulk to a Staff character, which can be situationally useful.

Dragon Bone Staff (+10)



M: 175 / A: 21

- * When Attack: Poison
- * Poison Multiplier +80%

Obtain: farmable from Antiquity Garulea Continent

Upgrade: farmable from Antiquity/Future Garulea Continent

Dragon Bone Staff can serve as an extra enabler for poison grasta. It's not very reliable on its own but in combination with dormant-enhanced poison grasta it can contribute to more consistency. Since very few Staff characters can guarantee pain/poison with their skills in Magic Zone, it's an option for more supportive ones in those teams. It can also be used by Pom to inflict poison on allies with Profane Medicine, in order to abuse Poison Enhance ores.

Wisdom Buster



M: 155 / A: 145

- * PWR +30
- * Obtain Skill: Pseudo Bash (30MP AOE Blunt 150%)

Obtain: Auction House

Upgrade: N/A

This weapon is listed purely to note that if, for whatever reason, you want to use a staff character in a Blunt Zone AF, it's possible to put a blunt skill in a custom skill slot rather than being forced to use their normal attack.

Bobble Staff



M: 185 / A: 22

- * Magic Critical Rate +40%
- * Restore Skill Effects +30%

Obtain: Demon Sea Caverns exchange

Upgrade: N/A

Bobble Staff has flexible uses across staff characters. It can be used on characters like Veina AS/Gariyu AS to accelerate the generation of their stacks and effectively increase damage in general, in combination with other magic critical passives for higher chance/guarantees. Myrus AS can use it to guarantee critical hits at max stacks without needing any other source of magic crit. And of course, it can be used for the boost to healing, which also works with % scaling heals such as from Yuna AS' end-of-turn effect.

Luna Baculus (+10)



M: 180 / A: 92

- * When Attack: Thunder/Shade/Crystal Resistance -25% (3 turns, 50% chance each)
- * SPD +30

Obtain: farmable from Lunar Ghost City

Upgrade: farmable from City of Lost Paradise AD

The Luna weapons are accessible options for notable SPD control, which can be useful for sequencing turn order in strict setups or allowing more actions in Another Force as needed. The other passive can also be useful for easing the requirements of debuff punisher skills.

Mechani Staff



M: 185 / A: 22

- * Weather Environment: Magic Critical Damage +30%
- * Ambush Tactics (first non-AF action is preemptive)

Obtain: farmable from Hollow Time Layer

Upgrade: N/A

The Mechani weapons provide yet another option (alongside badges and grasta) for creating preemptive actions. This can be useful for controlling turn order without having to invest multiple other gearing into SPD for it.

The limitation to first action means that it doesn't serve as a solution if you want to consistently maintain the order it allows, but for strategies where you AF on turn 1 and then nuke all remaining HP phases the turn afterwards, the first action is all you'll ever use.

Also, sometimes you might not really have the option of SPD gearing being an alternative to what preemptive enables. Such as for the purpose of reliably outspeeding SPD formula damage dealers, who'd want their SPD being higher than you might be able to keep up with, for damage purposes. Or maybe just because you're using one of the damage dealers that have preemptive on their main attacks, so outspeeding them otherwise would be impossible.

Some other times you might just want to enable someone to go first on an early turn and then be slower than someone else right afterwards. You could theoretically do this with natural SPD rng as well if you can get SPD stats close enough, but that's generally less reliable.

These are just a few examples to give you an idea of the effect's uses.

Sword Weapons

Damage

Nightwing Saber (+10)



A: 155 / M: 18

- * Non-type Attack +25%
- * Reserves MP Restore +55%

Obtain: Toto Dreamland exchange

Upgrade: Future Migeina Continent, Toto Dreamland AD (H)

Nightwing Saber has been given life by Cress and Velvet. It can still be a pretty situational pick for either though: Cress might prefer Miaki to not drop into Mystic Arte range with his personal skill in AF or to just mitigate the self damage; Velvet's personal weapon can scale better in the presence of other damage passives affecting her non-type attacks, provided its condition can be fulfilled. These are just some examples and are not meant to be exhaustive.

Swift Cherry Blossoms (+10)



A: 175 / M: 21

- * Type Attack +10%
- * SPD +10

Obtain: farmable from Present Garulea Continent

Upgrade: farmable from Present Garulea Continent

Swift Cherry Blossoms is a solid weapon for sword damage dealers overall. With the advent of grasta sharing and max HP/type attack armor though, you should be careful using it on characters affected by several such effects as they all stack additively and the additional 10% might be outdone by other weapons. The SPD is still a nice bonus that might make it worth the damage loss in some of those cases, however.

Goujian Sword



A: 185 / M: 22

- * Damage +30% when below 50% HP
- * MP +30

Obtain: Defeat Land Avatar, of the Present Garulea Eight Spirits

Upgrade: N/A

Goujian Sword is easily used by sword characters that already lower their own HP. Additionally, it's a strong option if you know you'll be at low HP anyway due to things such as fixed % damage from enemies, and so on.

Adamantine Sword (Type Attack)



A: 155 / M: 50

- * Type Attack +20%
- * Reserves MP Restore +100%

Obtain: Adamantine Questline Choice

Upgrade: Adamantine Upgrade Questline

If chosen, the Adamantine Sword can serve to be a sizable and consistent damage boost weapon early on. But at later stages of the game with more passive effects coming into play, it can be hard to justify the lower Atk in some contexts.

Indomitable Sword



A: 165 / M: 20

- * PWR +30
- * SPD -30

Obtain: farmable from Burning Beast King's Castle AD (VH)
Upgrade: N/A

Indomitable Sword works well for damage boost on sword damage dealers that can afford to lose some SPD. It can also be used to secure a turn order that allows you to buff said damage dealer before they can attack. Despite the 195 Atk it seemingly equates to, 30 of that being in the form of PWR leads to a notable damage boost over an actual 195 Atk weapon, owing to damage formula specifics. On average, it effectively translates into being a 195 Atk weapon with an ~11% damage bonus.

Wisdom Sword



A: 155 / M: 145

- * INT +30
- * Obtain Skill: Pseudo Spell (30MP ST Magic 180%)

Obtain: Auction House
Upgrade: N/A

Wisdom Sword has newfound potency in the wake of grasta sharing. With max HP/type attack weapons getting potentially worse alongside them, due to additive stacking, Wisdom provides a damage boost in a more resilient form by improving elemental modifier in the damage formula. In general it can be said to be a 155 Atk weapon with a ~16% elemental damage boost for most sword characters. If you're in a position to abuse an enemy weakness, then the extra MAtk matters much more as it will also factor into calculating the weakness multiplier, on top of what it was already doing. The Magic skill may also allow for getting increased AF gain in Magic Zones.

Abyss Cutting Beam



A: 155 / M: 19

- * Damage +15% when at max HP
- * Poison Immunity

Obtain: Cooking Minigame exchange
Upgrade: N/A

The cooking sword is pretty fair for a damage boost option despite low-end Atk, as long as you can maintain the condition.

Azul Spatha (+10)



A: 175 / M: 21

- * Shade Type Attack +20%
- * Drain 2% of damage dealt

Obtain: farmable from Antiquity Zerberiya Continent: Shade AD
Upgrade: farmable from Antiquity Zerberiya Continent: Shade AD

Azul Spatha is mostly just usable by Thillelille or Isuka ES, for its damage passive, giving a high-end type attack boost to their Shade attacks. There are other strong weapons that won't limit you to boosting just a single element though, so keep that in mind.

Void Sword



A: 190 / M: 23

- * Type Attack +20%
- * Critical Rate +100%

Obtain: Defeat Crab Bonze and Land Avatar, of the Underworld Duo Spirits
Upgrade: N/A

The Void weapons are strong options that allow for more team flexibility. In some cases, it may not be convenient to provide critical rate buffs for your damage dealers. In those, the weapons allow you to sidestep that and focus on other things to bring with the team slots. Additionally, the other passive is generally as good as it gets for type attack and may justify using it even without a need for critical rate, in some cases.

Illusion Speed (+10)



A: 175 / M: 21

- * HP +1000
- * MP Consumption Attack 15%

Obtain: farmable from Antiquity Garulea Continent
Upgrade: farmable from Garulea Continent/Underworld

Illusion Speed provides the option of gaining the Rose Thorn passive from your weapon slot, as opposed to grasta ore slot/badge slot. Keep in mind that equipping multiple of the passive will have no additional effect.

Prismatic Sword



A: 185 / M: 165

- * Critical Rate +70%
- * SPD +20

Obtain: Chrono Cross symphony exchange

Upgrade: N/A

Prismatic weapons are very strong damage options for physical attackers. This is due to the combination of their significantly above average M.Atk and 70% critical rate boost. The M.Atk increase serves to notably augment elemental modifier value in the damage formula, similar to Wisdom weapons, but without losing any notable Atk for it, unlike those. If an enemy is weak to your attack, then the extra M.Atk will factor into weakness modifier value as well and it is hard to find better damage choices than these in those scenarios.

Even when not hitting weakness they are still very strong options that do not suffer the additive stacking of type atk/max hp passives, and so can be notably better the more grasta sharing the equipping character is receiving.

The critical rate boost allows attackers to be mostly self-sufficient for that, freeing up your team choices for when you wouldn't be able to conveniently provide guaranteed criticals to them mid-battle. But of course, if you don't need the extra damage and reliability matters more, Void weapons are still better at this.

The SPD +20 passive may help with Another Force thresholds, but sometimes it can also be undesirable when trying to make an attacker act after other allies have used support effects.

Purgatory Sword



A: 155 / M: 18

- * Damage +10% when at max HP
- * Drain 1% of damage dealt

Obtain: Purgatory Ensemble

Upgrade: N/A

The Purgatory Sword is a budget option for damage that may prove useful early on.

Sword of Cursed Time



A: 175 / M: 21

- * Gain 1% additional combo per hit, per enemy
- * Type Atk +10~30.4% based on Light/Shadow

Obtain: farmable from Sapient Complex: Midnight AD

Upgrade: N/A

The Cursed Time weapons basically give the option to use Combo Ore in your weapon slot. This is mostly useful on characters playing a supporting role in Another Force, preferably on those with higher hit counts. The combo gain from it alone is small enough to where it's only really worth it if you don't have any other need for your weapon slot, as it's unlikely to affect your damage much outside of very strict strategies.

The Type Attack boost is basically standard fare for characters at low Light/Shadow values, but progressively becomes higher than that of the Void weapons once past 125 Light/Shadow.

Cherev Keseeph (+10)



A: 185 / M: 22

- * Damage +30% × (No of enemies - 1)
- * MP Regen (10 MP)

Obtain: farmable from Iscariot AD

Upgrade: farmable from Iscariot AD

The Keseeph weapons provide the option to use Last Stand Ore in your weapon slot. This is mostly not useful as ore slots on damage dealers are rarely actually all filled, and so you would prefer to use it in a grasta slot to free up your weapon slot for a different multiplier or effect. Still, in cases where you do manage to have them all filled without using Last Stand (or do not have access to/enough grasta ores) and are facing multiple enemies, the Keseeph weapons can provide a stronger boost than most other weapons.

Mujima Sword



A: 190 / M: 23

* Damage +5% per turn (max +50%)

* Overthrow: Damage $+(EnemyLv^2 \div 700)\%$

Obtain: Uquaji Clan exchange

Upgrade: N/A

The Mujima weapons provide very high damage passives for superboss fights. Most recent superbosses are at least lv120 (Lv.?? enemies have hidden levels), which means you get about 20%+ damage from the Overthrow passive. For the damage growth passive, it's straightforward. With just the turn 1 value you get 5% damage. Multiplied with the Overthrow passive you have 26% (1.2×1.05) damage and each turn further increases it.

The damage increase is so high for superbosses that it somewhat ties with prismatic's in their specialized case of hitting weaknesses for physical attacks, and then exceeds them as turns pass. Basically, in most cases, you'll be getting the highest damage increase from a Mujima weapon, although some other weapons may also be equally effective in early turns.

Obviously though, unlike Voids/Prismatic's, you don't get any critical rate passive with these, so things like that can still matter more for damage if you wouldn't have a convenient source on your team. Similarly, something like the SPD reduction on Indomitables can matter more for SPD control, when raw damage isn't the main issue you're facing.

