

Dominions II: The Ascension Wars

Magic Item Quick Reference v2.8

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Legend

🔥 = Fire 🌬️ = Air 💧 = Water 🌱 = Earth ✨ = Astral 🌿 = Nature ☠️ = Death 🩸 = Blood (2H) = 2 Handed [Rngd] = Ranged Weapon

Att = Attack Enc = Encumbrance Dam = Damage Prt = Protection Def = Defense AP = Armor Piercing (1/2 Protection)

Sp = Spell* (Can cast the spell, using this spell costs 5 Fatigue) Combat = Spells cast automatically in combat (x1 = Cast once per battle before the battle begins)

Len = Length FR, CR, SR, PR, MR = Fire, Cold, Shock, Poison, and Magic Resistance respectively Ritual = Can cast specified Ritual without Gem cost 1/turn

* = Weapon does not use Strength @ = Weapon or Effect usable Underwater (Illogically) # = Cannot be equipped by Mounted Unit

Forging Costs

Path requirements determine Magic Item costs. If multiple paths of magic are needed gems/slaves from each type are used.

1 Level = 5 Gems/Slaves, 2 Levels = 10 Gems/Slaves, 3 Levels = 20 Gems/Slaves, 4 Levels = 40 Gems/Slaves, 5 Levels = 80 Gems/Slaves

Example: Crystal Shield (3 Astral, 2 Earth) would cost 20 Astral Pearls and 10 Earth Gems to Forge

Note: You will not be able to create a unique artifact already in existence.

Weapons

Path Name Dam Att Def Len MR FR SR CR PR Special Effects

Magical Trinkets (Construction 0)

🔥	Fire Sword	12	4	1	2															
🌬️	Ice Sword	9	1	4	2															
🌱	Stinger	6	1	1	4															AP
🌱	Sword of Sharpness	8	1	1	2															AP
🌱	Sword of Sharpness (2H)	12	2	3	3															AP
🌱	Axe of Sharpness	10	1	0	1															AP
✨	Enchanted Sword	9	2	3	2															
✨	Enchanted Spear	7	2	2	4															
✨	Enchanted Pike (2H)	9	3	1	6															
🌿	Hunter's Knife	3	2	0	0															AP
🌿	Thorn Spear	5	2	2	4															On Hit: Weak Poison (5)
🌿	Thorn Staff (2H)	5	3	5	4															On Hit: Weak Poison (5)

Lesser Magical Items (Construction 2)

🔥	Just Man's Cross (2H) [Rngd]*	10	Prec: 4, # of Att: 1/2 rnds, Rng: 35, Ammo: 12										AP, x3 vs Undead/Demon							
🌬️	Longbow of Accuracy (2H) [Rngd]*	14	Prec: 30, Rng: 45, Ammo: 12																	
🌱	Piercer (2H) [Rngd]* @	12	Prec: 10, # of Att: 1/2 rnds, Rng: 35, Ammo: 12										Armor Negating							
☠️	Black Bow of Botulf (2H) [Rngd]*	14	Prec: 5, Rng: 40, Ammo: 12										On Hit: Feeblemind							
☠️	Vision's Foe (2H) [Rngd]*	17	Prec: 10, # of Att: 1/3 rnds, Rng: 45, Ammo: 10										Armor Negating, On Hit: Blindness (regardless of # of eyes)							
🔥	Scepter of Authority	4	1	0	1															AP, +25 Lrdshp Sp: Flame Bolt
🌬️	Thunder Whip*	10	0	0	5															Armor Negating, Shock Damage
🌱	Lightning Rod (2H)	3	2	4	4					100										+2 Corpse Men per Summon
3 🌬️	Ice Pebble Staff (2H)	3	2	4	4									50						Sp: Numbness
2 🌱	Smasher	10	1	0	1															+Damage vs Constructs/Undead, On Hit: Crusherknack
🌱	Main Gauche of Parrying	3	0	6	0															
🌱	Halberd of Might (2H)	16	0	0	4															+4 Str
🌱	Hammer of the Mountains (2H)	25	-2	-4	4															
🌱	Star of Heroes	12	4	-2	2															Ignore Shield Defense, On Hit: Armor Destruction
🌱	Faithful	7	1	3	1															Lucky
3 🌱	Dwarven Hammer	8	0	-1	1															+25% Forge Bonus
☠️	Bane Blade	6	1	2	2															On Hit: Decay
☠️	Bane Blade (2H)	9	2	3	3															On Hit: Decay
☠️	Rod of the Leper King	0	1	0	1															+50 Undead Ldrshp, Diseases User
☠️	Duskdagger	2	2	0	0															Armor Negating
2 🌱	Gloves of the Gladiator (2H)	3	1	1	0															# of Attacks: 4

