
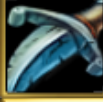


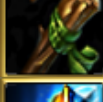
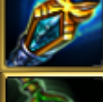
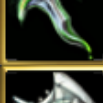
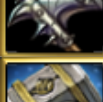

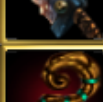
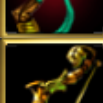
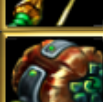



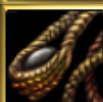








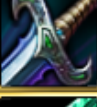

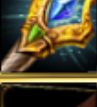


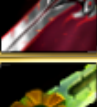
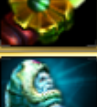
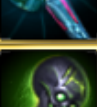
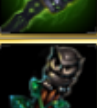
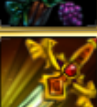
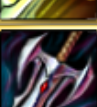
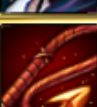









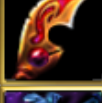
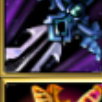
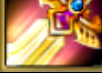




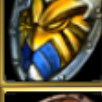


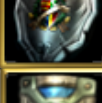
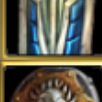




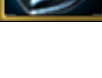
WEAPONS					
	Novice's Staff			Upgrades	-
	Type	Weapon	+1 Intellect	Novice's Staff	
	Level	1		Adept's Staff	
	Race	Humans		Archmages Staff	
	Shtopir			-	-
	Type	Weapon	+5 Attack of Robbers, Marauders, Pirates, and Sea Dogs		
	Level	1			
	Race	Neutral	+7% Gold after battle		
	Simple Sword			Upgrades	-
	Type	Weapon	+1 Attack	Simple Sword	
	Level	1		Runic Sword	
	Race	Humans			
	Training Sword			-	-
	Type	Weapon	+1 Attack		
	Level	1			
	Race	Humans			
	Traveller's Staff			Upgrades	-
	Type	Weapon	+1 Intellect	Traveller's Staff	
	Level	1		Druidic Staff	
	Race	Elves		Staff of the High Druid	
	Adept's Staff			Upgrades	-
	Type	Weapon	+2 Intellect	Novice's Staff	
	Level	2	+10% Lightning Damage (including Archmages)	Adept's Staff	
	Race	Humans		Archmages Staff	
	Assassin's Dagger			-	-
	Type	Weapon	+1 Poison Damage		
	Level	2	+30% to Critical Hit of Assassins		
	Race	Neutral			
	Axe of the Elements			Upgrades	-
	Type	Weapon	+1 Attack	Axe of the Elements	
	Level	2		Axe of Ice. Class I	
	Race	Dwarves	Special: The first obelisk visited determine which element the axe is bound to.	Axe of Lightning. Class I	
	Battle Hammer			-	-
	Type	Weapon	+3 Attack		
	Level	2	+3 Attack for dwarves (additional)		
	Race	Dwarves			
	Blade of Pain			-	-
	Type	Weapon	+4 Attack of the undead and Demons		
	Level	2	-1 Morale of elves and humans		
	Race	Undead			
	Druidic Staff			Upgrades	-
	Type	Weapon	+2 Intellect	Traveller's Staff	
	Level	2		Druidic Staff	
	Race	Elves		Staff of the High Druid	
	Elven Bow			-	Forest Defender Set (4)
	Type	Weapon	+3 Attack of allied Archers		+9 Intellect
	Level	2	+15% Physical Damage of allied Archers		
	Race	Elves			
	Hammer of Terno			-	-
	Type	Weapon	+2 Attack		
	Level	2	-5 Defense of enemy undead		
	Race	Elves			
	Long Spear			-	-
	Type	Weapon	+2 Attack		
	Level	2	+15% Damage of Orcs		
	Race	Orcs			
	Moon Sword			-	-
	Type	Weapon	+2 Attack		
	Level	2	+5 Mana		
	Race	Elves			
	Silver Rapier			-	-
	Type	Weapon	+30% Attack against the undead		
	Level	2			
	Race	Humans			
	Sling			-	-
	Type	Weapon	+1 Attack		
	Level	2	+20% to Critical Hit of all allied Goblins, Catapults, and Cyclops		
	Race	Orcs			
	Spear of Rage			-	Rage Set (3)
	Type	Weapon	+2 Attack		+25 Rage
	Level	2	+20% to Rage increase during combat		
	Race	Humans			
	Yew Bow			Upgrades	-
	Type	Weapon	+1 Morale of all Elves	Yew Bow	
	Level	2	+10% chance of Critical Hit of all Archers	Bow of Skill	
	Race	Elves			
	Axe of Ice. Class I			-	-
	Type	Weapon	+3 Defense	Axe of the Elements	
	Level	3	Level 1-2 Dwarves freeze their enemies, preventing counter-attack	Axe of Ice. Class I	
	Race	Dwarves		Axe of Ice. Class II	





