

Runepower Reports OR Item ID# 601-1000**by Jan Molenkamp**

601
 Blade of the Ranger Runepower gained on day 1 of January in the year of 1990
 You inspect the item and wonder at its intricate design.
 This weapon is an Sword type weapon
 It has a base AF bonus of 125% and a missile AF bonus of 0%
 The charge bonus of this weapon is 0% and the rout bonus is 0%
 The weapon can be used with a shield, and it can be used while mounted.
 The wielder must have a strength of 8 and a dexterity of 6 to use this weapon
 The weight of this weapon is 1.4
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 450% AF bonus when the user meets these conditions:
 The user must worship Númenorean ID# 2.
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!
 This weapon gives a DAMAge level of 8 to it's user
 This weapon is not a bane (no bonuses against specific target).
 This weapon has a special attack value of 125 points.
 When in winternight, this weapon's AF will be modified by -125%
 The following bonus will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 1 Holy mana recovery bonus: 2
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This weapon increases your magical attack resistance by 4 points.
 The following spells may be cast by the user {regardless of skills} :
 Spell ID# 209 Runepower
 This item provides 3 mana to help in casting these spells.

602
 Elfbane Runepower gained on day 12 of January in the year of 2009
 You inspect the item and wonder at its intricate design.
 This weapon is a Sword type weapon
 It has a base AF bonus of 50% and a missile AF bonus of 0%
 The charge bonus of this weapon is 0% and the rout bonus is 0%
 The weapon can be used with a shield, and it can be used while mounted.
 The wielder must have a strength of 6 and a dexterity of 8 to use this weapon
 The weight of this weapon is 1,1

 This weapon gives a bonus of 75 when fighting against mounted enemies
 This weapon gives a DAMAge level of 7 to it's user
 This weapon has a special attack value of 150 points.
 This weapon increases your magical attack resistance by 1 points.
 When in winternight, this weapon's AF will be modified by 0%

 This weapon grants a 250% bonus when the target meets these restrictions:
 The target character must worship Khazad ID#4.

The terrain modifiers (overall) for this Sword are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0
 This weapon is magically enhanced when used by a specific character or soldier.

 This weapon grants a 175% AF bonus when the user meets these conditions:
 The user must have the mark of Cruelty
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!

 The following bonuses will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 2 Holy mana recovery bonus: 0
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 The following spells may be cast by the user {regardless of skills} :
 Spell ID# 45 Evil Eye
 Spell ID# 83 Empathic Self Cure
 This item provides 1 mana to help in casting these spells.

603
 Far-cutting Runepower gained on day 19 of December in the year of 2008
 You inspect the item and wonder at its intricate design.
 This weapon is an Sword type weapon
 It has a base AF bonus of 150% and a missile AF bonus of 0%
 The charge bonus of this weapon is 0% and the rout bonus is 0%
 The weapon can be used with a shield, and it can be used while mounted.
 The wielder must have a strength of 7 and a dexterity of 7 to use this weapon
 The weight of this weapon is 1.2

This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMage level of 6 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 5 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 180 Attack Focus
Spell ID# 2022 Dimril Gate Spell
This item provides 2 mana to help in casting these spells.

604
Fell Blade Runepower gained on day 9 of March in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 100% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.55
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 400% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 25 when fighting against mounted enemies
This weapon has a special attack value of 50 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 155 Create Crystal of Power
Spell ID# 214 Bless
This item provides 5 mana to help in casting these spells.

605
Forest-blade Runepower gained on day 22 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 175% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.35
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 200% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 100 when fighting against mounted enemies
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 4

Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 228 Increase Fertility Value
Spell ID# 234 Increase Special Resource
This item provides 9 mana to help in casting these spells.

606
Guard's Blade Runepower gained on day 25 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 200% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.55
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 50% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 275 points.
When in winternight, this weapon's AF will be modified by 100%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.

607
Mithril Blade Item ID# 607 .
You inspect the item and wonder at its intricate design.
This item is a a sword type weapon.
It has a base AF bonus of 575 % and a missile AF bonus of 0 %.
The charge bonus of this weapon is 0 % and the rout bonus is 0 %.
The weapon may not be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 6 and a dexterity of 6 to use this weapon.
The weight of this weapon is 1.400

This weapon is magical by nature...
This weapon gives a DAMAge level of 10 to its user.
This weapon has no special attack value.
This weapon increases your magical attack resistance by 6 points.
When in Winternight, this weapon's AF will be modified by 0 %.
This weapon gives a bonus of 250 when fighting against mounted enemies.
This weapon is not a bane {no bonuses against specific target}.
The (overall) terrain modifiers for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0
Forest Hills: 0 Forest Mtns : 0 Barren Hills: 0
Barren Mtns : 0 Moors : 0 Swamp : 0
Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Confined : 0
This weapon is not magically enhanced when used by a specific character or soldier.

This weapon grants a 0 % AF bonus when the user meets these conditions:
NO Restrictions on use
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 3 Holy mana recovery bonus: 3
Mana available to Arcane Arts: 0 Magic recovery bonus : 0

The following spells may be cast by the user {regardless of arcane ability
providing ALL item restrictions are met}: Most Battle and Duel spells do require an arcane ability.
Spell ID# 200 Weapon Enchantment
Spell ID# 214 Bless
This item provides 7 mana to help in casting these spells.

608
Rapier's Dance Runepower gained on day 5 of March in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%

The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.1
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 300% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 25 when fighting against mounted enemies
This weapon has a special attack value of 100 points.
When in winternight, this weapon's AF will be modified by -75%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 214 Bless
This item provides 6 mana to help in casting these spells.

609
Sword of Cleaving Runepower gained on day 19 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 375% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.1
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAGE level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 25 when fighting against mounted enemies
This weapon has a special attack value of 125 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 79 Dispell Undead
Spell ID# 461 War Shout
This item provides 4 mana to help in casting these spells.

610
Troll Slayer Runepower gained on day 27 of April in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is a Sword type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 100% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 8 to use this weapon
The weight of this weapon is 1,1

This weapon gives a DAMAGE level of 10 to it's user
This weapon has a special attack value of 150 points.
This weapon increases your magical attack resistance by 4 points.
When in winternight, this weapon's AF will be modified by -50%

This weapon grants a 750% bonus when the target meets these restrictions:
The enemy must be Troll.

The terrain modifiers (overall) for this Sword are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 300% AF bonus when the user meets these conditions:
The user must worship Khazad ID#4.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!

The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
The following spells may be cast by the user {regardless of skills} :
Spell ID# 413 Gold Fever
Spell ID# 415 Loyalty Pledge
This item provides 2 mana to help in casting these spells.

611
Viper's Sword Runepower gained on day 25 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 375% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.1
This weapon has poison on it!
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMage level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 2021 Hollin Gate Spell
This item provides 4 mana to help in casting these spells.

612
Wild Blade Runepower gained on day 25 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 125% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.25
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 125% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 50 when fighting against mounted enemies
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by -50%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 127 Summon Fog
Spell ID# 295 Heal Character
This item provides 8 mana to help in casting these spells.

613
Finder Runepower gained on day 18 of December in the year of 2008
You inspect the item and wonder at its intricate design.

This weapon is an Axe type weapon
It has a base AF bonus of 100% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.25
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 150% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 6 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 50 points.
When in winternight, this weapon's AF will be modified by 50%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 4 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
This item provides 8 mana to help in casting these spells.

614
Mithril-shod Axe Runepower gained on day 18 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.4
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 600% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 75 when fighting against mounted enemies
This weapon has a special attack value of 100 points.
When in winternight, this weapon's AF will be modified by -250%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 200 Weapon Enchantment
Spell ID# 415 Loyalty Pledge
This item provides 8 mana to help in casting these spells.

615
Orc Slayer Runepower gained on day 2 of February in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is a Axe type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 100% and the rout bonus is 25%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 9 and a dexterity of 7 to use this weapon
The weight of this weapon is 1,7

This weapon gives a bonus of 50 when fighting against mounted enemies
This weapon gives a DAMAGE level of 9 to it's user
This weapon has a special attack value of 75 points.
This weapon increases your magical attack resistance by 4 points.
When in winternight, this weapon's AF will be modified by -175%

This weapon grants a 350% bonus when the target meets these restrictions:
The enemy must be Orc.

The terrain modifiers (overall) for this Axe are as follows:

Grassland : 0	Forest : 0	Hvy Forest : 0	Forest Hills: 0
Forest Mtns : 0	Barren Hills: 0	Barren Mtns : 0	Moors : 0
Swamp : 0	Desert : 0	Sea/Ocean : 0	Defend Walls: 0
Attack Walls: 0	In City : 0	Air : 0	Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 300% AF bonus when the user meets these conditions:

The user must have the mark of Honor

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

The following bonuses will apply only if the restrictions for use are met.

Holy Mana available to Priests : 1	Holy mana recovery bonus: 4
Mana available to Arcane Arts : 0	Magic recovery bonus : 0

The following spells may be cast by the user {regardless of skills} :

Spell ID# 479 Enchanted Defense

This item provides 3 mana to help in casting these spells.

616

Deepcrest Axe Runepower gained on day 8 of January in the year of 2009

You inspect the item and wonder at its intricate design.

This weapon is a Axe type weapon

It has a base AF bonus of 650% and a missile AF bonus of 0%

The charge bonus of this weapon is 125% and the rout bonus is 0%

The weapon may not be used with a shield, and it can be used while mounted.

The wielder must have a strength of 10 and a dexterity of 6 to use this weapon

The weight of this weapon is 1,5

This weapon gives a bonus of 100 when fighting against mounted enemies

This weapon gives a DAMAGE level of 7 to it's user

This weapon has a special attack value of 50 points.

This weapon increases your magical attack resistance by 2 points.

When in winternight, this weapon's AF will be modified by 0%

This weapon is not a bane (no bonuses against specific target).

The terrain modifiers (overall) for this Axe are as follows:

Grassland : 0	Forest : 0	Hvy Forest : 0	Forest Hills: 0
Forest Mtns : 0	Barren Hills: 0	Barren Mtns : 0	Moors : 0
Swamp : 0	Desert : 0	Sea/Ocean : 0	Defend Walls: 0
Attack Walls: 0	In City : 0	Air : 0	Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 0% AF bonus when the user meets these conditions:

NO Restrictions on use

The following bonuses will apply only if the restrictions for use are met.

Holy Mana available to Priests : 2	Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0	Magic recovery bonus : 0

The following spells may be cast by the user {regardless of skills} :

Spell ID# 452 Duel Vision

Spell ID# 209 Runepower

This item provides 3 mana to help in casting these spells.

617

Dwarven Axe Runepower gained on day 18 of December in the year of 2008

You inspect the item and wonder at its intricate design.

This weapon is an Axe type weapon

It has a base AF bonus of 50% and a missile AF bonus of 0%

The charge bonus of this weapon is 25% and the rout bonus is 0%

The weapon can be used with a shield, and it can be used while mounted.

The wielder must have a strength of 12 and a dexterity of 10 to use this weapon

The weight of this weapon is 1.4

This weapon is magical by nature...

The terrain modifiers (overall) for this weapon are as follows:

Grassland : 0	Forest : 0	Hvy Forest : 0	Forest Hills: 0
Forest Mtns : 0	Barren Hills: 0	Barren Mtns : 0	Moors : 0
Swamp : 0	Desert : 0	Sea/Ocean : 0	Defend Walls: 0
Attack Walls: 0	In City : 0	Air : 0	Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 200% AF bonus when the user meets these conditions:

The wielder must be of race ID# 204 Dwarf.

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This weapon gives a DAMAGE level of 8 to it's user

This weapon is not a bane (no bonuses against specific target).

This weapon has a special attack value of 100 points.

When in winternight, this weapon's AF will be modified by -75%

The following bonus will apply only if the restrictions for use are met.

Holy Mana available to Priests : 3	Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0	Magic recovery bonus : 0

This weapon increases your magical attack resistance by 4 points.

The following spells may be cast by the user {regardless of skills} :

Spell ID# 230 Increase Stone Extraction
Spell ID# 231 Decrease Stone Extraction
This item provides 7 mana to help in casting these spells.

618
Moon-axe Runepower gained on day 25 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 25% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.25
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 350% AF bonus when the user meets these conditions:
The user must have the title Dark Lieutenant ID# 1780.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 75 when fighting against mounted enemies
This weapon has a special attack value of 150 points.
When in winternight, this weapon's AF will be modified by 150%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 5 Holy mana recovery bonus: 5
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 43 Cause Insanity
Spell ID# 129 Summon Earthforce
This item provides 5 mana to help in casting these spells.

619
Troll-cleaver Runepower gained on day 25 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 500% and a missile AF bonus of 0%
The charge bonus of this weapon is 50% and the rout bonus is 25%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 12 to use this weapon
The weight of this weapon is 1.75
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMage level of 9 to it's user
This weapon grants a 350% bonus when the target meets these restrictions:
The enemy must be Troll.
This weapon gives a bonus of 50 when fighting against mounted enemies
This weapon has a special attack value of 250 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.

620
Woodsmen's Axe Runepower gained on day 25 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 50% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.6
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 200% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 100 points.
When in winternight, this weapon's AF will be modified by -125%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 232 Increase Lumber Extraction
This item provides 10 mana to help in casting these spells.

621
Dwarven Pickaxe Runepower gained on day 18 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 200% and a missile AF bonus of 0%
The charge bonus of this weapon is 100% and the rout bonus is 50%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 12 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.4
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 450% AF bonus when the user meets these conditions:
The wielder must be of race ID# 204 Dwarf.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 25 when fighting against mounted enemies
This weapon has a special attack value of 125 points.
When in winternight, this weapon's AF will be modified by -200%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 6
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 230 Increase Stone Extraction
This item provides 10 mana to help in casting these spells.

622
Doom's Falling Runepower gained on day 18 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Bow type weapon
It has a base AF bonus of 100% and a missile AF bonus of 250%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.8
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 275% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 100 when fighting against mounted enemies
This weapon has a special attack value of 300 points.
When in winternight, this weapon's AF will be modified by -75%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 4 points.

623
Trollsdirge Runepower gained on day 18 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Bow type weapon

It has a base AF bonus of 125% and a missile AF bonus of 250%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 10 and a dexterity of 10 to use this weapon
The weight of this weapon is 2
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 375% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 10 to it's user
This weapon grants a 300% bonus when the target meets these restrictions:
The enemy must be Troll.
This weapon gives a bonus of 50 when fighting against mounted enemies
This weapon has a special attack value of 100 points.
When in winternight, this weapon's AF will be modified by -150%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.

624
Cimonemor Birch-bow Runepower gained on day 22 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Bow type weapon
It has a base AF bonus of 100% and a missile AF bonus of 175%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 8 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.9
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 175% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 275 points.
When in winternight, this weapon's AF will be modified by 75%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 295 Heal Character
This item provides 8 mana to help in casting these spells.

625
Bow of the North Runepower gained on day 26 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is a Bow type weapon
It has a base AF bonus of 600% and a missile AF bonus of 350%
The charge bonus of this weapon is 100% and the rout bonus is 50%
The weapon may not be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 12 and a dexterity of 12 to use this weapon
The weight of this weapon is 1,9
This weapon gives a bonus of 150 when fighting against mounted enemies
This weapon gives a DAMAge level of 8 to it's user
This weapon has no special attack value.
This weapon increases your magical attack resistance by 5 points.
When in winternight, this weapon's AF will be modified by 0%

This weapon is not a bane (no bonuses against specific target).
The terrain modifiers (overall) for this Bow are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
The following spells may be cast by the user (regardless of skills) :
Spell ID# 213 Cure Self
Spell ID# 214 Bless
This item provides 8 mana to help in casting these spells.

626
Woodland Realm Bow Runepower gained on day 12 of March in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Bow type weapon
It has a base AF bonus of 50% and a missile AF bonus of 200%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 10 to use this weapon
The weight of this weapon is 2.25
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 200% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 25 when fighting against mounted enemies
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by -125%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user (regardless of skills) :
Spell ID# 219 Charm of Silence
This item provides 5 mana to help in casting these spells.

627
Thunder and Bone Bow Runepower gained on day 13 of March in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Bow type weapon
It has a base AF bonus of 75% and a missile AF bonus of 175%
The charge bonus of this weapon is 0% and the rout bonus is 25%
The weapon may not be used with a shield, and it can only be used while mounted.
The wielder must have a strength of 10 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.95
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 300% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
The wielder must be of race ID# 258 Easterling.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 50 when fighting against mounted enemies
This weapon has a special attack value of 50 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 4 points.
The following spells may be cast by the user (regardless of skills) :
Spell ID# 463 War Scream
This item provides 4 mana to help in casting these spells.

628
Strongarm Runepower gained on day 25 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Bow type weapon
It has a base AF bonus of 500% and a missile AF bonus of 250%

The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 15 and a dexterity of 12 to use this weapon
The weight of this weapon is 2.65
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAGE level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 125 when fighting against mounted enemies
This weapon has a special attack value of 100 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user (regardless of skills) :
Spell ID# 181 Attack Dispersement
Spell ID# 244 Detect Powerpoint
This item provides 2 mana to help in casting these spells.

629
Eastern Bow Runepower gained on day 9 of March in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Bow type weapon
It has a base AF bonus of 100% and a missile AF bonus of 150%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 10 and a dexterity of 12 to use this weapon
The weight of this weapon is 1.85
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 150% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 50 points.
When in winternight, this weapon's AF will be modified by 50%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 3 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user (regardless of skills) :
Spell ID# 230 Increase Stone Extraction
Spell ID# 232 Increase Lumber Extraction
This item provides 6 mana to help in casting these spells.

630
Trueshot Bow Runepower gained on day 18 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Bow type weapon
It has a base AF bonus of 575% and a missile AF bonus of 300%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 5 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.95
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAGE level of 6 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 95 points.
When in winternight, this weapon's AF will be modified by 0%

The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 4 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 180 Attack Focus
Spell ID# 2023 Black Pit Gate Spell
This item provides 2 mana to help in casting these spells.

631
Brodic Spear Runepower gained on day 18 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 250% and a missile AF bonus of 0%
The charge bonus of this weapon is 100% and the rout bonus is -25%
The weapon can be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 8 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.4
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAge level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 175 when fighting against mounted enemies
This weapon has a special attack value of 50 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 45 Evil Eye
Spell ID# 295 Heal Character
This item provides 10 mana to help in casting these spells.

632
Horse-slayer Runepower gained on day 25 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 125% and a missile AF bonus of 0%
The charge bonus of this weapon is 125% and the rout bonus is -25%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.8
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 125% AF bonus when the user meets these conditions:
The wielder must be of race ID# 258 Easterling.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 275 when fighting against mounted enemies
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by 25%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 215 Curse others
This item provides 8 mana to help in casting these spells.

633
Mallorn Staff Runepower gained on day 25 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 6 to use this weapon

The weight of this weapon is 1.15
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 275% AF bonus when the user meets these conditions:
The user must worship Quendi ID# 3.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by -100%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 4 Holy mana recovery bonus: 6
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 5 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 228 Increase Fertility Value
This item provides 6 mana to help in casting these spells.

634
Skull Flail Runepower gained on day 9 of March in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is a Miscellaneous type weapon
It has a base AF bonus of 125% and a missile AF bonus of 0%
The charge bonus of this weapon is 25% and the rout bonus is -10%
The weapon may not be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 10 and a dexterity of 10 to use this weapon
The weight of this weapon is 1,75

This weapon gives a bonus of 50 when fighting against mounted enemies
This weapon gives a DAMAge level of 10 to it's user
This weapon has a special attack value of 100 points.
This weapon increases your magical attack resistance by 1 points.
When in winternight, this weapon's AF will be modified by 150%

This weapon is not a bane (no bonuses against specific target).

The terrain modifiers (overall) for this Miscellaneous Weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 375% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!

The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
The following spells may be cast by the user {regardless of skills} :
Spell ID# 29 Veil of Nightmares
This item provides 2 mana to help in casting these spells.

635
Staff of Bronze Runepower gained on day 25 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.35
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 250% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Only a character with the skill of Berserker may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).

This weapon has a special attack value of 25 points.
When in winternight, this weapon's AF will be modified by 75%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 3 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 44 Cure Insanity
Spell ID# 146 Eye of Judgement
This item provides 5 mana to help in casting these spells.

636
Earth Mastery Stave Runepower gained on day 25 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 375% and a missile AF bonus of 0%
The charge bonus of this weapon is 25% and the rout bonus is -10%
The weapon may not be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 6 and a dexterity of 6 to use this weapon
The weight of this weapon is 2
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAGE level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 25 when fighting against mounted enemies
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 3 Holy mana recovery bonus: 6
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower

637
Staff of Storms Runepower gained on day 11 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 400% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 7 and a dexterity of 7 to use this weapon
The weight of this weapon is 1.4
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAGE level of 10 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 200 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 5
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 4 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 127 Summon Fog
This item provides 3 mana to help in casting these spells.

638
Staff of the Serpent Runepower gained on day 25 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 15% and the rout bonus is -5%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.35
This weapon is magical by nature...

The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 275% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 50 when fighting against mounted enemies
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 125%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user (regardless of skills) :
Spell ID# 150 Eye of Searching
This item provides 8 mana to help in casting these spells.

639
Wanderer Stave Runepower gained on day 25 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 50% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is -15%
The weapon may not be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 5 and a dexterity of 5 to use this weapon
The weight of this weapon is 1.45
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 300% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 125 when fighting against mounted enemies
This weapon has a special attack value of 125 points.
When in winternight, this weapon's AF will be modified by -175%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 3 Holy mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 4 points.
The following spells may be cast by the user (regardless of skills) :
Spell ID# 44 Cure Insanity
Spell ID# 209 Runepower
This item provides 7 mana to help in casting these spells.

640
Earthroot Spike Runepower gained on day 22 of December in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 375% and a missile AF bonus of 0%
The charge bonus of this weapon is 15% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.25
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMage level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.

The following spells may be cast by the user {regardless of skills} :

Spell ID# 83 Empathic Self Cure

This item provides 3 mana to help in casting these spells.

641

Reed Dagger Runepower gained on day 25 of December in the year of 2008

You inspect the item and wonder at its intricate design.

This weapon is an Miscellaneous type weapon

It has a base AF bonus of 100% and a missile AF bonus of 0%

The charge bonus of this weapon is 0% and the rout bonus is 0%

The weapon can be used with a shield, and it can be used while mounted.

The wielder must have a strength of 5 and a dexterity of 7 to use this weapon

The weight of this weapon is 0.75

This weapon is magical by nature...

The terrain modifiers (overall) for this weapon are as follows:

Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0

Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0

Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0

Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 150% AF bonus when the user meets these conditions:

The user must have the mark of Cruelty

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This weapon gives a DAMage level of 8 to it's user

This weapon is not a bane (no bonuses against specific target).

This weapon has a special attack value of 25 points.

When in winternight, this weapon's AF will be modified by 25%

The following bonus will apply only if the restrictions for use are met.

Holy Mana available to Priests : 1 Holy mana recovery bonus: 0

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This weapon increases your magical attack resistance by 3 points.

The following spells may be cast by the user {regardless of skills} :

Spell ID# 209 Runepower

Spell ID# 223 Curse Animals

This item provides 9 mana to help in casting these spells.

642

Dagger of Blinding Runepower gained on day 19 of January in the year of 2009

You inspect the item and wonder at its intricate design.

This weapon is an Miscellaneous type weapon

It has a base AF bonus of 50% and a missile AF bonus of 0%

The charge bonus of this weapon is 0% and the rout bonus is 0%

The weapon can be used with a shield, and it can be used while mounted.

The wielder must have a strength of 5 and a dexterity of 6 to use this weapon

The weight of this weapon is 0.75

This weapon is magical by nature...

The terrain modifiers (overall) for this weapon are as follows:

Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0

Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0

Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0

Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 600% AF bonus when the user meets these conditions:

The user must have the mark of Cruelty

Only a character with the skill of Berserker may use!

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This weapon gives a DAMage level of 7 to it's user

This weapon is not a bane (no bonuses against specific target).

This weapon has no special attack value.

When in winternight, this weapon's AF will be modified by 0%

The following bonus will apply only if the restrictions for use are met.

Holy Mana available to Priests : 0 Holy mana recovery bonus: 0

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This weapon increases your magical attack resistance by 2 points.

The following spells may be cast by the user {regardless of skills} :

Spell ID# 47 Mind Blank

This item provides 10 mana to help in casting these spells.

643

Green Wisdom Dagger Runepower gained on day 19 of January in the year of 2009

You inspect the item and wonder at its intricate design.

This weapon is an Miscellaneous type weapon

It has a base AF bonus of 250% and a missile AF bonus of 0%

The charge bonus of this weapon is 0% and the rout bonus is 0%

The weapon can be used with a shield, and it can be used while mounted.

The wielder must have a strength of 5 and a dexterity of 5 to use this weapon

The weight of this weapon is 0.8

This weapon is magical by nature...

The terrain modifiers (overall) for this weapon are as follows:

Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0

Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0

Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 0% AF bonus when the user meets these conditions:
 NO Restrictions on use
 This weapon gives a DAMage level of 9 to it's user
 This weapon is not a bane (no bonuses against specific target).
 This weapon has a special attack value of 75 points.
 When in winternight, this weapon's AF will be modified by 0%
 The following bonus will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 3 Holy mana recovery bonus: 3
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This weapon increases your magical attack resistance by 4 points.
 The following spells may be cast by the user {regardless of skills} :
 Spell ID# 413 Gold Fever
 Spell ID# 415 Loyalty Pledge
 This item provides 0 mana to help in casting these spells.