	Serpent Kryss	4	2	1	0						50	AP, On Hit: Death Poison
	Knife of the Damned	4	2	1	0							Cursed, Curse (As the Spell) Wielder, On Hit: Curse
	Jade Knife	1	1	0	0							Can Sacrifice +2 Slaves for Blood Sacrifice

Path Name Dam Att Def Len MR FR SR CR PR Special Effects

Greater Magical Items (Construction 4)

	Vine Bow (2H) [Rngd]*	8	Prec: 0, Rng: Str, Ammo: 12									On Hit: Entanglement
	Fire Bola [Rngd]	0	Prec: 2, Rng: Str, Ammo: 50									On Hit: Fire Bonds
	Thunder Bow (2H) [Rngd]@	0	Prec: 3, Rng 30, Ammo: 10									Armor Negating, Damage = Str, Shock Damage
	Wand of Wild Fire	4	1	0	1							AP, Sp: Fireball
	Flambeau (2H)	13	4	2	3		50					AP, x3 vs Undead/Demon, Sp: Holy Pyre, On Hit: Fire
	Fire Brand	12	4	1	2		50					AP, On Hit: Fire, Fire Damage
	Lightning Spear	4	1	1	4							On Hit: Shock, Shock Damage
	Staff of Storms (2H)	3	2	4	4							+5 Corpse Man per Summon Sp: Lightning Bolt, Combat: Storm x1
	Wave Breaker (2H)	10	3	3	4							# of Attacks: 3, Water Breathing, Combat: Friendly Currents x1
	Staff of Corrosion (2H)	3	2	4	4							Sp: Acid Bolt
	Frost Brand	16	4	2	2					50		On Hit: Cold
	Rune Smasher	7	2	1	1							+2 MR Penetration
	Sword of Swiftness	9	1	4	2							# of Att: 2
	Midget Masher (2H)	13	2	1	3							x2 vs Smaller Beings
	Implementor Axe (2H)	10	1	0	3							Considered +25 Units for Pillaging
	Flesh Eater	14	3	0	3							Berserker (+3), On Hit: Extra Chest Wound
	Herald Lance	6	1	1	4							x3 vs Undead/Demon, Standard (+8), Sp: Solar Rays
	Skull Staff (2H)	3	2	4	4							+
	Wraith Sword (2H)	9	2	3	3							On Hit: Life Drain
	Snake Bladder Stick	0	0	1	3							On Hit: Poison Cloud
	Thistle Mace	3	-1	-1	1							+
	Whip of Command*	11	3	0	5							+25 Ldrshp
	Vine Whip*	10	3	0	5							On Hit: Entanglement
	Rat Tail*	9	5	0	5							On Hit: Greater Fear, # of Attacks: 2, Animal Awe (+3)
	Skull Standard (2H)	1	-2	-3	4							Fear (+5), Sp: Panic
	Summer Sword	9	0	1	2							+50 Supply, Sp: Tangle Vines
	Heart Finder Sword	7	1	0	2							On Hit: Heart Finding
	Elf Bane	12	1	0	1							AP, On Hit: Slay Magical Being (MR Negates)

Path Name Dam Att Def Len MR FR SR CR PR Special Effects

Very Powerful Items (Construction 6)

	Bow of War (2H) [Rngd]*	10	Prec: 0, # of Att: 13, Rng: 35, Ammo: 7									
	Ethereal Crossbow (2h) [Rngd]@	999	Prec: 5, # of Att: 1/2 rnds, Rng: 35, Ammo: 12									Armor Negating (MR Negates)
	Moon Blade (2H)	11	2	3	3							x2 vs Magical Beings
	Rod of the Phoenix	-2	-2	0	0							Sp: Incinerate
	Staff of Elemental Mastery (2H)	3	2	4	4		50			50		+
	Evening Star	0	1	0	1							Ignores Shield Defense, On Hit: Str Drain and Fire
	Star of Thraldom	10	6	-2	2							Ignores Shield Defense, On Hit: False Fetters
	Staff of Elemental Mastery (2H)	3	2	4	4					50		+
	Gate Cleaver (2h)	29	-1	-1	3							Armor Negating, Considered +50 Units for Sieging
	Standard of the Damned (2H)	1	-2	-3	4							Fear (+5), Sp: Drain Life
	Treelord's Staff (2H)	3	2	4	4							+ , +1 Vine Ogre/Men per Summon
	Banner of the Northern Star (2H)	1	-2	-3	4		-2					Standard (+15), Combat: Light of the Northern Stars x1
	Blood Thorn	4	2	0	0							+ , On Hit: Life Drain