WEAPONS						
	Axe of Lightning. Class I			Upgrades	-	-
	Type	Weapon	+2 Attack	Axe of the Elements		
	Level	3	+5% chance of Critical Hit	Axe of Lightning. Class I		
	Race	Dwarves	+10% to power of the spell 'Lightning'	Axe of Lightning. Class II		
	Price	30 000		Axe of Lightning. Class III		
	Axe of the Wind. Class I			Upgrades	-	-
	Type	Weapon	+2 Attack	Axe of the Elements		
	Level	3	+1 Speed of Dwarves level 1-3	Axe of the Wind. Class I		
	Race	Dwarves		Axe of the Wind. Class II		
	Price	30 000		Axe of the Wind. Class III		
	Battle Axe			-	-	-
	Type	Weapon	+20% to Damage of warriors armed with melee weapons			
	Level	3				
	Race	Dwarves				
	Price	26 000				
	Berserker's Axe			-	-	-
	Type	Weapon	+3 Attack			
	Level	3	+30% Critical Hit to all troops who wield axes			
	Race	Neutral				
	Price	20 000				
	Bow of Skill			-	-	-
	Type	Weapon	+1 Morale of all Elves	Yew Bow		
	Level	3	+20% chance of Critical Hit of all Archers	Bow of Skill		
	Race	Elves				
	Price	15 000				
	Demetrius. Class I			Upgrades	-	-
	Type	Weapon	+2 Attack	Demetrius. Class I		
	Level	3	-5% Leadership requirement for all demons	Demetrius. Class II		
	Race	Demons	Scroll: 1 x Demon Portal	Demetrius. Class III		
	Price	15 000				
	Drill			-	-	-
	Type	Weapon	+25% Physical Damage			
	Level	3	-1 Initiative			
	Race	Dwarves	Special: Affects only soldiers who use hand-to-hand weapons			
	Price	25 000				
	Knight's Sword			-	-	Knight Set (5)
	Type	Weapon	+3 Attack			-20% Leadership requirement for Swordsmen, Guardsmen, Horsemen, Paladins, and Knights
	Level	3	+3 Attack of Swordsmen, Guardsmen, Paladins, and Knights			
	Race	Humans				
	Price	17 000				
	Musket of Thunder			-	-	-
	Type	Weapon	+3 Attack of Archers			
	Level	3	+20% Damage of Cannoneers			
	Race	Dwarves				
	Price	19 000				
	Ogre's Club			-	Living Item	
	Type	Weapon	+4 Attack		Basic Morale	45
	Level	3	+20% Damage of Ogres, Trolls, and Giants		After Suppression	50
	Race	Orcs			Increases	Never
	Price	16 000			Decreases	2 after each battle
	Pirate Halberd			-	-	-
	Type	Weapon	+3 Attack			
	Level	3	5% more gold after combat			
	Race	Humans				
	Price	20 000				
	Ritual Spear			-	-	-
	Type	Weapon	+2 Intellect			
	Level	3	+10 Mana			
	Race	Lizardmen				
	Price	24 000				
	Runic Sword			Upgrades	-	-
	Type	Weapon	+2 Attack	Simple Sword		
	Level	3	+2 Intellect	Runic Sword		
	Race	Humans				
	Price	17 000				
	Self-loading Crossbow			Upgrades	-	-
	Type	Weapon	+10% Physical Damage and +1 Morale to Archers	Self-loading Crossbow		
	Level	3		Arbator		
	Race	Dwarves				
	Price	10 000				
	Skull Smasher			-	-	Shaman Set (3)
	Type	Weapon	+2 Attack			+5 Attack and Defense of undead and orcs +8 Scroll Slots in Spell Book +7% chance of Critical Hit by undead and orcs
	Level	3	+5 Rage			
	Race	Orcs				
	Price	28 000				
	Titanium Pick			-	-	-
	Type	Weapon	+2 Attack			
	Level	3	+1 Speed of Miners and Foremen			
	Race	Dwarves				
	Price	16 000				
	Arbator			Upgrades	-	-
	Type	Weapon	+1 Morale and + 20% Physical Damage to Archers	Self-loading Crossbow		
	Level	4		Arbator		
	Race	Dwarves				
	Price	20 000				
	Axe of Ice. Class II			-	-	-
	Type	Weapon	+5 Defense	Axe of the Elements		
	Level	4	Level 1-3 Dwarves freeze their enemies, preventing counter-attack	Axe of Ice. Class I		
	Race	Dwarves		Axe of Ice. Class II		
	Price	50 000		Axe of Ice. Class III		
	Axe of Lightning. Class II			Upgrades	-	-
	Type	Weapon	+3 Attack	Axe of the Elements		
	Level	4	+7% chance of Critical Hit	Axe of Lightning. Class I		
	Race	Dwarves	+15% to power of the spell 'Lightning'	Axe of Lightning. Class II		
	Price	50 000		Axe of Lightning. Class III		
	Axe of the Wind. Class II			Upgrades	-	-
	Type	Weapon	+3 Attack	Axe of the Elements		
	Level	4	+1 Speed of Dwarves level 1-4	Axe of the Wind. Class I		
	Race	Dwarves		Axe of the Wind. Class II		
	Price	50 000		Axe of the Wind. Class III		




