

Dominions

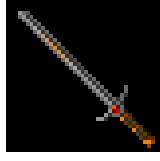
Priests, Prophets & Pretenders

Magic Items

I. MAGIC TRINKETS

1 Magic Trinkets

1.1 Fire Sword



Fire level 1
Damage: 12
Attack: 4
Defence: 1

A sword enchanted with fire magic. The offensive powers of the wielder are enhanced.

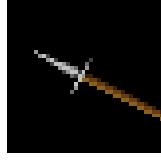
1.2 Ice Sword



Water level 1
Damage: 9
Attack: 1
Defence: 4

A sword enchanted with water magic. The defensive skills of the wielder are enhanced.

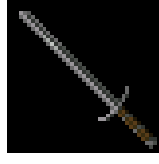
1.3 Stinger



Earth level 1
Damage: 6
(armor piercing)
Attack: 1
Defence: 1

A needle sharp spear that can pierce the thickest of armors.

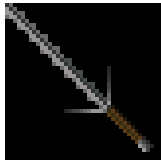
1.4 Sword of Sharpness



Earth level 1
Damage: 8
(armor piercing)
Attack: 1
Defence: 2

A sword with extraordinary sharp edges. The sword will cut through most armors.

1.5 Sword of Sharpness



Earth level 1
Two handed weapon
Damage: 12
(armor piercing)
Attack: 2
Defence: 3

A sword with extraordinary sharp edges. The sword will cut through most armors.

1.7 Enchanted Sword



Astral level 1
Damage: 9
Attack: 2
Defence: 3

This sword is enchanted with accuracy and quickness.

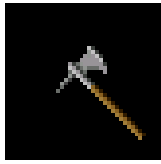
1.8 Enchanted Spear



Astral level 1
Damage: 7
Attack: 2
Defence: 2

This spear is enchanted with accuracy and quickness.

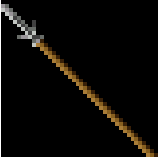
1.6 Axe of Sharpness



Earth level 1
Damage: 10
(armor piercing)
Attack: 0
Defence: 0

An axe with extraordinary sharp edges. The axe will cut through most armors.

1.9 Enchanted Pike



Astral level 1
Two handed weapon
Damage: 9
Attack: 3
Defence: 1

This pike is enchanted with accuracy and quickness.

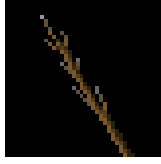
1.10 Hunters Knife



Nature level 1
Damage: 3
(armor piercing)
Attack: 2
Defence: 0

This knife has been enchanted with nature magic and is so sharp that it can cut through chain mail as easily as a deer skin.

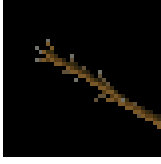
1.11 Thorn Spear



Nature level 1
Damage: 5
Attack: 2
Defence: 2

A wooden spear covered with poisonous thorns.

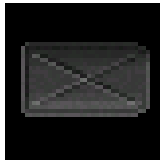
1.12 Thorn Staff



Nature level 1
Two handed weapon
Damage: 5
Attack: 3
Defence: 5

A wooden staff covered with poisonous thorns.

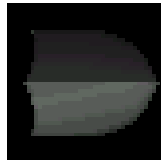
1.13 Black Steel Tower Shield



Earth level 1
Protection: 4
Defence: 4
Encumbrance: 2

A tower shield made of a black ferro alloy of incredible strength and durability. Tower shields can't be used by mounted troops.

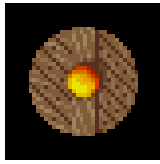
1.14 Black Steel Kite Shield



Earth level 1
Protection: 5
Defence: 3
Encumbrance: 2

A kite shield made of a black ferro alloy of incredible strength and durability. Kite shields are usually used by mounted troops.

1.15 Enchanted Shield



Astral level 1
Protection: 3
Defence: 3
Encumbrance: 1

A round shield enchanted with astral magic, making it quicker than all ordinary shields.

1.16 Raw Hide Shield



Nature level 1
Protection: 2
Defence: 2
Encumbrance: 0

This shield is made from hides of exceptional bulls. The shield is not as sturdy as a good iron shield, but it is very light and doesn't encumber the bearer. The Raw Hide Shield is often used by mages.

1.17 Black Steel Helmet



Earth level 1
Protection: 3
Defence: 0
Encumbrance: 0

A helmet made of a black ferro alloy of incredible strength and durability.

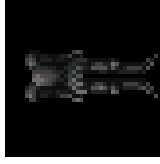
1.18 Black Steel Plate



Earth level 1
Protection: 13
Defence: -1
Encumbrance: 2

A plate cuirass made from a black ferro alloy of incredible strength and durability. The plate cuirass is not as heavy as the full plate armor.

1.19 Black Steel Full Plate



Earth level 2
Protection: 19
Defence: -5
Encumbrance: 5

A full plate armor made from a black ferro alloy of incredible strength and durability.

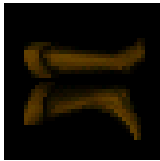
1.20 Berserker Pelt



Nature level 1
Protection: 4
Defence: -1
Encumbrance: 1

This wolf pelt will enrage the bearer, increasing his strength and battle prowess, but reducing defence.

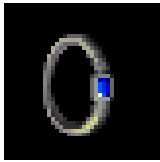
1.21 Boots of Long Strides



Nature level 1

These soft boots are made from the skin of unborn calves. They grant their wearer the ability to run with unsurpassed speed.

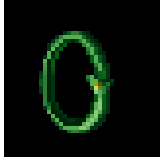
1.24 Ring of Frost



Water level 1

This ring protects the wearer from cold in all forms.

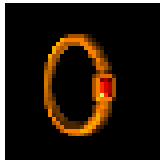
1.27 Snake Ring



Nature level 1

Gives the wearer poison resistance and the ability to poison enemies by touching them.

1.22 Ring of Fire



Fire level 1

The ruby in this ring eats fire and protects the wearer from heat and flames.

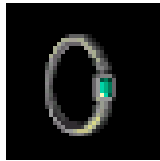
1.25 Bear Claw Talisman



**Earth level 1
Nature level 1**

A bear claw enchanted to strengthen its wearer.

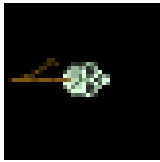
1.23 Ring of Tamed Lightning



Air level 1

This ring protects the wearer from lightning.

1.26 Skull Talisman



Death level 1

This talisman grants the wearer the ability to animate skeletal warriors during combat. In addition, one skeleton will guard the wearer of the talisman at all times.

1.28 Slave Collar

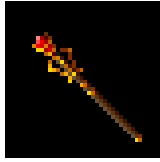


Blood level 1

A copper collar sometimes used by magicians on cowardly commanders, the power of the collar serves to numb the will of the wearer making him obedient and less prone to panic during battle. Once equipped, the slave collar cannot be removed.

2 Lesser Magic Items

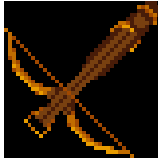
2.1 Sceptre of Authority



Fire level 1
Damage: 4
(armor piercing)
Attack: 1
Defence: 0

This golden sceptre will grant the wielder an aura of authority. The aura makes it possible to command more men. The ruby at the top of the sceptre grants the wielder the ability to shoot blasts of fire.

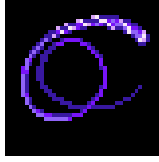
2.2 Just Man's Cross



Fire level 1
Two handed weapon
Damage: 10
(triple damage vs undead)
(strength of wielder not added)
Precision: 4

This crossbow is enchanted with pure fire for the purpose of destroying undead beings. An undead hit by a bolt from this crossbow will most likely be burned to ashes.

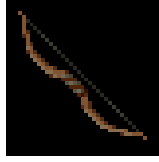
2.3 Thunder Whip



Air level 1
Damage: 10
(armor negating)
(strength of wielder not added)
Attack: 0
Defence: 0

Anyone hit by this whip will be jolted by a powerful electric shock.

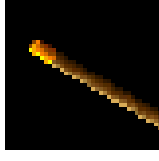
2.4 Longbow of Accuracy



Air level 1
Two handed weapon
Damage: 14
(strength of wielder not added)
Precision: 30

Arrows fired with this bow will find their intended target regardless of distance.

2.5 Lightning Rod



Earth level 1
Two handed weapon
Damage: 3
Attack: 2
Defence: 4

A cast-iron staff that will channel the energy of an electric attack harmlessly into the earth, this magic rod can also increase the effectiveness of the spell Corpse Man Construction.

2.6 Ice Pebble Staff



Water level 3
Two handed weapon
Damage: 3
Attack: 2
Defence: 4

A strange staff adorned with pebbles of ice. The owner of the staff is protected from frost and can release the cold of the staff at his enemies, making them numb and frozen.

2.7 Main Gauche of Parrying



Earth level 1
Damage: 3
Attack: 0
Defence: 6

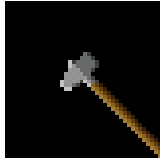
A main gauche made of superior steel, enchanted with quickness and lightness, to better enable its wielder to counter incoming attacks.

2.8 Halberd of Might



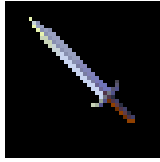
Earth level 1
Two handed weapon
Damage: 16
Attack: 0
Defence: 0

This heavy halberd increases the physical strength of the wielder.

2.9 Hammer of the Mountains

Earth level 1
Two handed weapon
Damage: 25
Attack: -2
Defence: -4

An enormous enuned raw-iron hammer that strikes with the force of the mountains. Unfortunately its great weight makes the bearer quite easy to hit.

2.11 Faithful

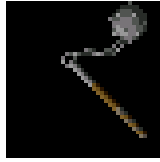
Earth level 1
Astral level 1
Damage: 7
Attack: 1
Defence: 3

This short sword will grant its wielder luck in battle.

2.12 Piercer

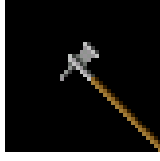
Earth level 1
Air level 1
Two handed weapon
Damage: 12
(armor negating)
Precision: 10

Bolts fired from this crossbow are extremely sharp and will run straight through any shields or armor in its path. The Piercer can also be used under water.