644
 Dagger of Night Runepower gained on day 19 of January in the year of 2009
 You inspect the item and wonder at its intricate design.
 This weapon is an Miscellaneous type weapon
 It has a base AF bonus of 50% and a missile AF bonus of 0%
 The charge bonus of this weapon is 0% and the rout bonus is 15%
 The weapon can be used with a shield, and it can be used while mounted.
 The wielder must have a strength of 6 and a dexterity of 9 to use this weapon
 The weight of this weapon is 0.65
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 200% AF bonus when the user meets these conditions:
 The user must have the mark of Cruelty
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!
 This weapon gives a DAMage level of 8 to it's user
 This weapon is not a bane (no bonuses against specific target).
 This weapon has a special attack value of 25 points.
 When in winternight, this weapon's AF will be modified by 300%
 The following bonus will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 0 Holy mana recovery bonus: 3
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This weapon increases your magical attack resistance by 2 points.
 The following spells may be cast by the user {regardless of skills} :
 Spell ID# 44 Cure Insanity
 This item provides 10 mana to help in casting these spells.

645
 Orc-slaying Dagger Runepower gained on day 5 of January in the year of 2009
 You inspect the item and wonder at its intricate design.
 This weapon is an Miscellaneous type weapon
 It has a base AF bonus of 75% and a missile AF bonus of 0%
 The charge bonus of this weapon is 0% and the rout bonus is 0%
 The weapon can be used with a shield, and it can be used while mounted.
 The wielder must have a strength of 5 and a dexterity of 6 to use this weapon
 The weight of this weapon is 0.7
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 300% AF bonus when the user meets these conditions:
 The user must have the mark of Honor
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!
 This weapon gives a DAMage level of 8 to it's user
 This weapon grants a 275% bonus when the target meets these restrictions:
 The enemy must be of any sub-culture of Orc.
 This weapon has a special attack value of 50 points.
 When in winternight, this weapon's AF will be modified by -200%
 The following bonus will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This weapon increases your magical attack resistance by 3 points.
 The following spells may be cast by the user {regardless of skills} :
 Spell ID# 214 Bless
 This item provides 10 mana to help in casting these spells.

646
Dagger of Returning Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 250% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 10 to use this weapon
The weight of this weapon is 0.5
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMage level of 6 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 247 Dispell Barrier of Nature
Spell ID# 295 Heal Character
This item provides 8 mana to help in casting these spells.

647
Dagger of Sands Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 50% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 5 to use this weapon
The weight of this weapon is 0.8
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 200% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
The wielder must be of race ID# 218 Haradhrim.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 214 Bless
Spell ID# 244 Detect Powerpoint
This item provides 1 mana to help in casting these spells.

648
Dagger of the Dancer Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 275% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 6 to use this weapon
The weight of this weapon is 0.45
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAge level of 10 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 125 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 180 Attack Focus
This item provides 2 mana to help in casting these spells.

649
Dagger of the Rebels Runepower gained on day 27 of October in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 100% and a missile AF bonus of 0%
The charge bonus of this weapon is 25% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 8 to use this weapon
The weight of this weapon is 0.65
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 175% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 25 when fighting against mounted enemies
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by -125%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 52 Blend Location
This item provides 10 mana to help in casting these spells.

650
Usurper's Dagger Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 100% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 8 to use this weapon
The weight of this weapon is 0.75
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 150% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
The user must worship Dark Númenorean ID# 8.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 100 points.
When in winternight, this weapon's AF will be modified by 75%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 43 Cause Insanity
This item provides 9 mana to help in casting these spells.

651
Dagger of the Viper Runepower gained on day 23 of Febuary in the year of 2009
You inspect the item and wonder at its intricate design.

This weapon is a Miscellaneous type weapon
It has a base AF bonus of 225% and a missile AF bonus of 15%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 5 to use this weapon
The weight of this weapon is 0,6
This weapon has poison on it!

This weapon gives a DAMage level of 8 to it's user
This weapon has a special attack value of 50 points.
This weapon increases your magical attack resistance by 2 points.
When in winternight, this weapon's AF will be modified by 0%

This weapon is not a bane (no bonuses against specific target).

The terrain modifiers (overall) for this Miscellaneous Weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
This item provides 9 mana to help in casting these spells.

652
Desert Tongue Runepower gained on day 8 of January in the year of 2009

You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 6 to use this weapon
The weight of this weapon is 0.8
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 175% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 50 points.
When in winternight, this weapon's AF will be modified by 50%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 30 Veil of Courage
This item provides 2 mana to help in casting these spells.

653
Horselaying Flail Runepower gained on day 12 of January in the year of 2009

You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 50% and the rout bonus is -10%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 12 and a dexterity of 11 to use this weapon
The weight of this weapon is 1.45
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 300% AF bonus when the user meets these conditions:
The wielder must be of race ID# 258 Easterling.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This weapon gives a DAMage level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 195 when fighting against mounted enemies
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 16 Firestorm
Spell ID# 215 Curse others
This item provides 8 mana to help in casting these spells.

654
Lance of Reaching Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 250% and a missile AF bonus of 0%
The charge bonus of this weapon is 75% and the rout bonus is 0%
The weapon can be used with a shield, and it can only be used while mounted.
The wielder must have a strength of 10 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.75
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMage level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 100 when fighting against mounted enemies
This weapon has a special attack value of 50 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 452 Duel Vision
This item provides 3 mana to help in casting these spells.

655
Distant Fists Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 375% and a missile AF bonus of 0%
The charge bonus of this weapon is 50% and the rout bonus is -10%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.75
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMage level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 213 Cure Self
Spell ID# 452 Duel Vision
This item provides 8 mana to help in casting these spells.

656
Mace of the Huntsman Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%

The charge bonus of this weapon is 25% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.15
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 300% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 25 when fighting against mounted enemies
This weapon has a special attack value of 125 points.
When in winternight, this weapon's AF will be modified by -100%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 176 Warding
Spell ID# 209 Runepower
This item provides 8 mana to help in casting these spells.

657
Delver's Staff Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 125% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 5 to use this weapon
The weight of this weapon is 1
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAge level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 100 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 74 Protection Undead
This item provides 3 mana to help in casting these spells.

658
Goblin Shield Runepower gained on day 18 of December in the year of 2008
You inspect the item and wonder at its intricate design.
It has a base DF add of 4 for medium sized races.
The Special Attack Resistance of this shield is 1
The charge bonus of this shield is 15 and the rout modifier is 0%.
The shield sighting value is 1
The weight of this shield is 1.45
The terrain modifiers (overall) for this shield are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This shield is magically enhanced when used by a specific character or soldier.
This shield grants a 12 DF bonus, a 1 Special Attack Resistance bonus, a 1 Magical
Resistance bonus and an invulnerability rating of 6 when the user meets these conditions:
The user can be of any sub-culture of Orc.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This shield is not a bane (no bonuses against specific target).
This shield has a special attack value of 25 points.
When in winternight, the DF will be modified by 5.

The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 0 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 295 Heal Character
Spell ID# 438 Hand of Death
This item provides 8 mana to help in casting these spells.
In combat against weapon ID 112 no harm will come to the user.
In combat against weapon ID 111 this shield will allow greater damage to the user.

659

Horse-lord's Shield Item ID# 659 .
You inspect the item and wonder at its intricate design.
This shield has a base DF add of 6 and can only be used by medium sized races.
It gives a base Special Attack Resistance of 0
The charge bonus of this shield is 15 % and its rout modifier is 5 %.
Its sighting value is 1.500
The weight of this shield is 1.650
This shield is magical by nature...
This shield gives an INVulnerability rating of 5 .

This increases Magical Attack Resistance by 0 points.
This has no special attack value.
When in Winternight, the DF will be modified by 0 .
In combat against weapon ID 109 less harm will come to the user.
In combat against weapon ID 112 this shield will allow greater damage to the user.
This shield is not a bane {no bonuses against specific target}.

The terrain modifiers (overall) for this shield are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0
Forest Hills: 0 Forest Mtns : 0 Barren Hills: 0
Barren Mtns : 0 Moors : 0 Swamp : 0
Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Confined : 0
This shield is magically enhanced when used by a specific character or soldier.

This shield grants a 10 DF bonus, a 2 Special Attack Resistance bonus, and a 3
Magical Resistance bonus when the user meets these conditions:
The wielder must be of race ID# 251 Rohirrim.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!

The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy Mana recovery bonus: 1
Mana available to Arcane Arts: 0 Magic recovery bonus : 0

The following spells may be cast by the user {regardless of arcane ability providing
ALL item restrictions are met}: Most Battle and Duel spells do require an arcane ability.
Spell ID# 234 Increase Special Resource
Spell ID# 455 Duel ESP
This item provides 8 mana to help in casting these spells.

660

Shield of Fell Blows Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 2 for medium sized races.
The Special Attack Resistance of this shield is 0
The charge bonus of this shield is 0 and the rout modifier is 0%.
The shield sighting value is 0.5
The weight of this shield is 1.65

The terrain modifiers (overall) for this shield are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This shield is magically enhanced when used by a specific character or soldier.
This shield grants a 12 DF bonus, a 1 Special Attack Resistance bonus, a 4 Magical
Resistance bonus and an invulnerability rating of 6 when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This shield is not a bane (no bonuses against specific target).
This shield has a special attack value of 15 points.
When in winternight, the DF will be modified by 6.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 0 points.
The following spells may be cast by the user {regardless of skills} :

Spell ID# 17 Fireball
Spell ID# 214 Bless
This item provides 6 mana to help in casting these spells.
In combat against weapon ID 110 no harm will come to the user.
In combat against weapon ID 108 this shield will allow greater damage to the user.

661
Shield of Mithril Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 16 for medium sized races.
The Special Attack Resistance of this shield is 2
The charge bonus of this shield is 15 and the rout modifier is 0%.
The shield sighting value is 1
The weight of this shield is 1.5

The terrain modifiers (overall) for this shield are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This shield is magically enhanced when used by a specific character or soldier.
This shield grants a 0 DF bonus, a 0 Special Attack Resistance bonus, a 0 Magical
Resistance bonus and an invulnerability rating of 5 when the user meets these conditions:
NO Restrictions on use
This shield is not a bane (no bonuses against specific target).
This shield has a special attack value of 75 points.
When in winternight, the DF will be modified by 0.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 37 Faith of Friendship
Spell ID# 39 Virtue of Gold
This item provides 10 mana to help in casting these spells.

662
White City Shield Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 3 for medium sized races.
The Special Attack Resistance of this shield is 0
The charge bonus of this shield is 20 and the rout modifier is 5%.
The shield sighting value is 0.5
The weight of this shield is 1.35

The terrain modifiers (overall) for this shield are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This shield is magically enhanced when used by a specific character or soldier.
This shield grants a 13 DF bonus, a 4 Special Attack Resistance bonus, a 1 Magical
Resistance bonus and an invulnerability rating of 7 when the user meets these conditions:
The wielder must be of race ID# 201 Gondorian.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This shield is not a bane (no bonuses against specific target).
This shield has a special attack value of 50 points.
When in winternight, the DF will be modified by -10.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 0 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 244 Detect Powerpoint
Spell ID# 468 Warlock Command
This item provides 8 mana to help in casting these spells.
In combat against weapon ID 115 no harm will come to the user.
In combat against weapon ID 114 this shield will allow greater damage to the user.

663
Fearsome Visage Runepower gained on day 2 of March in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 15 for medium sized races.
The Special Attack Resistance of this armour is 2
The charge bonus of this armour is 0 and the rout modifier is 0%.
The armour sighting value is 2
The weight of this armour is 1.75

The terrain modifiers (overall) for this armour are as follows:

Grassland : 0	Forest : 0	Hvy Forest : 0	Forest Hills: 0
Forest Mtns : 0	Barren Hills: 0	Barren Mtns : 0	Moors : 0
Swamp : 0	Desert : 0	Sea/Ocean : 0	Defend Walls: 0
Attack Walls: 0	In City : 0	Air : 0	Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 0 DF bonus, a 0 Special Attack Resistance bonus, a 0 Magical
Resistance bonus and an invulnerability rating of 4 when the user meets these conditions:
NO Restrictions on use

This armour is not a bane (no bonuses against specific target).
This armour has no special attack value.
When in winternight, the DF will be modified by 0.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This sheild increases your Magical Attack Resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 29 Veil of Nightmares
Spell ID# 150 Eye of Searching
This item provides 12 mana to help in casting these spells.
In combat against weapon ID 108 no harm will come to the user.
In combat against weapon ID 113 this armour will allow greater damage to the user.

664
Helm of Night Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.3
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Helm will perform the following magical functions when 'in use':
Yields a bless of level 2 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 44 Cure Insanity
Spell ID# 57 Glint of Light
This item provides 8 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

665
Orc-helm Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.35
This item only provides benefits when these restrictions are met:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Helm will perform the following magical functions when 'in use':
Yields a bless of level 4 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 200 Weapon Enchantment
Spell ID# 461 War Shout
This item provides 8 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

666
Rune Armour Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 18 for medium sized races.
The Special Attack Resistance of this armour is 2
The charge bonus of this armour is -15 and the rout modifier is -15%.
The armour sighting value is 1.5
The weight of this armour is 4.05

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 0 DF bonus, a 0 Special Attack Resistance bonus, a 0 Magical Resistance bonus and an invulnerability rating of 7 when the user meets these conditions:
NO Restrictions on use
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 35 points.
When in winternight, the DF will be modified by 0.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This sheild increases your Magical Attack Resistance by 4 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 186 Enchant Character
Spell ID# 209 Runepower
This item provides 9 mana to help in casting these spells.
In combat against weapon ID 112 no harm will come to the user.
In combat against weapon ID 109 this armour will allow greater damage to the user.

667
Whispering Armour Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 6 for medium sized races.
The Special Attack Resistance of this armour is 0
The charge bonus of this armour is -20 and the rout modifier is -20%.
The armour sighting value is -0.2
The weight of this armour is 3.8

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 16 DF bonus, a 1 Special Attack Resistance bonus, a 3 Magical Resistance bonus and an invulnerability rating of 6 when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 75 points.
When in winternight, the DF will be modified by 4.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This sheild increases your Magical Attack Resistance by 0 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
This item provides 5 mana to help in casting these spells.
In combat against weapon ID 108 no harm will come to the user.
In combat against weapon ID 112 this armour will allow greater damage to the user.

668
Red Robes Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 10 for medium sized races.
The Special Attack Resistance of this armour is 4
The charge bonus of this armour is 0 and the rout modifier is 0%.
The armour sighting value is 0
The weight of this armour is 1.9

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 8 DF bonus, a 2 Special Attack Resistance bonus, a 4 Magical Resistance bonus and an invulnerability rating of 8 when the user meets these conditions:
The user must have the title Blind Sorcerer ID# 2793.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 115 points.
When in winternight, the DF will be modified by 8.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 3 Holy mana recovery bonus: 6
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This sheild increases your Magical Attack Resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 128 Summon Winterblast

Spell ID# 129 Summon Earthforce
This item provides 9 mana to help in casting these spells.

669
Orc Priest's Robe Runepower gained on day 28 of October in the year of 2008
You inspect the item and wonder at its intricate design.
It has a base DF add of 12 for medium sized races.
The Special Attack Resistance of this armour is 3
The charge bonus of this armour is -5 and the rout modifier is -10%.
The armour sighting value is 0.5
The weight of this armour is 2.1

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 8 DF bonus, a 2 Special Attack Resistance bonus, a 1 Magical Resistance bonus and an invulnerability rating of 5 when the user meets these conditions:
The user must have the mark of Cruelty
The user must have the title Dark Lieutenant ID# 1780.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 25 points.
When in winternight, the DF will be modified by 6.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 3 Holy mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This sheild increases your Magical Attack Resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 195 Enchant Magic Weapon-glimmer
Spell ID# 209 Runepower
This item provides 12 mana to help in casting these spells.
In combat against weapon ID 113 no harm will come to the user.
In combat against weapon ID 115 this armour will allow greater damage to the user.

670
Robes of Changing Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 12 for medium sized races.
The Special Attack Resistance of this armour is 1
The charge bonus of this armour is -10 and the rout modifier is -5%.
The armour sighting value is 0
The weight of this armour is 1.7

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 7 DF bonus, a 1 Special Attack Resistance bonus, a 3 Magical Resistance bonus and an invulnerability rating of 7 when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 135 points.
When in winternight, the DF will be modified by -5.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 3 Holy mana recovery bonus: 5
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This sheild increases your Magical Attack Resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
Spell ID# 295 Heal Character
This item provides 10 mana to help in casting these spells.
In combat against weapon ID 109 no harm will come to the user.

671
Bright Mail Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 6 for medium sized races.
The Special Attack Resistance of this armour is 1
The charge bonus of this armour is -15 and the rout modifier is -10%.
The armour sighting value is 1
The weight of this armour is 1.75

The terrain modifiers (overall) for this armour are as follows:

Grassland : 0	Forest : 0	Hvy Forest : 0	Forest Hills: 0
Forest Mtns : 0	Barren Hills: 0	Barren Mtns : 0	Moors : 0
Swamp : 0	Desert : 0	Sea/Ocean : 0	Defend Walls: 0
Attack Walls: 0	In City : 0	Air : 0	Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 8 DF bonus, a 4 Special Attack Resistance bonus, a 1 Magical Resistance bonus and an invulnerability rating of 6 when the user meets these conditions:
The user must worship Quendi ID# 3.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 50 points.
When in winternight, the DF will be modified by -4.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This sheild increases your Magical Attack Resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 490 Hand of Nature
This item provides 10 mana to help in casting these spells.
In combat against weapon ID 110 no harm will come to the user.
In combat against weapon ID 115 this armour will allow greater damage to the user.

672
Prince Mithril Shirt Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.

It has a base DF add of 24 and can only be used by small sized races.
The Special Attack Resistance of this armour is 8
The charge bonus of this armour% is 0 and the rout modifier is 0%.
The armour sighting value is 0,5
The weight of this armour is 1,35

This armour is magical by nature...
This armour gives an INVulnerability rating of 9.
This armour increases your Magical Attack Resistance by 4 points.
This armour has a special attack value of 125 points.
When in winternight, the DF will be modified by 0.

This armour is not a bane (no bonuses against specific target).

The terrain modifiers (overall) for this armour are as follows:

Grassland : 0	Forest : 0	Hvy Forest : 0	Forest Hills: 0
Forest Mtns : 0	Barren Hills: 0	Barren Mtns : 0	Moors : 0
Swamp : 0	Desert : 0	Sea/Ocean : 0	Defend Walls: 0
Attack Walls: 0	In City : 0	Air : 0	Confined : 25

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 0 DF bonus, a 0 Special Attack Resistance bonus, a 0 Magical Resistance bonus
when the user meets these conditions:
NO Restrictions on use
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
This item provides 7 mana to help in casting these spells.
combat against weapon ID 30 no harm will come to the user.

673
Ulog Plates (L) Runepower gained on day 29 of October in the year of 2008
You inspect the item and wonder at its intricate design.
It has a base DF add of 6 for large sized races.
The Special Attack Resistance of this armour is 2
The charge bonus of this armour is 0 and the rout modifier is 0%.
The armour sighting value is 2.5
The weight of this armour is 10.5

The terrain modifiers (overall) for this armour are as follows:

Grassland : 0	Forest : 0	Hvy Forest : 0	Forest Hills: 0
Forest Mtns : 0	Barren Hills: 0	Barren Mtns : 0	Moors : 0
Swamp : 0	Desert : 0	Sea/Ocean : 0	Defend Walls: 0
Attack Walls: 0	In City : 0	Air : 0	Confined : 25

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 0 DF bonus, a 0 Special Attack Resistance bonus, a 0 Magical Resistance bonus and an invulnerability rating of 8 when the user meets these conditions:
NO Restrictions on use
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 75 points.

When in winternight, the DF will be modified by 12.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 181 Attack Dispersement
This item provides 3 mana to help in casting these spells.
In combat against weapon ID 112 no harm will come to the user.
In combat against weapon ID 109 this armour will allow greater damage to the user.

674
Moon Rune Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Jewel
The weight of this item is 0.15
This Jewel will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 197 Enchant Power 2 Weapon
Spell ID# 209 Runepower
This item provides 7 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

675
Night's Passing Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Jewel
The weight of this item is 0.1
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Jewel will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 3
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Stealth Modifier : 4 IF Character has Stealth
Enhancement of the skill Spy by a value of 2 when 'in use'
During Battle, this item will cast the spell ID# 30 Veil of Courage.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 219 Charm of Silence
This item provides 8 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 6 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

676
Silverleaf of Lorien Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Jewel
The weight of this item is 0.05
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Jewel will perform the following magical functions when 'in use':
Yields a bless of level 6 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 0
Enhancement of the skill Priest by a value of 4 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 236 Increase Flora
This item provides 10 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

677
Tears of the Light Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.

Item type: Jewel
The weight of this item is 0.05
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Jewel will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 4
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 250 Protection Lycanthrope
Spell ID# 438 Hand of Death
This item provides 8 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

678
Cape of Hiding Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Cloak
The weight of this item is 0.2
Should the race of the user be Orc then this Cloak
will add 6 DF when it is 'in use'.
When these conditions are met : The user can be of any sub-culture of Orc.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Cloak will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 4
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Stealth Modifier : 5 IF Character has Stealth
Enhancement of the skill Stealth by a value of 1 when 'in use'
During Battle, this item will cast the spell ID# 58 Blur Illusion.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 164 Charm of Stealth
Spell ID# 232 Increase Lumber Extraction
This item provides 10 spell points to help in casting these spells.
This item adds 2 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

679
Cape of Iridescence Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Cloak
The weight of this item is 0.15
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Cloak will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Enhancement of the skill Priest by a value of 2 when 'in use'
During Battle, this item will cast the spell ID# 65 Shadowstorm.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 150 Eye of Searching
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 4 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

680
Cloak of Feathers Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Cloak
The weight of this item is 0.1
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Cloak will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Enhancement of the skill Priest by a value of 2 when 'in use'
During Battle, this item will cast the spell ID# 74 Protection Undead.
Allows casting of these spell(s) regardless of arcane ability

providing ALL item restrictions are met:
Spell ID# 127 Summon Fog
This item provides 3 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 4 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

681
Cloak of Hiding Runepower gained on day 12 of March in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Cloak
The weight of this item is 0.3
This Cloak will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 0
Stealth Modifier : 5 IF Character has Stealth
Enhancement of the skill Spy by a value of 6 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 234 Increase Special Resource
Spell ID# 236 Increase Flora
This item provides 9 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

682
Cloak of Mirages Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Cloak
The weight of this item is 0.25
Should the race of the user be Uruk then this Cloak
will add 6 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Cloak will perform the following magical functions when 'in use':
Yields a bless of level 3 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 0
Enhancement of the skill Priest by a value of 2 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 219 Charm of Silence
Spell ID# 479 Enchanted Defense
This item provides 7 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 3 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

683
Cloak of Protection Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Cloak
The weight of this item is 0.2
Should the race of the user be Dwarf then this Cloak
will add 6 DF when it is 'in use'.
When these conditions are met : The user can be of any sub-culture of Dwarf.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Cloak will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 5
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Stealth Modifier : 4 IF Character has Stealth
Enhancement of the skill Spy by a value of 3 when 'in use'
During Battle, this item will cast the spell ID# 79 Dispell Undead.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 164 Charm of Stealth
Spell ID# 473 Enchanted Hearth
This item provides 10 spell points to help in casting these spells.

This item adds 1 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

684
Winter's Shrouding Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Cloak
The weight of this item is 0.2
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Cloak will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 0
During Battle, this item will cast the spell ID# 29 Veil of Nightmares.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 58 Blur Illusion
This item provides 9 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

685
Elven Cloak Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Cloak
The weight of this item is 0.2
Should the race of the user be High Elf then this Cloak
will add 8 DF when it is 'in use'.
When these conditions are met : The user must worship Quendi ID# 3.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Cloak will perform the following magical functions when 'in use':
Yields a bless of level 4 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 2
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Stealth Modifier : 3 IF Character has Stealth
Enhancement of the skill Stealth by a value of 7 when 'in use'
During Battle, this item will cast the spell ID# 75 Repel Undead I.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 127 Summon Fog
This item provides 3 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 4 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

686
Spiderweb Cloak Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Cloak
The weight of this item is 0.15
Should the race of the user be Giant Spider then this Cloak
will add 14 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Cloak will perform the following magical functions when 'in use':
Yields a bless of level 6 when 'in use'.
Strength Modifier : 2 Dexterity Modifier : 2
Constitution Modifier : 2
Personal combat Modifier: 4
Influence Modifier : 0
Stealth Modifier : 3 IF Character has Stealth
Enhancement of the skill Spy by a value of 5 when 'in use'
During Battle, this item will cast the spell ID# 438 Hand of Death.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 128 Summon Winterblast
This item provides 3 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This item adds 1 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

687
Traceless Passing Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Belt
The weight of this item is 0.1
This Belt will perform the following magical functions when 'in use':
Yields a bless of level 2 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 0
Stealth Modifier : 5 IF Character has Stealth
During Battle, this item will cast the spell ID# 79 Dispell Undead.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 164 Charm of Stealth
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

688
Helm of Shadow Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.3
Should the race of the user be Haradhrim then this Helm
will add 4 DF when it is 'in use'.
This Helm will perform the following magical functions when 'in use':
Strength Modifier : 3 Dexterity Modifier : 2
Constitution Modifier : 1
Personal combat Modifier: 2
Influence Modifier : 0
Stealth Modifier : 3 IF Character has Stealth
Enhancement of the skill Stealth by a value of 8 when 'in use'
During Battle, this item will cast the spell ID# 81 Abolish Undead.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 2022 Dimril Gate Spell
Spell ID# 2023 Black Pit Gate Spell
This item provides 2 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

689
Helm of the Dark Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.35
Should the race of the user be Troll then this Helm
will add 3 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Helm will perform the following magical functions when 'in use':
Yields a bless of level 7 when 'in use'.
Strength Modifier : 5 Dexterity Modifier : 0
Constitution Modifier : 3
Personal combat Modifier: 4
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 203 Enchant Power 2 Armor
Spell ID# 479 Enchanted Defense
This item provides 7 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

690
Mumak-King Helm Runepower gained on day 8 of January in the year of 2009

You inspect the item and wonder at its intricate design.