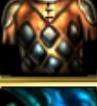
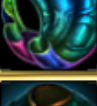
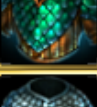


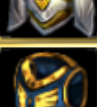


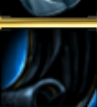
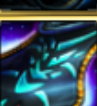

WEAPONS



	Bow of a Thousand Souls		-	Living Item		-
	Type	Weapon	+5 Attack	Basic Morale	20	
	Level	4	+1 Initiative and Morale of demons	After Suppression	100	
	Race	Demons		Increases	Never	
	Price	36 000		Decreases	2 after each battle	
	Demetrius. Class II		Upgrades	-		-
	Type	Weapon	+3 Attack	Demetrius. Class I		
	Level	4	-10% Leadership requirement for all demons	Demetrius. Class II		
	Race	Demons	Scroll: 2 x Demon Portal	Demetrius. Class III		
	Price	36 000				
	Demon Blade		-	-		-
	Type	Weapon	+3 Attack			
	Level	4	+30% Attack against demons			
	Race	Humans				
	Price	60 000				
	Dragon Slayer's Sword		-	Living Item		-
	Type	Weapon	+5 Attack	Basic Morale	50	
	Level	4	+50% to Attack against Dragons	After Suppression	50	
	Race	Humans		Increases	9 if enemy dragons	
	Price	45 000		Decreases	5 after each battle	
	Elkonium		-	-		-
	Type	Weapon	+30 Mana			
	Level	4	-3 Attack			
	Race	Elves				
	Price	40 000				
	Fiery Bow		-	-		-
	Type	Weapon	+1 Damage when shooting Fire Arrows from a bow			
	Level	4	+50% power to the spell Fire Arrow			
	Race	Dwarves				
	Price	30 000				
	Gladiator Sword		-	-		-
	Type	Weapon	+4 Attack			
	Level	4	+15 Rage			
	Race	Humans	Usage: +10 Might Runes after 50 victories			
	Price	50 000				
	Inquisitor's Blade		-	Living Item		Inquisitor Set (3)
	Type	Weapon	+3 Attack	Basic Morale	10	+3 Morale to humans
	Level	4	-20% Leadership requirement for Priests, Inquisitors, and Paladins	After Suppression	100	+5 additional Scroll slots in the Spell Book
	Race	Humans		Increases	1 after each battle, +2 if enemy undeads	
	Price	33 000		Decreases	+4 humans/elves, +3 Inquisitors/Paladins	
	Mechanical Blade		-	-		-
	Type	Weapon	+5 Attack			
	Level	4	+3 Defense			
	Race	Dwarves	-10% Leadership			
	Price	30 000				
	Staff of Insanity		-	Living Item		Madman Set (4)
	Type	Weapon	+3 Attack	Basic Morale	20	+2 Intellect
	Level	4	+10% to attacking Spells	After Suppression	100	-1000 Leadership
	Race	Humans		Increases	Never	+40 Rage
	Price	35 000		Decreases	1-4 after each battle	+20% chance of Critical Hit
	Staff of the Acolyte Necromancer		-	Living Item		-
	Type	Weapon	+4 Intellect	Basic Morale	50	
	Level	4	-15% Leadership requirement for the undead	After Suppression	100	