2.10 Star of Heroes

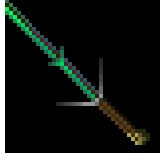
Earth level 1
Damage: 12
Attack: 4
Defence: -2

All but the most powerful armor will be destroyed when hit by this morning star. All morning stars have an increased attack value against targets with shields.

2.13 Dwarven Hammer

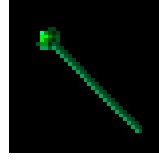
Earth level 3
Damage: 8
Attack: 0
Defence: -1
Forge Bonus: 25

A well-crafted hammer made of blackest dwarf iron, this hammer is enchanted with earth magic. When it is used in the forge it will help the smith to produce magical wonders.

2.15 Bane Blade

Death level 1
Two handed weapon
Damage: 9
Attack: 2
Defence: 3

The Bane Blades are horrible swords made from a strange alloy crafted in the Underworld. A cut from a Bane Blade will fester and rot within moments. Bane Blades are often used by the servants of the King of the Underworld.

2.16 Rod of the Leper King

Death level 1
Damage: 0
Attack: 1
Defence: 0

This green metal sceptre will grant the wielder the ability to lead more of the undead even if previously unable to do so. Unfortunately the wearer will become diseased unless undead himself.

2.14 Bane Blade

Death level 1
Damage: 6
Attack: 1
Defence: 2

The Bane Blades are horrible swords made from a strange alloy crafted in the Underworld. A cut from a Bane Blade will fester and rot within moments. Bane Blades are often used by the servants of the King of the Underworld.

2.17 Duskdagger

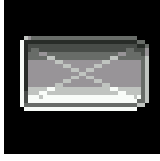
Death level 1
Astral level 1
Damage: 2
(armor negating)
Attack: 2
Defence: 0

A slim dagger made of darkened steel, it is crafted according to recipes long used by the wolflin of Joun. They are unnaturally sharp and will cause anyone cut by their razor edges to bleed profusely. Their supernatural sharpness also allows them to bypass any armor.

2.19 Gloves of the Gladiator

Nature level 2
Two handed weapon
Damage: 3
Nbr of Attacks: 4
Attack: 1
Defence: 1

These gloves are skin straps made from the cured skin of master gladiators, enchanted and weighed down with magical lead, that are wrapped tightly around the hands of its wearer. The Gloves of the gladiator are often awarded to successful gladiators in the fighting pits of Pythium.

2.21 Weightless Tower Shield

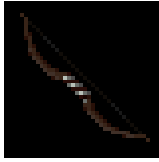
Air level 2
Protection: 3
Defence: 5
Encumbrance: 0

A tower shield enchanted with air magic making it light and quick. Tower shields can't be used by mounted troops.

2.23 Lead Shield

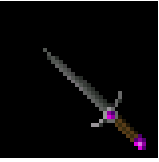
Earth level 2
Protection: 4
Defence: 1
Encumbrance: 3

A very heavy shield enchanted to protect its wielder from hostile magic.

2.18 Black Bow of Botulf

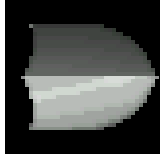
Death level 1
Two handed weapon
Damage: 14
(strength of wielder not added)
Precision: 5

This dark bow crafted out of unknown materials will strike those hit by its deadly arrows with insanity.

2.20 Knife of the Damned

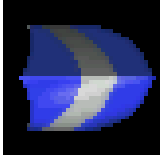
Nature level 1
Astral level 1
Damage: 4
Attack: 2
Defence: 1

This knife will curse anyone it touches

2.22 Weightless Kite Shield

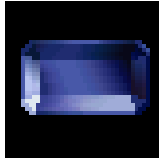
Air level 2
Protection: 4
Defence: 4
Encumbrance: 0

A tower shield enchanted with air magic making it light and quick. Kite shields are usually used by mounted troops.

2.24 Shield of Valor

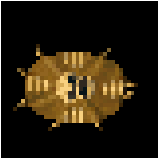
Earth level 1
Air level 1
Protection: 5
Defence: 4
Encumbrance: 1

This formidable shield is enchanted with earth and air to make it strong and light. Symbols of power are inscribed on the surface of the shield to protect the knight from missiles.

2.25 Crystal Shield

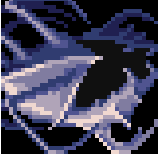
Astral level 3
Earth level 2
Protection: 6
Defence: 1
Encumbrance: 4

This heavy crystal shield will empower a mage in battle, increasing his power in all magic paths. Totem shields cannot be used by mounted troops.

2.27 Totem Shield

Nature level 1
Astral level 1
Protection: 2
Defence: 2
Encumbrance: 0

The head painted on this shield will cast curses on the enemies until the battle is over. The Totem Shield is often used by evil witch doctors to discourage people from attacking them.

2.29 Horror Helmet

Death level 1
Protection: 2
Defence: -1
Encumbrance: 0

A dark helmet with strange appendages, it is enchanted with dark magic and the wearer will rout all but the bravest of opponents.

2.31 Ivy Crown

Nature level 1

The ivy crown is a replica of the ivy crowns worn by exalted Vinemen in ancient times before men came and drove them away. Vinemen perceive the wearer as an ancient vine lord and will gladly serve him. The crown is of great help when awakening vine creatures in the forests and will increase the effect of the Awaken Vine Men and Awaken Vine Ogre spells.

2.26 Eye Shield

Nature level 2
Protection: 2
Defence: 3
Encumbrance: 0

A buckler made to resemble a single round eye, it is disturbingly lifelike. Anyone hitting the eye shield will be punished by the vengeful spirit locked in the eye of the shield, who will in turn strike at the eye of the perpetrator.

2.30 Black Laurel

Death level 2

This black crown is the laurel that was once carried by the dictator that plunged Ermor into the endless despair of undead. The twisted and blackened leaves of the crown still command the respect of the Lictors of Ermor who will remember their ancient oaths and shamble forth to mete out the justice of their dictator. Two additional Lictors are summoned with the spell Revive Lictor. This item is only useful for Ermor.

2.32 Fire Plate

Fire level 1
Protection: 12
Defence: -1
Encumbrance: 2

The wearer of this magic plate cuirass will be immune to fire.

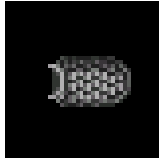
2.33 Robe of Missile Protection



Air level 1

This robe has the power to repel incoming missiles with strong gusts of wind.

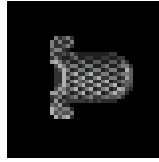
2.34 Light Weight Scale Mail



Air level 1
Protection: 9
Defence: 0
Encumbrance: 1

A scale mail armor enchanted with air magic making it lighter.

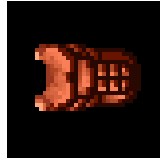
2.35 Weightless Scale Mail



Air level 2
Protection: 9
Defence: 0
Encumbrance: 0

The armor of choice of any magician. The fine scales are enchanted with air magic, making the armor almost weightless.

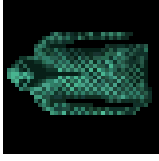
2.36 Copper Plate



Air level 1
Protection: 11
Defence: -1
Encumbrance: 2

The wearer of this magic plate cuirass is protected from lightning. When first struck in battle the armor will unleash a lightning blast upon the attacker.

2.37 Shambler Skin Armor



Water level 1
Protection: 6
Defence: 0
Encumbrance: 1

An armor made from the skin of a single huge Atlantian, the armor grants the owner the ability to breathe under water.

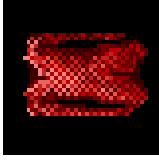
2.38 Shroud of the Battle Saint



Astral level 1
Protection: 5
Defence: 0
Encumbrance: 0

This simple shroud is drenched in blood from champions of the faith fallen in battle. The blood on the shroud never dries and the wearer is constantly reminded of his predecessors' greatness by the smell and fresh wetness of their blood. The wearer is always blessed even if he is not sacred.

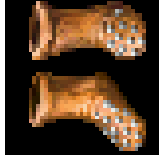
2.39 Armor of Souls



Blood level 4
Protection: 12
Defence: -1
Encumbrance: 1
Blood Magic Bonus: 1

A chainmail forged from forty pure souls, the souls inside the armor will help protect its wearer from both physical and magical attacks. A mage skilled in blood magic will also experience increased magic powers while wearing this armor.

2.40 Boots of the Behemoth



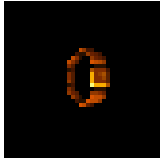
Earth level 1

The Boots of the Behemoth are enormous lead boots which seem to be too heavy to lift. Indeed, they require four strong men to be carried into battle. But when the wearer of the boots unleashes their power and charges into the enemy ranks, he will crush them beneath his enormous metal tread and scatter them like chaff before the wind.

2.41 Boots of Giant Strength

Earth level 1

These boots give the wearer increased strength.

2.44 Ring of Warning

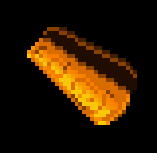
Air level 1

This ring will warn its wearer of impending danger. This allows the wearer to be protected by twice as many bodyguards as usual during assassination attempts.

2.47 Amulet of Breathing

Air level 2

Anyone wearing this item will be able to breathe under water.

2.50 Bracers of Protection

Earth level 1
Protection: 2
Defence: 2
Encumbrance: 0

These steel bracers are inscribed with protective runes. The bracers increase the defence of the owner as well as the strength of his armor.

2.42 Burning Pearl

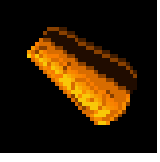
Fire level 1

Inside this pearl is a small, everburning fire that flickers in the dark. The pearl will grant protection from fire and increased attack skill to anyone holding it.

2.48 Clam of Pearls

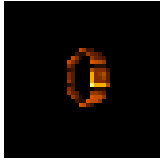
Water level 2

This small shell is taken from a living clam and is inscribed with runes of creation and absorption. The enchanted shell produces one pearl of astral essence each season. The pearls will appear in the possession of the owner.

2.51 Pendant of Luck

Astral level 1

The unicorn is a symbol of good luck. The amulet will grant the wearer luck in battles.

2.45 Owl Quill

Air level 1

Research Bonus: 3

This pen writes down everything its owner says, making research easier.