Note that the Overthrow here is considered different from the Another Sense/Buf and you can use both without any conflict. Both the Overthrow and Damage Growth passives are multiplicative with every damage increase category.

Elpis Sword



A: 227 / M: 28

* Overthrow: Damage $+(EnemyLv^2 \div 320)\%$

* Critical Rate +100%

Obtain: Defeat [Bandit King] Picky

Upgrade: N/A

The Elpis weapons generally provide the most damage you can get for superbosses in early turns currently, due to the strength of their Overthrow scaling. Mujima weapons will start to outperform them after about 6 turns have passed.

Utility

Fire Spirit's Sword (+1)



A: 165 / M: 20

- * Change normal attack into a Fire type slash attack
- * Fire Type Resistance +1.5%

Obtain: Complete Chapter 44

Upgrade: Ogres Spike

This weapon is just something to keep in mind for fringe strategies to get increased AF gain in Fire Zone from any sword character, without using MP.

Miaki's Sword



A: 185 / M: 22

- * Physical Resistance +10%
- * Drain 3% of damage dealt

Obtain: Defeat Kodama, of the Antiquity Garulea Eight Spirits

Upgrade: N/A

Miaki's Sword can offer nice flexibility for some rotations by allowing one character to be capable of self-sustain but this is fairly niche. Cress may choose to use it to counteract the recoil of his 5★ personal skill, as another use example, but note that the healing adds extra animation delay for AF.

Falcon Sword



A: 127 / M: 15

- * SPD +15

Obtain: Auction House

Upgrade: N/A

Falcon Sword is an option for +5 SPD over Swift Cherry Blossoms at the cost of a lot of offensive power.

Crafted Excellence (+10)



A: 175 / M: 21

- * Physical Resistance +20%
- * Type Resistance +20%

Obtain: farmable from Present Garulea Continent

Upgrade: farmable from Present/Future Garulea Continent

This weapon provides a lot of passive damage reduction against elemental physical attacks, but note that resistance passives also diminish with mid-battle buffs.

Luna Lamina (+10)



A: 180 / M: 92

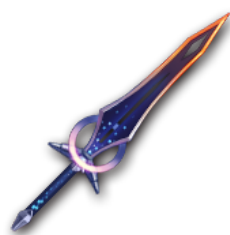
- * When Attack: Thunder/Shade/Crystal Resistance -25% (3 turns, 50% chance each)
- * SPD +30

Obtain: farmable from Schnaud Castle

Upgrade: farmable from City of Lost Paradise AD

The Luna weapons are accessible options for notable SPD control, which can be useful for sequencing turn order in strict setups or allowing more actions in Another Force as needed. The other passive can also be useful for easing the requirements of debuff punisher skills.

Sword of Ringing/Echoing Abyss



A: 10~175 / M: 1~21

- * Changes normal attack into a 1000~2000 HP self-heal skill
- * Obtain Skill: 0~40MP AoE Magic 0~160%

Obtain: The 3000 Realm Ark and the Sea Abyss Ch1

Upgrade: Harpoon Fishing

The Abyss weapons can serve as an alternative to Wisdom weapons for providing any character with a Magic skill. This can allow them to contribute increased AF gain in Magic Zones when they may not have been able to otherwise.

Time-Restored Sword (+10)



A: 165 / M: 20

* HP+ 500

* MP +100

Obtain: farmable from Tower of Selection/Unclean Lands

Upgrade: farmable from Mysterious Vortex AD - Tower of Selection

Time-Restored Sword provides another option for increased raw bulk, although with extra MP flexibility in place of having as much HP as Illusion Speed.

Starmade Sword (+10)



A: 175 / M: 21

* Slash Resistance of targets you attack -20% (~50% chance, 3 turns)

* Critical Damage +14%

Obtain: farmable from Dust City

Upgrade: farmable from Mysterious Vortex AD - Dust City

Starmade Sword allows Sword users to provide extra Slash damage support with its chance at Slash Res down. This can be very useful against bosses with high Res buffs on themselves, where you'd want all the Res down you can get to subtract from it.

The Critical Damage passive means it can still be a decent pick for Sword damage dealers too.

Personal

Resolute Rapier (Violet)



A: 170 / M: 130

* Critical Rate +30%

Obtain: Complete all 10 Missions in Mementos AD

Upgrade: N/A

Violet's personal weapon enables her to be almost completely self-sufficient as far as critical hits are concerned. Using a single Critical Rate Ore is enough to guarantee criticals when using Sword Dance. While only one passive is listed, the higher than usual MATk of the weapon also serves to passively increase her damage due to elemental modifier in the damage formula. It

effectively translates into a ~12% damage increase to her elemental attacks, while having higher Atk than the similar Wisdom Sword, although now also less than Prismatic.

Sword of Despair (+10) (Guildna)



A: 165 / M: 20

- * Damage +60% per each knocked out ally
- * Physical Resistance +15%

Obtain: Defeat Jazelle, from Rebirth of the Beast King
Upgrade: Snake Bone Island

Guildna's personal weapon enables him to output insane damage in specialized scenarios focused on abusing it. It can still provide significant damage even with minimal sacrifice such as giving up backline allies that you would not need. Nowadays though, there's a lot more ways to increase damage to the point where it may not be worth it to go through the hoops of having allies die.

Blood Blade (Velvet)



A: 155 / M: 19

- * Damage +20% when target in Pain

Obtain: Citadel of Time Ruins - Road to Earth Spirit's Trial
Upgrade: N/A

Velvet's personal weapon has a very strong passive if you can enable it. The notable thing about it is that it is multiplicative with everything else, including the similar effects from grasta, so it scales well in the presence of other damage passives. You should still be wary of the lower-end Atk in some cases though.

Ogre Rancorem: Light (Aldo)



A: 190 / M: 23

- * Critical Rate +70%
- * Replace normal attack with Origin Force

Obtain: Defeat Ogre Rancorem: Light, from Apex of Logic Mythos Ch5
Upgrade: Defeat Ogre Rancorem: Light's Rematch

OR: Light gives Aldo a bit more utility and extra options to boost his own damage. The gained skill can cleanse enemy buffs/debuffs, while also permanently debuffing their PWR/INT/SPD, and gives Aldo a 25% PWR increase. Just keep in mind there is a turn delay before you can reuse the skill. If the skill effects will not be particularly useful, the crit rate passive is still generally welcome, although basically outclassed by Void/Prismatic if only serving that purpose.

Grand Dream (Serge)



A: 180 / M: 160

- * Critical Rate +100%
- * HP Regen (50% Multiplier)
- * Damage +10% when at max HP

Obtain: Defeat Lavoger, from Complex Dream additional quests
Upgrade: N/A

Grand Dream basically gives Serge a slightly upgraded Prismatic Sword in terms of damage.

Katana Weapons

Damage

Crescent Shadow (+10)



A: 192 / M: 32

- * Damage +30% when below 50% HP
- * SPD +30

Obtain: farmable from Baruoki Otherlands (VH)
Upgrade: farmable from Baruoki Otherlands (VH)

Crescent Shadow is a good option for Tsukiha AS, Heena, and Melissa if using her SPD skill. They work to make the SPD into damage on top of its increased AF threshold benefits. Should you be able to activate the second passive, it further provides a sizable boost to damage. Of course, its use isn't just limited to characters like them and others can use it for SPD control and/or if the direct damage passive will be predictably activated.

Stardream Sword (+10)



A: 161 / M: 26

- * Type Attack +10%
- * Reserves HP Restore +55%

Obtain: Toto Dreamland exchange

Upgrade: Future Migleina Continent, Toto Dreamland AD (H)

Stardream Sword is an alright option for katana damage dealers. With the advent of grasta sharing and max HP/type attack armor, you should be careful using it on characters affected by several such effects as they all stack additively and the additional 10% might be outdone by other weapons.

[Miaki's Katana](#)



A: 192 / M: 32

- * Damage +15% when target in Pain
- * When Attack: Pain

Obtain: Defeat Genkame, of the Antiquity Garulea Eight Spirits

Upgrade: N/A

Miaki's Katana is a strong choice for katana damage dealers due to the strength of its passive, which multiplies with every other damage source, and its high tier Atk. Its secondary passive helps it be self-sufficient and the consistency is easily improved by employing one of various other ways to inflict pain on enemies.

[Adamantine Katana \(Type Attack\)](#)



A: 161 / M: 55

- * Type Attack +20%
- * Reserves MP Restore +100%

Obtain: Adamantine Questline Choice

Upgrade: Adamantine Upgrade Questline

If chosen, the Adamantine Katana can serve to be a sizable and consistent damage boost weapon early on. But at later stages of the game with more passive effects coming into play, it can be hard to justify the lower Atk in some contexts.

[Indomitable Katana](#)



A: 172 / M: 29

- * PWR +30
- * SPD -30

Obtain: farmable from Burning Beast King's Castle AD (VH)
Upgrade: N/A

Indomitable Katana works well for damage boost on katana damage dealers that can afford to lose some SPD. It can also be used to secure a turn order that allows you to buff said damage dealer before they can attack. Despite the 202 Atk it seemingly equates to, 30 of that being in the form of PWR leads to a notable damage boost over an actual 202 Atk weapon, owing to damage formula specifics. On average, it effectively translates into being a 202 Atk weapon with an ~11% damage bonus.

Katana of Wisdom



A: 161 / M: 139

- * INT +30
- * Obtain Skill: Pseudo Spell (30MP ST Magic 180%)

Obtain: Auction House
Upgrade: N/A

The Katana of Wisdom has newfound potency in the wake of grasta sharing. With max HP/type attack weapons getting potentially worse alongside them, due to additive stacking, Wisdom provides a damage boost in a more resilient form by improving elemental modifier in the damage formula. In general it can be said to be a 161 Atk weapon with a ~16% elemental damage boost for most katana characters. If you're in a position to abuse an enemy weakness, then the extra MAtk matters much more as it will also factor into calculating the weakness multiplier, on top of what it was already doing. The Magic skill may also allow for getting increased AF gain in Magic Zones.

Ocean Katana



A: 192 / M: 32

- * Damage +20% when at max HP
- * HP Regen (40% Multiplier)

Obtain: Future Garulea Continent AD exchange
Upgrade: N/A

Ocean Katana is a fairly strong katana, provided you can maintain its condition. On top of the difficulty that may pose, it is also subject to relatively reduced effect in the presence of a significant total of other max HP/type attack damage passives affecting the character it's on, so choose it wisely. That being said, its high-end Atk lets it work particularly well when you can comfortably play to its strengths.

[Azul Rama \(+10\)](#)



A: 182 / M: 30

- * Thunder Type Attack +20%
- * When Attack: PWR -20%

Obtain: farmable from Antiquity Zerberiya Continent: Thunder AD
Upgrade: farmable from Antiquity Zerberiya Continent: Thunder AD

Azul Rama is an option for high-end type attack that only Victor can really benefit from. It's still fairly outclassed by other weapons in a number of situations though.

[Decimation Flash](#)



A: 161 / M: 27

- * Damage +15% when at max HP
- * Poison Immunity

Obtain: Cooking Minigame exchange
Upgrade: N/A

The cooking katana is pretty fair for a damage boost option despite low-end Atk, as long as you can maintain the condition. It's clearly inferior to Ocean Katana outside of its poison immunity, which will not matter in most cases.

[Void Katana](#)



A: 198 / M: 33

- * Type Attack +20%
- * Critical Rate +100%

Obtain: Defeat Genkame and One Wheel, of the Underworld Duo Spirits
Upgrade: N/A

The Void weapons are strong options that allow for more team flexibility. In some cases, it may not be convenient to provide critical rate buffs for your damage dealers. In those, the weapons

allow you to sidestep that and focus on other things to bring with the team slots. Additionally, the other passive is generally as good as it gets for type attack and may justify using it even without a need for critical rate, in some cases.

Prismatic Dagger



A: 192 / M: 158

- * Critical Rate +70%
- * SPD +20

Obtain: Chrono Cross symphony exchange
Upgrade: N/A

Prismatic weapons are very strong damage options for physical attackers. This is due to the combination of their significantly above average M.Atk and 70% critical rate boost. The M.Atk increase serves to notably augment elemental modifier value in the damage formula, similar to Wisdom weapons, but without losing any notable Atk for it, unlike those. If an enemy is weak to your attack, then the extra M.Atk will factor into weakness modifier value as well and it is hard to find better damage choices than these in those scenarios.