	Race	Undead		Increases	Never	
	Price	66 000	Special: Converts Peasants to Skeletons	Decreases	1 after each battle	
	Staff of the High Druid		Upgrades	Living Item		-
	Type	Weapon	+4 Intellect	Traveller's Staff	50	
	Level	4	+50% Attack of all Animals	Druidic Staff	100	
	Race	Elves		Staff of the High Druid	Never	
	Price	40 000		Decreases	1 after each battle, +3 if enemy animals	
	Sword of Equilibrium		Upgrades	Living Item		-
	Type	Weapon	+5 Attack	Sword of Darkness	50	
	Level	4		Sword of Equilibrium	-	
	Race	Neutral	Special: When Morale = 0 -> Sword of Darkness	After Suppression	100	
	Price	32 000	Special: When Morale = 100 -> Sword of Light	Increases	5 if demon or undead enemies	
	Vampire Blade		-	Living Item		Vampire Set (2)
	Type	Weapon	+4 Attack	Basic Morale	50	+10 Attack of Vampires
	Level	4	+2 Speed and Initiative of Vampires	After Suppression	100	
	Race	Undead		Increases	Never	
	Price	40 000		Decreases	1 after each battle	
	Whip of Pain		-	-		Demon Set (4)
	Type	Weapon	+2 Attack			-5 Defense, +9 Attack
	Level	4	+20% Damage of Demonesses			+1500 Leadership
	Race	Demons	+1 Fire Damage			+20 Rage
	Price	33 000				+10% chance of Critical Hit
	Axe of Ice. Class III		-	-		-
	Type	Weapon	+7 Defense	Axe of the Elements		
	Level	5	Level 1-3 Dwarves freeze their enemies, preventing counter-attack	Axe of Ice. Class I		
	Race	Dwarves		Axe of Ice. Class II		
	Price	100 000	100% Physical Damage Resistance to all dwarves	Axe of Ice. Class III		
	Axe of Lightning. Class III		Upgrades	-		-
	Type	Weapon	+5 Attack	Axe of the Elements		
	Level	5	+10% chance of Critical Hit	Axe of Lightning. Class I		
	Race	Dwarves	+20% to power of the spell 'Lightning'	Axe of Lightning. Class II		
	Price	100 000		Axe of Lightning. Class III		
	Axe of the Wind. Class III		Upgrades	-		-
	Type	Weapon	+5 Attack	Axe of the Elements		
	Level	5	+1 Speed of all Dwarves	Axe of the Wind. Class I		
	Race	Dwarves		Axe of the Wind. Class II		
	Price	100 000		Axe of the Wind. Class III		
	Archmages Staff		Upgrades	Living Item		-
	Type	Weapon	+5 Intellect	Novice's Staff	80	
	Level	5	+20% Lightning Damage (including Archmages)	Adept's Staff	100	
	Race	Humans		Archmages Staff	Never	
	Price	76 000		Decreases	5 if archmage allies	
	Claw of K'Tahu		-	-		-
	Type	Weapon	+7 Attack			
	Level	5	+1 Morale and Initiative of all Lizardmen			
	Race	Lizardmen				
	Price	110 000				





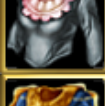
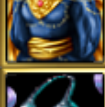