2.43 Fever Fetish

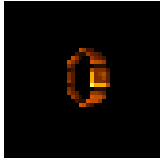
Fire level 1
Nature level 1

This fetish will disease its owner and use the heat of the fever to produce magic fire gems.

2.49 Ring of Water Breathing

Water level 1

Anyone wearing this item will be able to breathe under water.

2.52 Barkskin Amulet

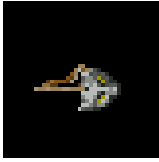
Nature level 1

This amulet protects its wearer from incoming missiles.

2.46 Amulet of Missile Protection

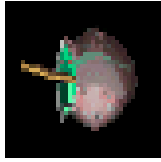
Air level 2

This amulet protects its wearer from incoming missiles.

2.53 Cat Charm

Nature level 2
Protection: 0
Defence: 4
Encumbrance: 0

The wearer of this charm will get catlike reflexes when threatened. These reflexes can make all the difference when it comes to surviving a battle.

2.54 Enormous Cauldron of Broth

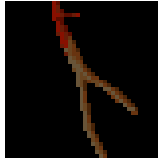
Nature level 3

As the name implies, this is a truly enormous cauldron filled with broth. Once emptied, the cauldron will begin to refill itself, ready to be emptied again. Although not very popular among the ranks, the broth is filling and provides large quantities of food.

2.55 Ring of the Warrior

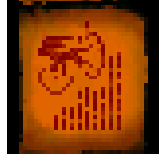
Blood level 1

This ring grants greatly increased attack skill to anyone wearing it.

2.56 Sanguine Dousing Rod

Blood level 1

This dousing rod will lead its owner to suitable blood slaves. Even commanders without knowledge in blood magic will have an improved chance of finding powerful blood when hunting with the rod.

2.57 Lifelong Protection

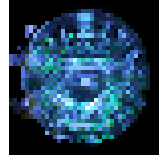
Blood level 3

The blood mage sacrifices twenty slaves to get the attention of infernal powers. When contact is made he writes a contract with a powerful demon. The contract is then given to a victim who inscribes his name in blood on the parchment. From now on until the day he dies, the blood mage will be protected in battle by a never-ending horde of imps. In return for this the blood mage will give his soul to the demon when the contract ends.

2.58 Soul Contract

Blood level 5

The blood mage sacrifices nearly one hundred slaves to get the attention of infernal powers. When contact is made he writes a contract with the Infernal Lord. The contract is then given to a victim who inscribes his name in blood on the parchment. From now on the blood mage will get one bound devil each season. The devils are gifts from the Infernal Lord in exchange for the soul of the blood mage. His soul is taken when he dies.

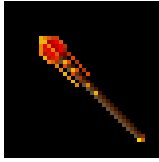
2.59 Eye of Aiming

Air level 1

By replacing his own eye with this magic gem, a man will improve the eyesight of his remaining eye enormously. This can be very useful for archers or mages that need to target enemies at long distances.

3 Greater Magic Items

3.1 Wand of Wild Fire



Fire level 3
Damage: 4
(armor piercing)
Attack: 1
Defence: 0

This powerful wand can fire huge fireballs at the enemy.

3.2 Flambeau



Fire level 3
Two handed weapon
Damage: 13
(triple damage vs undead)
(armor piercing)
Attack: 4
Defence: 2

This sword is heavily infused with pure fire magic, and it is capable of shooting holy fire that will burn undead beings to cinders. The blade is constantly burning, and anyone struck will be burned by the extremely hot flames.

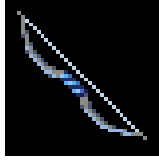
3.3 Fire Brand



Fire level 1
Earth level 1
Damage: 12
(armor piercing)
Attack: 4
Defence: 1

As soon as this sword is drawn the blade will burst into flames, and anyone struck will be burned by the extremely hot flames. Earth magic has been used to sharpen the edges of this sword so that it can cut straight through any armor. The flaming sword protects its wielder from fire.

3.4 Thunder Bow



Air level 2
Two handed weapon
Damage: 0
(armor negating)
Precision: 3

When the string of the Thunder Bow is drawn a lightning bolt will appear where the arrow should have been, ready to be fired at the enemies. The further the string is drawn, the more powerful the lightning bolt will be. The Thunder Bow can be a very formidable weapon in the hands of a man with strong arms and a good eye.

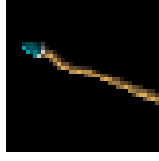
3.5 Wave Breaker



Water level 3
Two handed weapon
Damage: 10
Nbr of Attacks: 3
Attack: 3
Defence: 3

The wielder of this trident will be able to command the currents of the sea to help him and his friends. When used during battle, the Wave Breaker strikes with incredible speed. The trident gives the wielder the ability to breathe under water.

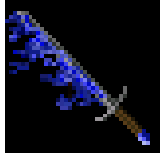
3.6 Staff of Corrosion



Water level 2
Fire level 1
Two handed weapon
Damage: 3
Attack: 2
Defence: 4

This staff can be used to fire Acid Bolts at the enemy.

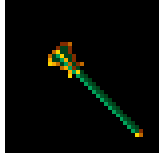
3.7 Frost Brand



Water level 1
Damage: 16
Attack: 4
Defence: 2

As soon as this sword is drawn the blade will burst into flames of cold and anyone struck will be frozen by the extremely cold flames. The sword protects its wielder from cold.

3.8 Rune Smasher



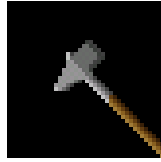
Water level 2
Fire level 2
Damage: 7
Attack: 2
Defence: 1

The Rune Smasher will break down the enemy's magic resistance just before the mage casts his spell. This makes it very hard to resist spells cast by the owner of the Rune Smasher.

3.9 Sword of Swiftess

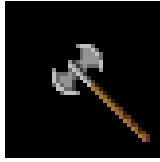
Water level 2
Damage: 9
Nbr of Attacks: 2
Attack: 1
Defence: 4

This sword is amazingly light and quick, allowing its wielder to strike twice as fast as any normal man.

3.10 Midget Masher

Earth level 2
Two handed weapon
Damage: 13
Attack: 2
Defence: 1

This huge weapon causes double damage against smaller opponents.

3.11 Elf Bane

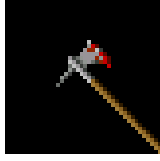
Earth level 1
Astral level 1
Damage: 12
(armor piercing)
Attack: 1
Defence: 0

This mighty axe shreds the strands of arcane energy that holds magic beings together. Its sharp edges cut through most armors, and magical beings may be destroyed by the slightest scratch.

3.12 Implementor Axe

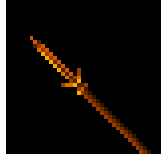
Earth level 1
Death level 1
Two handed weapon
Damage: 10
Attack: 1
Defence: 0

This axe screams with unholy voices that can be heard during the night. If used during pillaging, frightened peasants will come begging the wielder to spare their souls. The efficiency of pillaging is greatly increased.

3.13 Flesh Eater

Blood level 1
Damage: 14
Attack: 3
Defence: 0

This is an axe that has been trained to yearn after human flesh. Once it tastes the blood of an enemy, it will quickly devour the victim, resulting in a permanent chest wound.

3.14 Herald Lance

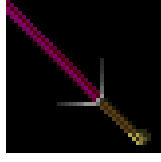
Astral level 2
Damage: 6
(triple damage vs undead)
Attack: 1
Defence: 1

The spear is enchanted with essence from the sun. When used against undead beings it will strike with enormous force. It can fire Solar Rays that can burn undead beings from a safe distance. All friendly units standing near the Herald Lance will have their fear removed by the brilliance of this spear.

3.15 Skull Staff

Death level 2
Two handed weapon
Damage: 3
Attack: 2
Defence: 4
Death Magic Bonus: 1

An ebony staff adorned with a human skull. The skull has to be taken from a necromancer with great experience in death magic. The skull will give advice on necromancy and increase his power of death magic.

3.16 Wraith Sword

Death level 2
Two handed weapon
Damage: 9
Attack: 2
Defence: 3

When in command of a Wraith Sword a warrior can replenish his life energy by stealing it from those he cuts down. This sword is often used by powerful undead beings.

3.17 Snake Bladder Stick

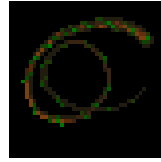
Nature level 1
Attack: 0
Defence: 1

A wooden stick with an inflated bladder attached to one end, much like the bladders carried by fools and jesters. The bladder of this particular item is taken from an unbelievably venomous snake and is enchanted to fill with poisonous gas which puffs out of the stick whenever it strikes somebody. The poisonous gas puff is quite large and can easily kill both the wielder and his enemies unless they are properly protected.

3.19 Whip of Command

Nature level 1
Damage: 11
(strength of wielder not added)
Attack: 3
Defence: 0

The wielder of this whip will have his authority greatly increased and be able to command more men.

3.20 Vine Whip

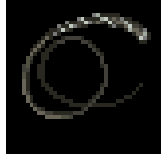
Nature level 2
Damage: 10
(strength of wielder not added)
Attack: 3
Defence: 0

This whip has been enchanted with the essence of nature. Anyone hit by it will find themselves entangled by magic vines.

3.18 Thistle Mace

Nature level 2
Damage: 3
Attack: -1
Defence: -1
Nature Magic Bonus: 1

This enchanted thistle is shaped like a mace and is hard enough to crack skulls. Anyone wounded by the thistle mace will be poisoned by its thorns. A nature mage can increase his magical power by wielding the enchanted thistle.

3.21 Rat Tail

Nature level 2
Damage: 9
(strength of wielder not added)
Nbr of Attacks: 2
Attack: 5
Defence: 0

This whip is made from the hair from one hundred rats that were enchanted by a nature mage. Anyone struck by the whip will be hit by an overwhelming fear.

3.22 Skull Standard

Nature level 2
Death level 1
Two handed weapon
Damage: 1
Attack: +2
Defence: -3

The goatlike skull of a pan inscribed with a rune of horror placed on top of a foul standard. The skull causes fear to grow in the hearts of the enemies.