Even when not hitting weakness they are still very strong options that do not suffer the additive stacking of type atk/max hp passives, and so can be notably better the more grasta sharing the equipping character is receiving.

The critical rate boost allows attackers to be mostly self-sufficient for that, freeing up your team choices for when you wouldn't be able to conveniently provide guaranteed criticals to them mid-battle. But of course, if you don't need the extra damage and reliability matters more, Void weapons are still better at this.

The SPD +20 passive may help with Another Force thresholds, but sometimes it can also be undesirable when trying to make an attacker act after other allies have used support effects.

Katana of Cursed Time



A: 182 / M: 30

- * Gain 1% additional combo per hit, per enemy
- * Type Atk +10~30.4% based on Light/Shadow

Obtain: farmable from Sapient Complex: Midnight AD
Upgrade: N/A

The Cursed Time weapons basically give the option to use Combo Ore in your weapon slot. This is mostly useful on characters playing a supporting role in Another Force, preferably on

those with higher hit counts. The combo gain from it alone is small enough to where it's only really worth it if you don't have any other need for your weapon slot, as it's unlikely to affect your damage much outside of very strict strategies.

The Type Attack boost is basically standard fare for characters at low Light/Shadow values, but progressively becomes higher than that of the Void weapons once past 125 Light/Shadow.

Gideon Keseeph (+10)



A: 192 / M: 32

- * Damage +30% × (No of enemies - 1)
- * MP Regen (10 MP)

Obtain: farmable from Iscariot AD
Upgrade: farmable from Iscariot AD

The Keseeph weapons provide the option to use Last Stand Ore in your weapon slot. This is mostly not useful as ore slots on damage dealers are rarely actually all filled, and so you would prefer to use it in a grasta slot to free up your weapon slot for a different multiplier or effect. Still, in cases where you do manage to have them all filled without using Last Stand (or do not have access to/enough grasta ores) and are facing multiple enemies, the Keseeph weapons can provide a stronger boost than most other weapons.

Time-Restored Katana (+10)



A: 172 / M: 29

- * Damage +14% when target is Poisoned
- * When Attack: Poison

Obtain: farmable from Tower Argentaure
Upgrade: farmable from Mysterious Vortex AD - Tower Argentaure

Time-Restored Katana is basically a poison Miaki's Katana but with notably lower Atk.

Mujimaru



A: 198 / M: 33

- * Damage +5% per turn (max +50%)
- * Overthrow: Damage $+(EnemyLv^2 \div 700)\%$

Obtain: Uquaji Clan exchange

Upgrade: N/A

The Mujima weapons provide very high damage passives for superboss fights. Most recent superbosses are at least lv120 (Lv.?? enemies have hidden levels), which means you get about 20%+ damage from the Overthrow passive. For the damage growth passive, it's straightforward. With just the turn 1 value you get 5% damage. Multiplied with the Overthrow passive you have 26% (1.2×1.05) damage and each turn further increases it.

The damage increase is so high for superbosses that it somewhat ties with prismatic in their specialized case of hitting weaknesses for physical attacks, and then exceeds them as turns pass. Basically, in most cases, you'll be getting the highest damage increase from a Mujima weapon, although some other weapons may also be equally effective in early turns.

Obviously though, unlike Voids/Prismatics, you don't get any critical rate passive with these, so things like that can still matter more for damage if you wouldn't have a convenient source on your team. Similarly, something like the SPD reduction on Indomitables can matter more for SPD control, when raw damage isn't the main issue you're facing.

Note that the Overthrow here is considered different from the Another Sense/Buf and you can use both without any conflict. Both the Overthrow and Damage Growth passives are multiplicative with every damage increase category.

Elpis Dagger



A: 237 / M: 39

- * Overthrow: Damage $+(EnemyLv^2 \div 320)\%$
- * Critical Rate +100%

Obtain: Flotsam Isle Trading quest

Upgrade: N/A

The Elpis weapons generally provide the most damage you can get for superbosses in early turns currently, due to the strength of their Overthrow scaling. Mujima weapons will start to outperform them after about 6 turns have passed.

Utility

Water Spirit's Katana (+1)



A: 172 / M: 29

- * Change normal attack into a Water type slash attack
- * Water Type Resistance +1.5%

Obtain: Complete Chapter 44

Upgrade: Ogres Spike

This weapon is just something to keep in mind for fringe strategies to get increased AF gain in Water Zone from any katana character, without using MP.

Large Falcon Katana



A: 132 / M: 22

- * SPD +15

Obtain: Auction House

Upgrade: N/A

Falcon Katana is an easier to get option for SPD increase over Crescent Shadow, but it comes at the cost of a lot of offensive power.

Luna Acies (+10)



A: 187 / M: 101

- * When Attack: Thunder/Shade/Crystal Resistance -25% (3 turns, 50% chance each)
- * SPD +30

Obtain: farmable from Lunar Ghost City

Upgrade: farmable from City of Lost Paradise AD

The Luna weapons are accessible options for notable SPD control, which can be useful for sequencing turn order in strict setups or allowing more actions in Another Force as needed. The other passive can also be useful for easing the requirements of debuff punisher skills. There are also a couple of katana characters whose damage depends on their SPD.

Illusion Shade (+10)



A: 182 / M: 30

- * HP +1000
- * MP Regen (10 MP)

Obtain: farmable from Underworld

Upgrade: farmable from Garulea Continent/Underworld

Illusion Shade can be used for some situational flexibility with its MP regen. The extra survivability with 1000 HP goes along with this idea as well.

Katana of Ringing/Echoing Abyss



A: 10~182 / M: 1~30

- * Changes normal attack into a 1000~2000 HP self-heal skill
- * Obtain Skill: 0~40MP AoE Magic 0~160%

Obtain: The 3000 Realm Ark and the Sea Abyss Ch1

Upgrade: Harpoon Fishing

The Abyss weapons can serve as an alternative to Wisdom weapons for providing any character with a Magic skill. This can allow them to contribute increased AF gain in Magic Zones when they may not have been able to otherwise.

Starmade Katana (+10)



A: 182 / M: 30

- * SPD +29~40 based on Light/Shadow
- * Critical Damage +15%

Obtain: farmable from Mercy Keep

Upgrade: farmable from Mysterious Vortex AD - Land of Ro

Starmade Katana provides about the same damage increase as Prismatic Katana for Katana SPD formula damage dealers (Melissa, Tsukiha AS), if they do not need the passive critical rate or if they're not hitting a weakness (otherwise, they'd want Prismatic).

It can give higher SPD for turn order control than other Katanas, if the user has high enough Light/Shadow.

Personal

Regret (Curio)



A: 198 / M: 33

- * Critical Damage +30%
- * Obtain Skill: Throne of Thorns

Obtain: Defeat EPS-209 Murphy, from Apex of Logic Mythos Ch2
Upgrade: Defeat several more bosses unlocked by future chapters

Regret is a pretty strong weapon even just with its damage passive. The skill it provides Curio allows for access to the rare Break effect, which is very useful in some cases. Additionally, preemptive guaranteed Poison from it can allow for some convenience in setting up Poison grasta.

Ax Weapons

Damage

Dark Spirit Ax



A: 200 / M: 8

- * Type Attack +10%
- * Pain/Poison Multiplier +120%

Obtain: Defeat Moonfire, of the Present Garulea Eight Spirits
Upgrade: N/A

Dark Spirit Ax is a generally good option for ax damage dealers. With the advent of grasta sharing and max HP/type attack armor though, you should be careful using it on characters affected by several such effects as they all stack additively and the additional 10% can become much less relevant against other weapons.

Dragon Bone Ax (+10)



A: 189 / M: 8

- * PWR +15
- * MP Consumption -15%

Obtain: farmable from Antiquity Garulea Continent

Upgrade: farmable from Antiquity/Future Garulea Continent

Dragon Bone Ax is effectively an ax with 204 Atk. But with 15 of that being PWR, it results in about an extra 5% damage boost on average, due to damage formula interactions.

Miaki's Ax



A: 200 / M: 8

- * Damage +15% when at max HP
- * SPD +30

Obtain: Defeat Black Bonze, of the Antiquity Garulea Eight Spirits

Upgrade: N/A

Miaki's Ax is a strong option for ax damage dealers if you can maintain its condition. The SPD is also a nice bonus on an offensive weapon for possibly hitting increased AF thresholds. Kikyo can benefit a lot from this weapon due to the SPD-based damage scaling on her main skills.

Adamantine Ax (Type Attack)



A: 167 / M: 40

- * Type Attack +20%
- * Reserves MP Restore +100%

Obtain: Adamantine Questline Choice

Upgrade: Adamantine Upgrade Questline

If chosen, the Adamantine Ax can serve to be a sizable and consistent damage boost weapon early on. But at later stages of the game with more passive effects coming into play, it can be hard to justify the lower Atk in some contexts.

Indomitable Ax



A: 172 / M: 29

- * PWR +30
- * SPD -30

Obtain: farmable from Burning Beast King's Castle AD (VH)
Upgrade: N/A

Indomitable Ax works well for damage boost on ax damage dealers that can afford to lose some SPD. It can also be used to secure a turn order that allows you to buff said damage dealer before they can attack. Despite the 202 Atk it seemingly equates to, 30 of that being in the form of PWR leads to a notable damage boost over an actual 202 Atk weapon, owing to damage formula specifics. On average, it effectively translates into being a 202 Atk weapon with an ~11% damage bonus.

Wisdom Ax



A: 167 / M: 133

- * INT +30
- * Obtain Skill: Pseudo Spell (30MP ST Magic 180%)

Obtain: Auction House
Upgrade: N/A

Wisdom weapons have newfound potency in the presence of grasta sharing. With max HP/type attack weapons getting potentially worse alongside them, due to additive stacking, Wisdom provides a damage boost in a more resilient form by improving elemental modifier in the damage formula. In general it can be said to be a 167 Atk weapon with a ~17% elemental damage boost for most ax characters. If you're in a position to abuse an enemy weakness, then the extra MAtk matters much more as it will also factor into calculating the weakness multiplier, on top of what it was already doing. The Magic skill may also allow for getting increased AF gain in Magic Zones.

Tail Slasher



A: 200 / M: 8

- * Damage +15% when target in Pain
- * When Attack: Type Resistance -15%

Obtain: Future Garulea Continent AD exchange
Upgrade: N/A

Tail Slasher is a strong choice for ax damage dealers due to the strength of its passive, which multiplies with every other damage source, and its high tier Atk. By the time you have access to it, it's fairly easy to gear its user or allies to enable the condition for it, provided they aren't already capable of that with their skills.

Eternal Rotation



A: 167 / M: 7

- * Damage +15% when at max HP
- * Poison Immunity

Obtain: Cooking Minigame exchange
Upgrade: N/A

The cooking ax is pretty fair for a damage boost option despite low-end Atk, as long as you can maintain the condition. It's clearly inferior to Miaki's Ax outside of its poison immunity, which will not matter in most cases.

Void Ax



A: 205 / M: 9

- * Type Attack +20%
- * Critical Rate +100%

Obtain: Defeat Akadenchu and Strong Fox Spirit, of the Underworld Duo Spirits
Upgrade: N/A

The Void weapons are strong options that allow for more team flexibility. In some cases, it may not be convenient to provide critical rate buffs for your damage dealers. In those, the weapons allow you to sidestep that and focus on other things to bring with the team slots. Additionally, the other passive is generally as good as it gets for type attack and may justify using it even without a need for critical rate, in some cases.

Illusion Slash (+10)



A: 189 / M: 8

- * Critical Damage +15%
- * MP Regen (10 MP)

Obtain: farmable from Underworld

Upgrade: farmable from Garulea Continent/Underworld

Illusion Slash allows for critical damage buffs in passive form along with some MP regen. Keep in mind that this follows the same rules as mid-battle critical damage buffs and will stack additively with them. So it may perform notably worse than some other options if you're already gaining it from skills.