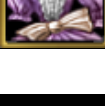
WEAPONS						
	Dagger of Judgement			-	-	Assassin Set (2)
	Type	Weapon	+20% chance to Critical Hit			+20% to the Hero's basic Attack
	Level	5				
	Race	Humans				
	Price	73 000				
	Demetrius. Class III			Upgrades	-	-
	Type	Weapon	+4 Attack	Demetrius. Class I		
	Level	5	-20% Leadership requirement for all demons	Demetrius. Class II		
	Race	Demons	Scroll: 4 x Demon Portal	Demetrius. Class III		
	Price	66 000				
	Royal Hammer			-	Living Item	
	Type	Weapon	+5 Attack		Basic Morale	100
	Level	5	-15% Leadership requirement for all dwarves		After Suppression	100
	Race	Dwarves			Increases	Never
	Price	72 000			Decreases	7 if enemy dwarves
	Singing Dagger			-	-	-
	Type	Weapon	+5 Attack			
	Level	5	+15 Rage			
	Race	Lizardmen	+15% Damage of all allied Lizardmen			
	Price	77 000	+20% Damage to K'Tahu			
	Sword of Darkness			Upgrades	Living Item	
	Type	Weapon	+5 Attack (+10 at night and in the evening)	Sword of Darkness	Basic Morale	50
	Level	5	-20% Defense of all humans and the elves on the battlefield	Sword of Equilibrium	After Suppression	-
	Race	Neutral	Special: When Morale = 0 -> Sword of Equilibrium	Sword of Light	Increases	5 if human/elf enemies, +2 if undead allies
	Price	80 000			Decreases	5 undead/demon foes, +2 human/elf allies
	Sword of Light			Upgrades	Living Item	
	Type	Weapon	+5 Attack (+10 during the day)	Sword of Darkness	Basic Morale	50
	Level	5	-20% Defense of all demons and undead on the battlefield	Sword of Equilibrium	After Suppression	-
	Race	Neutral	Special: When Morale = 0 -> Sword of Equilibrium	Sword of Light	Increases	5 undead/demon foes, +2 human/elf allies
	Price	90 000			Decreases	5 if human/elf enemies, +2 if undead allies








SHIELDS						
	Buckler			-	-	-
	Type	Shield	+1 Defense			
	Level	1				
	Race	Humans				
	Price	3 200				
	Shield			-	-	-
	Type	Shield	+1 Defense			
	Level	1				
	Race	Neutral				
	Price	900				
	Battle Shield			-	-	-
	Type	Shield	+2 Defense			
	Level	2	+1 Attack			
	Race	Humans				
	Price	9 500				
	Berserker's Shield			-	-	-
	Type	Shield	+1 Attack			
	Level	2	+1 Defense			
	Race	Neutral	+200% Defense of Barbarians and Berserkers			
	Price	8 000				
	Guard's Shield			-	-	-
	Type	Shield	+2 Defense			
	Level	2				
	Race	Humans				
	Price	4 000				
	Knight's Shield			-	-	Knight Set (5)
	Type	Shield	+1 Defense			+20% Leadership requirement for Swordsmen, Guardsmen, Horsemen, Paladins, and Knights
	Level	2	+300 Leadership			
	Race	Humans				
	Price	11 000				
	Large Shield			-	-	-
	Type	Shield	+3 Defense			
	Level	2				
	Race	Neutral				
	Price	9 000				
	Barbarian's Shield			-	-	-
	Type	Shield	+3 Defense			
	Level	3	+1 Attack			
	Race	Neutral				
	Price	20 000				
	Dragon Hunter's Shield			-	-	-
	Type	Shield	+2 Defense			
	Level	3	+20% Fire Resistance			
	Race	Humans				
	Price	16 500				
	Horseman's Shield			-	-	-
	Type	Shield	+3 Defense			
	Level	3	+5 Defense of Horsemen			
	Race	Humans				
	Price	15 000				
	Scale Shield			-	-	Scale Set (3)
	Type	Shield	+2 Defense			+20% Physical Damage Resistance
	Level	3	+3 Intellect			
	Race	Neutral				
	Price	28 000				
	Tower Shield			-	-	-
	Type	Shield	+2 Defense of creatures level 1-2			
	Level	3	+5 Defense of creatures level 3-5			
	Race	Humans				
	Price	19 000				
	Mirror Shield			-	-	-
	Type	Shield	+20% Magic Resistance			
	Level	4	+20% Damage of the 'Pain Mirror' spell			
	Race	Neutral	Scrolls: 5 x 'Pain Mirror' for 5 crystals each			
	Price	28 000				




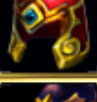

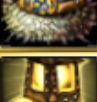
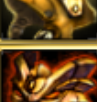
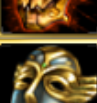

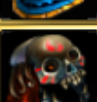
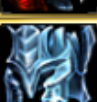