3.23 Summer Sword

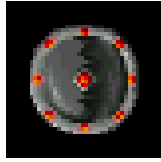
Nature level 2
Earth level 1
Damage: 9
Attack: 0
Defence: 1

If thrust into the ground this sword brings good weather and fertility to the surrounding countryside. The increased fertility is enough to feed 50 soldiers. The wielder of the Summer Sword can animate plants in order to entangle enemies. The sword is heavy and unbalanced.

3.24 Heart Finder Sword

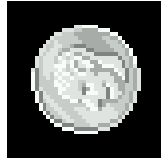
Blood level 3
Damage: 7
Attack: 0
Defence: 1

The magic of this sword is released as soon as the blade hits the flesh of the enemy. The sword will unerringly seek its way to the blood filled heart and destroy it. This results in instant death, but an enemy with high magic resistance may be able to avoid the evil of the sword.

3.25 Charcoal Shield

Earth level 1
Fire level 1
Protection: 5
Defence: 2
Encumbrance: 1

A massive round shield made of beaten bronze set with everglowing coals whose fierce heat can be felt several feet away, this shield was reputedly made by the same god that once constructed the Aegis. Anyone striking the surface of the shield will find that the immense heat of the shield will instantly pass through his weapon into his body causing extreme pain. The shield protects its wielder from fire.

3.26 Lucky Coin

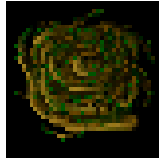
Astral level 1
Protection: 2
Defence: 3
Encumbrance: 0

A buckler of polished silver, it has inscribed on its surface the face of an unknown statesman grinning at some private joke. The figure on the surface of the shield reputedly is the lover of lady luck, and his face makes the bearer pleasant in the eyes of the lady.

3.27 Shield of the Accursed

Astral level 3
Protection: 4
Defence: 7
Encumbrance: 1

A large round shield carved with disturbing patterns. The patterns on this shield are locked into the very fabric of reality. Any disturbance to their integrity will risk damaging the veil that locks out the horrors, allowing the horrors to mark the striker for special attention. The shield's patterns are also painful to look at and will cause opponents to have problems focusing on the shield and its wielder.

3.28 Vine Shield

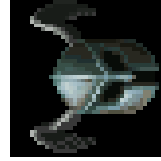
Nature level 2
Protection: 1
Defence: 2
Encumbrance: 0

This is a buckler made of woven living vines that writhe and twist like snakes. Anyone in close combat with the wearer will find that the vines on the shield will lash out and try to hold him still.

3.29 Flame Helmet

Fire level 3
Protection: 7
Defence: 0
Encumbrance: 0
Reinvigoration: -3
Fire Magic Bonus: 1

Flames will start to burn on top of this helmet as soon as it is worn. The flames are a visible manifestation of the wearer's life force, and enhance his protection and power in fire magic. Wearing this helmet in combat is quite strenuous but the protection gained is formidable.

3.30 Winged Helmet

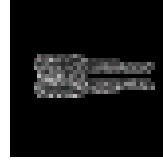
Air level 3
Protection: 2
Defence: -1
Encumbrance: 0
Air Magic Bonus: 1

This helmet will increase the air power of the mage that wears it.

3.31 Crown of Command

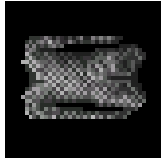
Astral level 2

With this crown a commander can lead more men than ever. The commander will also be able to command magic beings as if he were a mage.

3.32 Chain Mail of Displacement

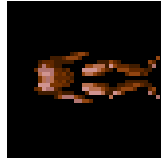
Air level 2
Protection: 14
Defence: 3
Encumbrance: 2

The wearer of this full chain mail will have his image displaced a couple of feet. This makes it very hard for his opponents to hit him in combat.

3.33 Silver Hauberk

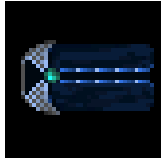
Air level 2
Earth level 1
Protection: 12
Defence: -1
Encumbrance: 1

A chain hauberk made of brightest silver, the brightness of the armor is said to distract the eyes of enemies. As a result, few, if any, arrows will ever hit the wearer. The exquisite design of the mail makes it very light.

3.34 Elemental Armor

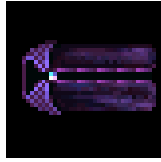
Earth level 2
Fire level 1
Protection: 15
Defence: -3
Encumbrance: 4

A plate hauberk with protective powers. The wearer is immune to heat, cold and lightning.

3.35 Robe of the Sea

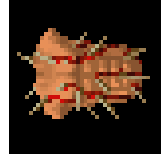
Water level 3
Water Magic Bonus: 1

A water mage who wears this robe will find that it helps him in the use of water magic. This robe also makes it possible for anyone wearing it to breathe under water.

3.36 Robe of Shadows

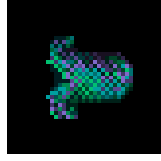
Astral level 2

This robe will make its wearer ethereal and almost invulnerable to non-magical weapons.

3.37 Armor of Twisting Thorns

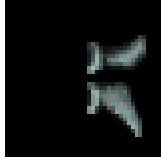
Blood level 3
Nature level 2
Protection: 10
Defence: -1
Encumbrance: 5
Nature Magic Bonus: 1
Blood Magic Bonus: 1

Thorns will protrude all over the mage's body. The thorns twist whenever the mage makes any sudden movements, making combat or spell-casting extremely arduous. However, the blood that is brought forth by the thorns will enhance the mage's power of blood and nature magic. The thorns are poisonous as well, so striking the mage without the use of a long weapon is not recommended.

3.38 Rainbow Armor

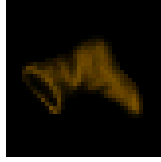
Air level 1
Nature level 1
Protection: 8
Defence: 1
Encumbrance: 1
Reinvigoration: 3

This brilliant armor is made of small crystals, and enchanted with the protective powers of the rainbow. It gives its wearer magic resistance as well as reinvigoration during battles.

3.39 Chi Shoes

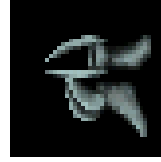
Air level 1
Damage: 0
Attack: 0
Defence: 0

Sandals with iron soles, that are still amazingly light. The sandals will allow the wearer to deliver powerful kicks in addition to his normal attacks during combat.

3.40 Earth Boots

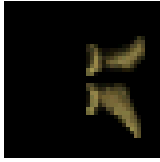
Earth level 2
Earth Magic Bonus: 1

An earth mage wearing these boots will be able to drain power from the ground, making him more powerful in earth magic.

3.41 Winged Shoes

Air level 1

These shoes grant their wearer the ability to fly.

3.42 Boots of the Messenger

Nature level 1
Reinvigoration: 4

Well-made boots crafted out of unicorn leather; they will make movement less cumbersome and slowly cure its user from fatigue.

3.43 Medallion of Vengeance

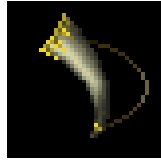
Fire level 1

When the wearer of this medallion dies, he will explode and kill anyone near him, including, hopefully, the one that killed him.

3.44 Dancing Trident

Air level 2
Damage: 19
(strength of wielder not added)
Attack: 0
Defence: 1

A trident enchanted with spells of flight. The trident constantly hovers around the owner and fights with him in battles.

3.45 Wall Shaker

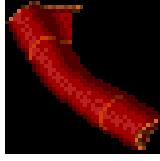
Air level 3

This horn is designed to tear down castle walls. When blown against a castle wall, the wall will shake and eventually crumble to dust. The Wall Shaker is a great help during sieges. The horn can also be blown during combat and will cause panic where it is blown.

3.46 Bag of Winds

Air level 3
Air Magic Bonus: 1

An entire storm is trapped inside this bag. When used by an air mage, this bag will make it easier to cast air spells. Anyone holding the bag can use it to summon and command small air elementals.

3.47 Flying Carpet

Air level 3

This carpet can be used to fly through as many as three provinces per turn. It can carry 7 human-sized people, 4 mounted units or 3 giants.

3.48 Amulet of the Fish

Water level 1
Air level 1

This turns the air into water all around the wearer. This will enable an aquatic being to breathe and even swim on dry land.

3.49 Girdle of Might

Earth level 1
Reinvigoration: 3

This golden girdle is set with a single amber stone. The powers of the stone will invigorate the owner, making strenuous tasks less burdensome.

3.50 Crystal Matrix

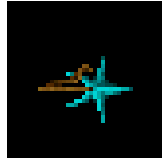
Earth level 1
Astral level 1

The crystal matrix grants a mage the ability to command a communion. The owner of the Crystal Matrix can use communion slaves as if he has cast the Communion or Sabbath Master spell.

3.51 Slave Matrix

Earth level 1
Astral level 1

This crystal matrix opens the mage's mind so that his power can be used by communion or Sabbath masters. The effect is similar to that of the Communion Slave spell.

3.52 Amulet of Antimagick

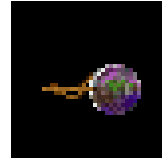
Astral level 1

This star shaped amulet will grant increased magick resistance to its wearer. But remember, not all spells can be resisted with magick resistance.

3.53 Stone Sphere

Astral level 2
Earth level 1

A smooth black stone sphere wrapped in black cloth to protect it from the sun, it will become transparent when exposed to moon light and reveal shifting images of distant places.

3.54 Crystal Coin

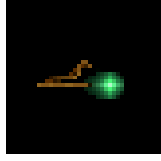
Astral level 2
Earth level 2
Astral Magic Bonus: 1

This medallion is made out of a magic crystal that will ease the use of astral magic.

3.55 Champion's Skull

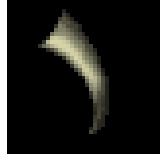
Death level 2

Every night the skull whispers battle wisdom in the ears of its pupil. By owning this skull one will become a seasoned warrior in no time.

3.56 Bane Venom Charm

Death level 2

A dark green crystalline jewel which throbs with a dull light, it is used by spies to poison wells near enemy armies. Its poisonous radiance is so strong that the land itself will start to suffer under its curse. Crops and foliage will sicken and die and both beasts and men will suffer the curse of the Bane Venom Charm. Even its wearer, who is protected by the most powerful protective runes, knows that the sickness which inhabits the charm will afflict him also. Once the charm is removed from the lab it will start to poison whatever province it is located in.