Item Type: Helm

The weight of this Helm is 0,35

Should the race of the user be Haradhrim then this Helm will add 8 DF when it is 'in use'.

When these conditions are met :

The user must have the mark of Cruelty

The wielder must be of race ID#218 Haradhrim.

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This Helm will perform the following magical functions when 'in use':

Yields a bless of level 9 when 'in use'.

Strength Modifier : 0 Dexterity Modifier : 0

Constitution Modifier : 0

Personal combat Modifier: 2

Influence Modifier : 2

Enhancement of the skill Priest by a value of 2 when 'in use'

Allows casting of these spell(s) regardless of arcane ability

providing ALL item restrictions are met:

Spell ID# 209 Runepower

Spell ID# 295 Heal Character

This item provides 6 spell points to help in casting these spells.

The following bonuses will apply only if the restrictions for use are met.

Holy Mana available to Priests : 2 Holy mana recovery bonus: 4

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This item adds 0 to Magical Attack Resistance and 4 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

691

Horse Helm Runepower gained on day 22 of January in the year of 2009

You inspect the item and wonder at its intricate design.

Item type: Helm

The weight of this item is 0.35

Should the race of the user be Rohirrim then this Helm

will add 5 DF when it is 'in use'.

When these conditions are met : The user must have the mark of Honor

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This Helm will perform the following magical functions when 'in use':

Yields a bless of level 14 when 'in use'.

Strength Modifier : 0 Dexterity Modifier : 0

Constitution Modifier : 4

Personal combat Modifier: 3

Influence Modifier : 0

Enhancement of the skill Priest by a value of 2 when 'in use'

During Battle, this item will cast the spell ID# 127 Summon Fog.

Allows casting of these spell(s) regardless of arcane ability

providing ALL item restrictions are met:

Spell ID# 295 Heal Character

Spell ID# 455 Duel ESP

This item provides 8 spell points to help in casting these spells.

The following bonuses will apply only if the restrictions for use are met.

Holy Mana available to Priests: 1 Holy Mana recovery bonus: 3

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

692

Listening Helm Runepower gained on day 15 of January in the year of 2009

You inspect the item and wonder at its intricate design.

Item type: Helm

The weight of this item is 0.25

When these conditions are met : The user must have the mark of Cruelty

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This Helm will perform the following magical functions when 'in use':

Yields a bless of level 2 when 'in use'.

Strength Modifier : 0 Dexterity Modifier : 2

Constitution Modifier : 0

Personal combat Modifier: 1

Influence Modifier : 0

Stealth Modifier : 2 IF Character has Stealth

Enhancement of the skill Spy by a value of 3 when 'in use'

Allows casting of these spell(s) regardless of arcane ability

providing ALL item restrictions are met:

Spell ID# 44 Cure Insanity

Spell ID# 150 Eye of Searching

This item provides 8 spell points to help in casting these spells.

The following bonuses will apply only if the restrictions for use are met.

Holy Mana available to Priests: 0 Holy Mana recovery bonus: 2

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This item adds 1 to Magical Attack Resistance and 3 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

693
Mithril Helm Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.4
This Helm will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 6
Influence Modifier : 0
During Battle, this item will cast the spell ID# 451 Battle Vision.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 230 Increase Stone Extraction
Spell ID# 232 Increase Lumber Extraction
This item provides 10 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

694
Skull Helm Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.2
Should the race of the user be Goblin then this Helm
will add 3 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Helm will perform the following magical functions when 'in use':
Yields a bless of level 7 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 1
Stealth Modifier : 2 IF Character has Stealth
During Battle, this item will cast the spell ID# 452 Duel Vision.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 295 Heal Character
Spell ID# 438 Hand of Death
This item provides 5 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 4 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

695
Boots of Iron Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Boots
The weight of this item is 0.3
This Boots will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Enhancement of the skill Admin/Eng by a value of 3 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 200 Weapon Enchantment
Spell ID# 204 Armor Enchantment
This item provides 8 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

696
Boots of Nightfall Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Boots
The weight of this item is 0.3
This Boots will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 0
Stealth Modifier : 5 IF Character has Stealth
Enhancement of the skill Stealth by a value of 2 when 'in use'

During Battle, this item will cast the spell ID# 453 Truth See.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 127 Summon Fog
Spell ID# 164 Charm of Stealth
This item provides 8 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

697
Shadow's Grace Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Boots
The weight of this item is 0.35
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Boots will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Stealth Modifier : 4 IF Character has Stealth
Enhancement of the skill Stealth by a value of 8 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 455 Duel ESP
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 3 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

698
Elven Boots Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Boots
The weight of this item is 0.15
Should the race of the user be Silvan Elf then this Boots
will add 4 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Honour
The user must worship Quendi ID# 3.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Boots will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 2
Personal combat Modifier: 3
Influence Modifier : 0
Enhancement of the skill Priest by a value of 4 when 'in use'
During Battle, this item will cast the spell ID# 76 Repel Undead II.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 228 Increase Fertility Value
Spell ID# 232 Increase Lumber Extraction
This item provides 8 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 3 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

699
Goblin Boots Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Boots
The weight of this item is 0.2
Should the race of the user be Goblin then this Boots
will add 5 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Cruelty
The user can be of any sub-culture of Orc.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Boots will perform the following magical functions when 'in use':
Yields a bless of level 3 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 0
Enhancement of the skill Assassin by a value of 2 when 'in use'
During Battle, this item will cast the spell ID# 454 War Eyes.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:

Spell ID# 244 Detect Powerpoint
Spell ID# 479 Enchanted Defense
This item provides 8 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

700
Greenwood Boots Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Boots
The weight of this item is 0.3
Should the race of the user be Hobbit then this Boots
will add 4 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Boots will perform the following magical functions when 'in use':
Yields a bless of level 6 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 0
Stealth Modifier : 9 IF Character has Stealth
Enhancement of the skill Thief by a value of 3 when 'in use'
During Battle, this item will cast the spell ID# 455 Duel ESP.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 228 Increase Fertility Value
This item provides 9 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 4 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

701
Mithril Circlet Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Circlet
The weight of this item is 0.1
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Circlet will perform the following magical functions when 'in use':
Yields a bless of level 9 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 0
Enhancement of the skill Rumormonger by a value of 3 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 204 Armor Enchantment
This item provides 9 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

702
Collar of Command Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Circlet
The weight of this item is 0.15
This Circlet will perform the following magical functions when 'in use':
Yields a bless of level 15 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 44 Cure Insanity
Spell ID# 455 Duel ESP
This item provides 9 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

703
Collar of Might Runepower gained on day 12 of March in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Circllet
The weight of this item is 0.15
This Circllet will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 1
Enhancement of the skill Priest by a value of 2 when 'in use'
During Battle, this item will cast the spell ID# 175 Warlock Armor.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 128 Summon Winterblast
This item provides 5 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 4 Holy Mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

704
Collar of Renewal Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Circllet
The weight of this item is 0.15
Should the race of the user be Gondorian then this Circllet
will add 5 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Circllet will perform the following magical functions when 'in use':
Yields a bless of level 7 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 214 Bless
This item provides 9 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

705
Ord of Dark Seeing Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Orb
The weight of this item is 0.25
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Orb will perform the following magical functions when 'in use':
Strength Modifier : 2 Dexterity Modifier : 2
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 150 Eye of Searching
Spell ID# 438 Hand of Death
This item provides 7 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

706
Orb of Seeing Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Orb
The weight of this item is 0.2
This Orb will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0

Influence Modifier : 2
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 150 Eye of Searching
Spell ID# 247 Dispell Barrier of Nature
This item provides 5 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 5 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

707
Orb of Song Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Orb
The weight of this item is 0.3
This Orb will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 5
Enhancement of the skill Bard by a value of 6 when 'in use'
During Battle, this item will cast the spell ID# 176 Warding.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 147 Probe Force Same Plane
Spell ID# 149 Probe Guild
This item provides 8 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 0 Holy Mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

708
Deeds of Perpetuity Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Book
The weight of this item is 0.15
This Book will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 4
Enhancement of the skill Bard by a value of 3 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 236 Increase Flora
This item provides 10 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 0 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

709
Numenorean Seal Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Book
The weight of this item is 0.12
Should the race of the user be Arnorian then this Book
will add 3 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Book will perform the following magical functions when 'in use':
Yields a bless of level 3 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 2
Personal combat Modifier: 0
Influence Modifier : 6
Enhancement of the skill Priest by a value of 3 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 209 Runepower
Spell ID# 295 Heal Character
This item provides 8 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 4 to Magical Attack Resistance and 2 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

710
Papers of Treaty Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Book
The weight of this item is 0.18
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Book will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 2
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 3
Enhancement of the skill Priest by a value of 1 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 234 Increase Special Resource
This item provides 9 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

711
Renewal Proclamation Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Book
The weight of this item is 0.15
This Book will perform the following magical functions when 'in use':
Yields a bless of level 4 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 3
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 236 Increase Flora
This item provides 8 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

712
Promise of Freedom Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Book
The weight of this item is 0.1
This Book will perform the following magical functions when 'in use':
Strength Modifier : 3 Dexterity Modifier : 3
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 4
Enhancement of the skill Ranger by a value of 3 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 44 Cure Insanity
Spell ID# 479 Enchanted Defense
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

713
Seal of Approbation Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Book
The weight of this item is 0.12
This Book will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 4
Personal combat Modifier: 0
Influence Modifier : 3
Stealth Modifier : 2 IF Character has Stealth
Enhancement of the skill Merchant by a value of 5 when 'in use'
Allows casting of these spell(s) regardless of arcane ability

providing ALL item restrictions are met:
Spell ID# 209 Runepower
Spell ID# 228 Increase Fertility Value
This item provides 9 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 0 Holy Mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

714
Words of Beseeching Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Book
The weight of this item is 0.2
Should the race of the user be Northman then this Book
will add 2 DF when it is 'in use'.
This Book will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 4
Enhancement of the skill Admin/Eng by a value of 4 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 209 Runepower
Spell ID# 236 Increase Flora
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

715
Words of Persuasion Runepower gained on day 13 of October in the year of 2008
You inspect the item and wonder at its intricate design.

Item Type: Book
The weight of this Book is 0,15
This Book will perform the following magical functions when 'in use':
Yields a bless of level 5 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 3
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 209 Runepower
This item provides 9 spell points to help in casting these spells.
This item adds 2 to Magical Attack Resistance and 6 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

716
Writ of Blood Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Book
The weight of this item is 0.15
Should the race of the user be Hill-man then this Book
will add 4 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Book will perform the following magical functions when 'in use':
Strength Modifier : 3 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 4
Enhancement of the skill Priest by a value of 3 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 44 Cure Insanity
Spell ID# 439 Wave of Death
This item provides 8 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 3 to Magical Attack Resistance and 3 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

717
Writ of the Dunedain Runepower gained on day 8 of January in the year of 2009

You inspect the item and wonder at its intricate design.
Item type: Book
The weight of this item is 0.18
Should the race of the user be Arnorian then this Book
will add 6 DF when it is 'in use'.
This Book will perform the following magical functions when 'in use':
Yields a bless of level 4 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 3
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 12 Create Staff of Spells
Spell ID# 479 Enchanted Defense
This item provides 10 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 0 Holy Mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

718
Diviner Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Figurine
The weight of this item is 0.95
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Figurine will perform the following magical functions when 'in use':
Strength Modifier : 2 Dexterity Modifier : 2
Constitution Modifier : 2
Personal combat Modifier: 4
Influence Modifier : 0
Enhancement of the skill Priest by a value of 2 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 147 Probe Force Same Plane
Spell ID# 247 Dispell Barrier of Nature
This item provides 7 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 3 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

719
Weeping Lute Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Lute
The weight of this item is 0.75
This Lute will perform the following magical functions when 'in use':
Yields a bless of level 3 when 'in use'.
Strength Modifier : 1 Dexterity Modifier : 1
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 5
Stealth Modifier : 2 IF Character has Stealth
Enhancement of the skill Bard by a value of 3 when 'in use'
During Battle, this item will cast the spell ID# 461 War Shout.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 439 Wave of Death
This item provides 7 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

720
Elven Harp Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Harp
The weight of this item is 0.75
Should the race of the user be High Elf then this Harp
will add 9 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Honour
The user must worship Quendi ID# 3.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Harp will perform the following magical functions when 'in use':

Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 3
Enhancement of the skill Bard by a value of 4 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 236 Increase Flora
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 4 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

721
Sky Harp Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Harp
The weight of this item is 0.65
This Harp will perform the following magical functions when 'in use':
Yields a bless of level 11 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Stealth Modifier : 2 IF Character has Stealth
During Battle, this item will cast the spell ID# 462 War Cry.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 127 Summon Fog
Spell ID# 150 Eye of Searching
This item provides 9 spell points to help in casting these spells.
This item adds 1 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

722
Whispering Crier Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Harp
The weight of this item is 0.95
This Harp will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 2
Personal combat Modifier: 2
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 455 Duel ESP
This item provides 8 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

723
Bone Ring Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Ring
The weight of this item is 0.01
When these conditions are met : Only a character with the skill of Berserker may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Ring will perform the following magical functions when 'in use':
Yields a bless of level 2 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 2
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 0
Enhancement of the skill Spy by a value of 4 when 'in use'
During Battle, this item will cast the spell ID# 463 War Scream.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 2021 Hollin Gate Spell
Spell ID# 2023 Black Pit Gate Spell
This item provides 7 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 4 to Magical Attack Resistance and 1 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

724
Knight-Captain Ring Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.

Item Type: Ring
The weight of this Ring is 0,03
When these conditions are met :
 The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Ring will perform the following magical functions when 'in use':
Strength Modifier : 3 Dexterity Modifier : 3
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 0
Enhancement of the skill Knight by a value of 5 when 'in use'
During Battle, this item will cast the spell ID#464 Warlock Charge.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 199 Enchant Power 4 Weapon
This item provides 9 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 3 to Magical Attack Resistance and 3 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

725
Drums of the Deep Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.

Item type: Drum
The weight of this item is 1
Should the race of the user be Goblin then this Drum
will add 5 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Drum will perform the following magical functions when 'in use':
Yields a bless of level 3 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 0
Enhancement of the skill Assassin by a value of 2 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 247 Dispell Barrier of Nature
Spell ID# 439 Wave of Death
This item provides 10 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 4 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

726
Severed Heads Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.

Item type: Skull
The weight of this item is 0.45
Should the race of the user be Orc then this Skull
will add 6 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Cruelty
Only a character with the skill of Berserker may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Skull will perform the following magical functions when 'in use':
Strength Modifier : 4 Dexterity Modifier : 2
Constitution Modifier : 2
Personal combat Modifier: 2
Influence Modifier : 0
Stealth Modifier : 4 IF Character has Stealth
Enhancement of the skill Assassin by a value of 2 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 29 Veil of Nightmares
Spell ID# 438 Hand of Death
This item provides 5 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 3 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

727
Banner of Rhovanion Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Battle Standard
The weight of this item is 0.9
Should the race of the user be Northman then this Battle Standard will add 8 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Honour
The wielder must be of race ID# 211 Northman.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Battle Standard will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 2
Personal combat Modifier: 4
Influence Modifier : 0
Stealth Modifier : 2 IF Character has Stealth
Enhancement of the skill Priest by a value of 4 when 'in use'
During Battle, this item will cast the spell ID# 463 War Scream.
Allows casting of these spell(s) regardless of arcane ability providing ALL item restrictions are met:
Spell ID# 79 Dispell Undead
Spell ID# 455 Duel ESP
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

728
Horselords Banner Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Battle Standard
The weight of this item is 0.8
Should the race of the user be Rohirrim then this Battle Standard will add 7 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Honour
The wielder must be of race ID# 251 Rohirrim.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Battle Standard will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 2
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 0
Stealth Modifier : 2 IF Character has Stealth
Enhancement of the skill Priest by a value of 3 when 'in use'
During Battle, this item will cast the spell ID# 455 Duel ESP.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 3 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

729
Banner of the King Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Battle Standard
The weight of this item is 1.05
Should the race of the user be Gondorian then this Battle Standard will add 9 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Honour
The wielder must be of race ID# 201 Gondorian.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Battle Standard will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 2 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 0
Stealth Modifier : 2 IF Character has Stealth
Enhancement of the skill Priest by a value of 4 when 'in use'
Allows casting of these spell(s) regardless of arcane ability providing ALL item restrictions are met:
Spell ID# 76 Repel Undead II
Spell ID# 455 Duel ESP
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.

Holy Mana available to Priests: 3 Holy Mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

730
Tirkhor Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Battle Standard
The weight of this item is 0.75
This Battle Standard will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Stealth Modifier : 1 IF Character has Stealth
Enhancement of the skill Priest by a value of 2 when 'in use'
During Battle, this item will cast the spell ID# 251 Wereban.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 438 Hand of Death
Spell ID# 455 Duel ESP
This item provides 7 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

731
Banner of Numenor Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Battle Standard
The weight of this item is 0.95
Should the race of the user be Arnorian then this Battle Standard
will add 7 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Honour
The user must worship Númenorean ID# 2.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Battle Standard will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 1
Stealth Modifier : 2 IF Character has Stealth
Enhancement of the skill Priest by a value of 5 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 74 Protection Undead
Spell ID# 455 Duel ESP
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 4 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

732
Elven Banner Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Battle Standard
The weight of this item is 0.65
Should the race of the user be Silvan Elf then this Battle Standard
will add 6 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Honour
The user must worship Quendi ID# 3.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Battle Standard will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 2 Dexterity Modifier : 2
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 0
Stealth Modifier : 2 IF Character has Stealth
Enhancement of the skill Priest by a value of 4 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 74 Protection Undead
Spell ID# 455 Duel ESP

This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 5 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

733
Rebel Banner Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Battle Standard
The weight of this item is 1
This Battle Standard will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 0
Enhancement of the skill Ranger by a value of 5 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 438 Hand of Death
Spell ID# 455 Duel ESP
This item provides 5 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

734
Southron Banners Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Battle Standard
The weight of this item is 0.8
Should the race of the user be Hill-man then this Battle Standard
will add 7 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Cruelty
The wielder must be of race ID# 238 Hill-man.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Battle Standard will perform the following magical functions when 'in use':
Yields a bless of level 11 when 'in use'.
Strength Modifier : 2 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 0
Stealth Modifier : 1 IF Character has Stealth
Enhancement of the skill Priest by a value of 3 when 'in use'
During Battle, this item will cast the spell ID# 29 Veil of Nightmares.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 455 Duel ESP
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 3 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

735
Standard of Arnor Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Battle Standard
The weight of this item is 0.9
Should the race of the user be Arnorian then this Battle Standard
will add 5 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Honour
The wielder must be of race ID# 231 Arnorian.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Battle Standard will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 0
Stealth Modifier : 1 IF Character has Stealth
Enhancement of the skill Priest by a value of 5 when 'in use'
During Battle, this item will cast the spell ID# 75 Repel Undead I.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 455 Duel ESP

Spell ID# 479 Enchanted Defense

This item provides 6 spell points to help in casting these spells.

The following bonuses will apply only if the restrictions for use are met.

Holy Mana available to Priests: 3 Holy Mana recovery bonus: 3

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This item adds 1 to Magical Attack Resistance and 2 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

736

Standard of Gondor Runepower gained on day 8 of January in the year of 2009

You inspect the item and wonder at its intricate design.

Item type: Battle Standard

The weight of this item is 1

Should the race of the user be Gondorian then this Battle Standard

will add 6 DF when it is 'in use'.

When these conditions are met : The wielder must be of race ID# 201 Gondorian.

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This Battle Standard will perform the following magical functions when 'in use':

Yields a bless of level 10 when 'in use'.

Strength Modifier : 3 Dexterity Modifier : 3

Constitution Modifier : 0

Personal combat Modifier: 3

Influence Modifier : 0

Stealth Modifier : 2 IF Character has Stealth

Enhancement of the skill Priest by a value of 4 when 'in use'

During Battle, this item will cast the spell ID# 461 War Shout.

Allows casting of these spell(s) regardless of arcane ability

providing ALL item restrictions are met:

Spell ID# 438 Hand of Death

Spell ID# 455 Duel ESP

This item provides 6 spell points to help in casting these spells.

The following bonuses will apply only if the restrictions for use are met.

Holy Mana available to Priests: 3 Holy Mana recovery bonus: 2

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This item adds 2 to Magical Attack Resistance and 1 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

737

Standard of the East Runepower gained on day 22 of January in the year of 2009

You inspect the item and wonder at its intricate design.

Item type: Battle Standard

The weight of this item is 1.1

Should the race of the user be Easterling then this Battle Standard

will add 5 DF when it is 'in use'.

When these conditions are met : The user must have the mark of Cruelty

The wielder must be of race ID# 258 Easterling.

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This Battle Standard will perform the following magical functions when 'in use':

Yields a bless of level 10 when 'in use'.

Strength Modifier : 2 Dexterity Modifier : 0

Constitution Modifier : 2

Personal combat Modifier: 4

Influence Modifier : 0

Stealth Modifier : 2 IF Character has Stealth

Enhancement of the skill Priest by a value of 4 when 'in use'

During Battle, this item will cast the spell ID# 438 Hand of Death.

Allows casting of these spell(s) regardless of arcane ability

providing ALL item restrictions are met:

Spell ID# 455 Duel ESP

This item provides 6 spell points to help in casting these spells.

The following bonuses will apply only if the restrictions for use are met.

Holy Mana available to Priests: 3 Holy Mana recovery bonus: 3

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This item adds 2 to Magical Attack Resistance and 3 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

738

Khazad Standard Runepower gained on day 9 of March in the year of 2009

You inspect the item and wonder at its intricate design.

Item type: Battle Standard

The weight of this item is 0.95

Should the race of the user be Dwarf then this Battle Standard

will add 6 DF when it is 'in use'.

When these conditions are met : The user must worship Khazad ID# 4.

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This Battle Standard will perform the following magical functions when 'in use':

Yields a bless of level 10 when 'in use'.

Strength Modifier : 4 Dexterity Modifier : 0

Constitution Modifier : 4

Personal combat Modifier: 4

Influence Modifier : 0

Enhancement of the skill Priest by a value of 3 when 'in use'
During Battle, this item will cast the spell ID# 75 Repel Undead I.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 455 Duel ESP
Spell ID# 471 Enchanted Tools
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 4 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

739
Standard of Angmar Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Battle Standard
The weight of this item is 1
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Battle Standard will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 2
Constitution Modifier : 2
Personal combat Modifier: 3
Influence Modifier : 0
Stealth Modifier : 2 IF Character has Stealth
Enhancement of the skill Priest by a value of 4 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 29 Veil of Nightmares
Spell ID# 455 Duel ESP
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

740
Life-stealing Brooch Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Medallion
The weight of this item is 0.1
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Medallion will perform the following magical functions when 'in use':
Yields a bless of level 2 when 'in use'.
Strength Modifier : 2 Dexterity Modifier : 2
Constitution Modifier : 2
Personal combat Modifier: 1
Influence Modifier : 0
Enhancement of the skill Berserker by a value of 5 when 'in use'
During Battle, this item will cast the spell ID# 439 Wave of Death.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 438 Hand of Death
This item provides 4 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 3 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

741
Rat Gauntlets Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Gauntlet
The weight of this item is 0.2
This Gauntlet will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 4
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 1
Stealth Modifier : 5 IF Character has Stealth
Enhancement of the skill Spy by a value of 2 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 204 Armor Enchantment
Spell ID# 479 Enchanted Defense

This item provides 9 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

742
Deepwood Bracelet Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Bracelet
The weight of this item is 0.05
This Bracelet will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 0
Enhancement of the skill Bowmaster by a value of 5 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 479 Enchanted Defense
This item provides 3 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

743
Sword of the East Runepower gained on day 7 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 100% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.25
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 175% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
The wielder must be of race ID# 258 Easterling.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 6 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 200 Weapon Enchantment
This item provides 10 mana to help in casting these spells.

744
Stinging Tongue Runepower gained on day 9 of March in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 10% and the rout bonus is -5%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.35
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 200% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).

This weapon has a special attack value of 100 points.
When in winternight, this weapon's AF will be modified by 75%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 16 Firestorm
This item provides 3 mana to help in casting these spells.

745
Mighty Spear Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 275% and a missile AF bonus of 0%
The charge bonus of this weapon is 25% and the rout bonus is -15%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 12 to use this weapon
The weight of this weapon is 1.65
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAGE level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 375 when fighting against mounted enemies
This weapon has a special attack value of 225 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 439 Wave of Death
This item provides 12 mana to help in casting these spells.

746
Elf-hewer Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 50% and a missile AF bonus of 0%
The charge bonus of this weapon is 5% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.25
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 200% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 125 points.
When in winternight, this weapon's AF will be modified by 125%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 479 Enchanted Defense
This item provides 3 mana to help in casting these spells.

747
Hated Curse Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 15% and the rout bonus is -10%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 10 to use this weapon

The weight of this weapon is 1.4
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 300% AF bonus when the user meets these conditions:
The user must worship Morei Serke ID# 9.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 100 when fighting against mounted enemies
This weapon has a special attack value of 250 points.
When in winternight, this weapon's AF will be modified by 75%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 7 Dispel Magic: Location
Spell ID# 438 Hand of Death
This item provides 9 mana to help in casting these spells.

748
Ghostbane Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Bow type weapon
It has a base AF bonus of 100% and a missile AF bonus of 425%
The charge bonus of this weapon is 0% and the rout bonus is -10%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.4
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAge level of 9 to it's user
This weapon grants a 375% bonus when the target meets these restrictions:
The enemy has the supernatural status of any Undead type supernatural status
This weapon gives a bonus of 50 when fighting against mounted enemies
This weapon has a special attack value of 150 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 127 Summon Fog
Spell ID# 247 Dispell Barrier of Nature
This item provides 8 mana to help in casting these spells.