2		Hell Sword (2H)	9	3	0	3		50							Berserker (+3), On Hit: Life Drain
		Demon Whip*	12	2	0	5									On Hit: Small Area Fire, Fire Damage

Path Name Dam Att Def Len MR FR SR CR PR Special Effects

Unique Magical Artifacts (Construction 8)

2		O'al Kan's Scepter								50					+50 Lrdshp, Sp: Fireball
5		Unquenched Sword	22	4	1	2									AP, Combat: Heat from Hell x1, On Hit: Small Area Fire
2		Ember	15	5	3	2		50		50					On Hit: Small Area Frost and Fire
3		Sword of Justice (2H)	15	3	4	3		50							+ , Sp: Prison of Fire, On Hit: Small Area Fire
4		Tempest (2H)	15	5	6	3				100					Sp: Thunder Strike, Combat: Storm x1, On Hit: Area Shock
2		Winter Bringer	-2	-2	0	0									Sp: Falling Frost, On Hit: Extra Chest Wound
3		Trident from Beyond (2H)	13	1	1	4									+ , On Hit: Soul Slay
4		The Summit	28	12	6	1									
4		The Stone Sword	10	4	7	3									On Hit: Area Petrification
4		Mage Bane	10	5	6	2	5								Horror Mark, On Hit: 100 Fatigue Damage, Death (Magical Beings)
3		Hammer of the Forge Lord (2H)	20	1	0	3									+50% Forge Bonus, On Hit: Small Area Fire
3		The Tartarian Chains	5	3	-2	3									# of Attack: 2, On Hit: Enslavement, Random Chance of Attack from Underworld
4		The Sword of many Colors (2H)	17	3	5	3									+ , On Hit: Killing Light
		Twin Spear	8	1	1	4									AP, Sp: Call Lesser Horror
		Twin Spear	8	1	1	4									AP, Every Unit killed with this weapon is reanimated under the wielder's command
2		The Oath Rod of Kurgi (2H)	5	3	5	4									Sp: Horror Mark, On Hit: Feeble-minded
5		The Sword of Aurgelmer	13	2	2	2									Cursed, Combat: Will of the Fates
		Rod of Death*	10	2	0	1									Armor Negating, +20 Undead Lrdshp, Sp: Control the Dead
2		The Flailing Hands (2H)	10	4	-2	3									# of Attacks: 2, + , On Hit: Fear and Cold
3		The Sickle whose Crop is Pain	5	4	4	1									On Hit: Decay, +1 Death Gem per Unit killed
4		Scepter of Dark Regency	0	1	0	1									+
3		Sword of Injustice	6	3	2	2									+ , On Hit: Decay, Sp: Protection of the Sepulchre
4		Woundflame	8	4	5	1									Diseases User, On Hit: Extra Plague
4		Sun Slayer (2H)	13	5	6	3									Fear (+5), Sp: Drain Life, +1 Death, On Hit: Area Death
2		Picus's Axe of Rulership	10	2	-2	1									# of Attacks: 2, On Hit: Armloss, Special Abilities if used with Procas's Axe: +5 Str, +2 MR, Fear (+10)
2		The Sharpest Tooth	0	1	0	1								100	On Hit: Resistance Negating Poison
4		Scepter of Corruption	0	1	0	1									Horror Mark, +50 Lrdshp, Sp: Bane Fire
2		Procas's Axe of Rulership	12	0	-2	1									# of Attacks: 2, On Hit: Armloss, See Picus's Axe
3		Harvest Blade	16	10	-5	0									Cursed, Gone Berserk, On Hit: Leg Chop, Fear (+5), Hits entire square each attack, never misses.