3.57 Horn of Valor

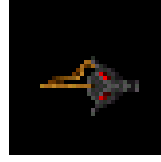
Nature level 1

The sound of this horn will encourage friends in battle. The horn continues to sound throughout the battle but has limited range.

3.58 Endless Bag of Wine

Nature level 1

This wine skin is enchanted with powers of creation. It produces endless amounts of wine. The wine can feed up to twenty five soldiers in barren lands.

3.59 Lychantropos' Amulet

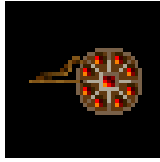
Nature level 2

This iron amulet is crafted in the image of a wolfen head. Its eyes are as red as the rage that fills the heart of the wearer. The amulet grants the wearer regenerative powers as well as increased strength and berserker rage. The wild powers of the amulet will sooner or later turn the wearer into a beast.

3.60 Ring of Regeneration

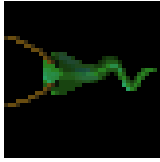
Nature level 2

This golden ring is set with seven enchanted stones. The wearer is affected by the wild magic of the stones and his body will regenerate when wounded.

3.61 Amulet of Resilience

Nature level 2
Reinvigoration: 5

This leather amulet is set with nine amber stones pulsating with power. The amber stones reinvigorates the owner, making strenuous tasks less burdensome.

3.62 Astral Serpent

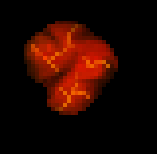
Nature level 1
Astral level 1
Damage: 2
(armor negating)
(strength of wielder not added)
Attack: 0
Defence: 0

Trapped inside this snake-shaped jade amulet is the spirit of a very poisonous serpent. Whenever the wearer of the amulet strikes at someone, the spirit will emerge and strike also. The serpent spirit ignores any armor that the enemy might be wearing.

3.63 Brazen Vessel

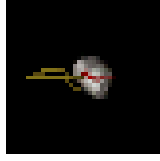
Blood level 3
Blood Magic Bonus: 1

This metal skull contains a bound devil. The devil whispers secrets into the ears of the owner and grants him powers in blood magic.

3.64 The Heart of Life

Blood level 3
Reinvigoration: 10

This powerful heart is the result of the concentrated life force of many slaves. By replacing the bearer's ordinary heart with this one, the owner will recover from exhaustion at an amazing rate. The crude surgery required to replace hearts will most likely permanently damage its owner.

3.65 Blood Stone

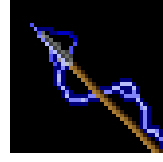
Blood level 3
Earth level 1
Earth Magic Bonus: 1

The wound on this stone is constantly wet from earth blood. This dark blood is of great help when using earth magic. This blood can also be used to produce a small amount of magic earth gems each year.

3.66 Skull Mentor

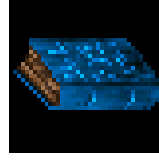
Death level 2
Research Bonus: 9

This cranium of a dead mage will aid its owner in the study of magic.

3.67 Lightning Spear

Air level 1
Damage: 4
Attack: 1
Defence: 1

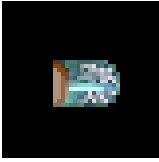
This spear unleashes a bolt of lightning when it strikes a target.

3.68 Manual of Water Breathing

Nature level 3
Water level 1

The owner of this magic book can grant up to 25 soldiers waterbreathing abilities.

3.69 Pills of Water Breathing

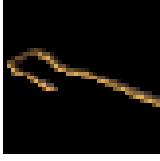


Air level 2

These pills grants water breathing abilities to 10 soldiers.

4 Very Powerful Magic Items

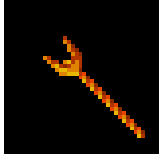
4.1 Staff of Storms



Air level 3
Two handed weapon
Damage: 3
Attack: 2
Defence: 4

The owner of this potent item is always accompanied by heavy rain storms and thunder. In battle the staff can project lightning bolts upon enemies and in melee combat the staff strikes enemies with lightning. The staff can also be used to greatly increase the effectiveness of the spell Corpse Man Construction.

4.2 Rod of the Phoenix



Fire level 3
Damage: -2
Attack: -2
Defence: 0

The wielder of this wand will be able to incinerate any enemy at will.

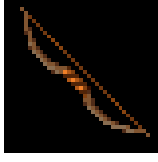
4.3 Staff of Elemental Mastery



Fire level 3
Water level 3
Two handed weapon
Damage: 3
Attack: 2
Defence: 4
Elemental Bonus: 1

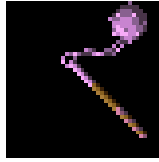
A mage wielding this staff will enjoy increased power in all elemental paths of magic (fire, air, water and earth). The staff also provides protection against the two elements used in the forging.

4.4 Bow of War



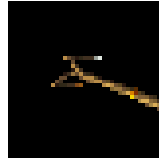
Air level 1
Two handed weapon
Damage: 10
(strength of wielder not added)
Nbr of Attacks: 13
Precision: 0

Arrows fired with this bow will split into thirteen lethal arrows.

4.5 Star of Thralldom

Air level 1
Damage: 10
Attack: 6
Defence: -2

Anyone close to where this morningstar strikes may find themselves magically shackled. The shackles are illusions which can be resisted.

4.6 Staff of Elemental Mastery

Air level 3
Earth level 3
Two handed weapon
Damage: 3
Attack: 2
Defence: 4
Elemental Bonus: 1

A mage wielding this staff will enjoy increased power in all elemental paths of magic (fire, air, water and earth). The staff also provides protection against the two elements used in the forging.

4.7 Gate Cleaver

Earth level 3
Two handed weapon
Damage: 29
(armor negating)
Attack: -1
Defence: -1

This enormous axe can chop through anything, be it flesh, stone or steel. The axe is somewhat cumbersome to use in combat, but it does wonders when used against enemy castle gates. A sieging commander who has this axe will be able to breach the castle walls with ease.

4.8 Ethereal Crossbow

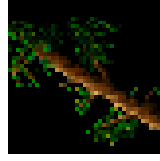
Astral level 1
Two handed weapon
Damage: Death
(magic resistance negates)
Precision: 5

The hazy quarrels of this crossbow pierce all armors and slay the soul of anyone hit. This missile weapon can also be used under water.

4.9 Standard of the Damned

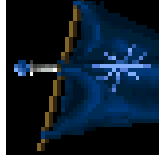
Death level 3
Two handed weapon
Damage: 1
Attack: -2
Defence: -3

This standard drains life energy from enemies, adding it to the owner of the standard. The standard also causes fear in all nearby enemies.

4.10 Treelord's Staff

Nature level 4
Two handed weapon
Damage: 3
Attack: 2
Defence: 4
Nature Magic Bonus: 2

A staff carved from the trunk of a dying Treelord, it is alive and covered with bark, leaves sprouting along its entire length. The powers of the dying treelord will mightily increase the owner's skills in Nature magic. The staff is also of great help when awakening vine creatures in the forest and will increase the effect of the Awaken Vine Men and Awaken Vine Ogre spells.

4.11 Banner of the Northern Star

Astral level 3
Two handed weapon
Damage: 1
Attack: -2
Defence: -3

This banner calls down light from the northern star, making all friendly astral mages more powerful. The wielder of the banner will have his protection against magic decreased due to the astral power rushing through him. All friends close to the banner will feel their spirits rise by the presence of the light.

4.12 Blood Thorn

Blood level 3
Damage: 4
Attack: 2
Defence: 0
Blood Magic Bonus: 1

Blood Thorn, the athame of high sacrifice, is a blade demon-forged into the shape of an athame. It drains the life of those it hits, adding to its wielder's life force. The dagger also increases the blood magic skill if it is used by a blood mage.

4.13 Hell Sword

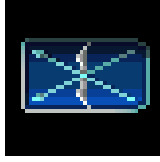
Blood level 2
Two handed weapon
Damage: 9
Attack: 3
Defence: 0

A sword infused with the power of blood sacrifice, it will drain the life force of anyone hit and give it to its wielder. The sword also grants its wielder protection from fire, as well as the ability to go berserk.

4.14 Shield of Gleaning Gold

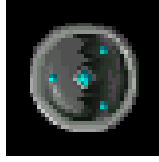
Earth level 1
Fire level 1
Protection: 4
Defence: 5
Encumbrance: 1

This gilded round shield shines so brightly that enemies must avert their gaze from its polished surface. Only brave soldiers will ignore the bright aura of the shield and strike its wielder.

4.15 Scutata Volturnus

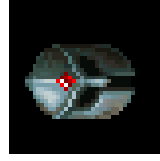
Air level 1
Earth level 1
Protection: 4
Defence: 4
Encumbrance: 2

This formidable tower shield is enchanted with earth to make it strong. On its surface is an enchanted symbol that will strike nearby enemies with lightning. The wielder is also protected from lightning. Tower shields cannot be used by mounted troops.

4.16 Lantern Shield

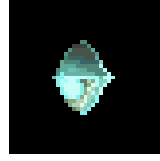
Death level 2
Fire level 1
Protection: 4
Defence: 2
Encumbrance: 1

This metal shield is set with turquoise burning with otherworldly lights. The enchanted stones will release the imprisoned Corpse Candles in battle. The eerie lights and sounds of the stones will frighten cowardly enemies.

4.17 Spirit Helmet

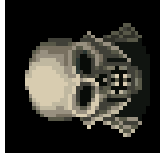
Air level 3
Protection: 2
Defence: 0
Encumbrance: 0

An air spirit is trapped within a gem placed on the helmet's forehead. The air spirit will throw lightning bolts at any enemy that comes within sight. The air spirit does this independently of what its owner does.

4.18 Starshine Skullcap

Astral level 2
Protection: 2
Defence: 0
Encumbrance: 0
Astral Magic Bonus: 1

This skullcap is enchanted with pure astral light which gives it an eerie glow. When worn, it will be easier to cast astral magic and to resist hostile magic.

4.19 Skullface

Death level 3
Protection: 2
Defence: -1
Encumbrance: 0
Death Magic Bonus: 1

This helmet is made out of a human skull and enchanted with black magic. The helmet increases the wearer's skill in death magic and enables him to animate skeletons during battle.