749
Fire Mace Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 50% and a missile AF bonus of 0%
The charge bonus of this weapon is 10% and the rout bonus is -5%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.15
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 325% AF bonus when the user meets these conditions:
The user can be of any sub-culture of Orc.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 10 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 350 points.
When in winternight, this weapon's AF will be modified by 75%

The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 29 Veil of Nightmares
Spell ID# 197 Enchant Power 2 Weapon
This item provides 6 mana to help in casting these spells.

750
Brooch of Absorption Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Jewel
The weight of this item is 0.03
When these conditions are met : The user must have the mark of Cruelty
The user must have the title Long Rider ID# 2764.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Jewel will perform the following magical functions when 'in use':
Strength Modifier : 2 Dexterity Modifier : 0
Constitution Modifier : 2
Personal combat Modifier: 2
Influence Modifier : 0
Enhancement of the skill Priest by a value of 3 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 129 Summon Earthforce
Spell ID# 479 Enchanted Defense
This item provides 7 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

751
Blade of Gondor Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 25% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 12 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.25
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 250% AF bonus when the user meets these conditions:
The user must have the mark of Honour
The wielder must be of race ID# 201 Gondorian.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 25 when fighting against mounted enemies
This weapon has a special attack value of 175 points.
When in winternight, this weapon's AF will be modified by -75%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 180 Attack Focus
This item provides 2 mana to help in casting these spells.

752
Bright Axe Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 50% and a missile AF bonus of 0%
The charge bonus of this weapon is 15% and the rout bonus is -15%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 12 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.55
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0

Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 325% AF bonus when the user meets these conditions:
The user must have the mark of Honour
The wielder must be of race ID# 201 Gondorian.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 75 when fighting against mounted enemies
This weapon has a special attack value of 200 points.
When in winternight, this weapon's AF will be modified by -100%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 180 Attack Focus
This item provides 2 mana to help in casting these spells.

753
Valiant Lance Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This item is a a miscellaneous type weapon.
It has a base AF bonus of 125 % and a missile AF bonus of 0 %.
The charge bonus of this weapon is 45 % and the rout bonus is-10 %.
The weapon can be used with a shield, and it can only be used while mounted.
The wielder must have a strength of 8 and a dexterity of 8 to use this weapon.
The weight of this weapon is 1.600

This weapon is magical by nature...
This weapon gives a DAMAge level of 10 to its user.
This weapon has a special attack value of 250 points.
This weapon increases your magical attack resistance by 4 points.
When in Winternight, this weapon's AF will be modified by-225 %.
This weapon gives a bonus of 195 when fighting against mounted enemies.
This weapon is not a bane {no bonuses against specific target}.

The (overall) terrain modifiers for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0
Forest Hills: 0 Forest Mtns : 0 Barren Hills: 0
Barren Mtns : 0 Moors : 0 Swamp : 0
Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Confined : 0
This weapon is not magically enhanced when used by a specific character or soldier.

This weapon grants a 475 % AF bonus when the user meets these conditions:
The user must have the mark of Honor Restrictions apply to 'IN USE' and to 'ACTIVATION'!

The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 0
Mana available to Arcane Arts: 0 Magic recovery bonus : 0

The following spells may be cast by the user {regardless of arcane ability providing ALL item restrictions are met):
Most Battle and Duel spells do require an arcane ability.
Spell ID# 57 Glint of Light
This item provides 3 mana to help in casting these spells.

754
Short Knife Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 125% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 6 to use this weapon
The weight of this weapon is 0.95
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 125% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 6 to it's user

This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 100 points.
When in winternight, this weapon's AF will be modified by -50%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 180 Attack Focus
This item provides 2 mana to help in casting these spells.

755
Hidden Blade Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 100% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is -10%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 7 and a dexterity of 7 to use this weapon
The weight of this weapon is 1.25
This weapon has poison on it!
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 150% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Only a character with the skill of Berserker may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 25 when fighting against mounted enemies
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by 125%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 4 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 150 Eye of Searching
This item provides 12 mana to help in casting these spells.

756
Nine Breezes Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 275% and a missile AF bonus of 0%
The charge bonus of this weapon is 35% and the rout bonus is -25%
The weapon may not be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 6 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.75
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAGE level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 100 when fighting against mounted enemies
This weapon has a special attack value of 100 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 247 Dispell Barrier of Nature
Spell ID# 479 Enchanted Defense
This item provides 7 mana to help in casting these spells.

757
Mumak Spear Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon

It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 15% and the rout bonus is -5%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 12 and a dexterity of 11 to use this weapon
The weight of this weapon is 1.4
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 300% AF bonus when the user meets these conditions:
The wielder must be of race ID# 258 Easterling.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 100 when fighting against mounted enemies
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 180 Attack Focus
This item provides 2 mana to help in casting these spells.

758
Shattered Crown Runepower gained on day 9 of March in the year of 2009
You inspect the item and wonder at its intricate design.

Item Type: Crown
The weight of this Crown is 0,15
This Crown will perform the following magical functions when 'in use':
Yields a bless of level 4 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Stealth Modifier : 4 IF Character has Stealth
Enhancement of the skill Priest by a value of 3 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 128 Summon Winterblast
Spell ID# 204 Armor Enchantment
This item provides 8 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 6 to Magical Attack Resistance and 3 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

759
Scattered Jewel Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.

Item type: Jewel
The weight of this item is 0.08
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Jewel will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 2
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Stealth Modifier : 4 IF Character has Stealth
Enhancement of the skill Spy by a value of 4 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 439 Wave of Death
Spell ID# 479 Enchanted Defense
This item provides 9 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 3 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

760
Dusky Cloak Runepower gained on day 7 of January in the year of 2009
You inspect the item and wonder at its intricate design.

Item type: Cloak
The weight of this item is 0.15
Should the race of the user be Easterling then this Cloak
will add 7 DF when it is 'in use'.
When these conditions are met : The wielder must be of race ID# 258 Easterling.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Cloak will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 2
Personal combat Modifier: 1
Influence Modifier : 0
Stealth Modifier : 8 IF Character has Stealth
Enhancement of the skill Stealth by a value of 3 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 127 Summon Fog
This item provides 4 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 4 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

761
Cloak of the Abyss Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.

Item type: Cloak
The weight of this item is 0.2
This Cloak will perform the following magical functions when 'in use':
Yields a bless of level 4 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 4
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 0
Stealth Modifier : 8 IF Character has Stealth
Enhancement of the skill Stealth by a value of 8 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 127 Summon Fog
This item provides 3 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

762
Staunch Girdle Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.

Item type: Belt
The weight of this item is 0.1
Should the race of the user be Dwarf then this Belt
will add 5 DF when it is 'in use'.
When these conditions are met : The wielder must be of race ID# 204 Dwarf.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Belt will perform the following magical functions when 'in use':
Yields a bless of level 16 when 'in use'.
Strength Modifier : 2 Dexterity Modifier : 0
Constitution Modifier : 2
Personal combat Modifier: 2
Influence Modifier : 2
Enhancement of the skill Axemaster by a value of 5 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 204 Armor Enchantment
Spell ID# 472 Enchanted Anvil
This item provides 9 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 5 to Magical Attack Resistance and 3 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

763
Blazing Helm Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.

Item type: Helm
The weight of this item is 0.25
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Helm will perform the following magical functions when 'in use':

Yields a bless of level 9 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 2
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 0
Enhancement of the skill Priest by a value of 2 when 'in use'
During Battle, this item will cast the spell ID# 250 Protection Lycanthrope.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 16 Firestorm
Spell ID# 56 Illusionary Soldiers
This item provides 10 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 3 to Magical Attack Resistance and 3 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

764
Swift-passing Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Boots
The weight of this item is 0.3
This Boots will perform the following magical functions when 'in use':
Yields a bless of level 3 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 0
Stealth Modifier : 4 IF Character has Stealth
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 7 Dispel Magic: Location
This item provides 5 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

765
Golden Circlet Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Circlet
The weight of this item is 0.08
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Circlet will perform the following magical functions when 'in use':
Yields a bless of level 2 when 'in use'.
Strength Modifier : 2 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 0
Stealth Modifier : 2 IF Character has Stealth
Enhancement of the skill Priest by a value of 3 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 44 Cure Insanity
Spell ID# 209 Runepower
This item provides 8 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 5 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

766
Forest Harp Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Harp
The weight of this item is 0.35
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Harp will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 3
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 1
Enhancement of the skill Bard by a value of 4 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:

Spell ID# 228 Increase Fertility Value
Spell ID# 236 Increase Flora
This item provides 9 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 5 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

767
Harp of Mist Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Harp
The weight of this item is 0.4
This Harp will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 4
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 0
Stealth Modifier : 7 IF Character has Stealth
Enhancement of the skill Bard by a value of 2 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 236 Increase Flora
Spell ID# 247 Dispell Barrier of Nature
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

768
Ring of Reflection Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Ring
The weight of this item is 0.02
This Ring will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Stealth Modifier : 8 IF Character has Stealth
Enhancement of the skill Spy by a value of 4 when 'in use'
During Battle, this item will cast the spell ID# 249 Repel Lycanthropes.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 150 Eye of Searching
This item provides 12 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 0 Holy Mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

769
Black Gauntlet Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Gauntlet
The weight of this item is 0.12
Should the race of the user be Half-orc then this Gauntlet
will add 6 DF when it is 'in use'.
When these conditions are met : The user must worship Morei Serke ID# 9.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Gauntlet will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Stealth Modifier : 12 IF Character has Stealth
Enhancement of the skill Priest by a value of 3 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 214 Bless
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 3 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

770
 Setmaenen Mace Runepower gained on day 12 of January in the year of 2009
 You inspect the item and wonder at its intricate design.
 This weapon is an Miscellaneous type weapon
 It has a base AF bonus of 100% and a missile AF bonus of 0%
 The charge bonus of this weapon is 0% and the rout bonus is 0%
 The weapon can be used with a shield, and it can be used while mounted.
 The wielder must have a strength of 8 and a dexterity of 10 to use this weapon
 The weight of this weapon is 1.2
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 150% AF bonus when the user meets these conditions:
 The user must have the mark of Honor
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!
 This weapon gives a DAMAge level of 9 to it's user
 This weapon grants a 450% bonus when the target meets these restrictions:
 The enemy has the supernatural status of any Undead type supernatural status
 This weapon has a special attack value of 150 points.
 When in winternight, this weapon's AF will be modified by 0%
 The following bonus will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This weapon increases your magical attack resistance by 3 points.

771
 Sceptre of Hent Runepower gained on day 22 of January in the year of 2009
 You inspect the item and wonder at its intricate design.
 Item type: Sceptre
 The weight of this item is 0.15
 When these conditions are met : The user must have the mark of Honor
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!
 This Sceptre will perform the following magical functions when 'in use':
 Strength Modifier : 0 Dexterity Modifier : 0
 Constitution Modifier : 0
 Personal combat Modifier: 1
 Influence Modifier : 0
 Allows casting of these spell(s) regardless of arcane ability
 providing ALL item restrictions are met:
 Spell ID# 209 Runepower
 This item provides 6 spell points to help in casting these spells.
 The following bonuses will apply only if the restrictions for use are met.
 Holy Mana available to Priests: 2 Holy Mana recovery bonus: 4
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This item adds 2 to Magical Attack Resistance and 1 to Special Attack Resistance!
 This is a ONE USE ONLY item. Upon activation it will pass into non-existence

772
 Steward's Blade Runepower gained on day 19 of January in the year of 2009
 You inspect the item and wonder at its intricate design.
 This weapon is an Sword type weapon
 It has a base AF bonus of 375% and a missile AF bonus of 0%
 The charge bonus of this weapon is 10% and the rout bonus is 5%
 The weapon can be used with a shield, and it can be used while mounted.
 The wielder must have a strength of 6 and a dexterity of 8 to use this weapon
 The weight of this weapon is 1.1
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 0% AF bonus when the user meets these conditions:
 NO Restrictions on use
 This weapon gives a DAMAge level of 7 to it's user
 This weapon is not a bane (no bonuses against specific target).
 This weapon has a special attack value of 125 points.
 When in winternight, this weapon's AF will be modified by -50%
 The following bonus will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 1 Holy mana recovery bonus: 3
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This weapon increases your magical attack resistance by 2 points.
 The following spells may be cast by the user {regardless of skills} :
 Spell ID# 230 Increase Stone Extraction
 This item provides 12 mana to help in casting these spells.

773
Blue Ring Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Ring
The weight of this item is 0.01
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Ring will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 29 Veil of Nightmares
This item provides 2 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

774
Black Book Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Book
The weight of this item is 0.15
This Book will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 209 Runepower
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

775
Tablets of the Dark Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Book
The weight of this item is 0.18
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Book will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 29 Veil of Nightmares
This item provides 1 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

776
Dragon Armour Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 4 for medium sized races.
The Special Attack Resistance of this armour is 0
The charge bonus of this armour is -10 and the rout modifier is -15%.
The armour sighting value is 1
The weight of this armour is 3.5

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.

This armour grants a 14 DF bonus, a 2 Special Attack Resistance bonus, a 1 Magical Resistance bonus and an invulnerability rating of 8 when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 50 points.
When in winternight, the DF will be modified by 6.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 4 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 0 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 214 Bless
This item provides 2 mana to help in casting these spells.
In combat against weapon ID 111 no harm will come to the user.
In combat against weapon ID 110 this armour will allow greater damage to the user.

777
Rod of the Steward Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Rod
The weight of this item is 0.1
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Rod will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 5
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

778
Ironfoot Mail Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 7 for medium sized races.
The Special Attack Resistance of this armour is 2
The charge bonus of this armour is 0 and the rout modifier is 0%.
The armour sighting value is 0.5
The weight of this armour is 4.1

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 18 DF bonus, a 1 Special Attack Resistance bonus, a 4 Magical Resistance bonus and an invulnerability rating of 8 when the user meets these conditions:
The wielder must be of race ID# 204 Dwarf.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 125 points.
When in winternight, the DF will be modified by -8.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 471 Enchanted Tools
This item provides 1 mana to help in casting these spells.
In combat against weapon ID 109 no harm will come to the user.
In combat against weapon ID 110 this armour will allow greater damage to the user.

779
Boulder Lamellar (S) Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 2 and can only be used by small sized races.
The Special Attack Resistance of this armour is 0
The charge bonus of this armour% is -15 and the rout modifier is -10%.
The armour sighting value is 0,5
The weight of this armour is 3,05

This armour is magical by nature...
This armour gives an INVulnerability rating of 6.
This armour has no Magical Attack Resistance value.
This armour has a special attack value of 75 points.
When in winternight, the DF will be modified by -5.

This armour is not a bane (no bonuses against specific target).

The terrain modifiers (overall) for this armour are as follows:

Grassland	: 0	Forest	: 0	Hvy Forest	: 0	Forest Hills:	0
Forest Mtns	: 0	Barren Hills:	0	Barren Mtns	: 0	Moors	: 0
Swamp	: 0	Desert	: 0	Sea/Ocean	: 0	Defend Walls:	0
Attack Walls:	0	In City	: 0	Air	: 0	Confined	: 0

This armour is magically enhanced when used by a specific character or soldier.

This armour grants a 10 DF bonus, a 3 Special Attack Resistance bonus, a 1

Magical Resistance bonus

when the user meets these conditions:

The wielder must be of race ID#224 Hobbit.

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

The following bonuses will apply only if the restrictions for use are met.

Holy Mana available to Priests : 1 Holy mana recovery bonus: 1

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

The following spells may be cast by the user (regardless of skills) :

Spell ID# 214 Bless

This item provides 11 mana to help in casting these spells.

combat against weapon ID 112 no harm will come to the user.

In combat against weapon ID 108 this armour will allow greater damage to the user.

780

Loyalist Mail Runepower gained on day 13 of March in the year of 2009

You inspect the item and wonder at its intricate design.

It has a base DF add of 5 for medium sized races.

The Special Attack Resistance of this armour is 1

The charge bonus of this armour is -10 and the rout modifier is -10%.

The armour sighting value is 1.5

The weight of this armour is 4.5

The terrain modifiers (overall) for this armour are as follows:

Grassland	: 0	Forest	: 0	Hvy Forest	: 0	Forest Hills:	0
Forest Mtns	: 0	Barren Hills:	0	Barren Mtns	: 0	Moors	: 0
Swamp	: 0	Desert	: 0	Sea/Ocean	: 0	Defend Walls:	0
Attack Walls:	0	In City	: 0	Air	: 0	Confined	: 0

This armour is magically enhanced when used by a specific character or soldier.

This armour grants a 16 DF bonus, a 1 Special Attack Resistance bonus, a 1 Magical

Resistance bonus and an invulnerability rating of 7 when the user meets these conditions:

The wielder must be of race ID# 201 Gondorian.

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This armour is not a bane (no bonuses against specific target).

This armour has a special attack value of 175 points.

When in winternight, the DF will be modified by -8.

The following bonus will apply only if the restrictions for use are met.

Holy Mana available to Priests : 2 Holy mana recovery bonus: 0

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This shield increases your Magical Attack Resistance by 2 points.

The following spells may be cast by the user (regardless of skills) :

Spell ID# 244 Detect Powerpoint

This item provides 1 mana to help in casting these spells.

In combat against weapon ID 108 no harm will come to the user.

In combat against weapon ID 112 this armour will allow greater damage to the user.

781

Beorning Furs Runepower gained on day 7 of January in the year of 2009

You inspect the item and wonder at its intricate design.

It has a base DF add of 1 for medium sized races.

The Special Attack Resistance of this armour is 0

The charge bonus of this armour is 25 and the rout modifier is 15%.

The armour sighting value is -0.2

The weight of this armour is 2.75

The terrain modifiers (overall) for this armour are as follows:

Grassland	: 0	Forest	: 0	Hvy Forest	: 0	Forest Hills:	0
Forest Mtns	: 0	Barren Hills:	0	Barren Mtns	: 0	Moors	: 0
Swamp	: 0	Desert	: 0	Sea/Ocean	: 0	Defend Walls:	0
Attack Walls:	0	In City	: 0	Air	: 0	Confined	: 0

This armour is magically enhanced when used by a specific character or soldier.

This armour grants a 21 DF bonus, a 4 Special Attack Resistance bonus, a 3 Magical

Resistance bonus and an invulnerability rating of 8 when the user meets these conditions:

The wielder must be of race ID# 211 Northman.

The user must worship Kala Yarenath ID# 5.

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This armour is not a bane (no bonuses against specific target).

This armour has a special attack value of 25 points.

When in winternight, the DF will be modified by -4.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 3 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 13 Create Staff of Recovery
Spell ID# 14 Create Wizards Staff
This item provides 1 mana to help in casting these spells.
In combat against weapon ID 115 no harm will come to the user.
In combat against weapon ID 110 this armour will allow greater damage to the user.

782
Valar Chain Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 3 for medium sized races.
The Special Attack Resistance of this armour is 2
The charge bonus of this armour is 15 and the rout modifier is 5%.
The armour sighting value is 1
The weight of this armour is 5.05

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 15 DF bonus, a 2 Special Attack Resistance bonus, a 4 Magical
Resistance bonus and an invulnerability rating of 7 when the user meets these conditions:
The user must worship Quendi ID# 3.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 175 points.
When in winternight, the DF will be modified by -6.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 3 Holy mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 2 points.
In combat against weapon ID 111 no harm will come to the user.
In combat against weapon ID 112 this armour will allow greater damage to the user.

783
Uruk Chain Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 5 for medium sized races.
The Special Attack Resistance of this armour is 0
The charge bonus of this armour is 20 and the rout modifier is 10%.
The armour sighting value is 1.5
The weight of this armour is 7.5

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 22 DF bonus, a 2 Special Attack Resistance bonus, a 2 Magical
Resistance bonus and an invulnerability rating of 7 when the user meets these conditions:
The wielder must be of race ID# 232 Uruk.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 100 points.
When in winternight, the DF will be modified by 7.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 0 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 214 Bless
This item provides 5 mana to help in casting these spells.
In combat against weapon ID 112 no harm will come to the user.
In combat against weapon ID 111 this armour will allow greater damage to the user.

784
Pit Chain Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 3 for medium sized races.
The Special Attack Resistance of this armour is 0
The charge bonus of this armour is 5 and the rout modifier is 5%.

The armour sighting value is 2
The weight of this armour is 6.5

The terrain modifiers (overall) for this armour are as follows:

Grassland	: 0	Forest	: 0	Hvy Forest	: 0	Forest Hills	: 0
Forest Mtns	: 0	Barren Hills	: 0	Barren Mtns	: 0	Moors	: 0
Swamp	: 0	Desert	: 0	Sea/Ocean	: 0	Defend Walls	: 0
Attack Walls	: 0	In City	: 0	Air	: 0	Confined	: 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 18 DF bonus, a 1 Special Attack Resistance bonus, a 1 Magical Resistance bonus and an invulnerability rating of 8 when the user meets these conditions:
The user must worship Morei Serke ID# 9.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 75 points.
When in winternight, the DF will be modified by 10.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 0 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 155 Create Crystal of Power
This item provides 3 mana to help in casting these spells.
In combat against weapon ID 110 no harm will come to the user.
In combat against weapon ID 108 this armour will allow greater damage to the user.

785
Man-orc Chain Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 6 for medium sized races.
The Special Attack Resistance of this armour is 2
The charge bonus of this armour is -15 and the rout modifier is 10%.
The armour sighting value is 0.5
The weight of this armour is 5.75

The terrain modifiers (overall) for this armour are as follows:

Grassland	: 0	Forest	: 0	Hvy Forest	: 0	Forest Hills	: 0
Forest Mtns	: 0	Barren Hills	: 0	Barren Mtns	: 0	Moors	: 0
Swamp	: 0	Desert	: 0	Sea/Ocean	: 0	Defend Walls	: 0
Attack Walls	: 0	In City	: 0	Air	: 0	Confined	: 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 16 DF bonus, a 2 Special Attack Resistance bonus, a 1 Magical Resistance bonus and an invulnerability rating of 6 when the user meets these conditions:
The wielder must be of race ID# 212 Half-orc.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 115 points.
When in winternight, the DF will be modified by 6.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
This item provides 5 mana to help in casting these spells.
In combat against weapon ID 110 no harm will come to the user.
In combat against weapon ID 109 this armour will allow greater damage to the user.

786
Wainrider Furs Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 2 for medium sized races.
The Special Attack Resistance of this armour is 1
The charge bonus of this armour is 0 and the rout modifier is 15%.
The armour sighting value is 0.2
The weight of this armour is 2.65

The terrain modifiers (overall) for this armour are as follows:

Grassland	: 0	Forest	: 0	Hvy Forest	: 0	Forest Hills	: 0
Forest Mtns	: 0	Barren Hills	: 0	Barren Mtns	: 0	Moors	: 0
Swamp	: 0	Desert	: 0	Sea/Ocean	: 0	Defend Walls	: 0
Attack Walls	: 0	In City	: 0	Air	: 0	Confined	: 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 18 DF bonus, a 2 Special Attack Resistance bonus, a 2 Magical Resistance bonus and an invulnerability rating of 5 when the user meets these conditions:
The wielder must be of race ID# 258 Easterling.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour grants a 6 DF bonus when the target meets these restrictions:

The enemy must be Rohirrim.
This armour has a special attack value of 50 points.
When in winternight, the DF will be modified by 0.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 1 points.
In combat against weapon ID 112 no harm will come to the user.
In combat against weapon ID 111 this armour will allow greater damage to the user.

787
Southron Chain Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 8 for medium sized races.
The Special Attack Resistance of this armour is 2
The charge bonus of this armour is 5 and the rout modifier is 10%.
The armour sighting value is 1
The weight of this armour is 7

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 14 DF bonus, a 1 Special Attack Resistance bonus, a 3 Magical
Resistance bonus and an invulnerability rating of 7 when the user meets these conditions:
The wielder must be of race ID# 218 Haradhrim.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour grants a 4 DF bonus when the target meets these restrictions:
The enemy must be Gondorian.
This armour has a special attack value of 100 points.
When in winternight, the DF will be modified by 0.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 0 points.

788
Rohirrim Furs Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 4 for medium sized races.
The Special Attack Resistance of this armour is 1
The charge bonus of this armour is 0 and the rout modifier is 5%.
The armour sighting value is 0.3
The weight of this armour is 3.05

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 19 DF bonus, a 3 Special Attack Resistance bonus, a 0 Magical
Resistance bonus and an invulnerability rating of 6 when the user meets these conditions:
The wielder must be of race ID# 251 Rohirrim.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour grants a 6 DF bonus when the target meets these restrictions:
The enemy must be Easterling.
This armour has a special attack value of 150 points.
When in winternight, the DF will be modified by 0.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 0 points.
The following spells may be cast by the user (regardless of skills) :
Spell ID# 224 Charm herd
This item provides 9 mana to help in casting these spells.
In combat against weapon ID 25 no harm will come to the user.
In combat against weapon ID 35 this armour will allow greater damage to the user.

789
Iluvatar Chain Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 6 for medium sized races.
The Special Attack Resistance of this armour is 0
The charge bonus of this armour is -10 and the rout modifier is 10%.
The armour sighting value is 1.5
The weight of this armour is 6.25

The terrain modifiers (overall) for this armour are as follows:

Grassland : 0	Forest : 0	Hvy Forest : 0	Forest Hills: 0
Forest Mtns : 0	Barren Hills: 0	Barren Mtns : 0	Moors : 0
Swamp : 0	Desert : 0	Sea/Ocean : 0	Defend Walls: 0
Attack Walls: 0	In City : 0	Air : 0	Confined : 0

This armour is magically enhanced when used by a specific character or soldier.

This armour grants a 18 DF bonus, a 3 Special Attack Resistance bonus, a 3 Magical Resistance bonus and an invulnerability rating of 7 when the user meets these conditions:

The user must worship Free People ID# 1.

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This armour grants a 10 DF bonus when the target meets these restrictions:

The target character must worship Dark Servant ID# 12.

This armour has a special attack value of 75 points.