Shields

Path Name Prt Def Enc MR FR SR CR PR Special Effects

Magical Trinkets (Construction 0)

	Black Steel Tower Shield#	4	4	2											
	Black Steel Kite Shield	5	3	2											
	Enchanted Shield	3	3	1											
	Raw Hide Shield	2	2	0											

Lesser Magical Items (Construction 2)

2		Weightless Tower Shield#	3	5	0										
2		Weightless Kite Shield	4	4	0										
2		Lead Shield	4	1	3	4									
		Shield of Valor	5	4	1										Air Shield (80)
3		Crystal Shield	6	1	4										+ Combat Only

2		Eye Shield	2	3	0							Hit by Opponent: Affliction; Lost an Eye
		Totem Shield	2	2	0							Combat: Curse

Greater Magical Items (Construction 4)

	Charcoal Shield	5	1	2		50						Fire Shield (7 AP)
	Lucky Coin	2	3	0								Lucky
3		Shield of the Accursed	4	7	1							Hit by Opponent: Horror Mark
2		Vine Shield	1	2	0							Hit by Opponent: Entanglement

Very Powerful Items (Construction 6)

	Shield of Gleaming Gold	4	5	1								Awe (+1)
	Scutata Voltturnus#	4	4	2		50						Combat: Shocking Grasp
2		Lantern Shield	4	2	1							Fear (+5) Combat: Corpse Candles (2) x1

Unique Magical Artifacts (Construction 8)

3		Barrier#	7	5	2		100	100				+4 Str
4		The Aegis	3	4	1							Fear (+5), Hit by Opponent: Petrify

Helmets

Path Name Prt Def Enc MR FR SR CR PR Special Effects

Magical Trinkets (Construction 0)

	Black Steel Helmet	3	0	0								
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Lesser Magical Items (Construction 2)

	Dragon Helmet	1	0	0		50						Sp: Fire Blast
	Horror Helmet	2	-1	0								Fear (+5)
2		Black Laurel	0	0	0							+2 Lictors per Summon
	Ivy Crown	0	0	0								+1 Vine Ogre/Men per Summon
	Horned Helmet	2	-1	0								+1 # of Attacks (From Helmet) Modifiers: -1 Att

Greater Magical Items (Construction 4)

3		Flame Helmet	7	0	0							Reinvigoration: -3, +
3		Winged Helmet	2	-1	0							+ , During Storm allows flying and +1 Att/Def
2		Crown of Command	0	0	0							+50 Ldrshp, +50 Magical Ldrshp

Very Powerful Items (Construction 6)

3		Spirit Helmet	2	0	0							Combat: Lighting Bolt
2		Starshine Skullcap	2	0	0	2						+
3		Skullface	2	-1	0							+ , Sp: Raise Skeletons
4		Wraith Crown	0	0	0							Ethereal, +50 Undead Lrdshp, Combat: Undead Horde x1

Unique Magical Artifacts (Construction 8)

4		3		Crown of Overmight	2	2	-3					+100 Lrdshp, Heavy (Action Points =7)
4		4		Amon Hotep	0	0	0	5	50			Awe (+5), Cursed, Ritual: Mummification, Invulnerability: 30 Natural, Protection
5		3		The Jade Mask	0	0	0	4			50	Regeneration, + , Sp: Rigor Mortis x1 (C'tis only)
2		Crown of the Ivy King	0	0	0						50	Regeneration, +2 Vine Ogre/Men per Summon, Sp: Summon Vine Men, Animal Awe (+4)

Boots

<u>Path</u>	<u>Name</u>	<u>Special Effects</u>
	Magical Trinkets (Construction 0)	
	Boots of Long Strides@	Doubles Movement on the Battlefield

Lesser Magical Items (Construction 2)

	Boots of Behemoth	Trample
	Boots of Giant Strength	+4 Str

Greater Magical Items (Construction 4)

	Chi Shoes	+1 # of Attacks (from Shoes) Modifiers: None
2	Earth Boots	
	Winged Shoes	Flying
	Boots of the Messenger	Reinvigoration: 4

Very Powerful Items (Construction 6)

2	Boots of Quickness	Quickness
2	Boots of Stone	Stoneskin: 15 Natural Protection

Unique Magical Artifacts (Construction 8)

3	Boots of Antaeus	Regeneration, Reinvigoration: 5,
	Sandals of the Crane	Blink (Teleports user around battlefield during Combat)
4	Boots of the Planes	Ethereal, Horror Mark, Ritual: Teleport
3	The Boots of Calius the Druid	Reinvigoration: 10