Prismatic Ax



A: 200 / M: 150

- * Critical Rate +70%
- * SPD +20

Obtain: Chrono Cross symphony exchange

Upgrade: N/A

Prismatic weapons are very strong damage options for physical attackers. This is due to the combination of their significantly above average M.Atk and 70% critical rate boost. The M.Atk increase serves to notably augment elemental modifier value in the damage formula, similar to Wisdom weapons, but without losing any notable Atk for it, unlike those. If an enemy is weak to your attack, then the extra M.Atk will factor into weakness modifier value as well and it is hard to find better damage choices than these in those scenarios.

Even when not hitting weakness they are still very strong options that do not suffer the additive stacking of type atk/max hp passives, and so can be notably better the more grasta sharing the equipping character is receiving.

The critical rate boost allows attackers to be mostly self-sufficient for that, freeing up your team choices for when you wouldn't be able to conveniently provide guaranteed criticals to them mid-battle. But of course, if you don't need the extra damage and reliability matters more, Void weapons are still better at this.

The SPD +20 passive may help with Another Force thresholds, but sometimes it can also be undesirable when trying to make an attacker act after other allies have used support effects.

Ax of Cursed Time



A: 189 / M: 8

- * Gain 1% additional combo per hit, per enemy
- * Type Atk +10~30.4% based on Light/Shadow

Obtain: farmable from Sapient Complex: Midnight AD

Upgrade: N/A

The Cursed Time weapons basically give the option to use Combo Ore in your weapon slot. This is mostly useful on characters playing a supporting role in Another Force, preferably on those with higher hit counts. The combo gain from it alone is small enough to where it's only really worth it if you don't have any other need for your weapon slot, as it's unlikely to affect your damage much outside of very strict strategies.

The Type Attack boost is basically standard fare for characters at low Light/Shadow values, but progressively becomes higher than that of the Void weapons once past 125 Light/Shadow.

Barzel Keseph (+10)



A: 200 / M: 8

- * Damage +30% × (No of enemies - 1)
- * MP Regen (10 MP)

Obtain: farmable from Iscariot AD

Upgrade: farmable from Iscariot AD

The Keseph weapons provide the option to use Last Stand Ore in your weapon slot. This is mostly not useful as ore slots on damage dealers are rarely actually all filled, and so you would prefer to use it in a grasta slot to free up your weapon slot for a different multiplier or effect. Still, in cases where you do manage to have them all filled without using Last Stand (or do not have access to/enough grasta ores) and are facing multiple enemies, the Keseph weapons can provide a stronger boost than most other weapons.

Time-Restored Ax (+10)



A: 172 / M: 29

- * Gain 1% additional combo per hit, per enemy
- * Type Atk +10%

Obtain: farmable from Thundering Fortress

Upgrade: farmable from Mysterious Vortex AD - Thundering Fortress

The Time-Restored Ax is an alternative Ax of Cursed Time with lower stats.

Mujima Ax



A: 205 / M: 9

- * Damage +5% per turn (max +50%)
- * Overthrow: Damage $+(EnemyLv^2 \div 700)\%$

Obtain: Uquaji Clan exchange

Upgrade: N/A

The Mujima weapons provide very high damage passives for superboss fights. Most recent superbosses are at least lv120 (Lv.?? enemies have hidden levels), which means you get about 20%+ damage from the Overthrow passive. For the damage growth passive, it's straightforward. With just the turn 1 value you get 5% damage. Multiplied with the Overthrow passive you have 26% (1.2×1.05) damage and each turn further increases it.

The damage increase is so high for superbosses that it somewhat ties with prismatics in their specialized case of hitting weaknesses for physical attacks, and then exceeds them as turns pass. Basically, in most cases, you'll be getting the highest damage increase from a Mujima weapon, although some other weapons may also be equally effective in early turns.

Obviously though, unlike Voids/Prismatics, you don't get any critical rate passive with these, so things like that can still matter more for damage if you wouldn't have a convenient source on your team. Similarly, something like the SPD reduction on Indomitables can matter more for SPD control, when raw damage isn't the main issue you're facing.

Note that the Overthrow here is considered different from the Another Sense/Buf and you can use both without any conflict. Both the Overthrow and Damage Growth passives are multiplicative with every damage increase category.

Elpis Ax



A: 245 / M: 11

- * Overthrow: Damage $+(EnemyLv^2 \div 320)\%$
- * Critical Rate +100%

Obtain: Lernica Weather Sidequest

Upgrade: N/A

The Elpis weapons generally provide the most damage you can get for superbosses in early turns currently, due to the strength of their Overthrow scaling. Mujima weapons will start to outperform them after about 6 turns have passed.

Utility

Earth Spirit's Ax (+1)



A: 178 / M: 8

- * Change normal attack into an Earth type slash attack
- * Earth Type Resistance +1.5%

Obtain: Complete Chapter 44

Upgrade: Ogres Spike

This weapon is just something to keep in mind for fringe strategies to get increased AF gain in Earth Zone from any ax character, without using MP.

Falcon Ax



A: 137 / M: 5

- * SPD +15

Obtain: Auction House

Upgrade: N/A

Falcon Ax is generally just a weaker Miaki's Ax. It can serve a substitute role if you have difficulty acquiring that and desire its SPD bonus.

Luna Bipennis Ax (+10)



A: 194 / M: 78

- * When Attack: Thunder/Shade/Crystal Resistance -25% (3 turns, 50% chance each)
- * SPD +30

Obtain: farmable from Schnaud Castle

Upgrade: farmable from City of Lost Paradise AD

The Luna weapons are accessible options for notable SPD control, which can be useful for sequencing turn order in strict setups or allowing more actions in Another Force as needed. The other passive can also be useful for easing the requirements of debuff punisher skills.

Ax of Ringing/Echoing Abyss

A: 10~189 / M: 0~8



- * Changes normal attack into a 1000~2000 HP self-heal skill
- * Obtain Skill: 0~40MP AoE Magic 0~160%

Obtain: The 3000 Realm Ark and the Sea Abyss Ch1

Upgrade: Harpoon Fishing

The Abyss weapons can serve as an alternative to Wisdom weapons for providing any character with a Magic skill. This can allow them to contribute increased AF gain in Magic Zones when they may not have been able to otherwise.

Starmade Ax (+10)



A: 189 / M: 8

- * When Attack: Pain
- * SPD +29~40 based on Light/Shadow

Obtain: farmable from Dust City

Upgrade: farmable from Mysterious Vortex AD - Dust City

Starmade Ax gives another option for passive Pain infliction to enable conditionals, while also providing potentially higher SPD for turn order control than other Axes.

Lance Weapons

Damage

Ulcanactos (+10)



A: 185 / M: 22

- * Type Attack +20%
- * MP Consumption -20%

Obtain: farmable from Ratle Otherlands (VH)
Upgrade: farmable from Ratle Otherlands (VH)

Ulcanactos is a generally strong damage option for lance characters. If the character using it is subject to a high total of max HP/type attack passives from other sources, then the effect may become relatively weaker than other options due to additive stacking, which is something to keep in mind.

Miaki's Lance



A: 185 / M: 22

- * Type Attack +10%
- * Damage +30% when below 50% HP

Obtain: Defeat Enenra, of the Antiquity Garulea Eight Spirits
Upgrade: N/A

Miaki's Lance is a solid damage option for lance characters. In scenarios where you would naturally fulfill its conditional boost, it becomes notably stronger than a lot of other options. However, if the 2nd effect is not reliably usable, it should be noted that the consistent 10% may perform worse relative to other weapon options if used by a character affected by a high total of max HP/type attack passives from other sources.

Adamantine Lance (Type Attack)



A: 155 / M: 50

- * Type Attack +20%
- * Reserves MP Restore +100%

Obtain: Adamantine Questline Choice
Upgrade: Adamantine Upgrade Questline

If chosen, the Adamantine Lance can serve to be a sizable and consistent damage boost weapon early on. But at later stages of the game with more passive effects coming into play, it can be hard to justify the lower Atk in some contexts.

Indomitable Lance



A: 165 / M: 20

- * PWR +30
- * SPD -30

Obtain: farmable from Burning Beast King's Castle AD (VH)
Upgrade: N/A

Indomitable Lance works well for damage boost on lance damage dealers that can afford to lose some SPD. It can also be used to secure a turn order that allows you to buff said damage dealer before they can attack. Despite the 195 Atk it seemingly equates to, 30 of that being in the form of PWR leads to a notable damage boost over an actual 195 Atk weapon, owing to damage formula specifics. On average, it effectively translates into being a 195 Atk weapon with an ~11% damage bonus.

Wisdom Spear



A: 155 / M: 145

- * INT +30
- * Obtain Skill: Pseudo Spell (30MP ST Magic 180%)

Obtain: Auction House
Upgrade: N/A

Wisdom weapons have newfound potency in the presence of grasta sharing. With max HP/type attack weapons getting potentially worse alongside them, due to additive stacking, Wisdom provides a damage boost in a more resilient form by improving elemental modifier in the damage formula. In general it can be said to be a 155 Atk weapon with a ~16% elemental damage boost for most lance characters. If you're in a position to abuse an enemy weakness, then the extra MAtk matters much more as it will also factor into calculating the weakness multiplier, on top of what it was already doing. The Magic skill may also allow for getting increased AF gain in Magic Zones.

White Silver Trident



A: 155 / M: 19

- * Damage +15% when at max HP
- * Poison Immunity

Obtain: Cooking Minigame exchange
Upgrade: N/A

The cooking lance is pretty fair for a damage boost option despite low-end Atk, as long as you can maintain the condition.

Azul Ranza (+10)



A: 175 / M: 21

- * Shade Type Attack +20%
- * MP Regen (10 MP)

Obtain: farmable from Antiquity Zerberiya Continent: Shade AD
Upgrade: farmable from Antiquity Zerberiya Continent: Shade AD

Azul Spatha is only really usable by Milsha, for its damage passive. It's a solid weapon for her if you're focusing just on her 5★ Shade skill and don't require something more specialized.

Void Lance



A: 190 / M: 23

- * Type Attack +20%
- * Critical Rate +100%

Obtain: Defeat Kodama and Moonfire, of the Underworld Duo Spirits
Upgrade: N/A

The Void weapons are strong options that allow for more team flexibility. In some cases, it may not be convenient to provide critical rate buffs for your damage dealers. In those, the weapons allow you to sidestep that and focus on other things to bring with the team slots. Additionally, the other passive is generally as good as it gets for type attack and may justify using it even without a need for critical rate, in some cases.

Prismatic Pick



A: 185 / M: 165

- * Critical Rate +70%
- * SPD +20

Obtain: Chrono Cross symphony exchange
Upgrade: N/A

Prismatic weapons are very strong damage options for physical attackers. This is due to the combination of their significantly above average M.Atk and 70% critical rate boost. The M.Atk increase serves to notably augment elemental modifier value in the damage formula, similar to

Wisdom weapons, but without losing any notable Atk for it, unlike those. If an enemy is weak to your attack, then the extra M.Atk will factor into weakness modifier value as well and it is hard to find better damage choices than these in those scenarios.

Even when not hitting weakness they are still very strong options that do not suffer the additive stacking of type atk/max hp passives, and so can be notably better the more grasta sharing the equipping character is receiving.

The critical rate boost allows attackers to be mostly self-sufficient for that, freeing up your team choices for when you wouldn't be able to conveniently provide guaranteed criticals to them mid-battle. But of course, if you don't need the extra damage and reliability matters more, Void weapons are still better at this.

The SPD +20 passive may help with Another Force thresholds, but sometimes it can also be undesirable when trying to make an attacker act after other allies have used support effects.

Lance of Cursed Time



A: 175 / M: 21

- * Gain 1% additional combo per hit, per enemy
- * Type Atk +10~30.4% based on Light/Shadow

Obtain: farmable from Sapient Complex: Midnight AD
Upgrade: N/A

The Cursed Time weapons basically give the option to use Combo Ore in your weapon slot. This is mostly useful on characters playing a supporting role in Another Force, preferably on those with higher hit counts. The combo gain from it alone is small enough to where it's only really worth it if you don't have any other need for your weapon slot, as it's unlikely to affect your damage much outside of very strict strategies.

The Type Attack boost is basically standard fare for characters at low Light/Shadow values, but progressively becomes higher than that of the Void weapons once past 125 Light/Shadow.