When in winternight, the DF will be modified by -5.

The following bonus will apply only if the restrictions for use are met.

Holy Mana available to Priests : 0	Holy mana recovery bonus: 0
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Mana available to Arcane Arts : 0	Magic recovery bonus : 0
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This shield increases your Magical Attack Resistance by 0 points.

The following spells may be cast by the user {regardless of skills} :

Spell ID# 209 Runepower

This item provides 3 mana to help in casting these spells.

In combat against weapon ID 112 no harm will come to the user.

In combat against weapon ID 109 this armour will allow greater damage to the user.

790

Morgul Chain Runepower gained on day 15 of January in the year of 2009

You inspect the item and wonder at its intricate design.

It has a base DF add of 5 for medium sized races.

The Special Attack Resistance of this armour is 0

The charge bonus of this armour is -10 and the rout modifier is 10%.

The armour sighting value is 1.5

The weight of this armour is 6.75

The terrain modifiers (overall) for this armour are as follows:

Grassland : 0	Forest : 0	Hvy Forest : 0	Forest Hills: 0
Forest Mtns : 0	Barren Hills: 0	Barren Mtns : 0	Moors : 0
Swamp : 0	Desert : 0	Sea/Ocean : 0	Defend Walls: 0
Attack Walls: 0	In City : 0	Air : 0	Confined : 0

This armour is magically enhanced when used by a specific character or soldier.

This armour grants a 18 DF bonus, a 3 Special Attack Resistance bonus, a 3 Magical Resistance bonus and an invulnerability rating of 7 when the user meets these conditions:

The user must worship Dark Servant ID# 12.

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This armour grants a 8 DF bonus when the target meets these restrictions:

The target character must worship Free People ID# 1.

This armour has a special attack value of 50 points.

When in winternight, the DF will be modified by 3.

The following bonus will apply only if the restrictions for use are met.

Holy Mana available to Priests : 0	Holy mana recovery bonus: 0
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Mana available to Arcane Arts : 0	Magic recovery bonus : 0
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This shield increases your Magical Attack Resistance by 0 points.

The following spells may be cast by the user {regardless of skills} :

Spell ID# 209 Runepower

This item provides 3 mana to help in casting these spells.

In combat against weapon ID 111 no harm will come to the user.

In combat against weapon ID 112 this armour will allow greater damage to the user.

791

Iluvatar Shield Runepower gained on day 18 of December in the year of 2008

You inspect the item and wonder at its intricate design.

It has a base DF add of 2 for medium sized races.

The Special Attack Resistance of this shield is 1

The charge bonus of this shield is 10 and the rout modifier is 5%.

The shield sighting value is 1

The weight of this shield is 1.5

The terrain modifiers (overall) for this shield are as follows:

Grassland : 0	Forest : 0	Hvy Forest : 0	Forest Hills: 0
Forest Mtns : 0	Barren Hills: 0	Barren Mtns : 0	Moors : 0
Swamp : 0	Desert : 0	Sea/Ocean : 0	Defend Walls: 0
Attack Walls: 0	In City : 0	Air : 0	Confined : 0

This shield is magically enhanced when used by a specific character or soldier.

This shield grants a 10 DF bonus, a 2 Special Attack Resistance bonus, a 2 Magical Resistance bonus and an invulnerability rating of 7 when the user meets these conditions:

The user must worship Free People ID# 1.

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This shield is not a bane (no bonuses against specific target).

This shield has a special attack value of 75 points.
When in winternight, the DF will be modified by -5.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 0 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
This item provides 3 mana to help in casting these spells.
In combat against weapon ID 110 no harm will come to the user.
In combat against weapon ID 108 this shield will allow greater damage to the user.

792
Morgul Shield Runepower gained on day 6 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 2 for medium sized races.
The Special Attack Resistance of this shield is 1
The charge bonus of this shield is 10 and the rout modifier is 5%.
The shield sighting value is 1
The weight of this shield is 1.65

The terrain modifiers (overall) for this shield are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This shield is magically enhanced when used by a specific character or soldier.
This shield grants a 8 DF bonus, a 2 Special Attack Resistance bonus, a 2 Magical
Resistance bonus and an invulnerability rating of 7 when the user meets these conditions:
The user must worship Dark Servant ID# 12.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This shield is not a bane (no bonuses against specific target).
This shield has a special attack value of 50 points.
When in winternight, the DF will be modified by 3.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 0 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
This item provides 3 mana to help in casting these spells.
In combat against weapon ID 109 no harm will come to the user.
In combat against weapon ID 110 this shield will allow greater damage to the user.

793
Iluvatar Helm Runepower gained on day 7 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.25
When these conditions are met : The user must worship Free People ID# 1.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Helm will perform the following magical functions when 'in use':
Yields a bless of level 6 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 0
Stealth Modifier : 4 IF Character has Stealth
Enhancement of the skill Stealth by a value of 6 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 209 Runepower
This item provides 3 spell points to help in casting these spells.
This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

794
Morgul Helm Runepower gained on day 2 of March in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.3
When these conditions are met : The user must worship Dark Servant ID# 12.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Helm will perform the following magical functions when 'in use':
Yields a bless of level 7 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 0
Stealth Modifier : 4 IF Character has Stealth

Enhancement of the skill Stealth by a value of 4 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 209 Runepower
This item provides 3 spell points to help in casting these spells.
This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

795
Hobbit Pipe Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Box
The weight of this item is 0.1
When these conditions are met : The wielder must be of race ID# 224 Hobbit.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Box will perform the following magical functions when 'in use':
Yields a bless of level 5 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 8
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 3
Stealth Modifier : 6 IF Character has Stealth
Enhancement of the skill Thief by a value of 2 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 222 Bless animals
This item provides 3 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

796
Hobbit Flail Runepower gained on day 12 of March in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 10% and the rout bonus is 0%
The weapon may not be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 5 and a dexterity of 16 to use this weapon
The weight of this weapon is 1.75
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 275% AF bonus when the user meets these conditions:
The wielder must be of race ID# 224 Hobbit.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 25 when fighting against mounted enemies
This weapon has a special attack value of 100 points.
When in winternight, this weapon's AF will be modified by -100%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 234 Increase Special Resource
Spell ID# 236 Increase Flora
This item provides 9 mana to help in casting these spells.

797
Potion of Sustenance Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Potion
The weight of this item is 0.1
This item will cure a character by 85%.
Activation of this item has a 25% chance of curing Mandra poisoning, and
a 15% of curing a character of belladon poisoning.
This Potion will perform the following magical functions when 'in use':
Strength Modifier : 2 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

798
Potion of Shadows Runepower gained on day 19 of January in the year of 2009

You inspect the item and wonder at its intricate design.
Item type: Potion
The weight of this item is 0.15
Activation of this item has a 65% chance of curing Mandra poisoning, and
a 65% of curing a character of belladon poisoning.
This Potion will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence
Activation of this items will immediately cause 15% wounds to the character!

799
Potion of the Sea Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Potion
The weight of this item is 0.12
This Potion will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
When this item is activated it will cure insanity!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

800
Anduin Water Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Vial
The weight of this item is 0.05
This item will cure a character by 50%.
Activation of this item has a 50% chance of curing Mandra poisoning, and
a 50% of curing a character of belladon poisoning.
This Vial will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
When this item is activated it will cure insanity!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

801
Coastal Rock Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Crystal
The weight of this item is 1.15
When these conditions are met : The user must worship Dark Servant ID# 12.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Crystal will perform the following magical functions when 'in use':
Yields a bless of level 2 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 0
Enhancement of the skill Assassin by a value of 2 when 'in use'
During Battle, this item will cast the spell ID# 455 Duel ESP.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

802
Mithril Shortsword Runepower gained on day 9 of March in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 150% and a missile AF bonus of 0%
The charge bonus of this weapon is 10% and the rout bonus is 5%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 4 and a dexterity of 6 to use this weapon
The weight of this weapon is 1
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 115% AF bonus when the user meets these conditions:
Only a character with the skill of Swordmaster may use!

Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 4 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 25 points.
When in winternight, this weapon's AF will be modified by -10%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 0 points.

803
Mithril Handaxe Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 165% and a missile AF bonus of 0%
The charge bonus of this weapon is 10% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.4
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 150% AF bonus when the user meets these conditions:
Only a character with the skill of Axemaster may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 4 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 25 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 0 points.

804
Silver Circllet Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Circllet
The weight of this item is 0.08
When these conditions are met : The user must worship Free People ID# 1.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Circllet will perform the following magical functions when 'in use':
Yields a bless of level 2 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 0
Enhancement of the skill Thief by a value of 2 when 'in use'
During Battle, this item will cast the spell ID# 455 Duel ESP.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

805
Forest Lute Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Lute
The weight of this item is 0.3
When these conditions are met : Only a character with the skill of Bard may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Lute will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Enhancement of the skill Bard by a value of 4 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 19 Increase Guild Strength
This item provides 4 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

806
Lute of Mist Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Lute
The weight of this item is 0.35

When these conditions are met : Only a character with the skill of Bard may use!
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!
 This Lute will perform the following magical functions when 'in use':
 Yields a bless of level 3 when 'in use'.
 Strength Modifier : 0 Dexterity Modifier : 0
 Constitution Modifier : 0
 Personal combat Modifier: 2
 Influence Modifier : 0
 Enhancement of the skill Bard by a value of 4 when 'in use'
 Allows casting of these spell(s) regardless of arcane ability
 providing ALL item restrictions are met:
 Spell ID# 288 Cure Black Death (plague)
 Spell ID# 290 Cure Pox (plague)
 This item provides 10 spell points to help in casting these spells.
 The following bonuses will apply only if the restrictions for use are met.
 Holy Mana available to Priests: 2 Holy Mana recovery bonus: 1
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
 This is a ONE USE ONLY item. Upon activation it will pass into non-existence

807
 Mithril-tipped Spear Runepower gained on day 12 of January in the year of 2009
 You inspect the item and wonder at its intricate design.
 This weapon is an Miscellaneous type weapon
 It has a base AF bonus of 135% and a missile AF bonus of 0%
 The charge bonus of this weapon is 100% and the rout bonus is -5%
 The weapon can be used with a shield, and it may not be used while mounted.
 The wielder must have a strength of 6 and a dexterity of 6 to use this weapon
 The weight of this weapon is 1.2
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 5 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : -5
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 150% AF bonus when the user meets these conditions:
 Only a character with the skill of Berserker may use!
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!
 This weapon gives a DAMAge level of 4 to it's user
 This weapon is not a bane (no bonuses against specific target).
 This weapon gives a bonus of 115 when fighting against mounted enemies
 This weapon has a special attack value of 25 points.
 When in winternight, this weapon's AF will be modified by 10%
 The following bonus will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This weapon increases your magical attack resistance by 0 points.

808
 Bronze Circlet Runepower gained on day 19 of January in the year of 2009
 You inspect the item and wonder at its intricate design.
 Item type: Circlet
 The weight of this item is 0.1
 When these conditions are met : The user must worship Free People ID# 1.
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!
 This Circlet will perform the following magical functions when 'in use':
 Yields a bless of level 2 when 'in use'.
 Strength Modifier : 0 Dexterity Modifier : 0
 Constitution Modifier : 0
 Personal combat Modifier: 1
 Influence Modifier : 0
 Enhancement of the skill Spy by a value of 2 when 'in use'
 During Battle, this item will cast the spell ID# 454 War Eyes.
 This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
 This is a ONE USE ONLY item. Upon activation it will pass into non-existence

809
 Mithril Mace Runepower gained on day 15 of January in the year of 2009
 You inspect the item and wonder at its intricate design.
 This weapon is an Miscellaneous type weapon
 It has a base AF bonus of 165% and a missile AF bonus of 0%
 The charge bonus of this weapon is 0% and the rout bonus is 5%
 The weapon can be used with a shield, and it can be used while mounted.
 The wielder must have a strength of 8 and a dexterity of 6 to use this weapon
 The weight of this weapon is 0.6
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0

Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 150% AF bonus when the user meets these conditions:
Only a character with the skill of Knight may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 4 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 25 points.
When in winternight, this weapon's AF will be modified by 10%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 0 points.

810
Helm of Light Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.25
When these conditions are met : Only a character with the skill of Priest may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Helm will perform the following magical functions when 'in use':
Yields a bless of level 4 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 0
Enhancement of the skill Priest by a value of 3 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 155 Create Crystal of Power
This item provides 1 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 0 Holy Mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

811
Troll-helm Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.65
Should the race of the user be Troll then this Helm
will add 4 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Helm will perform the following magical functions when 'in use':
Yields a bless of level 3 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 7
Personal combat Modifier: 4
Influence Modifier : 0
Enhancement of the skill Berserker by a value of 7 when 'in use'
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

812
Mithril Tipped Lance Runepower gained on day 29 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is a Miscellaneous type weapon
It has a base AF bonus of 135% and a missile AF bonus of 0%
The charge bonus of this weapon is 170% and the rout bonus is 0%
The weapon can be used with a shield, and it can only be used while mounted.
The wielder must have a strength of 8 and a dexterity of 6 to use this weapon
The weight of this weapon is 1,6

This weapon gives a bonus of 50 when fighting against mounted enemies
This weapon gives a DAMAge level of 4 to it's user
This weapon has a special attack value of 25 points.
This weapon increases your magical attack resistance by 0 points.
When in winternight, this weapon's AF will be modified by -10%

This weapon is not a bane (no bonuses against specific target).

The terrain modifiers (overall) for this Miscellaneous Weapon are as follows:
Grassland : 20 Forest :-20 Hvy Forest :-30 Forest Hills:-20
Forest Mtns :-30 Barren Hills:-10 Barren Mtns :-20 Moors :-5
Swamp :-10 Desert : 10 Sea/Ocean :-20 Defend Walls:-10
Attack Walls:-30 In City : 0 Air : 0 Confined :-30
This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 150% AF bonus when the user meets these conditions:
Only a character with the skill of Knight may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!

The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0

813
Mithril Bow Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Bow type weapon
It has a base AF bonus of 100% and a missile AF bonus of 115%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 4 and a dexterity of 8 to use this weapon
The weight of this weapon is 0.8
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest :-10 Hvy Forest :-20 Forest Hills:-10
Forest Mtns :-20 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 5 Defend Walls: 10
Attack Walls: 10 In City : 0 Air : 0 Confined :-10
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 150% AF bonus when the user meets these conditions:
Only a character with the skill of Bowmaster may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 4 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 15 when fighting against mounted enemies
This weapon has a special attack value of 25 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 0 points.

814
Uruk-helm Runepower gained on day 23 of October in the year of 2008
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.65
Should the race of the user be Uruk then this Helm
will add 9 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Helm will perform the following magical functions when 'in use':
Yields a bless of level 4 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 6
Personal combat Modifier: 3
Influence Modifier : 0
Enhancement of the skill Berserker by a value of 6 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 43 Cause Insanity
Spell ID# 209 Runepower
This item provides 3 spell points to help in casting these spells.
This item adds 1 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

815
Mithril Horsebow Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Bow type weapon
It has a base AF bonus of 100% and a missile AF bonus of 105%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.2
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest :-10 Hvy Forest :-20 Forest Hills:-10
Forest Mtns :-20 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 5 Defend Walls: 10
Attack Walls: 10 In City : 0 Air : 0 Confined :-10
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 150% AF bonus when the user meets these conditions:

Only a character with the skill of Bowmaster may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 4 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 15 when fighting against mounted enemies
This weapon has a special attack value of 25 points.
When in winternight, this weapon's AF will be modified by 10%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 0 points.

816
Silver Bell Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Bell
The weight of this item is 0.95
This Bell will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 209 Runepower
This item provides 9 spell points to help in casting these spells.
This item adds 12 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

817
Golden Bell Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Bell
The weight of this item is 0.95
This Bell will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 209 Runepower
This item provides 9 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 12 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

818
Mithril Longbow Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Bow type weapon
It has a base AF bonus of 305% and a missile AF bonus of 400%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 10 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.2
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest :-5 Hvy Forest :-10 Forest Hills:-5
Forest Mtns :-10 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 10 Defend Walls: 20
Attack Walls: 20 In City : 0 Air : 0 Confined :-10
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 150% AF bonus when the user meets these conditions:
Only a character with the skill of Bowmaster may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 50 when fighting against mounted enemies
This weapon has a special attack value of 115 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.

819
Mithril Broadaxe Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 400% and a missile AF bonus of 0%
The charge bonus of this weapon is 40% and the rout bonus is -10%

The weapon can be used with a shield, and it can be used while mounted.
 The wielder must have a strength of 8 and a dexterity of 6 to use this weapon
 The weight of this weapon is 2.4
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 5 Barren Mtns : 10 Moors : 10
 Swamp : 0 Desert : 0 Sea/Ocean :-5 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 5
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 150% AF bonus when the user meets these conditions:
 Only a character with the skill of Axemaster may use!
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!
 This weapon gives a DAMage level of 7 to it's user
 This weapon is not a bane (no bonuses against specific target).
 This weapon gives a bonus of 50 when fighting against mounted enemies
 This weapon has a special attack value of 115 points.
 When in winternight, this weapon's AF will be modified by 0%
 The following bonus will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This weapon increases your magical attack resistance by 3 points.

820
 Mithril Mattock Runepower gained on day 15 of January in the year of 2009

You inspect the item and wonder at its intricate design.
 This weapon is an Miscellaneous type weapon
 It has a base AF bonus of 425% and a missile AF bonus of 0%
 The charge bonus of this weapon is 65% and the rout bonus is -25%
 The weapon may not be used with a shield, and it may not be used while mounted.
 The wielder must have a strength of 12 and a dexterity of 6 to use this weapon
 The weight of this weapon is 2.75
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 10 Forest : 0 Hvy Forest :-5 Forest Hills: 0
 Forest Mtns :-5 Barren Hills: 5 Barren Mtns : 5 Moors : 5
 Swamp :-5 Desert : 5 Sea/Ocean :-5 Defend Walls: 0
 Attack Walls:-20 In City : 0 Air : 0 Confined :-10
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 150% AF bonus when the user meets these conditions:
 Only a character with the skill of Berserker may use!
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!
 This weapon gives a DAMage level of 7 to it's user
 This weapon is not a bane (no bonuses against specific target).
 This weapon gives a bonus of 75 when fighting against mounted enemies
 This weapon has a special attack value of 115 points.
 When in winternight, this weapon's AF will be modified by 10%
 The following bonus will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This weapon increases your magical attack resistance by 3 points.

821
 Mithril Longsword Runepower gained on day 15 of January in the year of 2009

You inspect the item and wonder at its intricate design.
 This weapon is an Sword type weapon
 It has a base AF bonus of 390% and a missile AF bonus of 0%
 The charge bonus of this weapon is 30% and the rout bonus is 5%
 The weapon can be used with a shield, and it can be used while mounted.
 The wielder must have a strength of 6 and a dexterity of 6 to use this weapon
 The weight of this weapon is 1.2
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 235% AF bonus when the user meets these conditions:
 The user must have the mark of Honor
 Only a character with the skill of Swordmaster may use!
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!
 This weapon gives a DAMage level of 7 to it's user
 This weapon is not a bane (no bonuses against specific target).
 This weapon gives a bonus of 25 when fighting against mounted enemies
 This weapon has a special attack value of 115 points.
 When in winternight, this weapon's AF will be modified by 0%
 The following bonus will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This weapon increases your magical attack resistance by 3 points.

822
Mithril Scimitar Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 390% and a missile AF bonus of 0%
The charge bonus of this weapon is 35% and the rout bonus is 5%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.2
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 235% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Only a character with the skill of Swordmaster may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 25 when fighting against mounted enemies
This weapon has a special attack value of 115 points.
When in winternight, this weapon's AF will be modified by 115%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.

823
Staff of the Free Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 150% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.8
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 375% AF bonus when the user meets these conditions:
The user must worship Free People ID# 1.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 6 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 125 when fighting against mounted enemies
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 6 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 224 Charm herd
This item provides 6 mana to help in casting these spells.

824
Wand of the Free Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Wand
The weight of this item is 0.8
When these conditions are met : The user must worship Free People ID# 1.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Wand will perform the following magical functions when 'in use':
Yields a bless of level 3 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
During Battle, this item will cast the spell ID# 479 Enchanted Defense.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

Standard of the Free Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Wand
The weight of this item is 1.15
When these conditions are met : The user must worship Free People ID# 1.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Wand will perform the following magical functions when 'in use':
Yields a bless of level 5 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
During Battle, this item will cast the spell ID# 461 War Shout.
This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

826
Staff of the Dark Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 150% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.8
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 375% AF bonus when the user meets these conditions:
The user must worship Dark Servant ID# 12.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 6 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 125 when fighting against mounted enemies
This weapon has a special attack value of 50 points.
When in winternight, this weapon's AF will be modified by 75%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 6 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 224 Charm herd
This item provides 6 mana to help in casting these spells

827
Wand of the Dark Runepower gained on day 9 of March in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Wand
The weight of this item is 0.85
When these conditions are met : The user must worship Dark Servant ID# 12.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Wand will perform the following magical functions when 'in use':
Yields a bless of level 3 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
During Battle, this item will cast the spell ID# 438 Hand of Death.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

828
Standard of the Dark Runepower gained on day 13 of March in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Wand
The weight of this item is 1.2
When these conditions are met : The user must worship Dark Servant ID# 12.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Wand will perform the following magical functions when 'in use':
Yields a bless of level 4 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
During Battle, this item will cast the spell ID# 439 Wave of Death.
This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

829
Shimmering Jewel Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Jewel
The weight of this item is 0.05
When these conditions are met : The user must worship Dark Servant ID# 12.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Jewel will perform the following magical functions when 'in use':
Yields a bless of level 2 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 0
During Battle, this item will cast the spell ID# 454 War Eyes.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

830
Voice of the Dark Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Orb
The weight of this item is 0.2
When these conditions are met : The user MUST have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Orb will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 7
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

831
Orcruin Runepower gained on day 23 of October in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 150% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.4
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 150% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 8 to it's user
This weapon grants a 450% bonus when the target meets these restrictions:
The enemy must be Orc.
This weapon has a special attack value of 200 points.
When in winternight, this weapon's AF will be modified by -150%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.

832
Orcbane Runepower gained on day 12 of March in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 150% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.7
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 150% AF bonus when the user meets these conditions:

The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 8 to it's user
This weapon grants a 450% bonus when the target meets these restrictions:
The enemy must be Orc.
This weapon has a special attack value of 200 points.
When in winternight, this weapon's AF will be modified by -150%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.

850

833
Silmaruth Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 600% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.3
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAge level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 2023 Black Pit Gate Spell
This item provides 2 mana to help in casting these spells.

834
Taurin Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 600% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.6
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAge level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 2023 Black Pit Gate Spell
This item provides 1 mana to help in casting these spells.

835
Turantir Runepower gained on day 9 of March in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 250% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.

The wielder must have a strength of 8 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.25
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
The user must have the mark of Honor
This weapon gives a DAMage level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by -50%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
This item provides 6 mana to help in casting these spells.

836
Maikarama Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is a Sword type weapon
It has a base AF bonus of 375% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 10 to use this weapon
The weight of this weapon is 1,35

This weapon gives a DAMage level of 8 to it's user
This weapon has no special attack value.
This weapon increases your magical attack resistance by 2 points.
When in winternight, this weapon's AF will be modified by -50%

This weapon is not a bane (no bonuses against specific target).

The terrain modifiers (overall) for this Sword are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 0% AF bonus when the user meets these conditions:
The user must have the mark of Honor

The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
The following spells may be cast by the user {regardless of skills} :
Spell ID# 247 Dispell Barrier of Nature
This item provides 8 mana to help in casting these spells.

837
Nedelhach Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is a Sword type weapon
It has a base AF bonus of 375% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 10 to use this weapon
The weight of this weapon is 1,1

This weapon gives a DAMage level of 7 to it's user
This weapon has a special attack value of 175 points.
This weapon increases your magical attack resistance by 5 points.
When in winternight, this weapon's AF will be modified by 0%

This weapon is not a bane (no bonuses against specific target).

The terrain modifiers (overall) for this Sword are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 0% AF bonus when the user meets these conditions:
Only a character with the skill of Priest may use!

The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
The following spells may be cast by the user {regardless of skills} :
Spell ID# 286 Knowledge of Religion
This item provides 1 mana to help in casting these spells.

838
Elenruth Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 375% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.2
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAGE level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 29 Veil of Nightmares
This item provides 4 mana to help in casting these spells.

839
Caranhach Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 375% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.1
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAGE level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 175 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 5 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 244 Detect Powerpoint
This item provides 1 mana to help in casting these spells.

840
Ungolrist Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 375% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 12 to use this weapon
The weight of this weapon is 1.3
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:

Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
The user must have the mark of Honor
This weapon gives a DAMage level of 9 to it's user
This weapon grants a 375% bonus when the target meets these restrictions:
The enemy must be Giant Spider.
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by -100%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.

841
Calinique Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 375% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 12 to use this weapon
The weight of this weapon is 1.05
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 375% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 200 points.
When in winternight, this weapon's AF will be modified by -200%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 4 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
This item provides 9 mana to help in casting these spells.

842
Rauzgnagli Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 400% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.05
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 300% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 125 points.
When in winternight, this weapon's AF will be modified by 150%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
This item provides 9 mana to help in casting these spells.

843
Tintelpe Runepower gained on day 15 of January in the year of 2009

You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 400% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.05
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 350% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 150 points.
When in winternight, this weapon's AF will be modified by -150%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.

844
Oassanna Runepower gained on day 19 of January in the year of 2009

You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 7 and a dexterity of 7 to use this weapon
The weight of this weapon is 1.15
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 400% AF bonus when the user meets these conditions:
Only a character with the skill of Berserker may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 10 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.