Miscellaneous

<u>Path</u>	<u>Name</u>	<u>Statistic Effects</u>	<u>Special Effects</u>
	Magical Trinkets (Construction 0)		
	Ring of Fire	100 FR	
	Ring of Tamed Lightning	100 SR	
	Ring of Frost	100 CR	
	Bear Claw Talisman	+5 Str	
	Skull Talisman		Combat: Animate Skeleton x1, Sp: Animate Skeleton
	Snake Ring	100 PR	Sp: Poison Touch
	Slave Collar	+5 Morale	Cursed

Lesser Magical Items (Construction 2)

	Burning Pearl	+4 Att, 100 FR	
	Fever Fetish		+1 Fire Gem/Turn, Diseases User
	Ring of Warning		+5 Bodyguard Capacity
	Owl Quill	+3 Research	
	Eye of Aiming	+8 Precision	Cursed, Affliction; Lost an Eye
2	Amulet of Missile Protection		Air Shield (80)
2	Amulet of Breathing		Water Breathing
2	Clam of Pearls		+1 Astral Pearl/Turn
	Ring of Water Breathing		Water Breathing
	Bracers of Protection	+2 Prt, +2 Def	
	Pendant of Luck		Lucky
	Barkskin Amulet		Barkskin: 10 Natural Protection, -25 FR
2	Cat Charm	+4 Def	
3	Enormous Cauldron of Broth		+50 Supply

	Ring of the Warrior	+5 Att
5	Soul Contract	

Horror Mark, Cursed, +1 Devil/Turn

Greater Magical Items (Construction 4)

	Medallion of Vengeance		On Death: Large Area Fireball
2	Pills of Water Breathing		Water Breathing for 10 Units
2	Dancing Trident*	+1 Def	+1 # of Attack (from Trident) Modifier: 19 Dam, 6 Len
3	Wall Shaker		Considered +25 Units for Sieging, Sp: Panic
3	Bag of Winds	+	Combat: Summon Lesser Air Elemental x1
3	Flying Carpet		Flying, Flying for 7 Units (4 Mounted, 3 Giants)
	Amulet of the Fish		Air Breathing (for Aquatic)
3	Manual of Water Breathing		Water Breathing for 25 Units
	Girdle of Might	+3 Str	Reinvigoration: 3
	Crystal Matrix		Communion Master (Only Equippable by Mages)
	Slave Matrix		Communion Slave (Only Equippable by Mages)
2	Stone Sphere		Ritual: Astral Window
	Amulet of Antimagic	+4 MR	
2	Crystal Coin	+	
2	Champion's Skull	+3 Experience/Turn	
2	Bane Venom Charm		Diseases User, Provincial Disease
	Horn of Valor		Standard (+20)
	Endless Bag of Wine		+25 Supply
2	Lychantropos' Amulet	+4 Str	Cursed, Regeneration, +4 Str, Gone Berserk *Transformation
2	Ring of Regeneration		Regeneration
2	Amulet of Resilience		Reinvigoration: 5
	Astral Serpent*	+75 PR	+1 # of Attack (from Serpent) Modifier: 2 Dam, 1 Len, Armor Negating
	Sanguine Dousing Rod		Effective +2 Blood for Blood Hunt ONLY
3	Brazen Vessel	+	
3	The Heart of Life		Cursed, Affliction; Chest Wound, Reinvigoration: 10
3	Lifelong Protection@		Horror Mark, Cursed, Combat: Summon Imps (2) 1/Round
3	Blood Stone	+	+1 Earth Gem/Turn
2	Skull Mentor	+9 Research	

Very Powerful Items (Construction 6)

	Lightless Lantern	+6 Research	
	Skull of Fire	+ , -50 CR	
4	Barrel of Air		Water Breathing for 75 Units (50 Mounted)
	Water Bracelet	+	
2	Bottle of Living Water		Combat: Summon Lesser Water Elemental x1
3	Sea King's Goblet		Water Breathing, Water Breathing for 50 Units (25 Giants)
	Stone Bird*		+4 # of Attacks (from Bird) Modifier: 9 Dam, 6 Len
2	Crystal Heart		Cursed, Affliction: Chest Wound, Combat: Restoration (Restoration completely heals hit points and fatigue on death)
2	Stone Idol		Reduce Dominion
5	Ring of Wizardry	+1 MR Penetration, +	
4	Ring of Sorcery	+1 MR Penetration, +	
3	Elixir of Life		Restoration, consumed when used.
3	Pocket Ship		Ocean Movement of 1 for Commander and his units.
3	Moonvine Bracelet	+	Combat: (1) Vineman x1
2	The Black Heart		Allows Stealth Commander "Assassinate Enemy Commander" Orders
	Spell Focus	+2 MR Penetration	