Chanit Keseph (+10)



A: 185 / M: 22

- * Damage +30% × (№ of enemies - 1)
- * MP Regen (10 MP)

Obtain: farmable from Iscariot AD
Upgrade: farmable from Iscariot AD

The Keseph weapons provide the option to use Last Stand Ore in your weapon slot. This is mostly not useful as ore slots on damage dealers are rarely actually all filled, and so you would prefer to use it in a grasta slot to free up your weapon slot for a different multiplier or effect. Still, in cases where you do manage to have them all filled without using Last Stand (or do not have access to/enough grasta ores) and are facing multiple enemies, the Keseph weapons can provide a stronger boost than most other weapons.

Time-Restored Lance (+10)



A: 165 / M: 20

- * Damage +15% when target in Pain
- * SPD +15

Obtain: farmable from Thundering Fortress

Upgrade: farmable from Mysterious Vortex AD - Thundering Fortress

Time-Restored Lance possesses a strong damage passive with its pain punisher (being multiplicative with everything), but it can be held back by its lower-end Atk in comparison to other weapons in lategame. The SPD may also prove situationally useful in combination with the damage passive.

Mujima Lance



A: 190 / M: 23

- * Damage +5% per turn (max +50%)
- * Overthrow: Damage $+(EnemyLv^2 \div 700)\%$

Obtain: Uquaji Clan exchange

Upgrade: N/A

The Mujima weapons provide very high damage passives for superboss fights. Most recent superbosses are at least lv120 (Lv.?? enemies have hidden levels), which means you get about 20%+ damage from the Overthrow passive. For the damage growth passive, it's straightforward. With just the turn 1 value you get 5% damage. Multiplied with the Overthrow passive you have 26% (1.2×1.05) damage and each turn further increases it.

The damage increase is so high for superbosses that it somewhat ties with prismatics in their specialized case of hitting weaknesses for physical attacks, and then exceeds them as turns pass. Basically, in most cases, you'll be getting the highest damage increase from a Mujima weapon, although some other weapons may also be equally effective in early turns.

Obviously though, unlike Voids/Prismatics, you don't get any critical rate passive with these, so things like that can still matter more for damage if you wouldn't have a convenient source on your team. Similarly, something like the SPD reduction on Indomitables can matter more for SPD control, when raw damage isn't the main issue you're facing.

Note that the Overthrow here is considered different from the Another Sense/Buf and you can use both without any conflict. Both the Overthrow and Damage Growth passives are multiplicative with every damage increase category.

Elpis Spear



A: 227 / M: 28

- * Overthrow: Damage $+(EnemyLv^2 \div 320)\%$
- * Critical Rate +100%

Obtain: Defeat [Storm King] Ikaruga
Upgrade: N/A

The Elpis weapons generally provide the most damage you can get for superbosses in early turns currently, due to the strength of their Overthrow scaling. Mujima weapons will start to outperform them after about 6 turns have passed.

Utility

Wind Spirit's Lance (+1)



A: 165 / M: 20

- * Change normal attack into a Wind type pierce attack
- * Wind Type Resistance +1.5%

Obtain: Complete Chapter 44
Upgrade: Ogres Spike

This weapon is just something to keep in mind for fringe strategies to get increased AF gain in Wind Zone from any lance character, without using MP.

Dark Spirit Naginata



A: 185 / M: 22

- * SPD +20
- * Reserves MP Restore +55%

Obtain: Defeat Demon Spider, of the Present Garulea Eight Spirits
Upgrade: N/A

Dark Spirit Naginata is one of a number of options to get a SPD passive on lances, landing somewhere in the middle.

Falcon Spear



A: 127 / M: 15

- * SPD +15

Obtain: Auction House
Upgrade: N/A

Falcon Lance is generally just a weaker Dark Spirit's Naginata. It can serve a substitute role if you have difficulty acquiring that and desire its SPD bonus.

Crafted Chivalry (+10)



A: 175 / M: 21

- * MP +60
- * SPR +15

Obtain: farmable from Present Garulea Continent
Upgrade: farmable from Present/Future Garulea Continent

This weapon is mostly just notable for providing Tiramisu some flexibility in increasing or maxing her SPR.

Fishhook Spear



A: 185 / M: 22

* HP +1000

* MP Regen (10 MP)

Obtain: Future Garulea Continent AD exchange

Upgrade: N/A

Fishhook Spear can be used for some situational flexibility with its MP regen. The extra survivability with 1000 HP goes along with this idea as well. Garambarrel may generally prefer this when using his HP-based damage skill.

Luna Fanakis (+10)



A: 180 / M: 92

* When Attack: Thunder/Shade/Crystal Resistance -25% (3 turns, 50% chance each)

* SPD +30

Obtain: farmable from Lunar Ghost City

Upgrade: farmable from City of Lost Paradise AD

The Luna weapons are accessible options for notable SPD control, which can be useful for sequencing turn order in strict setups or allowing more actions in Another Force as needed. The other passive can also be useful for easing the requirements of debuff punisher skills.

Illusion Read (+10)



A: 175 / M: 21

* Physical Resistance +20%

* Type Resistance +20%

Obtain: farmable from Underworld

Upgrade: farmable from Garulea Continent/Underworld

Illusion Read allows for a lot of passive survivability, if you're in specific need of it. Keep in mind that resistance from passives is still subject to diminishing returns with those from skills.

Lance of Ringing/Echoing Abyss



A: 10~175 / M: 1~21

- * Changes normal attack into a 1000~2000 HP self-heal skill
- * Obtain Skill: 0~40MP AoE Magic 0~160%

Obtain: The 3000 Realm Ark and the Sea Abyss Ch1

Upgrade: Harpoon Fishing

The Abyss weapons can serve as an alternative to Wisdom weapons for providing any character with a Magic skill. This can allow them to contribute increased AF gain in Magic Zones when they may not have been able to otherwise.

Starmade Lance (+10)



A: 175 / M: 21

- * Type Res Debuffs +15%
- * When Attack: INT -20% (~15% chance)

Obtain: farmable from Mercy Keep

Upgrade: farmable from Mysterious Vortex AD - Land of Ro

Starmade Lance can help to provide extra (TotalValue+15)% Res down on Lance characters you're using with specific or general Type Res debuffs. This is increasingly relevant with a lot of bosses having high Res buffs.

The INT debuff is unreliable and the type of passive is also more reliably available from Grasta ores, so you're unlikely to want to use this for that purpose specifically.

Bow Weapons

Damage

Cherry Blossom Cloud (+10)



A: 158 / M: 44

- * Type Attack +10%
- * When Attack: Pain

Obtain: farmable from Present Garulea Continent

Upgrade: farmable from Present Garulea Continent

Cherry Blossom Cloud is a solid weapon for bow damage dealers in general. With the advent of grasta sharing and max HP/type attack armor though, you should be careful using it on characters affected by several such effects as they all stack additively and the additional 10% might be outdone by other weapons. The chance to inflict 3-turn pain may provide additional utility for it in some cases where it might otherwise just be an inferior damage option.

Miaki's Bow



A: 167 / M: 47

- * Damage +15% when at max HP
- * Drain 3% of damage dealt

Obtain: Defeat Yasuzume, of the Antiquity Garulea Eight Spirits

Upgrade: N/A

Miaki's Bow is a solid weapon for bow damage dealers, capable of ensuring its own condition in AF. Its damage passive is subject to contested scaling in presence of type attack/max HP effects from other sources, due to additive stacking. The self-sustain it allows can provide some flexibility with rotations in general.

Adamantine Bow (Type Attack)



A: 140 / M: 60

- * Type Attack +20%
- * Reserves MP Restore +100%

Obtain: Adamantine Questline Choice

Upgrade: Adamantine Upgrade Questline

If chosen, the Adamantine Bow can serve to be a sizable and consistent damage boost weapon early on. But at later stages of the game with more passive effects coming into play, it can be hard to justify the lower Atk in some contexts.

Indomitable Bow



A: 149 / M: 42

- * PWR +30
- * SPD -30

Obtain: farmable from Burning Beast King's Castle AD (VH)
Upgrade: N/A

Indomitable Bow works well for damage boost on bow damage dealers that can afford to lose some SPD. It can also be used to secure a turn order that allows you to buff said damage dealer before they can attack. Despite the 179 Atk it seemingly equates to, 30 of that being in the form of PWR leads to a notable damage boost over an actual 179 Atk weapon, owing to damage formula specifics. On average, it effectively translates into being a 179 Atk weapon with an ~12% damage bonus.

Wisdom Bow



A: 140 / M: 160

- * INT +30
- * Obtain Skill: Pseudo Spell (30MP ST Magic 180%)

Obtain: Auction House
Upgrade: N/A

Wisdom weapons have newfound potency in the presence of grasta sharing. With max HP/type attack weapons getting potentially worse alongside them, due to additive stacking, Wisdom provides a damage boost in a more resilient form by improving elemental modifier in the damage formula. In general it can be said to be a 140 Atk weapon with a ~19% elemental damage boost for most bow characters. If you're in a position to abuse an enemy weakness, then the extra MAtk matters much more as it will also factor into calculating the weakness multiplier, on top of what it was already doing. The Magic skill may also allow for getting increased AF gain in Magic Zones.

Exotic Bow



A: 167 / M: 47

- * Type Attack +10%
- * MP Consumption -20%

Obtain: Specter Citadel Locked Room
Upgrade: N/A

Exotic Bow is basically an upgrade over Cherry Blossom Cloud as long as you can reliably activate pain for grasta through other means. The same scaling limitations of Cherry Blossom Cloud also apply.

Elegant Icicle Bow



A: 171 / M: 48

- * Damage +50% when at max HP
- * MP +100

Obtain: Chapter 71

Upgrade: Present Garulea Continent

Elegant Icicle Bow is on another tier entirely when compared to most weapons. The high power it allows comes with the tradeoff of its condition though, so you should still be careful when choosing to use it. The MP increase can be especially useful for Alma when making use of her magic skill in combination with Mental Focus.

Savior and Ruler



A: 140 / M: 39

- * Damage +15% when at max HP
- * Poison Immunity

Obtain: Cooking Minigame exchange

Upgrade: N/A

The cooking bow is pretty fair for a damage boost option despite low-end Atk, as long as you can maintain the condition. It's clearly inferior to the other max HP bows outside of its poison immunity though, which will not matter in most cases.

Azul Arco (+10)



A: 158 / M: 44

- * Crystal Type Attack +20%
- * When Attack: INT -20%

Obtain: farmable from Antiquity Zerberiya Continent: Crystal AD

Upgrade: farmable from Antiquity Zerberiya Continent: Crystal AD

Azul Arco is only really usable by Mistrare or Alma, for its damage passive. It's a good option for them if focusing just on their Crystal damage, if they wouldn't be able to use something like the Icicle Bow and don't need something more specialized like Indomitable/Prismatic.

Void Bow



A: 171 / M: 48

- * Type Attack +20%
- * Critical Rate +100%

Obtain: Defeat Enenra and Protection Demon, of the Underworld Duo Spirits
Upgrade: N/A

The Void weapons are strong options that allow for more team flexibility. In some cases, it may not be convenient to provide critical rate buffs for your damage dealers. In those, the weapons allow you to sidestep that and focus on other things to bring with the team slots. Additionally, the other passive is generally as good as it gets for type attack and may justify using it even without a need for critical rate, in some cases.

Illusion Fog (+10)



A: 158 / M: 44

- * HP +1000
- * PWR +20

Obtain: farmable from Underworld
Upgrade: farmable from Garulea Continent/Underworld

Illusion Fog roughly equates to being a 175 Atk bow with a ~7% damage bonus from the passive PWR increase, on average, owing to damage formula specifics. It's an alright option if you don't have better or aren't in need of something more specialized.

Prismatic Bow



A: 167 / M: 183

- * Critical Rate +70%
- * SPD +20

Obtain: Chrono Cross symphony exchange
Upgrade: N/A

Prismatic weapons are very strong damage options for physical attackers. This is due to the combination of their significantly above average M.Atk and 70% critical rate boost. The M.Atk increase serves to notably augment elemental modifier value in the damage formula, similar to Wisdom weapons, but without losing any notable Atk for it, unlike those. If an enemy is weak to your attack, then the extra M.Atk will factor into weakness modifier value as well and it is hard to find better damage choices than these in those scenarios.