4.20 Wraith Crown

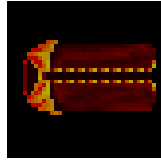
Death level 4

The Wraith Crowns are worn by the wraith lords of the Underworld. The crown will summon undead servants at the start of a battle. He who wears the crown will be able to command undead beings as if he were a necromancer. The crown will also make its wearer ethereal and almost invulnerable to non-magical weapons.

4.21 Stymphalian Wings

Earth level 3
Protection: 13
Defence: -4
Encumbrance: 3

This is an intricate device, consisting of two enormous wings, made of copper feathers, fastened to a bronze breast plate which is securely fastened to its bearer. In front of the breastplate are two bronze arms ending in handles. These handles are connected with wires to the wings. These handles are held by the bearer who vigorously pumps them, thus gaining the ability to fly. The whole device is heavily enchanted with the raw power of earth, which lends the bearer the strength required to use the device. Unfortunately the manner of its construction and its enormous bulk will make the wielding of weapons a great problem. On the upside, a flying bearer landing among his enemy with furiously beating wings will scatter them like so many leaves in the storm. The noise of the copper feathers grating against each other will also make a horrible thundering noise which will cause panic in enemy ranks.

4.22 Robe of the Magi

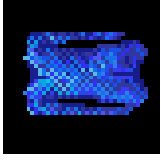
Air level 4
Blood level 4
Magic Bonus: 1
Reinvigoration: 5

This robe is infused with the power of air and the blood of forty virgins. This robe is coveted by ambitious arch mages because of its unsurpassed power-enhancing abilities. When worn, it will increase the power of all magic paths as well as reinvigorate its wearer.

4.23 Robe of Invulnerability

Earth level 5

This cloak makes its wearer invulnerable to all but the most powerful attacks. The Cloak of Invulnerability is very coveted by mages, as it offers the best possible protection without encumbering their spellcasting at all.

4.24 Rim Hauberk

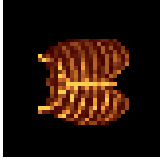
Water level 2
Protection: 12
Defence: -2
Encumbrance: 2

An armor made of inter-linked ice crystals, it protects the wearer from cold and surrounds him with a wind of severe cold. The icy wind may harm both enemies and friends in the vicinity of the wearer.

4.25 Bone Armor

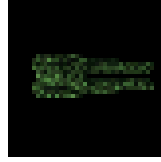
Death level 4
Protection: 7
Defence: -3
Encumbrance: 3

An armor crafted from the ribs of lepers, it is inscribed with runes that leech life force from living beings. The wearer is also protected from the chill of the Underworld.

4.26 Flesh Ward

Blood level 2
Protection: -5
Defence: 0
Encumbrance: 0
Reinvigoration: 2

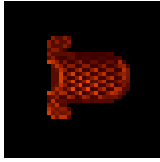
A breastplate, in a very literal sense. It is constructed out of a still-bloody ribcage which enwraps its wearer's chest. Upon first donning the ribcage the wearer will find that the ribcage fastens itself to him with tendons and tissue, sending veins into his body to supply it with sustenance. The ribcage will grant its wearer amazing strength and will, with the help of blood magic, channel the force of any attack into any nearby blood slaves.

4.27 Hydra Skin Armor

Nature level 2
Protection: 9
Defence: -1
Encumbrance: 1

An armor made from the skin of a hydra, it gives the regenerative powers of the hydra to the owner.

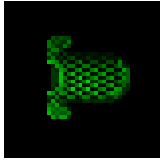
4.28 Dragon Scale Mail



Fire level 2
Protection: 15
Defence: -1
Encumbrance: 1

An armor made from the scales of a true dragon, it is almost weightless and very durable. It protects the owner from fire, cold or poison.

4.30 Dragon Scale Mail



Nature level 2
Protection: 15
Defence: -1
Encumbrance: 1

An armor made from the scales of a true dragon, it is almost weightless and very durable. It protects the owner from fire, cold or poison.

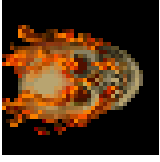
4.32 Boots of Stone



Earth level 2

When these soft boots are put on they will become quite hard, almost like stone. The same happens to the wearer's skin, giving him excellent protection without hampering his movement.

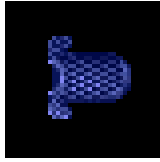
4.34 Skull of Fire



Fire level 1
Death level 1
Fire Magic Bonus: 1

A fire wizard's skull inscribed with runes of flames and obedience, it aids its owner in the use of fire magic.

4.29 Dragon Scale Mail



Water level 2
Protection: 15
Defence: -1
Encumbrance: 1

An armor made from the scales of a true dragon, it is almost weightless and very durable. It protects the owner from fire, cold or poison.

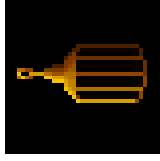
4.31 Boots of Quickness



Water level 2

Anyone putting these boots on will find himself moving and acting much more quickly. When used in combat, the boots grants its wearer one extra action per turn of combat.

4.33 Lightless Lantern



Fire level 1
Research Bonus: 6

This lantern shines with hidden light. The dark light reveals secrets and is a great help when researching magic spells.

4.35 Barrel of Air



Air level 4

This magic item will enable a commander to travel under water with an army consisting of up to 75 human sized troops or 50 humans with horses.

4.36 Water Bracelet



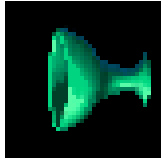
Water level 1
Water Magic Bonus: 1

This bracelet is made out of water and makes the wielding of water magic less arduous.

4.37 **Bottle of Living Water**

Water level 2

An water elemental is imprisoned in this bottle. The elemental is released in battle and will fight for the owner of the bottle.

4.38 **Sea King's Goblet**

Water level 3

This magic item will enable a commander to travel under water with an army consisting of up to 50 human-sized troops or 25 giants.

4.39 **Stone Bird**

Earth level 1

Air level 1

Damage: 9

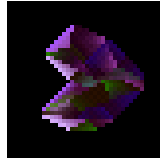
(strength of wielder not added)

Nbr of Attacks: 4

Attack: 0

Defence: 0

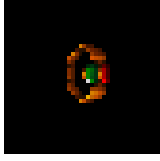
This bird will float constantly above its owner until the owner attacks someone. The stone bird will then attack the same target with incredible speed by crashing into the target repeatedly. The bird is made out of a magical stone and can float in the air without unfolding its wings.

4.40 **Crystal Heart**

Earth level 2

Astral level 2

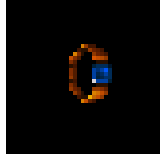
The Crystal Heart is a heart-shaped crystal placed in the chest of its owner behind his ordinary heart. If the owner later dies, the crystal will release its energies and restore the owner to full health. The crude surgery used when embedding the heart will most likely permanently damage its owner.

4.41 **Ring of Wizardry**

Astral level 5

Magic Bonus: 1

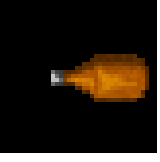
This ring might be the most powerful of all magic-enhancing objects. It increases the mage's power in all paths of magic and makes it easier to penetrate the enemy's magic resistance.

4.42 **Ring of Sorcery**

Astral level 4

Sorcery Bonus: 1

This ring is one of the most powerful magic-enhancing object. It increases the mage's power in all paths of sorcery and makes it easier to penetrate the enemy's magic resistance.

4.43 **Elixir of Life**

Nature level 3

Fire level 3

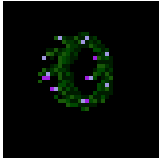
The Elixir of Life will revive its owner upon death. The Elixir is consumed and will disappear when the owner is revived.

4.44 **Pocket Ship**

Nature level 3

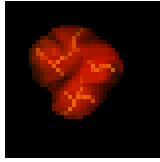
Air level 2

This ship is able to grow and shrink whenever it is needed. The owner of the ship will be able to sail over one ocean with all his men and disembark on the other side.

4.45 Moonvine Bracelet

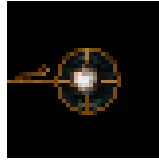
Nature level 3
Astral level 1
Nature Magic Bonus: 1

A bracelet made of the legendary moonvine, which flowers only in fullmoon and bears fruit only during lunar eclipses, this simple bracelet will serve to link its wearer more closely to the powers of nature and increase his command of plant life. This allows him to call upon the aid of one vine-man in battle.

4.46 The Black Heart

Blood level 2

By replacing the ordinary heart with this one, the owner of the Black Heart will receive the skills and morals needed to be a professional assassin. The heart can only be used by stealthy beings. The crude surgery required to replace hearts will most likely permanently damage its owner. One being can have up to two magic hearts at once.

4.47 Spell Focus

Astral level 1

Spells cast with the help of a spell focus are harder to resist with magic resistance. This item can be most useful when trying to affect enemy mages with spells that can be negated by magic resistance.

4.48 Demon Whip

Fire level 1
Blood level 1
Damage: 12
(strength of wielder not added)
Attack: 2
Defence: 0

A burning whip that unleashes hellish flames when it strikes.

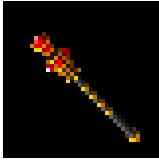
4.49 Stone Idol

Earth level 2
Astral level 2

A stone crafted in the image of a false god. The power of the idol will draw the attention of the faithful and they will worship the stone image as if it was their lord and master. People of the entire province in which the idol is located will abandon their former faith and the dominion of any pretending god will be reduced.

5 Unique Magic Artifacts

5.1 O'al Kan's Sceptre



Fire level 2
Damage: 0
Attack: 1
Defence: 0

This sceptre was created long ago for a powerful Abyssian warlord. The sceptre makes it possible both to command more men and to hurl huge balls of flame at the enemy. It also protects its owner from frost.

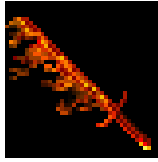
5.3 Ember



Fire level 2
Water level 2
Damage: 15
Attack: 5
Defence: 3

Ember is the sword that is cold and hot at the same time. Where Ember strikes, cold and heat will strike as well, killing the victim and anyone foolish enough to stand too close. The wielder of this sword is granted resistance to both heat and cold.