SHIELDS						
	Paladin's Shield			-	Living Item	
	Type	Shield	+4 Defense		Basic Morale	50
	Level	4	-25% Attack of enemy undead		After Suppression	100
	Race	Humans			Increases	1, +1 if demon, +2 if undead enemies
	Price	33 000			Decreases	+5 if demons, +8 if undeads in your army
	S'Karrash			-	-	-
	Type	Shield	+9 Attack and Defense of all Spiders			
	Level	4	+1 Speed and Morale of all Spiders			
	Race	Neutral	Spiders always inflict Critical Damage			
	Price	52 000				
	Shield of Rekross			-	-	Madman Set (4)
	Type	Shield	+2 Defense			-2 Intellect
	Level	4	-50% Attack of enemy Dragons			-1000 Leadership
	Race	Neutral	Usage: Gain one Dragon			+40 Rage
	Price	60 000				+20% chance of Critical Hit
	Mithril Shield			-	-	-
	Type	Shield	+8 Defense			
	Level	5				
	Race	Dwarves				
	Price	80 000				




ARMORS						
	Chain Mail			-	-	-
	Type	Armor	+1 Defense			
	Level	1				
	Race	Neutral				
	Price	3 400				
	Leather Armor			-	-	-
	Type	Armor	+1 Defense			
	Level	1				
	Race	Neutral				
	Price	3 600				
	Hunting Jacket			-	-	Hunter Set (3)
	Type	Armor	+2 Defense			-30% Leadership requirements for Bears, Wolves and Werewolves
	Level	2	-1 Initiative of all animals in the enemy army			
	Race	Humans				
	Price	6 000				
	Light Armor			-	-	-
	Type	Armor	+2 Defense			
	Level	2				
	Race	Neutral				
	Price	6 500				
	Magician's Cowl			Upgrades	-	-
	Type	Armor	+5 Mana	Magician's Cowl		
	Level	2	+10% Magic Resistance	Magician's Cloak		
	Race	Neutral		Magician's Cape		
	Price	6 000				
	Scale Armor			-	-	Scale Set (3)
	Type	Armor	+3 Defense			+20% Physical Damage Resistance
	Level	2				
	Race	Humans				
	Price	11 000				
	Silver Chain Mail			-	-	Forest Defender Set (4)
	Type	Armor	+2 Defense			+9 Intellect
	Level	2	-15% Attack of the enemy undead			
	Race	Elves				
	Price	8 000				
	Sun Cloak			-	-	-
	Type	Armor	+2 Intellect			
	Level	2	+100 Leadership			
	Race	Humans				
	Price	9 000				
	Werewolf Skin			-	-	-
	Type	Armor	+5 Attack and Defense of Wolves and Werewolves			
	Level	2	+1 Attack in the evening and at night			
	Race	Elves				
	Price	5 000				
	Healer's Jacket			-	-	-
	Type	Armor	+2 Defense			
	Level	3	+1 Intellect			
	Race	Neutral	+20% Poison Resistance			
	Price	14 000				
	Knight's Cuirass			-	-	Knight Set (5)
	Type	Armor	+4 Defense			-20% Leadership requirement for Swordsmen, Guardsmen, Horsemen, Paladins, and Knights
	Level	3	+1 Morale to Knights, Horsemen, Guardsmen, and Swordsmen			
	Race	Humans				
	Price	21 000				
	Magician's Cloak			Upgrades	-	-
	Type	Armor	+10 Mana	Magician's Cowl		
	Level	3	+20% Magic Resistance	Magician's Cloak		
	Race	Neutral		Magician's Cape		
	Price	15 000				
	Slippery Cuirass			-	-	-
	Type	Armor	+2 Defense			
	Level	3	+10% Physical Damage Resistance			
	Race	Neutral				
	Price	28 000				
	Cloak of Shadows			-	-	Assassin Set (2)
	Type	Armor	-15% enemy Attack (-30% in the evening and at night)			+20% to the Hero's basic Attack
	Level	4				
	Race	Undead				
	Price	55 000				
	Dragon Cloak			-	-	-
	Type	Armor	+15% Defense			
	Level	4	+15% to the force of attacking spells			
	Race	Neutral				
	Price	37 000				


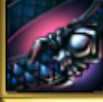
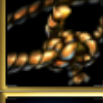

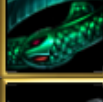
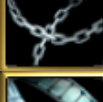
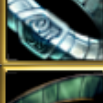