Even when not hitting weakness they are still very strong options that do not suffer the additive stacking of type atk/max hp passives, and so can be notably better the more grasta sharing the equipping character is receiving.

The critical rate boost allows attackers to be mostly self-sufficient for that, freeing up your team choices for when you wouldn't be able to conveniently provide guaranteed criticals to them mid-battle. But of course, if you don't need the extra damage and reliability matters more, Void weapons are still better at this.

The SPD +20 passive may help with Another Force thresholds, but sometimes it can also be undesirable when trying to make an attacker act after other allies have used support effects.

Bow of Cursed Time



A: 158 / M: 44

- * Gain 1% additional combo per hit, per enemy
- * Type Atk +10~30.4% based on Light/Shadow

Obtain: farmable from Sapient Complex: Midnight AD

Upgrade: N/A

The Cursed Time weapons basically give the option to use Combo Ore in your weapon slot. This is mostly useful on characters playing a supporting role in Another Force, preferably on those with higher hit counts. The combo gain from it alone is small enough to where it's only really worth it if you don't have any other need for your weapon slot, as it's unlikely to affect your damage much outside of very strict strategies.

The Type Attack boost is basically standard fare for characters at low Light/Shadow values, but progressively becomes higher than that of the Void weapons once past 125 Light/Shadow.

Keshet Keseeph (+10)



A: 167 / M: 47

- * Damage +30% × (No of enemies - 1)
- * MP Regen (10 MP)

Obtain: farmable from Iscariot AD

Upgrade: farmable from Iscariot AD

The Kesen weapons provide the option to use Last Stand Ore in your weapon slot. This is mostly not useful as ore slots on damage dealers are rarely actually all filled, and so you would prefer to use it in a grasta slot to free up your weapon slot for a different multiplier or effect. Still, in cases where you do manage to have them all filled without using Last Stand (or do not have access to/enough grasta ores) and are facing multiple enemies, the Kesen weapons can provide a stronger boost than most other weapons.

Mujima Bow



A: 171 / M: 48

- * Damage +5% per turn (max +50%)
- * Overthrow: Damage +(EnemyLv² ÷ 700)%

Obtain: Uquaji Clan exchange

Upgrade: N/A

The Mujima weapons provide very high damage passives for superboss fights. Most recent superbosses are at least lv120 (Lv.?? enemies have hidden levels), which means you get about 20%+ damage from the Overthrow passive. For the damage growth passive, it's straightforward. With just the turn 1 value you get 5% damage. Multiplied with the Overthrow passive you have 26% (1.2×1.05) damage and each turn further increases it.

The damage increase is so high for superbosses that it somewhat ties with prismatics in their specialized case of hitting weaknesses for physical attacks, and then exceeds them as turns pass. Basically, in most cases, you'll be getting the highest damage increase from a Mujima weapon, although some other weapons may also be equally effective in early turns.

Obviously though, unlike Voids/Prismatics, you don't get any critical rate passive with these, so things like that can still matter more for damage if you wouldn't have a convenient source on your team. Similarly, something like the SPD reduction on Indomitables can matter more for SPD control, when raw damage isn't the main issue you're facing.

Note that the Overthrow here is considered different from the Another Sense/Buf and you can use both without any conflict. Both the Overthrow and Damage Growth passives are multiplicative with every damage increase category.

Starmade Bow (+10)



A: 158 / M: 44

- * Drain 1% of damage dealt
- * Damage +15% when at max HP

Obtain: farmable from Mercy Keep
Upgrade: farmable from Mysterious Vortex AD - Land of Ro

Starmade Bow is Miaki's Bow with some lower numbers but you can farm multiples. Take that as you will.

Elpis Bow



A: 204 / M: 58

- * Overthrow: Damage $+(EnemyLv^2 \div 320)\%$
- * Critical Rate +100%

Obtain: Fileria Basement quest
Upgrade: N/A

The Elpis weapons generally provide the most damage you can get for superbosses in early turns currently, due to the strength of their Overthrow scaling. Mujima weapons will start to outperform them after about 6 turns have passed.

Utility

Lolipoppper (+10)



A: 139 / M: 39

- * HP +1000
- * Physical Resistance +10%

Obtain: Toto Dreamland exchange
Upgrade: Future Migleina Continent, Toto Dreamland AD (H)

Lolipoppper can give extra bulk to a Bow character, which can be situationally useful.

Dragon Bone Bow (+10)



A: 158 / M: 44

- * SPD +15
- * Physical Resistance +10%

Obtain: farmable from Antiquity Garulea Continent

Upgrade: farmable from Antiquity/Future Garulea Continent

Dragon Bone Bow allows for some extra SPD without giving up too much Atk, for bows.

Falcon Bow



A: 114 / M: 32

- * SPD +15

Obtain: Auction House

Upgrade: N/A

Falcon Bow is a weaker Dragon Bone Bow with an alternative acquisition method.

Crafted Fog (+10)



A: 158 / M: 44

- * When Attack: Physical Resistance -20%
- * When Attack: SPD -20%

Obtain: farmable from Present Garulea Continent

Upgrade: farmable from Present Garulea Continent

This weapon can have some value as a way to get uncommon debuffs on enemies to enable characters with debuff punisher skill effects.

Luna Sagittaria (+10)



A: 163 / M: 116

- * When Attack: Thunder/Shade/Crystal Resistance -25% (3 turns, 50% chance each)
- * SPD +30

Obtain: farmable from Schnaud Castle

Upgrade: farmable from City of Lost Paradise AD

The Luna weapons are accessible options for notable SPD control, which can be useful for sequencing turn order in strict setups or allowing more actions in Another Force as needed. The other passive can also be useful for easing the requirements of debuff punisher skills.

Bow of Ringing/Echoing Abyss



A: 9~158 / M: 2~44

- * Changes normal attack into a 1000~2000 HP self-heal skill
- * Obtain Skill: 0~40MP AoE Magic 0~160%

Obtain: The 3000 Realm Ark and the Sea Abyss Ch1

Upgrade: Harpoon Fishing

The Abyss weapons can serve as an alternative to Wisdom weapons for providing any character with a Magic skill. This can allow them to contribute increased AF gain in Magic Zones when they may not have been able to otherwise.

Time-Restored Bow (+10)



A: 149 / M: 42

- * Physical Resistance +15%
- * Type Resistance +15%

Obtain: farmable from Thundering Fortress

Upgrade: farmable from Mysterious Vortex AD - Thundering Fortress

Time-Restored Bow allows for a lot of passive survivability, if you're in specific need of it. Keep in mind that resistance from passives is still subject to diminishing returns with those from skills.

Fists Weapons

Damage

Toto's Luckypuncher (+10)

A: 151 / M: 25



- * Type Attack +10%
- * MP Consumption -10%

Obtain: Toto Dreamland exchange

Upgrade: Future Migleina Continent, Toto Dreamland AD (H)

Toto's Luckypuncher is a generally good weapon, although its Atk is a bit on the low side. With the advent of grasta sharing and max HP/type attack armor in particular, you should be careful using it on characters affected by several such effects as they all stack additively and the additional 10% is more easily outdone by other weapons then.

Dark Spirit Claws

A: 181 / M: 30



- * Type Attack +10%
- * SPD +20

Obtain: Defeat Strong Fox Spirit, of the Present Garulea Eight Spirits

Upgrade: N/A

Dark Spirit Claws are a strong choice for fist damage dealers with the strength of both of its passives and its high atk stat. Similarly to Toto's Luckypuncher, it is still limited for raw damage by the same concerns in some cases. However, the SPD gives the claws more flexibility for consideration of their use in general.

Miaki's Fists

A: 181 / M: 30



- * PWR +20
- * Critical Rate +20%

Obtain: Defeat Crab Bonze, of the Antiquity Garulea Eight Spirits

Upgrade: N/A

Miaki's Fists are a strong option, providing a competitive passive to Indomitable Fists with no need for SPD loss. The 20 PWR effectively translates into a ~7% damage bonus on a 201 Atk weapon due to damage formula specifics, on average for fists characters. The critical rate is an okay addition, but unlikely to be too relevant.

Adamantine Knuckles (Type Attack)



A: 152 / M: 55

- * Type Attack +20%
- * Reserves MP Restore +100%

Obtain: Adamantine Questline Choice
Upgrade: Adamantine Upgrade Questline

If chosen, the Adamantine Fists can serve to be a sizable and consistent damage boost weapon early on. But at later stages of the game with more passive effects coming into play, it can be hard to justify the lower Atk in some contexts.

Indomitable Fists



A: 162 / M: 27

- * PWR +30
- * SPD -30

Obtain: farmable from Burning Beast King's Castle AD (VH)
Upgrade: N/A

Indomitable Fists work well for damage boost on fists damage dealers that can afford to lose some SPD. It can also be used to secure a turn order that allows you to buff said damage dealer before they can attack. Despite the 192 Atk it seemingly equates to, 30 of that being in the form of PWR leads to a notable damage boost over an actual 192 Atk weapon, owing to damage formula specifics. On average, it effectively translates into being a 192 Atk weapon with an ~11% damage bonus.

Wisdom Knuckles



A: 152 / M: 148

- * INT +30
- * Obtain Skill: Pseudo Spell (30MP ST Magic 180%)

Obtain: Auction House
Upgrade: N/A

Wisdom weapons have newfound potency in the presence of grasta sharing. With max HP/type attack weapons getting potentially worse alongside them, due to additive stacking, Wisdom provides a damage boost in a more resilient form by improving elemental modifier in the damage formula. In general it can be said to be a 152 Atk weapon with a ~18% elemental damage boost for most fists characters. If you're in a position to abuse an enemy weakness,

then the extra MAtk matters much more as it will also factor into calculating the weakness multiplier, on top of what it was already doing. The Magic skill may also allow for getting increased AF gain in Magic Zones.

Crafted Scratch (+10)

A: 172 / M: 29



- * Damage +15% when at max HP
- * MP +60

Obtain: farmable from Present Garulea Continent

Upgrade: farmable from Present/Future Garulea Continent

Crafted Scratch is a fairly strong damage option as long as you can maintain its condition. Its passive is also subject to contested scaling in presence of other type attack/max HP effects from other sources, due to additive stacking. The extra MP it provides can also give some flexibility.

Fugu Fists

A: 181 / M: 30



- * Damage +15% when target Poisoned
- * When Attack: Poison

Obtain: Land of Ro: Dungeon Ruins Hidden Room

Upgrade: N/A

Fugu Fists are a strong choice for fists damage dealers due to the strength of its passive, which multiplies with every other damage source, and its high tier Atk. Its secondary passive helps it be self-sufficient and the consistency is improvable by employing other ways to inflict poison on enemies.

Scorching Stout Arms

A: 152 / M: 25



- * Damage +15% when at max HP
- * Poison Immunity

Obtain: Cooking Minigame exchange

Upgrade: N/A

The cooking fists are pretty fair for a damage boost option despite low-end Atk, as long as you can maintain the condition. It's clearly inferior to Crafted Scratch outside of its poison immunity, which will not matter in most cases.

Void Fists



A: 186 / M: 31

- * Type Attack +20%
- * Critical Rate +100%

Obtain: Defeat Yasuzume and Strong Fox Spirit, of the Underworld Duo Spirits
Upgrade: N/A

The Void weapons are strong options that allow for more team flexibility. In some cases, it may not be convenient to provide critical rate buffs for your damage dealers. In those, the weapons allow you to sidestep that and focus on other things to bring with the team slots. Additionally, the other passive is generally as good as it gets for type attack and may justify using it even without a need for critical rate, in some cases.

Prismatic Club



A: 181 / M: 169

- * Critical Rate +70%
- * SPD +20

Obtain: Chrono Cross symphony exchange
Upgrade: N/A

Prismatic weapons are very strong damage options for physical attackers. This is due to the combination of their significantly above average M.Atk and 70% critical rate boost. The M.Atk increase serves to notably augment elemental modifier value in the damage formula, similar to Wisdom weapons, but without losing any notable Atk for it, unlike those. If an enemy is weak to your attack, then the extra M.Atk will factor into weakness modifier value as well and it is hard to find better damage choices than these in those scenarios.