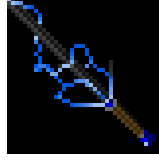
5.2 Unquenched Sword



Fire level 5
Damage: 22
(armor piercing)
Attack: 4
Defence: 1

This blade is made of solid fire tempered in an elemental brazier. The flames licking the everburning edge are incredibly hot and will cut through armors and bodies with equal ease. The heat of the blade will cause the temperature to rise on the entire battlefield and everyone to suffer from severe fatigue unless protected.

5.5 Tempest



Air level 4
Two handed weapon
Damage: 15
Attack: 5
Defence: 6

A blade forged during a thunderstorm and tempered by lightning, the sword crackles and hisses, striking the enemies with lightning. The owner of the sword may send thunder strikes upon his enemies. The wielder is protected from lightning.

5.7 Trident from Beyond



Water level 3
Astral level 2
Two handed weapon
Damage: 13
Attack: 1
Defence: 1
Water Magic Bonus: 1

Anyone hit by this trident will risk having his soul torn to pieces, so even the smallest scratch from this weapon can be deadly. Mindless units are immune to its soul-shredding effect.

5.6 Winter Bringer



Water level 2
Damage: -2
Attack: -2
Defence: 0

The wand can be used to shower frost bolts among the enemy ranks.

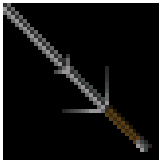
5.8 The Summit



Earth level 4
Damage: 28
Attack: 12
Defence: 6

This beautiful axe was once used by a great dwarf lord. The pure quality of this weapon has been unsurpassed ever since it was forged.

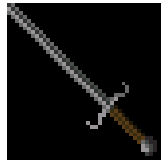
5.9 The Stone Sword



Earth level 4
Two handed weapon
Damage: 10
Attack: 4
Defence: 7

This mighty sword will strike everyone in its vicinity with petrification, including the wielder. Only those highly resistant to magic will survive.

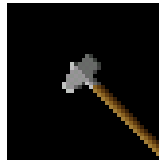
5.10 Miage Bane



Earth level 4
Damage: 10
Attack: 5
Defence: 6

As the name implies, this sword was designed to destroy mages. The sword gives increased magic resistance to its wielder and anyone hit by the blade will be struck unconscious. This power of the miage bane can not be canceled by any magic resistance. Magic beings hit by the weapon may be destroyed as the magic energies that animate them are dissolved.

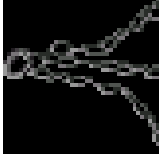
5.11 Hammer of the Forge Lord



Earth level 3
Fire level 3
Two handed weapon
Damage: 20
Attack: 1
Defence: 0
Forge Bonus: 50

A very sturdy sledgehammer made of blackest dwarf iron, this hammer was made by an ancient Vanheim dwarf to help him in battle as well as in his craft. It is enchanted with the magic of fire and earth. When it strikes it unleashes a tremendous heat and when swung in the forge it will ease the burden on the smith and facilitate his work.

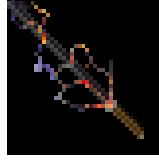
5.12 The Tartarian Chains



Earth level 3
Fire level 2
Damage: 5
Nbr of Attacks: 2
Attack: 3
Defence: -2

The ancient god that once wore these chains is unknown, but their purpose is not. These chains once held a fallen god chained in the Underworld, but apparently he broke free, since the chains now exist in the world of men. Some of the power of their captive is still retained in the black iron of its coils, however. When swung, the chains hit with tremendous force. But their primary power is that anyone surviving the force of the blow runs the risk of having his soul enslaved to the wielder of the chains. The chains have a downside though: anyone owning these chains will soon find himself attacked by guards from the Underworld.

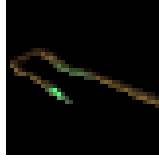
5.13 The Sword of many Colors



Earth level 4
Astral level 1
Two handed weapon
Damage: 17
Attack: 3
Defence: 5
Elemental Bonus: 1

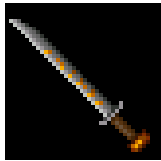
When this sword is swung in combat it will explode in a shower of light. Anyone nearby will be severely hurt unless they have very high magic resistance. The wielder of the sword is not immune to this effect either. A mage that carries the sword will have all his elemental powers increased.

5.14 The Oath Rod of Kurgi



Astral level 2
Blood level 2
Two handed weapon
Damage: 5
Attack: 3
Defence: 5

This black staff carved out of ancient wood is inscribed with the oath of Kurgi, slave of unreason. Hidden among other runes on the staff are skulls that endlessly shout out their mad anguish and endlessly blather the oaths to unreason. Those hit by the rod will lose their minds. The wielder can point the staff at living beings, marking them as Kurgi's to take.

5.15 The Sword of Aurgelmer

Death level 5
Damage: 13
Attack: 2
Defence: 2

This sword was made for a Jotun hero by Skuld, the norma of future fates. It gives its wielder's companions luck in battle and curses anyone who touches it.

5.16 The Flailing Hands

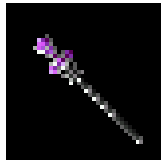
Death level 2
Two handed weapon
Damage: 10
Nbr of Attacks: 2
Attack: 4
Defence: -1
Death Magic Bonus: 1

A flail made of human bones bound with iron, the chains are tipped with mummified hands enchanted with the magic of death instead of spiked balls. When the flail is flung, the chill touch of the hands will cause extreme discomfort to anyone hit. The hands will also aid during spell casting by making helpful gestures at crucial moments.

5.17 The Sickle whose Crop is Pain

Death level 3
Damage: 5
(armor piercing)
Attack: 4
Defence: 4

A sickle made from beaten bronze with runes inscribed along its edges and a bloodgrove in the center of the blade, this sickle is not used to cut rye or wheat. Rather, its harvest is of a far more sinister nature. When used in battle the magic in the blade awakens and the sickle will harvest the pain of all those killed. Anyone surviving a hit from the sickle will start to decay and will die within minutes.

5.18 Sceptre of Dark Regency

Death level 4
Damage: 0
Attack: 1
Defence: 0
Death Magic Bonus: 3

A sceptre of silver and steel set with tourmalines enchanted with black magic, this sceptre was crafted by Shantanok the ruler of the Black Coven in the forges of the obsidian citadel. The wielder of the sceptre will be able to command vast numbers of walking dead. The powers of the sceptre can only be wielded by a trained necromancer.

5.19 Sword of Injustice

Death level 3
Damage: 6
Attack: 3
Defence: 2
Unholy Priest Bonus: 1

A simple sword of ordinary appearance, this sword was once not unlike other swords. But after it was worn and wielded by the Grand Censor of Ermor, who used it to mete out his depraved justice, it acquired considerable power from the innumerable innocents that died from it. The residue of these injustices residing in the blade was enhanced during the cataclysmic fall of Ermor, when it absorbed considerable amounts of unholy energies. The sword will now increase the unholy might of its wielder, and will also strike anyone it hits with the rot of hell. It also enables the owner to protect his minions from banishment even if he is not an unholy priest.

5.20 Woundflame

Death level 4
Damage: 8
Attack: 4
Defence: 5

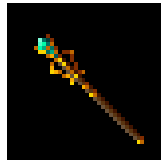
A short sword made of black steel, that upon its creation was quenched in the blood of lepers and the tears of plague victims. Any wounds inflicted by this blade will become grievously infected and start to fester at a supernatural rate. Furthermore the bearer of the sword will become an infected bearer of an extremely virulent disease that he and anyone close to him will likely succumb to unless undead.

5.21 Sun Slayer

Death level 4
Two handed weapon
Damage: 13
Attack: 5
Defence: 6
Death Magic Bonus: 1

This gruesome blade was designed by Vestur of the Black Coven. The dark powers of the sword consumed its maker when he first used it in battle. When he returned from beyond the grave its powers were tamed. The black blade was covered with runes of death and destruction and was tempered in the essence of dying souls. Only undead are safe from the destructive powers of the sword.

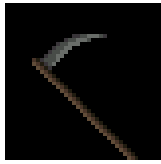
5.22 Sceptre of Corruption



Blood level 4
Damage: 0
Attack: 1
Defence: 0

This unholy sceptre was the sign of office of the Great Sarlah. It allowed him to rule the living as well as his usual servants. Apart from its powers of domination it may project unholy bane fire upon those who dissatisfy its owner.

5.23 Harvest Blade



Blood level 3
Nature level 1
Two handed weapon
Damage: 16
Attack: 10
Defence: -5

A large and robust scythe with a rusty blade, it is always accompanied by an overpowering smell of blood. When this blade is wielded the smell of blood becomes ever stronger and its wielder is filled with the rapturous joy of slaughter. Wading into enemy ranks the wielder swings the hungry blade in wide arcs, cutting off the calves of his horrified enemies, who are felled like rye at harvest.

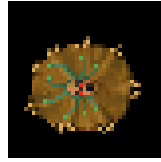
5.24 Barrier



Earth level 3
Protection: 7
Defence: 5
Encumbrance: 2

This great shield is inscribed with runes of fortitude and swiftness. It is said to be indestructible until its creator has died. The shield grants its wearer strength from the earth itself as well as resistance to fire and lightning. Tower shields cannot be used by mounted troops.

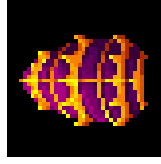
5.25 The Aegis



Earth level 4
Protection: 3
Defence: 4
Encumbrance: 1

This is a round shield of hardened leather with tufts of goat hair surrounding its edge. Upon the leathern surface the unknown maker painted an extremely vivid image of medusa. The image is so vivid that anyone who meets the mad gaze of the painted eyes will instantly be petrified. Anyone fighting the Aegis-bearer will thus have trouble watching and predicting the Aegis-bearer's moves as he tries to avoid the leering face of the medusa.

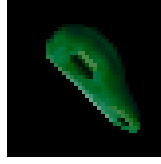
5.26 Crown of Overmight



Fire level 4
Earth level 3
Protection: 2
Defence: -3
Encumbrance: 2

This elaborate golden crown will graft itself unto its wearer's head when worn, to keep it from being misplaced. Unfortunately the gilded crown is so heavy and cumbersome that the wearer's movement will be severely hindered should he ever be forced to move swiftly. It provides its wearer with an aura of royal awe, which causes people flock to his cause and makes soldiers more willingly follow his lead.