Unique Magical Artifacts (Construction 8)

3		The Ruby Eye	+4		+2 Water Gems/Turn, Cursed, Affliction: Lost an Eye	
4		The Ark			Increases Dominion, Kill, Blind, Disease non Sacred	
4		The Flying Ship			3 Map Movement considered flying for Unit and Troops	
2		Tome of High Power				
3		The Magic Lamp			Ritual: Summon Jinn (Summons Al Khazim), If The Magic Lamp is rebuilt by any other player or unit Al Khazim vanishes losing all items, but keeping experience.	
2		Krupp's Bracers	+4	Prt, +4	Def	Reinvigoration: 3
2		Percival the Pocket Knight				Combat: Percival (Knight Commander) x1
5		Gate Stone				Ritual: Astral Travel
		Alchemist's Stone				+50% Alchemy Bonus when Alchemizing Gems to Gold
4		Orb of Atlantis				Combat: Friendly Currents x1, Water Breathing for 100 Units
3		The Forbidden Light				Cursed, Horror Mark, Combat: Solar Brilliance x1, Greater Chance of Horror Attacks
3		Nethgul				Combat: Nethgul casts Mind Burn 2/Round independent of wielder
4		The Horror Harmonica				Horror Mark, Combat: Wailing Winds x1, Combat: Call Horror
4		Carcator the Pocket Lich	+2		Research	Combat: Carcator (Death Mage Commander [4D]) x1, Randomly Curses units in the same Province as the wielder
5		The Ankh	50		SR	Combat: Life After Death x1
2		The Black Book of Secrets				Fear (+5)
2		The Green Eye	+2		MR Penetration	Cursed, Affliction: Lost an Eye, Combat: The Eye casts Sleep 1/Round independent of wielder
4		Soulstone of the Wolves				Combat: Howl, Cast Ritual: Call of the Wild
3		The Chalice				Heals Afflictions, Sp: Banishment, Random Chance of Knights of the Chalice Attack
2		The Tome of Gaia				
5		The Gift of Kurgi	+8		Def	Cursed, Affliction: Feeble-minded, Horror Mark, Flying, Lucky, Ethereal, Sp: Send Lesser Horror, Greater Chance of Horror Attacks

Wish Items

(These are items you may only obtain by killing special independent heroes or using the Wish ritual, each item works as The Magic Lamp)

Weapons

Name	Dam	Att	Def	Len	MR	FR	SR	CR	PR	Special Effects
Sun Sword	15	3	3	2						Gone Berserk (+1), x3 Damage vs undead/demon, On Hit: Area 1 Holy Pyre, Fear (+2), Blessed (Does not effect Pretenders), Hero: Solaris
Hammer of the Cyclops*	37	0	-1	3						+50% Forge Bonus, Hero: Polyperchon
The Admiral's Sword	12	5	2	2						AP, On Hit: Curse, Fear (+5), Hero: Admiral Torgrin

Shields

Name	Prt	Def	Enc	MR	FR	SR	CR	PR	Special Effects
Sun Shield	5	5	2		50	50			Awe (+1), Hero: Solaris



Helmets

Name	Prt	Def	Enc	MR	FR	SR	CR	PR	Special Effects
Crown of Katafagus					50	50			Fear (+5), 1 Mummy/turn, + . Cursed, Hero: Katafagus
Sun Helmet	4	0	0	5					Awe (+1), Hero: Solaris

Armors

Name	Prt	Def	Enc	MR	FR	SR	CR	PR	Special Effects
Greenstone Armor	17	-3	6						Hero: Bogus
Sun Armor	22	-5	5						Awe (+3), Hero: Solaris
Robe of the Sorceress	15	0	0						+ , Hero: Satina

Miscellaneous

<u>Name</u>	<u>Statistic Effects</u>	<u>Special Effects</u>
Vial of Frozen Tears	+  	Hero: Starke
Precious	+4 Att, +4 Str	Hero: Bogus

Created by: Zen (aka Jack Black)

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