Even when not hitting weakness they are still very strong options that do not suffer the additive stacking of type atk/max hp passives, and so can be notably better the more grasta sharing the equipping character is receiving.

The critical rate boost allows attackers to be mostly self-sufficient for that, freeing up your team choices for when you wouldn't be able to conveniently provide guaranteed criticals to them mid-battle. But of course, if you don't need the extra damage and reliability matters more, Void weapons are still better at this.

The SPD +20 passive may help with Another Force thresholds, but sometimes it can also be undesirable when trying to make an attacker act after other allies have used support effects.

Fists of Cursed Time



A: 176 / M: 29

- * Gain 1% additional combo per hit, per enemy
- * Type Atk +10~30.4% based on Light/Shadow

Obtain: farmable from Sapient Complex: Midnight AD

Upgrade: N/A

The Cursed Time weapons basically give the option to use Combo Ore in your weapon slot. This is mostly useful on characters playing a supporting role in Another Force, preferably on those with higher hit counts. The combo gain from it alone is small enough to where it's only really worth it if you don't have any other need for your weapon slot, as it's unlikely to affect your damage much outside of very strict strategies.

The Type Attack boost is basically standard fare for characters at low Light/Shadow values, but progressively becomes higher than that of the Void weapons once past 125 Light/Shadow.

Tofer Keseph (+10)



A: 181 / M: 30

- * Damage +30% × (No of enemies - 1)
- * MP Regen (10 MP)

Obtain: farmable from Iscariot AD

Upgrade: farmable from Iscariot AD

The Keseph weapons provide the option to use Last Stand Ore in your weapon slot. This is mostly not useful as ore slots on damage dealers are rarely actually all filled, and so you would prefer to use it in a grasta slot to free up your weapon slot for a different multiplier or effect. Still, in cases where you do manage to have them all filled without using Last Stand (or do not have access to/enough grasta ores) and are facing multiple enemies, the Keseph weapons can provide a stronger boost than most other weapons.

Mujima Glove



A: 186 / M: 31

* Damage +5% per turn (max +50%)

* Overthrow: Damage $+(EnemyLv^2 \div 700)\%$

Obtain: Uquaji Clan exchange

Upgrade: N/A

The Mujima weapons provide very high damage passives for superboss fights. Most recent superbosses are at least lv120 (Lv.?? enemies have hidden levels), which means you get about 20%+ damage from the Overthrow passive. For the damage growth passive, it's straightforward. With just the turn 1 value you get 5% damage. Multiplied with the Overthrow passive you have 26% (1.2×1.05) damage and each turn further increases it.

The damage increase is so high for superbosses that it somewhat ties with prismatics in their specialized case of hitting weaknesses for physical attacks, and then exceeds them as turns pass. Basically, in most cases, you'll be getting the highest damage increase from a Mujima weapon, although some other weapons may also be equally effective in early turns.

Obviously though, unlike Voids/Prismatics, you don't get any critical rate passive with these, so things like that can still matter more for damage if you wouldn't have a convenient source on your team. Similarly, something like the SPD reduction on Indomitables can matter more for SPD control, when raw damage isn't the main issue you're facing.

Note that the Overthrow here is considered different from the Another Sense/Buf and you can use both without any conflict. Both the Overthrow and Damage Growth passives are multiplicative with every damage increase category.

Time-Restored Fists (+10)

A: 162 / M: 27



* PWR +15

* Damage +10% when target in Pain

Obtain: farmable from Tower of Selection/Unclean Lands

Upgrade: farmable from Mysterious Vortex AD - Tower of Selection

Time-Restored Fists are a strong choice for fists damage dealers due to the strength of the pain passive, which multiplies with every other damage source. Additionally, despite effectively being a 177 Atk weapon, 15 of that being in the form of PWR contributes to about a ~5% damage increase over just having 177 Atk directly.

Starmade Fists (+10)



A: 168 / M: 159

- * HP +500
- * Damage +10% while user is at max HP

Obtain: farmable from Isle of Gospel

Upgrade: farmable from Mysterious Vortex AD - Isle of Gospel

Starmade Fists can provide a strong damage increase through its combination of higher than usual MATk (leading to about ~12% more damage relatively) and max HP damage passive. The HP +500 passive can provide extra bulk at the same time, which can be especially useful for dealing with fixed number damage that's higher than average max HP sometimes.

For Mariel ES, this is one of few Fist weapons with high MATk stats, and it lets her get a bit stronger HP shields from her Prayers, while still increasing her damage.

Elpis Fists



A: 222 / M: 37

- * Overthrow: Damage $+(EnemyLv^2 \div 320)\%$
- * Critical Rate +100%

Obtain: Defeat [Dragon King] Gustaf

Upgrade: N/A

The Elpis weapons generally provide the most damage you can get for superbosses in early turns currently, due to the strength of their Overthrow scaling. Mujima weapons will start to outperform them after about 6 turns have passed.

Utility

Dragon Bone Fists (+10)



A: 172 / M: 29

- * Drain 1% of damage dealt
- * Type Resistance +10%

Obtain: farmable from Antiquity Garulea Continent

Upgrade: farmable from Antiquity/Future Garulea Continent

Dragon Bone Fists allow for some self-sustain utility that may be helpful in some situations.

Falcon Knuckles

A: 124 / M: 20



* SPD +15

Obtain: Auction House

Upgrade: N/A

Falcon Knuckles are weaker Dark Spirit Claws that you may find easier to acquire.

Luna Cestus (+10)



A: 176 / M: 99

* When Attack: Thunder/Shade/Crystal Resistance -25% (3 turns, 50% chance each)

* SPD +30

Obtain: farmable from Lunar Ghost City

Upgrade: farmable from City of Lost Paradise AD

The Luna weapons are accessible options for notable SPD control, which can be useful for sequencing turn order in strict setups or allowing more actions in Another Force as needed. The other passive can also be useful for easing the requirements of debuff punisher skills.

Fists of Ringing/Echoing Abyss



A: 9~172 / M: 1~29

- * Changes normal attack into a 1000~2000 HP self-heal skill
- * Obtain Skill: 0~40MP AoE Magic 0~160%

Obtain: The 3000 Realm Ark and the Sea Abyss Ch1

Upgrade: Harpoon Fishing

The Abyss weapons can serve as an alternative to Wisdom weapons for providing any character with a Magic skill. This can allow them to contribute increased AF gain in Magic Zones when they may not have been able to otherwise.

Hammer Weapons

Damage

Star Crusher (+10)



A: 158 / M: 115

- * Type Attack +10%
- * Reserves MP Restore +40%

Obtain: farmable from Present Garulea Continent

Upgrade: farmable from Present Garulea Continent

Star Crusher is a solid weapon for hammer damage dealers overall. With the advent of grasta sharing and max HP/type attack armor though, you should be careful using it on characters affected by several such effects as they all stack additively and the additional 10% might be outdone by other weapons.

Dragon Bone Hammer (+10)



A: 158 / M: 115

- * Damage +15% when at max HP
- * HP Regen (30% Multiplier)

Obtain: farmable from Antiquity Garulea Continent

Upgrade: farmable from Antiquity/Future Garulea Continent

Dragon Bone Ax is a strong option for ax damage dealers if you can maintain its condition. Its damage passive is subject to contested scaling in presence of type attack/max HP effects from other sources, due to additive stacking.

Indomitable Hammer



A: 149 / M: 108

* PWR +30

* SPD -30

Obtain: farmable from Burning Beast King's Castle AD (VH)

Upgrade: N/A

Indomitable Hammer works well for damage boost on hammer damage dealers that can afford to lose some SPD. It can also be used to secure a turn order that allows you to buff said damage dealer before they can attack. Despite the 179 Atk it seemingly equates to, 30 of that being in the form of PWR leads to a notable damage boost over an actual 179 Atk weapon, owing to damage formula specifics. On average, it effectively translates into being a 179 Atk weapon with an ~11% damage bonus.

Fused Tea



A: 197 / M: 91

* PWR +20

* MP Regen (10 MP)

Obtain: Future Garulea Continent AD exchange

Upgrade: N/A

Fused Tea is an exceptional and strong hammer for its very high Atk among hammer weapons, further augmented by passive PWR. Despite this, it still maintains relatively high-end MAtk, making it a strong option for hammer damage dealers. The MP regen may allow for some flexibility as well.

Azul Meltero (+10)



A: 158 / M: 115

- * Thunder Type Attack +20%
- * MP +50

Obtain: farmable from Antiquity Zerberiya Continent: Thunder AD
Upgrade: farmable from Antiquity Zerberiya Continent: Thunder AD

Azul Meltero is only really usable by Skull, for its damage passive. Versus his personal weapon, you lose the SPD but should generally see an increase in damage, and the MP bonus can be useful as well.

Glittering Golden Sun



A: 140 / M: 102

- * Damage +15% when at max HP
- * Poison Immunity

Obtain: Cooking Minigame exchange
Upgrade: N/A

The cooking hammer is pretty fair for a damage boost option despite low-end Atk, as long as you can maintain the condition. It's clearly inferior to Dragon Bone Hammer outside of its poison immunity, which will not matter in most cases.

Void Hammer



A: 171 / M: 124

- * Type Attack +20%
- * Critical Rate +100%

Obtain: Defeat Black Bonze and Tomoe Snake, of the Underworld Duo Spirits
Upgrade: N/A

The Void weapons are strong options that allow for more team flexibility. In some cases, it may not be convenient to provide critical rate buffs for your damage dealers. In those, the weapons allow you to sidestep that and focus on other things to bring with the team slots. Additionally, the other passive is generally as good as it gets for type attack and may justify using it even without a need for critical rate, in some cases.

Illusion Destruction (+10)



A: 158 / M: 115

- * Critical Damage +15%
- * SPD +30

Obtain: farmable from Antiquity Garulea Continent

Upgrade: farmable from Garulea Continent/Underworld

Illusion Destruction allows for critical damage buffs in passive form. Keep in mind that this follows the same rules as mid-battle critical damage buffs and will stack additively with them. So it may perform notably worse for damage than some other options if you're already gaining it from skills. The SPD passive may serve to give reasons to use it even in those cases though.

Hammer of Bond (+10)



A: 158 / M: 115

- * Damage +15% when at max HP
- * Critical Damage +15%

Obtain: Baruoki Ensemble

Upgrade: Baruoki Ensemble & Home's Lost Atelier AD

Hammer of Bond is a pretty strong Hammer damage option, provided its passives aren't too watered down by a lot of other additives of its passives already being present.

Prismatic Hammer



A: 167 / M: 183

- * Critical Rate +70%
- * SPD +20

Obtain: Chrono Cross symphony exchange

Upgrade: N/A

Prismatic weapons are very strong damage options for physical attackers. This is due to the combination of their significantly above average M.Atk and 70% critical rate boost. The M.Atk increase serves to notably augment elemental modifier value in the damage formula, similar to Wisdom weapons, but without losing any notable Atk for it, unlike those. If an enemy is weak to your attack, then the extra M.Atk will factor into weakness modifier value as well and it may be hard to find better damage choices than these in those scenarios.

Even when not hitting weakness they are still very strong options that do not suffer the additive stacking of type atk/max hp passives, and so can be notably better the more grasta sharing the equipping character is receiving.

However for hammers, which already had notable M.Atk by default, the gap for these may not be as notable as with other physical weapon types.

The critical rate boost allows attackers to be mostly self-sufficient for that, freeing up your team choices for when you wouldn't be able to conveniently provide guaranteed criticals to them mid-battle. But of course, if you don't need the extra damage and reliability matters more, Void weapons are still better at this.

The SPD +20 passive may help with Another Force thresholds, but sometimes it can also be undesirable when trying to make an attacker act after other allies have used support effects.

Hammer of Cursed Time



A: 158 / M: 115

- * Gain 1% additional combo per hit, per enemy
- * Type Atk +10~30.4% based on Light/Shadow

Obtain: farmable from Sapient Complex: Midnight AD
Upgrade: N/A

The Cursed Time weapons basically give the option to use Combo Ore in your weapon slot. This is mostly useful on characters playing a supporting role in Another Force, preferably on those with higher hit counts. The combo gain from it alone is small enough to where it's only really worth it if you don't have any other need for your weapon slot, as it's unlikely to affect your damage much outside of very strict strategies.