845
E Mere Vardo Runepower gained on day 22 of January in the year of 2009

You inspect the item and wonder at its intricate design.
Item type: Book
The weight of this item is 0.25
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Book will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 29 Veil of Nightmares
This item provides 2 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

846
Anguirel Runepower gained on day 15 of January in the year of 2009

You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 750% and a missile AF bonus of 0%

The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 10 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.05
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMage level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 127 Summon Fog
This item provides 3 mana to help in casting these spells.

847
Maelurathang Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 25% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 7 to use this weapon
The weight of this weapon is 1.2
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 225% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: -1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 288 Cure Black Death (plague)
Spell ID# 290 Cure Pox (plague)
This item provides 10 mana to help in casting these spells.

848
Durlachiel Runepower gained on day 5 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 50% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 9 to use this weapon
The weight of this weapon is 1.2
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 325% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 100 when fighting against mounted enemies
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 0%

The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 295 Heal Character
This item provides 8 mana to help in casting these spells.

849
Aercrist Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is a Sword type weapon
It has a base AF bonus of 375% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 10 to use this weapon
The weight of this weapon is 1,2

This weapon gives a bonus of 50 when fighting against mounted enemies
This weapon gives a DAMAGE level of 8 to it's user
This weapon has a special attack value of 200 points.
This weapon increases your magical attack resistance by 7 points.
When in winternight, this weapon's AF will be modified by 0%

This weapon is not a bane (no bonuses against specific target).

The terrain modifiers (overall) for this Sword are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0

850
Bloodrunner Runepower gained on day 5 of March in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 375% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.4
This weapon is magical by nature...

The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAGE level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 295 Heal Character
This item provides 10 mana to help in casting these spells.

851
Aedring Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 100% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 12 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.15
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:

Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 250% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 8 to it's user
This weapon grants a 250% bonus when the target meets these restrictions:
The enemy must be of any sub-culture of Orc.
This weapon gives a bonus of 75 when fighting against mounted enemies
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by -50%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.

852
Nightstealer Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 125% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.15
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 400% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 100%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: -1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.

853
Caleinstha Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 625% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 10 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.5
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMage level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 4 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 2021 Hollin Gate Spell
Spell ID# 2022 Dimril Gate Spell
This item provides 5 mana to help in casting these spells.

854
Farlsfoil Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.

This weapon is an Sword type weapon
It has a base AF bonus of 25% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.4
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 600% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 125 points.
When in winternight, this weapon's AF will be modified by -125%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 7 Dispel Magic: Location
This item provides 1 mana to help in casting these spells.

855
Aracu Runepower gained on day 7 of January in the year of 2009

You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 350% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
The weight of this weapon is 1
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 300% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 100 when fighting against mounted enemies
This weapon has a special attack value of 250 points.
When in winternight, this weapon's AF will be modified by -75%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.

856
Andorithel Runepower gained on day 19 of January in the year of 2009

You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 250% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 10 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.2
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 175% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 150 when fighting against mounted enemies
This weapon has a special attack value of 150 points.
When in winternight, this weapon's AF will be modified by 175%

The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 6 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 288 Cure Black Death (plague)
Spell ID# 290 Cure Pox (plague)
This item provides 8 mana to help in casting these spells.

857
Friastahl Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 125% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 9 and a dexterity of 9 to use this weapon
The weight of this weapon is 1.1
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 275% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 325 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 7 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 232 Increase Lumber Extraction
Spell ID# 234 Increase Special Resource
This item provides 2 mana to help in casting these spells.

858
Ancaruin Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 300% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 12 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.7
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 500% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 100 when fighting against mounted enemies
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
This item provides 6 mana to help in casting these spells.

859
Carn Delthsa Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 150% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 5 to use this weapon

The weight of this weapon is 1.2
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 500% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 100 points.
When in winternight, this weapon's AF will be modified by -200%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.

860
Sword of Kings Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 600% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.35
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMage level of 10 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 0 points.

861
Torc of Slaeg Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Jewel
The weight of this item is 0.1
This Jewel will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 214 Bless
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

862
Moragarth Runepower gained on day 9 of March in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 250% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.15
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0

Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
This weapon gives a DAMAge level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 150%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 3 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 2021 Hollin Gate Spell
This item provides 2 mana to help in casting these spells.

863
E Voronwe Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Book
The weight of this item is 0.18
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Book will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 247 Dispell Barrier of Nature
Spell ID# 2022 Dimril Gate Spell
This item provides 8 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

864
Durcrist Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 250% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 7 to use this weapon
The weight of this weapon is 1.45
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
The user must have the mark of Honor
This weapon gives a DAMAge level of 6 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by -175%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 143 Read Character
This item provides 12 mana to help in casting these spells.

865
Axe of Braogha Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 500% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 10 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.55
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:

Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:

NO Restrictions on use

This weapon gives a DAMage level of 8 to it's user

This weapon is not a bane (no bonuses against specific target).

This weapon has a special attack value of 125 points.

When in winternight, this weapon's AF will be modified by -100%

The following bonus will apply only if the restrictions for use are met.

Holy Mana available to Priests : 1 Holy mana recovery bonus: 2

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This weapon increases your magical attack resistance by 3 points.

The following spells may be cast by the user {regardless of skills} :

Spell ID# 2021 Hollin Gate Spell

Spell ID# 2022 Dimril Gate Spell

This item provides 4 mana to help in casting these spells.

866

Durcarak Runepower gained on day 15 of January in the year of 2009

You inspect the item and wonder at its intricate design.

This weapon is an Axe type weapon

It has a base AF bonus of 125% and a missile AF bonus of 0%

The charge bonus of this weapon is 0% and the rout bonus is 0%

The weapon can be used with a shield, and it can be used while mounted.

The wielder must have a strength of 8 and a dexterity of 10 to use this weapon

The weight of this weapon is 1.6

This weapon is magical by nature...

The terrain modifiers (overall) for this weapon are as follows:

Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0

Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0

Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0

Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 325% AF bonus when the user meets these conditions:

Only a character with the skill of Berserker may use!

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This weapon gives a DAMage level of 8 to it's user

This weapon is not a bane (no bonuses against specific target).

This weapon has a special attack value of 175 points.

When in winternight, this weapon's AF will be modified by 100%

The following bonus will apply only if the restrictions for use are met.

Holy Mana available to Priests : 1 Holy mana recovery bonus: 0

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This weapon increases your magical attack resistance by 2 points.

867

Wind's Yearning Runepower gained on day 8 of January in the year of 2009

You inspect the item and wonder at its intricate design.

This weapon is an Bow type weapon

It has a base AF bonus of 50% and a missile AF bonus of 500%

The charge bonus of this weapon is 0% and the rout bonus is 0%

The weapon can be used with a shield, and it can be used while mounted.

The wielder must have a strength of 5 and a dexterity of 10 to use this weapon

The weight of this weapon is 1.4

This weapon is magical by nature...

The terrain modifiers (overall) for this weapon are as follows:

Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0

Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0

Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0

Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 225% AF bonus when the user meets these conditions:

The user must have the mark of Honor

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This weapon gives a DAMage level of 9 to it's user

This weapon is not a bane (no bonuses against specific target).

This weapon has a special attack value of 150 points.

When in winternight, this weapon's AF will be modified by 0%

The following bonus will apply only if the restrictions for use are met.

Holy Mana available to Priests : 1 Holy mana recovery bonus: 0

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This weapon increases your magical attack resistance by 4 points.

The following spells may be cast by the user {regardless of skills} :

Spell ID# 15 Symbol of Staves

This item provides 1 mana to help in casting these spells.

868

Cirmegil Runepower gained on day 19 of January in the year of 2009

You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 50% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.2
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 225% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 10 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by 75%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 5 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 15 Symbol of Staves
This item provides 1 mana to help in casting these spells.

869
Aranmacil Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 100% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 9 and a dexterity of 13 to use this weapon
The weight of this weapon is 1.3
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 400% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 8 to it's user
This weapon grants a 250% bonus when the target meets these restrictions:
The enemy must be of any sub-culture of Orc.
This weapon has a special attack value of 150 points.
When in winternight, this weapon's AF will be modified by -175%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.

870
Foam-cleaver Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 125% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 12 to use this weapon
The weight of this weapon is 1
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 500% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 50 points.
When in winternight, this weapon's AF will be modified by 50%

The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.

871
Macilromen Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 125% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 12 to use this weapon
The weight of this weapon is 1.2
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 500% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMage level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 150 when fighting against mounted enemies
This weapon has a special attack value of 50 points.
When in winternight, this weapon's AF will be modified by -100%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.

872
Fuinrauko Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 375% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 8 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.2
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMage level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 150 when fighting against mounted enemies
This weapon has a special attack value of 200 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 13 Create Staff of Recovery
Spell ID# 14 Create Wizards Staff
This item provides 1 mana to help in casting these spells.

873
Morlhach Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 375% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.2
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAge level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 125 when fighting against mounted enemies
This weapon has a special attack value of 200 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 288 Cure Black Death (plague)
Spell ID# 290 Cure Pox (plague)
This item provides 5 mana to help in casting these spells.

874
Tarmellen Runepower gained on day 6 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 225% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 10 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.4
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 400% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 100 points.
When in winternight, this weapon's AF will be modified by -300%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 4 points.

875
Cu-I-Thang Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Bow type weapon
It has a base AF bonus of 75% and a missile AF bonus of 375%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 5 to use this weapon
The weight of this weapon is 0.95
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 100% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 25 points.
When in winternight, this weapon's AF will be modified by 200%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.

876
Blood Spike Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 375% and a missile AF bonus of 0%
The charge bonus of this weapon is 15% and the rout bonus is -5%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 10 and a dexterity of 10 to use this weapon

The weight of this weapon is 1.75
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAge level of 10 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 100 when fighting against mounted enemies
This weapon has a special attack value of 250 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 4 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 129 Summon Earthforce
This item provides 3 mana to help in casting these spells.

877
Sickle of the Heaven Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 25% and the rout bonus is -10%
The weapon may not be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 10 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.8
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 300% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 10 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 125 when fighting against mounted enemies
This weapon has a special attack value of 50 points.
When in winternight, this weapon's AF will be modified by -75%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 3 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 75 Repel Undead I
Spell ID# 2023 Black Pit Gate Spell
This item provides 1 mana to help in casting these spells.

878
Amalong Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 8 and can only be used by medium sized races.
The Special Attack Resistance of this armour is 2
The charge bonus of this armour% is 10 and the rout modifier is 25%.
The armour sighting value is 1,5
The weight of this armour is 7,65

This armour is magical by nature...
This armour gives an INVulnerability rating of 6.
This armour increases your Magical Attack Resistance by 2 points.
This armour has a special attack value of 150 points.
When in winternight, the DF will be modified by -3.
This armour is not a bane (no bonuses against specific target).
The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This armour is magically enhanced when used by a specific character or soldier.

This armour grants a 12 DF bonus, a 1 Special Attack Resistance bonus, a 2 Magical Resistance bonus

when the user meets these conditions:

The user must have the mark of Honor

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

The following bonuses will apply only if the restrictions for use are met.

Holy Mana available to Priests : 1 Holy mana recovery bonus: 3

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

combat against weapon ID 115 no harm will come to the user.

In combat against weapon ID 113 this armour will allow greater damage to the user.

879

Talembriel Runepower gained on day 6 of January in the year of 2009

You inspect the item and wonder at its intricate design.

It has a base DF add of 16 for medium sized races.

The Special Attack Resistance of this armour is 2

The charge bonus of this armour is 10 and the rout modifier is 15%.

The armour sighting value is 1

The weight of this armour is 7

The terrain modifiers (overall) for this armour are as follows:

Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0

Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0

Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0

Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.

This armour grants a 0 DF bonus, a 0 Special Attack Resistance bonus, a 0 Magical Resistance bonus and an invulnerability rating of 7 when the user meets these conditions:

NO Restrictions on use

This armour is not a bane (no bonuses against specific target).

This armour has a special attack value of 100 points.

When in winternight, the DF will be modified by 0.

The following bonus will apply only if the restrictions for use are met.

Holy Mana available to Priests : 1 Holy mana recovery bonus: 1

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This shield increases your Magical Attack Resistance by 4 points.

The following spells may be cast by the user {regardless of skills} :

Spell ID# 2023 Black Pit Gate Spell

This item provides 2 mana to help in casting these spells.

880

Casfarathel Runepower gained on day 8 of January in the year of 2009

You inspect the item and wonder at its intricate design.

It has a base DF add of 8 and can only be used by medium sized races.

The Special Attack Resistance of this armour is 2

The charge bonus of this armour% is 10 and the rout modifier is 25%.

The armour sighting value is 1,5

The weight of this armour is 6,95

This armour is magical by nature...

This armour gives an INVulnerability rating of 6.

This armour increases your Magical Attack Resistance by 2 points.

This armour has a special attack value of 150 points.

When in winternight, the DF will be modified by 3.

This armour is not a bane (no bonuses against specific target).

The terrain modifiers (overall) for this armour are as follows:

Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0

Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0

Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0

Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.

This armour grants a 12 DF bonus, a 2 Special Attack Resistance bonus, a 1 Magical Resistance bonus

when the user meets these conditions:

The user must have the mark of Cruelty

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

The following bonuses will apply only if the restrictions for use are met.

Holy Mana available to Priests : 1 Holy mana recovery bonus: 3

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

The following spells may be cast by the user {regardless of skills} :

Spell ID# 228 Increase Fertility Value

Spell ID# 230 Increase Stone Extraction

This item provides 3 mana to help in casting these spells.

combat against weapon ID 114 no harm will come to the user.
In combat against weapon ID 115 this armour will allow greater damage to the user.

881
Elenethbiel Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Jewel
The weight of this item is 0.1
This Jewel will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 136 Detect Magic on Character
Spell ID# 137 Detect Magic on Force
Spell ID# 138 Detect Spells: Guild
This item provides 1 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

882
Alunthiensal Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Jewel
The weight of this item is 0.1
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Jewel will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 209 Runepower
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

883
Gurthdur Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.1
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Helm will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
During Battle, this item will cast the spell ID# 58 Blur Illusion.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 209 Runepower
This item provides 9 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

884
Belt of Durin's Folk Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Belt
The weight of this item is 0.05
When these conditions are met : The wielder must be of race ID# 204 Dwarf.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Belt will perform the following magical functions when 'in use':
Yields a bless of level 8 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0

During Battle, this item will cast the spell ID# 127 Summon Fog.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 474 Enchanted Bracelet
This item provides 3 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

885
Mulak Black Helm Runepower gained on day 13 of March in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.3
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Helm will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 2021 Hollin Gate Spell
Spell ID# 2022 Dimril Gate Spell
This item provides 1 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

886
Dalrim Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Boots
The weight of this item is 0.2
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Boots will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Stealth Modifier : 8 IF Character has Stealth
Enhancement of the skill Stealth by a value of 3 when 'in use'
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

887
Cimienemor Leafcrown Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Circlet
The weight of this item is 0.1
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Circlet will perform the following magical functions when 'in use':
Yields a bless of level 2 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 2021 Hollin Gate Spell
Spell ID# 2022 Dimril Gate Spell
This item provides 1 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

888
Tinculin Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Harp
The weight of this item is 0.45
When these conditions are met : Only a character with the skill of Priest may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Harp will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0

Enhancement of the skill Bard by a value of 6 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 139 Detect Religion
Spell ID# 140 Detect Skill Type
This item provides 1 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 5 Holy Mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

889
Lorglin Runepower gained on day 9 of March in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Ring
The weight of this item is 0.01
This Ring will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 5
During Battle, this item will cast the spell ID# 30 Veil of Courage.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

890
Collohwesta Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Crown
The weight of this item is 0.12
This Crown will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Stealth Modifier : 4 IF Character has Stealth
Enhancement of the skill Spy by a value of 5 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 139 Detect Religion
Spell ID# 140 Detect Skill Type
This item provides 1 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

891
Delethal Mail Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 12 for medium sized races.
The Special Attack Resistance of this armour is 3
The charge bonus of this armour is 0 and the rout modifier is 0%.
The armour sighting value is 1
The weight of this armour is 7.05

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 0 DF bonus, a 1 Special Attack Resistance bonus, a 0 Magical
Resistance bonus and an invulnerability rating of 8 when the user meets these conditions:
NO Restrictions on use
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 75 points.
When in winternight, the DF will be modified by 0.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 5
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This sheild increases your Magical Attack Resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 155 Create Crystal of Power
Spell ID# 2023 Black Pit Gate Spell
This item provides 1 mana to help in casting these spells.

892
Axardil Ring Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Ring

The weight of this item is 0.03
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Ring will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 1
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 155 Create Crystal of Power
This item provides 1 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

893
Anarion Crown Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Crown
The weight of this item is 0.2
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Crown will perform the following magical functions when 'in use':
Yields a bless of level 15 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 2021 Hollin Gate Spell
Spell ID# 2022 Dimril Gate Spell
This item provides 2 spell points to help in casting these spells.
This item adds 1 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

894
Elenya Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Jewel
The weight of this item is 0.1
This Jewel will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Stealth Modifier : 6 IF Character has Stealth
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 155 Create Crystal of Power
This item provides 1 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

895
Anarion Shield Runepower gained on day 5 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 6 for medium sized races.
The Special Attack Resistance of this shield is 2
The charge bonus of this shield is 0 and the rout modifier is 0%.
The shield sighting value is 0
The weight of this shield is 1.25

The terrain modifiers (overall) for this shield are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This shield is magically enhanced when used by a specific character or soldier.
This shield grants a 0 DF bonus, a 0 Special Attack Resistance bonus, a 0 Magical
Resistance bonus and an invulnerability rating of 6 when the user meets these conditions:
NO Restrictions on use
This shield is not a bane (no bonuses against specific target).
This shield has no special attack value.
When in winternight, the DF will be modified by 0.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 3 points.

The following spells may be cast by the user {regardless of skills} :

Spell ID# 142 Perceive Mana

Spell ID# 143 Read Character

This item provides 1 mana to help in casting these spells.

896

Dagger of Stone Runepower gained on day 8 of January in the year of 2009

You inspect the item and wonder at its intricate design.

This weapon is an Miscellaneous type weapon

It has a base AF bonus of 50% and a missile AF bonus of 0%

The charge bonus of this weapon is 0% and the rout bonus is 0%

The weapon can be used with a shield, and it can be used while mounted.

The wielder must have a strength of 5 and a dexterity of 7 to use this weapon

The weight of this weapon is 0.75

This weapon is magical by nature...

The terrain modifiers (overall) for this weapon are as follows:

Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0

Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0

Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0

Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 150% AF bonus when the user meets these conditions:

The user must have the mark of Cruelty

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This weapon gives a DAMAge level of 6 to it's user

This weapon is not a bane (no bonuses against specific target).

This weapon has a special attack value of 25 points.

When in winternight, this weapon's AF will be modified by 25%

The following bonus will apply only if the restrictions for use are met.

Holy Mana available to Priests : 1 Holy mana recovery bonus: 0

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This weapon increases your magical attack resistance by 3 points.

The following spells may be cast by the user {regardless of skills} :

Spell ID# 43 Cause Insanity

This item provides 5 mana to help in casting these spells.

897

Sword Dagger Runepower gained on day 5 of February in the year of 2009

You inspect the item and wonder at its intricate design.

This weapon is a Sword type weapon

It has a base AF bonus of 450% and a missile AF bonus of 0%

The charge bonus of this weapon is 0% and the rout bonus is 0%

The weapon can be used with a shield, and it can be used while mounted.

The wielder must have a strength of 5 and a dexterity of 6 to use this weapon

The weight of this weapon is 0,75

This weapon gives a DAMAge level of 7 to it's user

This weapon has no special attack value.

This weapon increases your magical attack resistance by 2 points.

When in winternight, this weapon's AF will be modified by 0%

This weapon is not a bane (no bonuses against specific target).

The terrain modifiers (overall) for this Sword are as follows:

Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0

Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0

Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0

Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 0% AF bonus when the user meets these conditions:

NO Restrictions on use

The following bonuses will apply only if the restrictions for use are met.

Holy Mana available to Priests : 0 Holy mana recovery bonus: 0

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

The following spells may be cast by the user {regardless of skills} :

Spell ID# 2023 Black Pit Gate Spell

This item provides 2 mana to help in casting these spells.

898

Table Knife Runepower gained on day 15 of January in the year of 2009

You inspect the item and wonder at its intricate design.

This weapon is an Miscellaneous type weapon

It has a base AF bonus of 15% and a missile AF bonus of 0%

The charge bonus of this weapon is 0% and the rout bonus is 0%

The weapon can be used with a shield, and it can be used while mounted.

The wielder must have a strength of 3 and a dexterity of 3 to use this weapon

The weight of this weapon is 0.4

This weapon is magical by nature...

The terrain modifiers (overall) for this weapon are as follows:

Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:

NO Restrictions on use

This weapon gives a DAMage level of 3 to it's user

This weapon is not a bane (no bonuses against specific target).

This weapon has a special attack value of 5 points.

When in winternight, this weapon's AF will be modified by 0%

The following bonus will apply only if the restrictions for use are met.

Holy Mana available to Priests : 1 Holy mana recovery bonus: 0

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This weapon increases your magical attack resistance by 1 points.

The following spells may be cast by the user {regardless of skills} :

Spell ID# 144 Read Events

Spell ID# 209 Runepower

This item provides 1 mana to help in casting these spells.

899

Ranger's Knife Runepower gained on day 9 of March in the year of 2009

You inspect the item and wonder at its intricate design.

This weapon is an Miscellaneous type weapon

It has a base AF bonus of 125% and a missile AF bonus of 0%

The charge bonus of this weapon is 0% and the rout bonus is 0%

The weapon can be used with a shield, and it can be used while mounted.

The wielder must have a strength of 5 and a dexterity of 5 to use this weapon

The weight of this weapon is 0.75

This weapon is magical by nature...

The terrain modifiers (overall) for this weapon are as follows:

Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 200% AF bonus when the user meets these conditions:

Only a character with the skill of Ranger may use!

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This weapon gives a DAMage level of 9 to it's user

This weapon is not a bane (no bonuses against specific target).

This weapon has no special attack value.

When in winternight, this weapon's AF will be modified by 0%

The following bonus will apply only if the restrictions for use are met.

Holy Mana available to Priests : 3 Holy mana recovery bonus: 3

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This weapon increases your magical attack resistance by 4 points.

The following spells may be cast by the user {regardless of skills} :

Spell ID# 219 Charm of Silence

This item provides 5 mana to help in casting these spells.

900

Dagger of the Snake Runepower gained on day 6 of January in the year of 2009

You inspect the item and wonder at its intricate design.

This weapon is an Miscellaneous type weapon

It has a base AF bonus of 100% and a missile AF bonus of 0%

The charge bonus of this weapon is 0% and the rout bonus is 15%

The weapon can be used with a shield, and it can be used while mounted.

The wielder must have a strength of 6 and a dexterity of 8 to use this weapon

The weight of this weapon is 0.65

This weapon has poison on it!

This weapon is magical by nature...

The terrain modifiers (overall) for this weapon are as follows:

Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 200% AF bonus when the user meets these conditions:

The user must have the mark of Cruelty

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This weapon gives a DAMage level of 6 to it's user

This weapon is not a bane (no bonuses against specific target).

This weapon has a special attack value of 25 points.

When in winternight, this weapon's AF will be modified by 200%

The following bonus will apply only if the restrictions for use are met.

Holy Mana available to Priests : 1 Holy mana recovery bonus: 0

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This weapon increases your magical attack resistance by 2 points.

The following spells may be cast by the user {regardless of skills} :

Spell ID# 43 Cause Insanity

This item provides 7 mana to help in casting these spells.

901
Blade of the Knight Runepower gained on day 29 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is a Sword type weapon
It has a base AF bonus of 150% and a missile AF bonus of 0%
The charge bonus of this weapon is 15% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 7 and a dexterity of 7 to use this weapon
The weight of this weapon is 1,2

This weapon gives a DAMAGE level of 6 to it's user
This weapon has a special attack value of 75 points.
This weapon increases your magical attack resistance by 5 points.
When in winternight, this weapon's AF will be modified by 0%

This weapon is not a bane (no bonuses against specific target).

The terrain modifiers (overall) for this Sword are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 250% AF bonus when the user meets these conditions:
Only a character with the skill of Knight may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!

The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
The following spells may be cast by the user {regardless of skills} :
Spell ID# 181 Attack Dispersement
This item provides 2 mana to help in casting these spells.

902
Dwarf-bane Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is a Miscellaneous type weapon
It has a base AF bonus of 175% and a missile AF bonus of 0%
The charge bonus of this weapon is 25% and the rout bonus is 0%
The weapon can be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 10 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.4
This weapon is magical by nature...

The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 275% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 9 to it's user
This weapon grants a 400% bonus when the target meets these restrictions:
The enemy must be Dwarf.

This weapon gives a bonus of 100 when fighting against mounted enemies
This weapon has a special attack value of 100 points.
When in winternight, this weapon's AF will be modified by 125%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.

903
Silver Longsword Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is a Sword type weapon
It has a base AF bonus of 500% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.2
This weapon is magical by nature...

The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0

Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAge level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 150 when fighting against mounted enemies
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 6 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 204 Armor Enchantment
This item provides 5 mana to help in casting these spells.

904
Dark-blade Runepower gained on day 19 of September in the year of 2008
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 125% and a missile AF bonus of 0%
The charage bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.25
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 125% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 50 when fighting against mounted enemies
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by 50%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 127 Summon Fog
Spell ID# 209 Runepower
This item provides 8 mana to help in casting these spells.

905
Mordor-blade Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 100% and a missile AF bonus of 0%
The charage bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.25
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 350% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 150 points.
When in winternight, this weapon's AF will be modified by 100%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 2023 Black Pit Gate Spell
This item provides 0 mana to help in casting these spells.