5.27 The Jade Mask



Death level 5
Nature level 3
Protection: 2
Defence: 0
Encumbrance: 0
Death Magic Bonus: 2

This powerful mask will spread fear among all enemies nearby and will grant its wearer regeneration and resistance to both magic and poison. The mask can only be used by the lizardmen of C'tis.

5.28 Amon Hotep



Fire level 4
Astral level 4

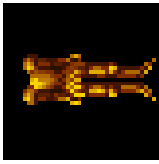
This golden headwear contains the soul of Amon Hotep, the first mummy. The power of Amon Hotep gives its wearer protection from both physical and mental harm. Amon Hotep's skill in mummification enables its wearer to create mummies at will.

5.29 Crown of the Ivy King



Nature level 2

This crown was worn by the high king of the exalted vinemen in ancient times when the vinemen were still a great race. Vinemen perceive the wearer of this crown as their rightful king and will gladly serve him. The crown is of great help when awakening vine creatures in the forests and will increase the effect of the Awaken Vine Men and Awaken Vine Ogre spells. Animals that are confronted with the crown will feel its power and hesitate before striking. The wearer of the crown will also be resistant to poison and regenerate wounds very quickly.

5.30 Aseftik's Armor

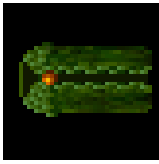
Earth level 3
Protection: 25
Defence: -6
Encumbrance: 6

This golden full plate armor was crafted for the hero Aseftik to wear in his battle with Harakthor of The Black Coven. The armor is more skillfully crafted than any other armor ever made. Only the black Monolith Armor worn by the lord whom Aseftik fought is heavier. The armor is said to have protected Aseftik from the magic of the Black Coven.

5.31 Monolith Armor

Earth level 3
Protection: 28
Defence: -8
Encumbrance: 10

This unbelievably massive armor is crafted out of black obsidian and is heavy enough to appear immovable. Indeed, were it not for the powerful spells welded into its construction, the enormous weight would render the wearer immobile. As it is he will be able to move but only at the expense of tremendous exertion. On the other hand he will be rendered virtually impervious to any sort of harm and the wounds upon his flesh will close at awesome speed.

5.32 Robe of Calius the Druid

Nature level 3

This robe was created by Calius to give him protection from magic and all the elements. As a side effect this also enabled him to breathe underwater.

5.33 Fenris Pelt

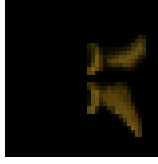
Nature level 3
Protection: 13
Defence: 0
Encumbrance: 1

This pelt is the flayed skin of the father of all wolves. It is coal-black, shaggy, and huge. The pelt will imbue the wearer with the strength, speed, and rage of the father of wolves. Wolves will also come to his side in times of need and serve him as if he was their lord and father.

5.34 Sandals of the Crane

Astral level 1

These worn sandals of unknown origin will teleport the wearer around the battlefield.

5.35 The Boots of Calius the Druid

Nature level 3
Reinvigoration: 10

This pair of boots was created by the powerful druid Calius. The boots heal the wearer's fatigue at an incredible rate.

5.36 The Ark

Fire level 4
Astral level 4

The holiness of this Ark is so great that it constantly spreads the dominion of its owner to all nearby provinces. If the ark is brought into battle it will kill, blind, and spread disease among all heretics. Only priests and sacred troops of the proper religion are spared from the wrath of the Ark.

5.37 The Flying Ship

Air level 4

This golden ship is able to grow and shrink whenever it is needed. The owner of the ship will be able to fly across the land with an entire army.

5.38 Tome of High Power

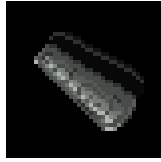
Air level 2
Astral level 2
Air Magic Bonus: 1
Astral Magic Bonus: 1

This ancient book is infused with power and it can be a great help when using air and astral magic.

5.39 The Magic Lamp

Air level 3
Fire level 3

This Lamp contains Al Khazim the almighty Djinn. By performing a simple ritual the lamp can be destroyed and the Djinn will be released. Grateful for his release, Al Khazim will serve anyone who releases him.

5.40 Krupp's Bracers

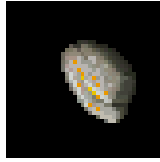
Earth level 2
Protection: 4
Defence: 4
Encumbrance: 0
Reinvigoration: 3

These magic steel bracers were once specially made for the warlord Krupp. The bracers not only increase the defence of the owner and the strength of his armor, but also reinvigorate him so that he can fight for a very long time without tiring.

5.41 Gate Stone

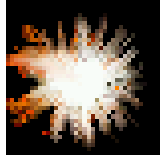
Astral level 5
Earth level 2

An intricately carved stone puzzle inscribed with arcane runes, it allows its owner to open an arcane gateway to a distant province and let his army step through.

5.42 Alchemist's Stone

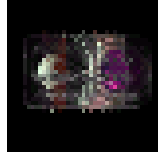
Earth level 1
Fire level 1

This stone allows the wearer to transmute base metals into gold, resulting in greatly enhanced gains from alchemical transmutations.

5.43 The Forbidden Light

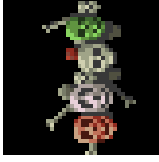
Astral level 3
Fire level 3
Fire Magic Bonus: 2
Astral Magic Bonus: 2

This stolen piece of the sun contains enormous power that can be used for astral and fire magic. The sun material is very sought after by astral beings, and in combat the Forbidden Light will shine with a holy light that slays undead and blinds everyone else. The wielder of the forbidden light will undoubtedly have to fight many horrors to keep possession of this precious and addictive item.

5.44 Nethgul

Astral level 3
Water level 2

Nethgul is an ancient starspawn whose body has been dead for a long time. But part of his mind has been preserved and put in an enchanted jar. From this jar Nethgul can cast powerful spells at any enemies that come within sight.

5.45 The Horror Harmonica

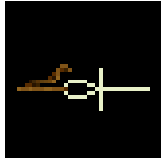
Astral level 4
Death level 3

As soon as combat starts the harmonica will start its ominous wail. Everyone who can hear the wailing will feel their spirits sink and will feel their hearts gripped with fear. The harmonica is seldom played, as it also summons evil horrors that will slay everyone in sight.

5.46 The Black Book of Secrets

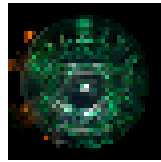
Death level 2
Blood level 2
Death Magic Bonus: 1
Blood Magic Bonus: 1

This ancient book is infused with power and it can be a great help when using death and blood magic. The secrets contained in this book also emits a strong aura of fear.

5.47 The Ankh

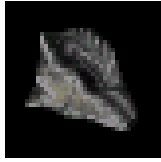
Death level 5

The Amulet of Life. The Ankh was made in ancient times to cheat death of its prize. The mere presence of the Ankh prohibits the souls of the dead from leaving this world. The soul of the wearer will not pass on upon death. Instead, the soul will reanimate the corpse of the Ankh wearer. The powers of the Amulet of Life are so strong that the wearer may decide who will die and who will continue to fight when death calls.

5.48 The Green Eye

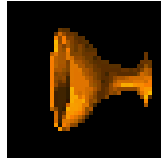
Nature level 2

This eye once belonged to a mighty druid. If the owner replaces his own eye with this one, the Green Eye will come alive and assist him by casting spells at any enemy that comes within sight. The Green Eye will also give increased magic penetration when the owner of the eye casts spells.

5.49 Soulstone of the Wolves

**Nature level 4
Earth level 1**

This stone is a symbol of all wolvenkin. Its wearer is considered a friend of wolves and will get aid from wolves in battle. The wearer of the Soulstone can also cast Call of the Wild once per turn without using any magic gems.

5.50 The Chalice

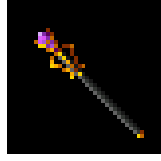
**Nature level 3
Astral level 2**

The bearer of this much sought after artifact will live in constant peril for the rest of his life, as questing knights will come from time to time and seek to wrest it from his hands. The golden cup is filled with blood of unknown origin which, when applied to wounds, will instantly close them and heal all manner of ills and afflictions except starvation.

5.51 The Tome of Gaia

**Nature level 2
Earth level 2
Nature Magic Bonus: 1
Earth Magic Bonus: 1**

This ancient book is infused with Gaia's Power and it can be a great help when using earth and nature magic.

5.52 Rod of Death

**Death level 1
Damage: 10
(armor negating)
Attack: 2
Defence: 0**

This scepter was stolen from the Lord of the Underworld by a powerful necromancer and given to his mortal general. The rod grants the wielder the ability to take control of the walking dead.

5.53 Boots of Antaeus

**Earth level 3
Nature level 1
Reinvigoration: 5
Earth Magic Bonus: 1**

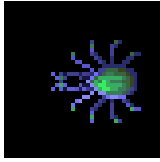
These boots were given to the favored of Gaia. The wearer is constantly reinvigorated, healed and empowered in earth magic if standing firmly on the ground.

5.54 Boots of the Planes

Astral level 4

These boots allows the wearer to pass through the very fabric of reality. He can step through rifts in space and travel unlimited distances.

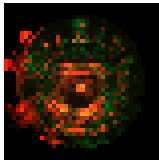
5.55 The Gift of Kurgi



Blood level 5
Protection: 0
Defence: 8
Encumbrance: 0

This will be granted to the man who first brings Kurgi the fine gift of four score blood slaves and surrenders his gift of reason. Kurgi is an ancient horror and his gift will bring both tremendous power and misfortune.

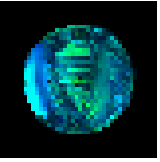
5.56 The Ruby Eye



Fire level 3
Fire Magic Bonus: 1

By replacing his own eye with this fiery eyeshaped ruby, a mage will become more powerful in fire magic. Every now and again the magic ruby will shed tears of magic water gems.

5.57 Orb of Atlantis



Water level 4
Earth level 1
Water Magic Bonus: 1

This crystal sphere grants its owner the ability to lead one hundred men into the sea and lets him control water currents to hamper the movement of enemy soldiers. Finally gives the owner the power to summon and lead small water elementals.