The Type Attack boost is basically standard fare for characters at low Light/Shadow values, but progressively becomes higher than that of the Void weapons once past 125 Light/Shadow.

Halmuwth Keseeph (+10)



A: 181 / M: 30

- * Damage +30% × (No of enemies - 1)
- * MP Regen (10 MP)

Obtain: farmable from Iscariot AD
Upgrade: farmable from Iscariot AD

The Keseph weapons provide the option to use Last Stand Ore in your weapon slot. This is mostly not useful as ore slots on damage dealers are rarely actually all filled, and so you would prefer to use it in a grasta slot to free up your weapon slot for a different multiplier or effect. Still, in cases where you do manage to have them all filled without using Last Stand (or do not have access to/enough grasta ores) and are facing multiple enemies, the Keseph weapons can provide a stronger boost than most other weapons.

Mujima Hammer



A: 171 / M: 125

- * Damage +5% per turn (max +50%)
- * Overthrow: $\text{Damage} + (\text{EnemyLv}^2 \div 700)\%$

Obtain: Uquaji Clan exchange

Upgrade: N/A

The Mujima weapons provide very high damage passives for superboss fights. Most recent superbosses are at least lv120 (Lv.?? enemies have hidden levels), which means you get about 20%+ damage from the Overthrow passive. For the damage growth passive, it's straightforward. With just the turn 1 value you get 5% damage. Multiplied with the Overthrow passive you have 26% (1.2×1.05) damage and each turn further increases it.

The damage increase is so high for superbosses that it somewhat ties with prismatics in their specialized case of hitting weaknesses for physical attacks, and then exceeds them as turns pass. Basically, in most cases, you'll be getting the highest damage increase from a Mujima weapon, although some other weapons may also be equally effective in early turns.

Obviously though, unlike Voids/Prismatics, you don't get any critical rate passive with these, so things like that can still matter more for damage if you wouldn't have a convenient source on your team. Similarly, something like the SPD reduction on Indomitables can matter more for SPD control, when raw damage isn't the main issue you're facing.

Note that the Overthrow here is considered different from the Another Sense/Buf and you can use both without any conflict. Both the Overthrow and Damage Growth passives are multiplicative with every damage increase category.

Starmade Hammer (+10)



A: 158 / M: 115

- * Drain 1.9% of damage dealt
- * Critical Damage +14%

Obtain: farmable from Dust City

Upgrade: farmable from Mysterious Vortex AD - Dust City

Starmade Hammer is one of a number of hammers with a Critical Damage passive. This time with a damage draining passive.

[Elpis Hammer](#)



A: 204 / M: 149

- * Overthrow: Damage $+(EnemyLv^2 \div 320)\%$
- * Critical Rate +100%

Obtain: Defeat Melancholy Aspid

Upgrade: N/A

The Elpis weapons generally provide the most damage you can get for superbosses in early turns currently, due to the strength of their Overthrow scaling. Mujima weapons will start to outperform them after about 6 turns have passed.

Utility

[Toto's Luckypuncher \(+10\)](#)



A: 139 / M: 101

- * Restore Skill Effects +50%
- * Physical Resistance +10%

Obtain: Toto Dreamland exchange

Upgrade: Future Migleina Continent, Toto Dreamland AD (H)

Toto's Trusthammer offers a high restore passive from the weapon slot, for any hammer character playing a healing role.

[Miaki's Hammer](#)



A: 167 / M: 121

- * SPD +20
- * MP Consumption -20%

Obtain: Defeat Akadenchu, of the Antiquity Garulea Eight Spirits
Upgrade: N/A

Miaki's Hammer provides a strong option for SPD control on hammers.

Wisdom Mace



A: 139 / M: 161

- * INT +30
- * Obtain Skill: Pseudo Spell (20MP Party Heal 110%)

Obtain: Auction House
Upgrade: N/A

Unlike the other Wisdom physical weapons, the hammer is in a weird spot since hammer weapons generally give notable amounts of MAtk anyway. What it does excel at is the different skill it possesses that allows you turn any hammer character into a fair healer.

Falcon Hammer



A: 114 / M: 83

- * SPD +15

Obtain: Auction House
Upgrade: N/A

Falcon Hammer is a weaker Miaki's Hammer that you may find easier to acquire.

Luna Malleus (+10)



A: 162 / M: 143

- * When Attack: Thunder/Shade/Crystal Resistance -25% (3 turns, 50% chance each)
- * SPD +30

Obtain: farmable from Schnaud Castle

Upgrade: farmable from City of Lost Paradise AD

The Luna weapons are accessible options for notable SPD control, which can be useful for sequencing turn order in strict setups or allowing more actions in Another Force as needed. The other passive can also be useful for easing the requirements of debuff punisher skills.

Hammer of Ringing/Echoing Abyss



A: 9~158 / M: 6~115

- * Changes normal attack into a 1000~2000 HP self-heal skill
- * Obtain Skill: 0~40MP AoE Magic 0~160%

Obtain: The 3000 Realm Ark and the Sea Abyss Ch1

Upgrade: Harpoon Fishing

The Abyss Hammer provides any hammer character with a Magic skill. This can allow them to contribute increased AF gain in Magic Zones when they may not have been able to otherwise.

Time-Restored Hammer (+10)



A: 149 / M: 108

- * When Attack: Type Resistance -30% (3 turns, 25% chance)
- * SPR +20~40 based on Light/Shadow

Obtain: farmable from Tower of Selection/Unclean Lands

Upgrade: farmable from Mysterious Vortex AD - Tower of Selection

Time-Restored Hammer is mostly useful for Yipha AS to increase her stat grant with her Faith skill. But it also doubles as a source of a significant Type Resistance debuff that can provide extra damage when using Hammer characters for support in general.

Armor

SPD+ passives are generally desirable on characters who primarily use [SPD for damage](#), when you want to control turn order, or when it's desirable to increase [Another Force thresholds](#).

PWR/Type Atk/X HP Damage+ passives naturally work best on characters focused on damage output.

MP+ or regen passives can allow some leeway for execution in longer strategies. MP+ can also serve to increase magic damage if used with Mental Focus.

Phys/Type Res passives can help to somewhat increase survivability, but there are some [specifics](#) to be careful of as they can diminish with mid-battle buffs.

All

- **Discipline Armor (+10)**, farmable from Present Garulea Continent: [Bangle](#), [Necklace](#), [Ring](#). These can give MP +50 to characters.
- **Type Res Armor**, from Present Garulea Continent AD: [Bangle](#), [Necklace](#), [Ring](#). These can give Type Resistance +10% to characters. The actual value may be less if used with other resistance effects, most notably if the character's innate resistance applies to the attack taken.
- **Phys Res Armor**, from Antiquity Garulea Continent AD: [Bangle](#), [Necklace](#), [Ring](#). These can give Physical Resistance +10% to characters.
- **Guidance Armor**, from Future Garulea Continent AD: [Bangle](#), [Necklace](#), [Ring](#). These can give Type Attack +10% to characters.
- **Anti-lightning Armor**, farmable from Antiquity Zerberiia Continent: [Bangle](#), [Necklace](#), [Ring](#). These can give SPD +10 to characters.
- **Anti-shade Armor**, farmable from Antiquity Zerberiia Continent: [Bangle](#), [Necklace](#), [Ring](#). These can give SPD +10 to characters.
- **Might Armor (+10)**, farmable from Present/Future Garulea Continent: [Bangle](#), [Necklace](#), [Ring](#). These can give Damage +15% to characters at max HP.
- **Cooking Armor**, from Cooking Minigame Exchange: [Bangle](#), [Necklace](#), [Ring](#). These can give 10 MP Regen each turn, as well as 20%-Multiplier HP Regen. The HP Regen is generally less notable as it depends on your MAtk to be significant.
- **Moon Realm Armor (+10)**, farmable from Schnaud Castle/City of Lost Paradise AD: [Bangle](#), [Necklace](#), [Ring](#). These can give MP +40 to characters, as well as 50% status resistance.
- **Last Stand Armor (+10)**, farmable from Garulea Continent/Underworld: [Bangle](#), [Necklace](#), [Ring](#). These can give Damage +15% to characters below 50% HP.
- **Oriental Armor**, from Underworld AD: [Bangle](#), [Necklace](#), [Ring](#). These can give both Physical and Type Resistance +10% to characters.
- **Rainbow Armor**, from Chrono Cross symphony: [Bangle](#), [Necklace](#), [Ring](#). These can give Critical Rate +30% and Stone Immunity to characters. The critical rate can help to ensure criticals when used with the physical Prismatic weapons (the ring does not give Magic Critical Rate). This can be especially useful for high hit count attacks, which may otherwise miss crit fairly frequently. The Stone Immunity is very niche.

- **Lost Night Armor (+10)**, farmable from Apex of Logic Mythos: [Bangle](#), [Necklace](#), [Ring](#). These can give both PWR and SPD +15 to characters.
- **Pitch-Dark Armor (+10)**, farmable from Apex of Logic Mythos: [Bangle](#), [Necklace](#), [Ring](#). These can give (multiplicative) Damage +10% while in Another Zone, and SPD +20 to characters.
- **Subspace Armor**, from [Trial of the Sealed Malefics](#): [Bangle](#), [Necklace](#), [Ring](#). These can give HP +300 and MP +50 to characters.
- **Indomitable Armor**, farmable from Sea of Ice AD: [Bangle](#), [Necklace](#), [Ring](#). These can give SPD -30 to characters, which can help to control turn order. They also have higher than usual defenses.
- **Time-Restored Armor (+10)**, farmable from Tower Argentauri/Mysterious Vortex AD - Tower Argentauri: [Bangle](#), [Necklace](#), [Ring](#). These can give Weak Point Damage +14% and 14 MP Regen to characters. It's generally preferable to use the dormant grasta for Weak Point Damage instead, outside of rare cases where all ore slots can be filled with other damage-multiplying passives, or if you just don't have the grasta.
- **Burning Armor (+10)**, farmable from Purgatory (after Aisha Quest 3): [Bangle](#), [Necklace](#), [Ring](#). These can give Fire Type Attack +10% to characters.
- **Floodwash Armor (+10)**, farmable from Purgatory (after Aisha Quest 3): [Bangle](#), [Necklace](#), [Ring](#). These can give Water Type Attack +10% to characters.

Bangles

- **Hertz Gauntlets (+10)**, farmable from Rattle Otherlands (H): This can provide SPR +30, which is one of many ways to increase/max it for Tiramisu.
- **Tempered Bracelet (+10)**, farmable from Present Garulea Continent: This can serve to increase the multiplier of Garambarrel's HP-based damage skill.
- **Bracelet of Despair (+10)**, from Burning Beast King's Castle: The other half of Guildna's exclusive equipment damage boost, scaling off knocked out party members.
- **Earth/Water/Fire Spirit Bracelet**, from Earth/Water/Fire Boss Rush EX: These provide 15% Type Resistance for their specified element, along with SPD +20, to any sword, lance, or hammer character.

Necklaces

- **Cruel Angel's Necklace (+10)**, from Konium Tavern Exchange: This can give SPD +20 to any ax or fists character.
- **Earth/Water/Fire Spirit Necklace**, from Earth/Water/Fire Boss Rush EX: These provide 15% Type Resistance for their specified element, along with PWR +20, to any ax or fists character.

Rings

- [Dream Ring \(+10\)](#), from Haunted Chateau: This can give SPD +20 to any staff, katana, or bow character. This is particularly valuable for the katana characters who primarily rely on SPD for their damage.
- [Destiny Ring](#), from dropping the Persona 5 Twins bosses to 25% HP: This can give LCK +40, which is mostly useful for allowing Radica AS to improve her LCK based effects. The LCK gain is fairly ignorable on others as it will only result in +2.5% critical rate, for physical attacks, which are commonly possible to guarantee criticals for in battle anyway.
- [Earth/Water/Fire Spirit Ring](#), from Earth/Water/Fire Boss Rush EX: These provide 15% Type Resistance for their specified element, along with 10 MP Regen, to any staff, katana, or bow character.

by Bamiji#0999