906
 Isenguard-blade Runepower gained on day 19 of January in the year of 2009
 You inspect the item and wonder at its intricate design.
 This weapon is an Sword type weapon
 It has a base AF bonus of 50% and a missile AF bonus of 0%
 The charge bonus of this weapon is 25% and the rout bonus is -25%
 The weapon may not be used with a shield, and it can be used while mounted.
 The wielder must have a strength of 8 and a dexterity of 6 to use this weapon
 The weight of this weapon is 1.3
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 275% AF bonus when the user meets these conditions:
 The user must have the mark of Cruelty
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!
 This weapon gives a DAMAge level of 8 to it's user
 This weapon is not a bane (no bonuses against specific target).
 This weapon gives a bonus of 50 when fighting against mounted enemies
 This weapon has a special attack value of 100 points.
 When in winternight, this weapon's AF will be modified by 50%
 The following bonus will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 1 Holy mana recovery bonus: 0
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This weapon increases your magical attack resistance by 3 points.
 The following spells may be cast by the user {regardless of skills} :
 Spell ID# 214 Bless
 Spell ID# 215 Curse others
 This item provides 8 mana to help in casting these spells.

907
 Mithril Rapier Runepower gained on day 19 of January in the year of 2009
 You inspect the item and wonder at its intricate design.
 This weapon is an Sword type weapon
 It has a base AF bonus of 75% and a missile AF bonus of 0%
 The charge bonus of this weapon is 0% and the rout bonus is 0%
 The weapon can be used with a shield, and it can be used while mounted.
 The wielder must have a strength of 5 and a dexterity of 5 to use this weapon
 The weight of this weapon is 0.95
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 600% AF bonus when the user meets these conditions:
 The user must have the mark of Honor
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!
 This weapon gives a DAMAge level of 8 to it's user
 This weapon is not a bane (no bonuses against specific target).
 This weapon gives a bonus of 75 when fighting against mounted enemies
 This weapon has a special attack value of 100 points.
 When in winternight, this weapon's AF will be modified by -250%
 The following bonus will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This weapon increases your magical attack resistance by 1 points.
 The following spells may be cast by the user {regardless of skills} :
 Spell ID# 214 Bless
 This item provides 6 mana to help in casting these spells.

908
 Rapier's Silence Runepower gained on day 15 of January in the year of 2009
 You inspect the item and wonder at its intricate design.
 This weapon is an Sword type weapon
 It has a base AF bonus of 375% and a missile AF bonus of 0%
 The charge bonus of this weapon is 0% and the rout bonus is 0%
 The weapon can be used with a shield, and it can be used while mounted.
 The wielder must have a strength of 7 and a dexterity of 9 to use this weapon
 The weight of this weapon is 1.05
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAge level of 6 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 75 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
This item provides 3 mana to help in casting these spells.

909
Sword of the Bear Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 475% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 12 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.4
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAge level of 9 to it's user
This weapon grants a 750% bonus when the target meets these restrictions:
The enemy must be Brown Bear.
This weapon has a special attack value of 125 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 234 Increase Special Resource
Spell ID# 236 Increase Flora
This item provides 7 mana to help in casting these spells.

910
Uruk Slayer Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 100% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 8 to use this weapon
The weight of this weapon is 1.2
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 300% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 10 to it's user
This weapon grants a 350% bonus when the target meets these restrictions:
The enemy must be Uruk.
This weapon has a special attack value of 150 points.
When in winternight, this weapon's AF will be modified by -50%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 4 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
Spell ID# 214 Bless
This item provides 8 mana to help in casting these spells.

Demon's Sword Runepower gained on day 19 of January in the year of 2009
 You inspect the item and wonder at its intricate design.
 This weapon is an Sword type weapon
 It has a base AF bonus of 175% and a missile AF bonus of 0%
 The charge bonus of this weapon is 0% and the rout bonus is 0%
 The weapon may not be used with a shield, and it can be used while mounted.
 The wielder must have a strength of 6 and a dexterity of 8 to use this weapon
 The weight of this weapon is 1.15
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 0% AF bonus when the user meets these conditions:
 NO Restrictions on use
 This weapon gives a DAMAge level of 10 to it's user
 This weapon grants a 650% bonus when the target meets these restrictions:
 The enemy must be Demon.
 This weapon has a special attack value of 100 points.
 When in winternight, this weapon's AF will be modified by 0%
 The following bonus will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 0 Holy mana recovery bonus: 2
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This weapon increases your magical attack resistance by 1 points.
 The following spells may be cast by the user {regardless of skills} :
 Spell ID# 2023 Black Pit Gate Spell
 This item provides 0 mana to help in casting these spells.

912
 Broad-blade Runepower gained on day 16 of Febuary in the year of 2009
 You inspect the item and wonder at its intricate design.
 This weapon is a Axe type weapon
 It has a base AF bonus of 400% and a missile AF bonus of 0%
 The charge bonus of this weapon is 0% and the rout bonus is 0%
 The weapon can be used with a shield, and it can be used while mounted.
 The wielder must have a strength of 8 and a dexterity of 6 to use this weapon
 The weight of this weapon is 1,25

 This weapon gives a DAMAge level of 6 to it's user
 This weapon has a special attack value of 50 points.
 This weapon increases your magical attack resistance by 4 points.
 When in winternight, this weapon's AF will be modified by 50%

 This weapon is not a bane (no bonuses against specific target).

 The terrain modifiers (overall) for this Axe are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0
 This weapon is magically enhanced when used by a specific character or soldier.

 This weapon grants a 0% AF bonus when the user meets these conditions:
 NO Restrictions on use
 The following bonuses will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 1 Holy mana recovery bonus: 0
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 The following spells may be cast by the user {regardless of skills} :
 Spell ID# 144 Read Events
 Spell ID# 209 Runepower
 This item provides 1 mana to help in casting these spells.

913
 Silencer Runepower gained on day 7 of January in the year of 2009
 You inspect the item and wonder at its intricate design.
 This weapon is an Bow type weapon
 It has a base AF bonus of 100% and a missile AF bonus of 250%
 The charge bonus of this weapon is 0% and the rout bonus is 0%
 The weapon may not be used with a shield, and it can be used while mounted.
 The wielder must have a strength of 8 and a dexterity of 10 to use this weapon
 The weight of this weapon is 1.8
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 275% AF bonus when the user meets these conditions:

The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 100 when fighting against mounted enemies
This weapon has a special attack value of 300 points.
When in winternight, this weapon's AF will be modified by -75%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 4 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 247 Dispell Barrier of Nature
This item provides 10 mana to help in casting these spells.

914
Mithril Broad-axe Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 75% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.35
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 600% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 75 when fighting against mounted enemies
This weapon has a special attack value of 100 points.
When in winternight, this weapon's AF will be modified by -250%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 127 Summon Fog
This item provides 3 mana to help in casting these spells.

915
Goblin Slayer Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 250% and a missile AF bonus of 0%
The charge bonus of this weapon is 50% and the rout bonus is 25%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 5 and a dexterity of 12 to use this weapon
The weight of this weapon is 1.75
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 250% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 9 to it's user
This weapon grants a 200% bonus when the target meets these restrictions:
The enemy must be Goblin.
This weapon gives a bonus of 50 when fighting against mounted enemies
This weapon has a special attack value of 125 points.
When in winternight, this weapon's AF will be modified by -125%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 247 Dispell Barrier of Nature
This item provides 10 mana to help in casting these spells.

Deepcrest Blade Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Sword type weapon
It has a base AF bonus of 750% and a missile AF bonus of 0%
The charge bonus of this weapon is 125% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 10 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.25
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAGE level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 100 when fighting against mounted enemies
This weapon has a special attack value of 50 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 452 Duel Vision
This item provides 3 mana to help in casting these spells.

917
Dwarven Double-axe Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is a Axe type weapon
It has a base AF bonus of 50% and a missile AF bonus of 0%
The charge bonus of this weapon is 25% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 12 and a dexterity of 10 to use this weapon
The weight of this weapon is 1,7

This weapon gives a DAMAGE level of 8 to it's user
This weapon has a special attack value of 150 points.
This weapon increases your magical attack resistance by 4 points.
When in winternight, this weapon's AF will be modified by -100%

This weapon is not a bane (no bonuses against specific target).

The terrain modifiers (overall) for this Axe are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 400% AF bonus when the user meets these conditions:
The wielder must be of race ID#204 Dwarf.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!

The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 3 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
The following spells may be cast by the user {regardless of skills} :
Spell ID# 230 Increase Stone Extraction
Spell ID# 231 Decrease Stone Extraction
This item provides 7 mana to help in casting these spells.

918
Axe of the Sun Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 25% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.25
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 350% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 75 when fighting against mounted enemies
This weapon has a special attack value of 150 points.
When in winternight, this weapon's AF will be modified by -125%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 5
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 44 Cure Insanity
This item provides 5 mana to help in casting these spells.

919
Arnor's Cleaver Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 200% and a missile AF bonus of 0%
The charge bonus of this weapon is 100% and the rout bonus is 50%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 10 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.4
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 275% AF bonus when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 7 to it's user
This weapon grants a 200% bonus when the target meets these restrictions:
The enemy must be Arnorian.
This weapon gives a bonus of 25 when fighting against mounted enemies
This weapon has a special attack value of 50 points.
When in winternight, this weapon's AF will be modified by 50%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 6
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 47 Mind Blank
This item provides 3 mana to help in casting these spells.

920
Wooden Club Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Miscellaneous type weapon
It has a base AF bonus of 125% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 4 and a dexterity of 4 to use this weapon
The weight of this weapon is 0.8
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAge level of 4 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 143 Read Character
Spell ID# 232 Increase Lumber Extraction
This item provides 12 mana to help in casting these spells.

921
Northern Axe Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Axe type weapon
It has a base AF bonus of 300% and a missile AF bonus of 0%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon can be used with a shield, and it can be used while mounted.
The wielder must have a strength of 6 and a dexterity of 6 to use this weapon
The weight of this weapon is 1.4
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAGE level of 6 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 50 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 230 Increase Stone Extraction
Spell ID# 209 Runepower
This item provides 8 mana to help in casting these spells.

922
Doom's Bow Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Bow type weapon
It has a base AF bonus of 100% and a missile AF bonus of 250%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it can be used while mounted.
The wielder must have a strength of 8 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.8
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 275% AF bonus when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAGE level of 8 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 100 when fighting against mounted enemies
This weapon has a special attack value of 300 points.
When in winternight, this weapon's AF will be modified by -100%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 4 points.

923
Eastern Longbow Runepower gained on day 5 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is a Bow type weapon
It has a base AF bonus of 100% and a missile AF bonus of 150%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 10 and a dexterity of 12 to use this weapon
The weight of this weapon is 1,85
This weapon gives a DAMAGE level of 7 to it's user
This weapon has a special attack value of 50 points.
This weapon increases your magical attack resistance by 2 points.
When in winternight, this weapon's AF will be modified by 0%
This weapon is not a bane (no bonuses against specific target).
The terrain modifiers (overall) for this Bow are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0

Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.

This weapon grants a 150% AF bonus when the user meets these conditions:
The wielder must be of race ID#258 Easterling.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!

The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 3 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
The following spells may be cast by the user {regardless of skills} :
Spell ID# 224 Charm herd
Spell ID# 295 Heal Character
This item provides 6 mana to help in casting these spells.

924
Mumak Longbow Runepower gained on day 12 of February in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Bow type weapon
It has a base AF bonus of 100% and a missile AF bonus of 150%
The charge bonus of this weapon is 0% and the rout bonus is 0%
The weapon may not be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 10 and a dexterity of 12 to use this weapon
The weight of this weapon is 1.85
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 150% AF bonus when the user meets these conditions:
The wielder must be of race ID# 218 Haradhrim.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This weapon gives a DAMAge level of 7 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon has a special attack value of 50 points.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 3 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
This item provides 6 mana to help in casting these spells.

925
Bow of the South Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
This weapon is an Bow type weapon
It has a base AF bonus of 500% and a missile AF bonus of 325%
The charge bonus of this weapon is 50% and the rout bonus is 25%
The weapon may not be used with a shield, and it may not be used while mounted.
The wielder must have a strength of 10 and a dexterity of 10 to use this weapon
The weight of this weapon is 1.8
This weapon is magical by nature...
The terrain modifiers (overall) for this weapon are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0
This weapon is magically enhanced when used by a specific character or soldier.
This weapon grants a 0% AF bonus when the user meets these conditions:
NO Restrictions on use
This weapon gives a DAMAge level of 9 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 125 when fighting against mounted enemies
This weapon has no special attack value.
When in winternight, this weapon's AF will be modified by 0%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 5 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
Spell ID# 214 Bless
This item provides 10 mana to help in casting these spells.

926

Bow of Rhun Runepower gained on day 9 of March in the year of 2009
 You inspect the item and wonder at its intricate design.
 This weapon is an Bow type weapon
 It has a base AF bonus of 100% and a missile AF bonus of 150%
 The charge bonus of this weapon is 0% and the rout bonus is 0%
 The weapon can be used with a shield, and it may not be used while mounted.
 The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
 The weight of this weapon is 1.65
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 275% AF bonus when the user meets these conditions:
 The user must have the mark of Cruelty
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!
 This weapon gives a DAMage level of 7 to it's user
 This weapon is not a bane (no bonuses against specific target).
 This weapon has a special attack value of 50 points.
 When in winternight, this weapon's AF will be modified by 50%
 The following bonus will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This weapon increases your magical attack resistance by 2 points.
 The following spells may be cast by the user {regardless of skills} :
 Spell ID# 288 Cure Black Death (plague)
 Spell ID# 290 Cure Pox (plague)
 This item provides 6 mana to help in casting these spells.

927
 Sword of Khand Runepower gained on day 19 of January in the year of 2009
 You inspect the item and wonder at its intricate design.
 This weapon is an Sword type weapon
 It has a base AF bonus of 100% and a missile AF bonus of 0%
 The charge bonus of this weapon is 0% and the rout bonus is 0%
 The weapon can be used with a shield, and it may not be used while mounted.
 The wielder must have a strength of 8 and a dexterity of 8 to use this weapon
 The weight of this weapon is 1.05
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 275% AF bonus when the user meets these conditions:
 The user must have the mark of Cruelty
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!
 This weapon gives a DAMage level of 7 to it's user
 This weapon is not a bane (no bonuses against specific target).
 This weapon has a special attack value of 50 points.
 When in winternight, this weapon's AF will be modified by 50%
 The following bonus will apply only if the restrictions for use are met.
 Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
 Mana available to Arcane Arts : 0 Magic recovery bonus : 0
 This weapon increases your magical attack resistance by 2 points.
 The following spells may be cast by the user {regardless of skills} :
 Spell ID# 295 Heal Character
 This item provides 6 mana to help in casting these spells.

928
 Gorgoroth's Doom Runepower gained on day 15 of January in the year of 2009
 You inspect the item and wonder at its intricate design.
 This weapon is an Sword type weapon
 It has a base AF bonus of 25% and a missile AF bonus of 0%
 The charge bonus of this weapon is 25% and the rout bonus is -25%
 The weapon may not be used with a shield, and it may not be used while mounted.
 The wielder must have a strength of 12 and a dexterity of 12 to use this weapon
 The weight of this weapon is 1.25
 This weapon is magical by nature...
 The terrain modifiers (overall) for this weapon are as follows:
 Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
 Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
 Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
 Attack Walls: 0 In City : 0 Air : 0 Confined : 0
 This weapon is magically enhanced when used by a specific character or soldier.
 This weapon grants a 650% AF bonus when the user meets these conditions:
 The user must have the mark of Cruelty
 Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This weapon gives a DAMage level of 10 to it's user
This weapon is not a bane (no bonuses against specific target).
This weapon gives a bonus of 100 when fighting against mounted enemies
This weapon has a special attack value of 150 points.
When in winternight, this weapon's AF will be modified by 100%
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This weapon increases your magical attack resistance by 5 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 30 Veil of Courage
This item provides 2 mana to help in casting these spells.

929
Easterling Cloak Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.

Item Type: Cloak
The weight of this Cloak is 0,15
Should the race of the user be Easterling then this Cloak
will add 4 DF when it is 'in use'.
When these conditions are met :
The wielder must be of race ID#258 Easterling.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Cloak will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 222 Bless animals
This item provides 1 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

930
Dwarven Cloak Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.

Item type: Cloak
The weight of this item is 0.15
Should the race of the user be Dwarf then this Cloak
will add 4 DF when it is 'in use'.
When these conditions are met : The wielder must be of race ID# 204 Dwarf.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Cloak will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 471 Enchanted Tools
Spell ID# 472 Enchanted Anvil
This item provides 5 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

931
Bear Cloak Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.

Item type: Cloak
The weight of this item is 0.15
Should the race of the user be Northman then this Cloak
will add 8 DF when it is 'in use'.
When these conditions are met :
The user must have a supernatural status of any Lycanthrope type supernatural status
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Cloak will perform the following magical functions when 'in use':
Yields a bless of level 8 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 0
Stealth Modifier : 3 IF Character has Stealth

Enhancement of the skill Berserker by a value of 4 when 'in use'
During Battle, this item will cast the spell ID# 81 Abolish Undead.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 79 Dispell Undead
This item provides 5 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 4 Holy Mana recovery bonus: 6
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 4 to Magical Attack Resistance and 4 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

932
Eagle Feather Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Feather
The weight of this item is 0.01
When these conditions are met : The user must have the mark of Destiny
Only a character with the skill of Priest may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Feather will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 132 Dispell Summoned Monster
This item provides 1 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

933
Silver Helm Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.25
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Helm will perform the following magical functions when 'in use':
Strength Modifier : 2 Dexterity Modifier : 2
Constitution Modifier : 2
Personal combat Modifier: 0
Influence Modifier : 0
Stealth Modifier : 2 IF Character has Stealth
Enhancement of the skill Stealth by a value of 3 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 2021 Hollin Gate Spell
Spell ID# 2023 Black Pit Gate Spell
This item provides 1 spell points to help in casting these spells.
This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

934
Iron Helm Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.25
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Helm will perform the following magical functions when 'in use':
Yields a bless of level 3 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 2
Enhancement of the skill Stealth by a value of 2 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 2022 Dimril Gate Spell
Spell ID# 2023 Black Pit Gate Spell
This item provides 1 spell points to help in casting these spells.
This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

935
Leather Helm Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.15

This Helm will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Enhancement of the skill Knight by a value of 4 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 2021 Hollin Gate Spell
Spell ID# 2022 Dimril Gate Spell
This item provides 1 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

936
Golden Helm Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.25
This Helm will perform the following magical functions when 'in use':
Yields a bless of level 2 when 'in use'.
Strength Modifier : 2 Dexterity Modifier : 0
Constitution Modifier : 2
Personal combat Modifier: 2
Influence Modifier : 0
Enhancement of the skill Spy by a value of 2 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 2023 Black Pit Gate Spell
This item provides 1 spell points to help in casting these spells.
This item adds 3 to Magical Attack Resistance and 3 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

937
Bone Helm Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.15
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Helm will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Enhancement of the skill Berserker by a value of 4 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 157 Sperrys Knowledge
This item provides 1 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

938
Winged Helm Runepower gained on day 6 of November in the year of 2008
You inspect the item and wonder at its intricate design.

Item Type: Helm
The weight of this Helm is 0,15
When these conditions are met :
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Helm will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Enhancement of the skill Ranger by a value of 4 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 157 Sperrys Knowledge
This item provides 1 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This item adds 1 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

939
Crow Feather Runepower gained on day 22 of August in the year of 2008
You inspect the item and wonder at its intricate design.
Item type: Feather
The weight of this item is 0.01
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Feather will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 186 Enchant Character
This item provides 5 spell points to help in casting these spells.
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

940
Wolf Cloak Runepower gained on day 22 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Cloak
The weight of this item is 0.12
This Cloak will perform the following magical functions when 'in use':
Yields a bless of level 4 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Enhancement of the skill Stealth by a value of 1 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 17 Fireball
This item provides 1 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 1 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 4 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

941
Lion Cloak Runepower gained on day 23 of February in the year of 2009
You inspect the item and wonder at its intricate design.

Item Type: Cloak
The weight of this Cloak is 0,35
When these conditions are met :
 Only a character with the skill of Priest may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Cloak will perform the following magical functions when 'in use':
Yields a bless of level 2 when 'in use'.
Strength Modifier : 4 Dexterity Modifier : 2
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Stealth Modifier : 4 IF Character has Stealth
Enhancement of the skill Stealth by a value of 5 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 127 Summon Fog
This item provides 2 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 3 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 3 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

942
Hummerhorn Helm Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Helm
The weight of this item is 0.8
This Helm will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 5

Influence Modifier : 0
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 177 Sign of Protection
Spell ID# 2021 Hollin Gate Spell
This item provides 1 spell points to help in casting these spells.
This item adds 4 to Magical Attack Resistance and 8 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

943
Dunland Boots Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Boots
The weight of this item is 0.3
Should the race of the user be Hill-man then this Boots
will add 6 DF when it is 'in use'.
When these conditions are met : The wielder must be of race ID# 238 Hill-man.
The user must worship Dark Servant ID# 12.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Boots will perform the following magical functions when 'in use':
Yields a bless of level 6 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 0
Enhancement of the skill Spy by a value of 2 when 'in use'
During Battle, this item will cast the spell ID# 452 Duel Vision.
This item adds 1 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

944
Northman Boots Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Boots
The weight of this item is 0.25
Should the race of the user be Northman then this Boots
will add 6 DF when it is 'in use'.
When these conditions are met : The wielder must be of race ID# 211 Northman.
The user must worship Free People ID# 1.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Boots will perform the following magical functions when 'in use':
Yields a bless of level 4 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 0
Enhancement of the skill Spy by a value of 2 when 'in use'
During Battle, this item will cast the spell ID# 181 Attack Dispersement.
This item adds 1 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

945
Horselord Boots Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Boots
The weight of this item is 0.25
Should the race of the user be Rohirrim then this Boots
will add 6 DF when it is 'in use'.
When these conditions are met : The wielder must be of race ID# 251 Rohirrim.
The user must worship Free People ID# 1.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Boots will perform the following magical functions when 'in use':
Yields a bless of level 8 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 3
Influence Modifier : 0
Enhancement of the skill Spy by a value of 2 when 'in use'
During Battle, this item will cast the spell ID# 176 Warding.
This item adds 1 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

946
Shire Boots Runepower gained on day 23 of February in the year of 2009
You inspect the item and wonder at its intricate design.
Item Type: Boots
The weight of this Boots is 0,15
Should the race of the user be Hobbit then this Boots
will add 6 DF when it is 'in use'.
When these conditions are met :

The wielder must be of race ID#224 Hobbit.

The user must worship Free People ID#1.

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This Boots will perform the following magical functions when 'in use':

Yields a bless of level 4 when 'in use'.

Strength Modifier : 0 Dexterity Modifier : 0

Constitution Modifier : 0

Personal combat Modifier: 2

Influence Modifier : 0

Enhancement of the skill Stealth by a value of 2 when 'in use'

During Battle, this item will cast the spell ID#455 Duel ESP.

This item adds 1 to Magical Attack Resistance and 1 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

947

Wooden Circlet Runepower gained on day 15 of January in the year of 2009

You inspect the item and wonder at its intricate design.

Item type: Circlet

The weight of this item is 0.1

When these conditions are met : Only a character with the skill of Priest may use!

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This Circlet will perform the following magical functions when 'in use':

Strength Modifier : 0 Dexterity Modifier : 0

Constitution Modifier : 0

Personal combat Modifier: 3

Influence Modifier : 0

Enhancement of the skill Priest by a value of 3 when 'in use'

Allows casting of these spell(s) regardless of arcane ability

providing ALL item restrictions are met:

Spell ID# 2021 Hollin Gate Spell

Spell ID# 2022 Dimril Gate Spell

This item provides 1 spell points to help in casting these spells.

This item adds 3 to Magical Attack Resistance and 2 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

948

Black Collar Runepower gained on day 13 of March in the year of 2009

You inspect the item and wonder at its intricate design.

Item type: Circlet

The weight of this item is 0.15

Should the race of the user be Troll then this Circlet

will add 4 DF when it is 'in use'.

This Circlet will perform the following magical functions when 'in use':

Strength Modifier : 6 Dexterity Modifier : 2

Constitution Modifier : 4

Personal combat Modifier: 4

Influence Modifier : 0

Enhancement of the skill Berserker by a value of 6 when 'in use'

Allows casting of these spell(s) regardless of arcane ability

providing ALL item restrictions are met:

Spell ID# 2023 Black Pit Gate Spell

This item provides 1 spell points to help in casting these spells.

This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

949

Collar of Shining Runepower gained on day 19 of January in the year of 2009

You inspect the item and wonder at its intricate design.

Item type: Circlet

The weight of this item is 0.05

When these conditions are met : The user must worship Free People ID# 1.

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This Circlet will perform the following magical functions when 'in use':

Yields a bless of level 2 when 'in use'.

Strength Modifier : 2 Dexterity Modifier : 2

Constitution Modifier : 6

Personal combat Modifier: 2

Influence Modifier : 3

Stealth Modifier : 4 IF Character has Stealth

Enhancement of the skill Ranger by a value of 4 when 'in use'

During Battle, this item will cast the spell ID# 461 War Shout.

Allows casting of these spell(s) regardless of arcane ability

providing ALL item restrictions are met:

Spell ID# 213 Cure Self

Spell ID# 247 Dispell Barrier of Nature

This item provides 12 spell points to help in casting these spells.

