

**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 Barren Hills: 0 Barren Mtns : 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} :



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



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.





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'



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.





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':



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



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



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.



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  
Cimeniemor 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.



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



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 a 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 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 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



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 Febuary 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



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!







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



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!