This item adds 3 to Magical Attack Resistance and 1 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

950

Orb of the Dark Runepower gained on day 15 of January in the year of 2009

You inspect the item and wonder at its intricate design.
Item type: Orb
The weight of this item is 0.18
When these conditions are met : The user must worship Dark Servant ID# 12.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Orb will perform the following magical functions when 'in use':
Yields a bless of level 2 when 'in use'.
Strength Modifier : 2 Dexterity Modifier : 2
Constitution Modifier : 6
Personal combat Modifier: 2
Influence Modifier : 3
Stealth Modifier : 4 IF Character has Stealth
Enhancement of the skill Ranger by a value of 4 when 'in use'
During Battle, this item will cast the spell ID# 461 War Shout.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 213 Cure Self
Spell ID# 247 Dispell Barrier of Nature
This item provides 12 spell points to help in casting these spells.
This item adds 3 to Magical Attack Resistance and 1 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

951
Orb of the Free Runepower gained on day 5 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Orb
The weight of this item is 0.12
When these conditions are met : The user must worship Free People ID# 1.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Orb will perform the following magical functions when 'in use':
Yields a bless of level 8 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 4
Personal combat Modifier: 3
Influence Modifier : 2
Enhancement of the skill Knight by a value of 6 when 'in use'
During Battle, this item will cast the spell ID# 79 Dispell Undead.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 44 Cure Insanity
Spell ID# 411 Suspicion
This item provides 10 spell points to help in casting these spells.
This item adds 1 to Magical Attack Resistance and 6 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

952
Orb of Numenorean Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item Type: Orb
The weight of this Orb is 0,12
When these conditions are met :
 The user must worship Numenorean ID#2.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Orb will perform the following magical functions when 'in use':
Yields a bless of level 8 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 4
Personal combat Modifier: 3
Influence Modifier : 2
Enhancement of the skill Knight by a value of 6 when 'in use'
During Battle, this item will cast the spell ID#79 Dispell Undead.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 44 Cure Insanity
Spell ID# 186 Enchant Character
This item provides 10 spell points to help in casting these spells.
This item adds 1 to Magical Attack Resistance and 6 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

953
Orb of Quendi Runepower gained on day 12 of March in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Orb
The weight of this item is 0.12
When these conditions are met : The user must worship Quendi ID# 3.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Orb will perform the following magical functions when 'in use':
Yields a bless of level 8 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 4

Personal combat Modifier: 3
Influence Modifier : 2
Enhancement of the skill Knight by a value of 6 when 'in use'
During Battle, this item will cast the spell ID# 79 Dispell Undead.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 44 Cure Insanity
Spell ID# 209 Runepower
This item provides 10 spell points to help in casting these spells.
This item adds 1 to Magical Attack Resistance and 6 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

954
Orb of Khazad Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Orb
The weight of this item is 0.12
When these conditions are met : The user must worship Khazad ID# 4.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Orb will perform the following magical functions when 'in use':
Yields a bless of level 8 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 4
Personal combat Modifier: 3
Influence Modifier : 2
Enhancement of the skill Knight by a value of 6 when 'in use'
During Battle, this item will cast the spell ID# 79 Dispell Undead.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 44 Cure Insanity
Spell ID# 473 Enchanted Hearth
This item provides 10 spell points to help in casting these spells.
This item adds 1 to Magical Attack Resistance and 6 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

955
Orb of Kala Yarenath Runepower gained on day 9 of March in the year of 2009
You inspect the item and wonder at its intricate design.

Item Type: Orb
The weight of this Orb is 0,12
When these conditions are met :
The user must worship Kala Yarenath ID#5.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Orb will perform the following magical functions when 'in use':
Yields a bless of level 8 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 4
Personal combat Modifier: 3
Influence Modifier : 2
Enhancement of the skill Knight by a value of 6 when 'in use'
During Battle, this item will cast the spell ID#79 Dispell Undead.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 44 Cure Insanity
Spell ID# 490 Hand of Nature
This item provides 10 spell points to help in casting these spells.
This item adds 1 to Magical Attack Resistance and 6 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

956
Orb of the Istari Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.

Item type: Orb
The weight of this item is 0.12
When these conditions are met : The user must worship Istari ID# 6.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Orb will perform the following magical functions when 'in use':
Yields a bless of level 8 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 4
Personal combat Modifier: 3
Influence Modifier : 2
Enhancement of the skill Knight by a value of 6 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 2022 Dimril Gate Spell
Spell ID# 2023 Black Pit Gate Spell
This item provides 1 spell points to help in casting these spells.
This item adds 1 to Magical Attack Resistance and 6 to Special Attack Resistance!

Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 4
Personal combat Modifier: 3
Influence Modifier : 2
Enhancement of the skill Ranger by a value of 4 when 'in use'
During Battle, this item will cast the spell ID# 438 Hand of Death.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 44 Cure Insanity
Spell ID# 143 Read Character
This item provides 10 spell points to help in casting these spells.
This item adds 1 to Magical Attack Resistance and 6 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

961
Orb of Ulog Hai Runepower gained on day 9 of March in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Orb
The weight of this item is 0.12
When these conditions are met : The user must worship Ulog Hai ID# 11.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Orb will perform the following magical functions when 'in use':
Yields a bless of level 8 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 4
Personal combat Modifier: 3
Influence Modifier : 2
Enhancement of the skill Ranger by a value of 4 when 'in use'
During Battle, this item will cast the spell ID# 438 Hand of Death.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 44 Cure Insanity
Spell ID# 219 Charm of Silence
This item provides 10 spell points to help in casting these spells.
This item adds 1 to Magical Attack Resistance and 6 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

962
Orb of the Fell Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Orb
The weight of this item is 0.12
When these conditions are met : The user must worship Dark Servant ID# 12.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Orb will perform the following magical functions when 'in use':
Yields a bless of level 8 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 4
Personal combat Modifier: 3
Influence Modifier : 2
Enhancement of the skill Ranger by a value of 4 when 'in use'
During Battle, this item will cast the spell ID# 438 Hand of Death.
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 44 Cure Insanity
Spell ID# 411 Suspicion
This item provides 10 spell points to help in casting these spells.
This item adds 1 to Magical Attack Resistance and 6 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

963
Hill-man Drum Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.

Item Type: Drum
The weight of this Drum is 0,45
Should the race of the user be Hill-man then this Drum
will add 6 DF when it is 'in use'.
When these conditions are met :
 The wielder must be of race ID#238 Hill-man.
 The user must worship Dark Servant ID#12.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Drum will perform the following magical functions when 'in use':
Yields a bless of level 6 when 'in use'.
Strength Modifier : 2 Dexterity Modifier : 4
Constitution Modifier : 6
Personal combat Modifier: 2
Influence Modifier : 0
Stealth Modifier : 5 IF Character has Stealth
Enhancement of the skill Stealth by a value of 6 when 'in use'
During Battle, this item will cast the spell ID#439 Wave of Death.

Influence Modifier : 0
Enhancement of the skill Priest by a value of 4 when 'in use'
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

968
Bone Brooch Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Broach
The weight of this item is 0.05
When these conditions are met : The user must have the mark of Cruelty
Only a character with the skill of Priest may use!
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Broach will perform the following magical functions when 'in use':
Yields a bless of level 6 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Enhancement of the skill Priest by a value of 4 when 'in use'
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

969
Leaf Brooch Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Broach
The weight of this item is 0.1
This Broach will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 2
Influence Modifier : 1
Enhancement of the skill Priest by a value of 2 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 453 Truth See
This item provides 3 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

970
Drums of the Free Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Drum
The weight of this item is 0.5
When these conditions are met : The user must worship Free People ID# 1.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Drum will perform the following magical functions when 'in use':
Yields a bless of level 2 when 'in use'.
Strength Modifier : 4 Dexterity Modifier : 4
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 1
Enhancement of the skill Bard by a value of 6 when 'in use'
During Battle, this item will cast the spell ID# 452 Duel Vision.
This item adds 4 to Magical Attack Resistance and 4 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

971
Bat Head Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Skull
The weight of this item is 0.05
Should the race of the user be Half-orc then this Skull
will add 4 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Skull will perform the following magical functions when 'in use':
Yields a bless of level 6 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 4

Personal combat Modifier: 2
Influence Modifier : 0
Stealth Modifier : 2 IF Character has Stealth
Enhancement of the skill Assassin by a value of 2 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 295 Heal Character
Spell ID# 439 Wave of Death
This item provides 5 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 3 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

972
Banner of the Sea Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Battle Standard
The weight of this item is 1.15
This Battle Standard will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 2 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 0
Stealth Modifier : 2 IF Character has Stealth
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 465 Warlock Battle
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 2 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

973
Banner of Eriador Runepower gained on day 5 of March in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Battle Standard
The weight of this item is 0.95
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Battle Standard will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 4
Influence Modifier : 1
Stealth Modifier : 2 IF Character has Stealth
Enhancement of the skill Priest by a value of 5 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 463 War Scream
This item provides 6 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests: 3 Holy Mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 1 to Magical Attack Resistance and 4 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

974
Banner of Khand Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Battle Standard
The weight of this item is 1.2
Should the race of the user be Easterling then this Battle Standard
will add 5 DF when it is 'in use'.
When these conditions are met : The user must have the mark of Cruelty
The wielder must be of race ID# 258 Easterling.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Battle Standard will perform the following magical functions when 'in use':
Yields a bless of level 10 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 2
Constitution Modifier : 2
Personal combat Modifier: 3
Influence Modifier : 0
Stealth Modifier : 2 IF Character has Stealth
Enhancement of the skill Priest by a value of 4 when 'in use'
Allows casting of these spell(s) regardless of arcane ability

providing ALL item restrictions are met:

Spell ID# 29 Veil of Nightmares

Spell ID# 452 Duel Vision

This item provides 6 spell points to help in casting these spells.

The following bonuses will apply only if the restrictions for use are met.

Holy Mana available to Priests: 3 Holy Mana recovery bonus: 3

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

975

Drums of the Fell Runepower gained on day 15 of January in the year of 2009

You inspect the item and wonder at its intricate design.

Item type: Drum

The weight of this item is 0.5

When these conditions are met : The user must worship Dark Servant ID# 12.

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This Drum will perform the following magical functions when 'in use':

Yields a bless of level 2 when 'in use'.

Strength Modifier : 4 Dexterity Modifier : 4

Constitution Modifier : 0

Personal combat Modifier: 4

Influence Modifier : 1

Enhancement of the skill Bard by a value of 6 when 'in use'

During Battle, this item will cast the spell ID# 452 Duel Vision.

This item adds 4 to Magical Attack Resistance and 4 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

976

Banner of Belfalas Runepower gained on day 1 of January in the year of 2009

You inspect the item and wonder at its intricate design.

Item type: Battle Standard

The weight of this item is 1.15

Should the race of the user be Gondorian then this Battle Standard

will add 4 DF when it is 'in use'.

When these conditions are met : The wielder must be of race ID# 201 Gondorian.

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This Battle Standard will perform the following magical functions when 'in use':

Yields a bless of level 10 when 'in use'.

Strength Modifier : 2 Dexterity Modifier : 0

Constitution Modifier : 0

Personal combat Modifier: 4

Influence Modifier : 0

Stealth Modifier : 2 IF Character has Stealth

Allows casting of these spell(s) regardless of arcane ability

providing ALL item restrictions are met:

Spell ID# 464 Warlock Charge

This item provides 6 spell points to help in casting these spells.

The following bonuses will apply only if the restrictions for use are met.

Holy Mana available to Priests: 2 Holy Mana recovery bonus: 2

Mana available to Arcane Arts : 0 Magic recovery bonus : 0

This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

977

Banner of Dunland Runepower gained on day 8 of January in the year of 2009

You inspect the item and wonder at its intricate design.

Item type: Battle Standard

The weight of this item is 1.15

Should the race of the user be Hill-man then this Battle Standard

will add 4 DF when it is 'in use'.

When these conditions are met : The wielder must be of race ID# 238 Hill-man.

Restrictions apply to 'IN USE' and to 'ACTIVATION'!

This Battle Standard will perform the following magical functions when 'in use':

Yields a bless of level 10 when 'in use'.

Strength Modifier : 2 Dexterity Modifier : 2

Constitution Modifier : 4

Personal combat Modifier: 4

Influence Modifier : 0

Stealth Modifier : 2 IF Character has Stealth

During Battle, this item will cast the spell ID# 462 War Cry.

This item adds 2 to Magical Attack Resistance and 2 to Special Attack Resistance!

This is a ONE USE ONLY item. Upon activation it will pass into non-existence

978

Banner of Lithui Runepower gained on day 19 of January in the year of 2009

You inspect the item and wonder at its intricate design.

Item type: Battle Standard

The weight of this item is 0.95

Should the race of the user be Orc then this Battle Standard

will add 4 DF when it is 'in use'.

The armour sighting value is 0,5
The weight of this armour is 5,75

This armour is magical by nature...
This armour gives an INVulnerability rating of 7.
This armour increases your Magical Attack Resistance by 1 points.
This armour has a special attack value of 100 points.
When in winternight, the DF will be modified by 0.

This armour is not a bane (no bonuses against specific target).

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 0 DF bonus, a 1 Special Attack Resistance bonus, a 2 Magical Resistance bonus
when the user meets these conditions:
NO Restrictions on use
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 4
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
combat against weapon ID 112 no harm will come to the user.
In combat against weapon ID 109 this armour will allow greater damage to the user.

982
Silver Armour Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 14 for medium sized races.
The Special Attack Resistance of this armour is 0
The charge bonus of this armour is -5 and the rout modifier is -10%.
The armour sighting value is 0.5
The weight of this armour is 5.75

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 0 DF bonus, a 1 Special Attack Resistance bonus, a 2 Magical Resistance bonus and an invulnerability rating of 7 when the user meets these conditions:
NO Restrictions on use
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 100 points.
When in winternight, the DF will be modified by 0.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 2 points.
In combat against weapon ID 113 no harm will come to the user.
In combat against weapon ID 115 this armour will allow greater damage to the user.

983
Wolf Furs Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 1 for medium sized races.
The Special Attack Resistance of this armour is 0
The charge bonus of this armour is -5 and the rout modifier is 15%.
The armour sighting value is 0.2
The weight of this armour is 2.75

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 13 DF bonus, a 2 Special Attack Resistance bonus, a 0 Magical Resistance bonus and an invulnerability rating of 6 when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 50 points.
When in winternight, the DF will be modified by 4.

The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This sheild increases your Magical Attack Resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 155 Create Crystal of Power
This item provides 1 mana to help in casting these spells.

984
Warg Furs Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 2 for medium sized races.
The Special Attack Resistance of this armour is 0
The charge bonus of this armour is 0 and the rout modifier is 10%.
The armour sighting value is 0.1
The weight of this armour is 3.05

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 14 DF bonus, a 2 Special Attack Resistance bonus, a 1 Magical
Resistance bonus and an invulnerability rating of 7 when the user meets these conditions:
The user must have the mark of Cruelty Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 75 points.
When in winternight, the DF will be modified by 6.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This sheild increases your Magical Attack Resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 155 Create Crystal of Power
This item provides 1 mana to help in casting these spells.

985
Troll Chain (L) Item ID# 985 .
You inspect the item and wonder at its intricate design.
This armour has a base DF add of 1 and can only be used by large sized races.
It gives a base Special Attack Resistance of 0
The charge bonus of this armour is -25 % and its rout modifier is -25 %.
Its sighting value is 1.500
The weight of this armour is 11.000
This armour is magical by nature...
This armour gives an INVulnerability rating of 7 .

This increases Magical Attack Resistance by 0 points.
This has a special attack value of 100 points.
When in Winternight, the DF will be modified by 5 .
In combat against weapon ID 110 less harm will come to the user.
In combat against weapon ID 111 this armour will allow greater damage to the user.
This armour is not a bane {no bonuses against specific target}.

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0
Forest Hills: 0 Forest Mtns : 0 Barren Hills: 0
Barren Mtns : 0 Moors : 0 Swamp : 0
Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Confined : 0
This armour is magically enhanced when used by a specific character or soldier.

This armour grants a 5 DF bonus, a 3 Special Attack Resistance bonus, and a 3 Magical
Resistance bonus when the user meets these conditions:
The wielder must be of race ID# 228 Troll. Restrictions apply to 'IN USE' and to 'ACTIVATION'!

The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy Mana recovery bonus: 0
Mana available to Arcane Arts: 0 Magic recovery bonus : 0

The following spells may be cast by the user {regardless of arcane ability providing
ALL item restrictions are met}: Most Battle and Duel spells do require an arcane ability.
Spell ID# 29 Veil of Nightmares
This item provides 4 mana to help in casting these spells.

986
Bear Furs Runepower gained on day 15 of January in the year of 2009

You inspect the item and wonder at its intricate design.
It has a base DF add of 3 for medium sized races.
The Special Attack Resistance of this armour is 0
The charge bonus of this armour is 0 and the rout modifier is 5%.
The armour sighting value is 0
The weight of this armour is 3.45

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 16 DF bonus, a 3 Special Attack Resistance bonus, a 2 Magical Resistance bonus and an invulnerability rating of 8 when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 100 points.
When in winternight, the DF will be modified by 2.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 2
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 155 Create Crystal of Power
This item provides 1 mana to help in casting these spells.

987
Isenguard Chain Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.

It has a base DF add of 4 and can only be used by medium sized races.
The Special Attack Resistance of this armour is 0
The charge bonus of this armour% is -5 and the rout modifier is -10%.
The armour sighting value is 1
The weight of this armour is 6,75

This armour is magical by nature...
This armour gives an INVulnerability rating of 7.
This armour increases your Magical Attack Resistance by 2 points.
This armour has a special attack value of 100 points.
When in winternight, the DF will be modified by 4.

This armour is not a bane (no bonuses against specific target).

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 12 DF bonus, a 1 Special Attack Resistance bonus, a 2 Magical Resistance bonus
when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!

The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
The following spells may be cast by the user {regardless of skills} :
Spell ID# 222 Bless animals
Spell ID# 223 Curse Animals
This item provides 3 mana to help in casting these spells.
combat against weapon ID 114 no harm will come to the user.
In combat against weapon ID 113 this armour will allow greater damage to the user.

988
Desert Robe Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 1 for medium sized races.
The Special Attack Resistance of this armour is 0
The charge bonus of this armour is 0 and the rout modifier is 0%.
The armour sighting value is 0.2
The weight of this armour is 1.75

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0

Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 9 DF bonus, a 1 Special Attack Resistance bonus, a 1 Magical Resistance bonus and an invulnerability rating of 5 when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 50 points.
When in winternight, the DF will be modified by 0.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 2 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 3 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 16 Firestorm
Spell ID# 17 Fireball
This item provides 3 mana to help in casting these spells.

989
Light Lamellar Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 5 for medium sized races.
The Special Attack Resistance of this armour is 1
The charge bonus of this armour is -5 and the rout modifier is -5%.
The armour sighting value is 1
The weight of this armour is 4.95

The terrain modifiers (overall) for this armour are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This armour is magically enhanced when used by a specific character or soldier.
This armour grants a 13 DF bonus, a 1 Special Attack Resistance bonus, a 1 Magical Resistance bonus and an invulnerability rating of 5 when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This armour is not a bane (no bonuses against specific target).
This armour has a special attack value of 50 points.
When in winternight, the DF will be modified by 0.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 2021 Hollin Gate Spell
Spell ID# 2023 Black Pit Gate Spell
This item provides 1 mana to help in casting these spells.

990
Mordor Shield Runepower gained on day 5 of March in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 2 for medium sized races.
The Special Attack Resistance of this shield is 1
The charge bonus of this shield is -5 and the rout modifier is -5%.
The shield sighting value is 1
The weight of this shield is 1.95

The terrain modifiers (overall) for this shield are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This shield is magically enhanced when used by a specific character or soldier.
This shield grants a 6 DF bonus, a 1 Special Attack Resistance bonus, a 1 Magical Resistance bonus and an invulnerability rating of 4 when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This shield is not a bane (no bonuses against specific target).
This shield has a special attack value of 25 points.
When in winternight, the DF will be modified by 2.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 2 points.
The following spells may be cast by the user {regardless of skills} :

Spell ID# 2022 Dimril Gate Spell
Spell ID# 2023 Black Pit Gate Spell
This item provides 1 mana to help in casting these spells.

991
Troll Shield (L) Runepower gained on day 15 of December in the year of 2008
You inspect the item and wonder at its intricate design.
It has a base DF add of 1 for large sized races.
The Special Attack Resistance of this shield is 1
The charge bonus of this shield is -5 and the rout modifier is -5%.
The shield sighting value is 1
The weight of this shield is 2.95

The terrain modifiers (overall) for this shield are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This shield is magically enhanced when used by a specific character or soldier.
This shield grants a 3 DF bonus, a 1 Special Attack Resistance bonus, a 1 Magical
Resistance bonus and an invulnerability rating of 4 when the user meets these conditions:
The wielder must be of race ID# 228 Troll.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This shield is not a bane (no bonuses against specific target).
This shield has a special attack value of 25 points.
When in winternight, the DF will be modified by 2.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 43 Cause Insanity
This item provides 8 mana to help in casting these spells.

992
Hobbit Shield (S) Runepower gained on day 2 of March in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 1 for small sized races.
The Special Attack Resistance of this shield is 1
The charge bonus of this shield is -5 and the rout modifier is -5%.
The shield sighting value is 1
The weight of this shield is 1.05

The terrain modifiers (overall) for this shield are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This shield is magically enhanced when used by a specific character or soldier.
This shield grants a 5 DF bonus, a 1 Special Attack Resistance bonus, a 1 Magical
Resistance bonus and an invulnerability rating of 4 when the user meets these conditions:
The wielder must be of race ID# 224 Hobbit.
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This shield is not a bane (no bonuses against specific target).
This shield has a special attack value of 25 points.
When in winternight, the DF will be modified by -2.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 0 Holy mana recovery bonus: 0
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 1 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 234 Increase Special Resource
This item provides 10 mana to help in casting these spells.

993
Black Buckler Runepower gained on day 5 of March in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 3 for medium sized races.
The Special Attack Resistance of this shield is 0
The charge bonus of this shield is -5 and the rout modifier is -5%.
The shield sighting value is 1
The weight of this shield is 2.05

The terrain modifiers (overall) for this shield are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This shield is magically enhanced when used by a specific character or soldier.
This shield grants a 5 DF bonus, a 2 Special Attack Resistance bonus, a 3 Magical Resistance bonus and an invulnerability rating of 5 when the user meets these conditions:
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This shield is not a bane (no bonuses against specific target).
This shield has a special attack value of 50 points.
When in winternight, the DF will be modified by 3.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 0 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
This item provides 3 mana to help in casting these spells.

994
Mithril Buckler Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
It has a base DF add of 3 for medium sized races.
The Special Attack Resistance of this shield is 0
The charge bonus of this shield is -5 and the rout modifier is -5%.
The shield sighting value is 1
The weight of this shield is 1.9

The terrain modifiers (overall) for this shield are as follows:
Grassland : 0 Forest : 0 Hvy Forest : 0 Forest Hills: 0
Forest Mtns : 0 Barren Hills: 0 Barren Mtns : 0 Moors : 0
Swamp : 0 Desert : 0 Sea/Ocean : 0 Defend Walls: 0
Attack Walls: 0 In City : 0 Air : 0 Confined : 0

This shield is magically enhanced when used by a specific character or soldier.
This shield grants a 5 DF bonus, a 2 Special Attack Resistance bonus, a 3 Magical Resistance bonus and an invulnerability rating of 5 when the user meets these conditions:
The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This shield is not a bane (no bonuses against specific target).
This shield has a special attack value of 50 points.
When in winternight, the DF will be modified by 3.
The following bonus will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 3
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This shield increases your Magical Attack Resistance by 0 points.
The following spells may be cast by the user {regardless of skills} :
Spell ID# 209 Runepower
This item provides 3 mana to help in casting these spells.

995
Black Crystal Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.

Item Type: Jewel
The weight of this Jewel is 0,1
When these conditions are met :
The user must have the mark of Cruelty
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Jewel will perform the following magical functions when 'in use':
Yields a bless of level 3 when 'in use'.
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
Stealth Modifier : 4 IF Character has Stealth
Enhancement of the skill Priest by a value of 2 when 'in use'
Allows casting of these spell(s) regardless of arcane ability
providing ALL item restrictions are met:
Spell ID# 438 Hand of Death
Spell ID# 439 Wave of Death
This item provides 9 spell points to help in casting these spells.
The following bonuses will apply only if the restrictions for use are met.
Holy Mana available to Priests : 1 Holy mana recovery bonus: 1
Mana available to Arcane Arts : 0 Magic recovery bonus : 0
This item adds 4 to Magical Attack Resistance and 4 to Special Attack Resistance!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

996
Elven Potion Runepower gained on day 12 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Potion
The weight of this item is 0.02
This item will cure a character by 90%.

Activation of this item has a 90% chance of curing Mandra poisoning, and a 90% of curing a character of belladon poisoning.
When these conditions are met : The user must have the mark of Honor
Restrictions apply to 'IN USE' and to 'ACTIVATION'!
This Potion will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
When this item is activated it will cure insanity!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

997
Bottle of Beer Runepower gained on day 8 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Bottle
The weight of this item is 0.05
This item will cure a character by 45%.
Activation of this item has a 45% chance of curing Mandra poisoning, and a 45% of curing a character of belladon poisoning.
This Bottle will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
When this item is activated it will cure insanity!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence

998
Violet Vial Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Vial
The weight of this item is 0.01
This Vial will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
This Vialis filled with Mandra poison.
This Vialis filled with Belladon poison.
This is a ONE USE ONLY item. Upon activation it will pass into non-existence
Activation of this items will immediately cause 100% wounds to the character!

999
Brown Jar Runepower gained on day 19 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Jar
The weight of this item is 0.08
Activation of this item has a 100% chance of curing Mandra poisoning, and a 0% of curing a character of belladon poisoning.
This Jar will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
When this item is activated it will cause a character to go insane!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence
Activation of this items will immediately cause 33% wounds to the character!

1000
Black Jar Runepower gained on day 15 of January in the year of 2009
You inspect the item and wonder at its intricate design.
Item type: Jar
The weight of this item is 0.1
This Jar will perform the following magical functions when 'in use':
Strength Modifier : 0 Dexterity Modifier : 0
Constitution Modifier : 0
Personal combat Modifier: 0
Influence Modifier : 0
This item adds 0 to Magical Attack Resistance and 0 to Special Attack Resistance!
When this item is activated it will cause a character to go insane!
This is a ONE USE ONLY item. Upon activation it will pass into non-existence
Activation of this items will immediately cause 66% wounds to the character!