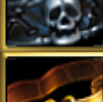
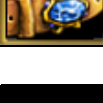
ARMORS						
	Magician's Cape			Upgrades	Living Item	
	Type	Armor	+20 Mana	Magician's Cowl	Basic Morale	50
	Level	4	+30% Magic Resistance	Magician's Cloak	After Suppression	50
	Race	Neutral	Usage: with 6 crystals it can be upgraded	Magician's Cape	Increases	30 for 6 crystals
	Price	35 000			Decreases	(1/2/3 M/P/W) * (1/2/3 Int<10/<20/>=20)
	Steam Armor			-	Living Item	
	Type	Armor	+30% Attack		Basic Morale	50
	Level	5	+30% Defence		After Suppression	100
	Race	Dwarves	-1 Speed		Increases	Never
	Price	85 000	Special: Affects only short humanoid warriors		Decreases	5 after each battle




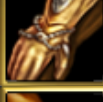
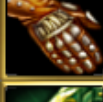
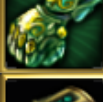


DRESSES						
	Ballroom Dress			Upgrades	-	-
	Type	Dress	+1 Morale of humans	Ballroom Dress		
	Level	1	-1 Intellect	Dress of the Princess		
	Race	Humans				
	Price	7 000				
	Hiking Dress			Upgrades	-	-
	Type	Dress	+1 Defense	Hiking Dress		
	Level	1		Advisor's Dress		
	Race	Humans				
	Price	4 000				
	Novice's Dress			Upgrades	-	-
	Type	Dress	+1 Intellect	Novice's Dress		
	Level	1		Dress of the Magess		
	Race	Humans				
	Price	4 000				
	Dress of the Fei			-	Living Item	
	Type	Dress	+7 Mana		Basic Morale	100
	Level	2	+3 Morale of Fairies and Dryads		After Suppression	100
	Race	Elves			Increases	Never
	Price	6 000			Decreases	1-3 after each battle
	Leather Dress			-	-	-
	Type	Dress	+5% Resistance to all types of Damage			
	Level	2				
	Race	Dwarves				
	Price	4 000				
	Advisor's Dress			Upgrades	-	-
	Type	Dress	+2 Defense	Hiking Dress		
	Level	3	+2 Intellect	Advisor's Dress		
	Race	Humans				
	Price	25 000				
	Dress of the Black Widow			-	-	Madman Set (4)
	Type	Dress	+3 Attack			-2 Intellect
	Level	3	+250 Leadership			-1000 Leadership
	Race	Demons				+40 Rage
	Price	30 000				+20% chance of Critical Hit
	Dress of the Magess			Upgrades	-	-
	Type	Dress	+4 Intellect	Novice's Dress		
	Level	4	+800 Leadership	Dress of the Magess		
	Race	Humans	+30% chance of Critical Hit of Archmages			
	Price	35 000				
	Dress of the Princess			Upgrades	-	Princess Set (3)
	Type	Dress	+1 Intellect	Ballroom Dress		+10 Attack, +7 Defense, +2 Initiative, +3
	Level	4	+1000 Leadership	Dress of the Princess		Morale of all female troops
	Race	Humans				
	Price	57 000				




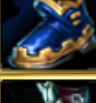
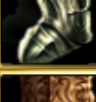

HELMETS						
	Band of Concentration			-	-	-
	Type	Helmet	+1 Intellect			
	Level	1				
	Race	Neutral				
	Price	3 500				
	Clay Bowl			-	-	-
	Type	Helmet	+5 Mana			
	Level	1	-1 Intellect			
	Race	Neutral				
	Price	700				
	Guard's Helmet			-	-	-
	Type	Helmet	+4 Defense			
	Level	1	-1 Attack			
	Race	Humans				
	Price	4 000				
	Ordinary Helmet			-	-	-
	Type	Helmet	+1 Defense			
	Level	1				
	Race	Neutral				
	Price	3 000				
	Straw Hat			-	-	-
	Type	Helmet	+20 Leadership			
	Level	1				
	Race	Humans				
	Price	500				
	Warrior Helmet			-	-	-
	Type	Helmet	+1 Defense			
	Level	1				
	Race	Neutral				
	Price	900				
	Cat Collar			-	-	Princess Set (3)
	Type	Helmet	+100 Leadership			+10 Attack, +7 Defense, +2 Initiative, +3
	Level	2	+1 Initiative to female troops			Morale of all female troops
	Race	Humans				
	Price	7 000				



HELMETS						
	Commander's Helmet			-	-	-
	Type	Helmet	+1 Defense			
	Level	2	+200 Leadership			
	Race	Humans				
	Price	10 000				
	Crown of Blackthorne			-	Living Item	
	Type	Helmet	50% slower loss of Rage after battle		Basic Morale	50
	Level	2	+100% Attack of all allied Thorns		After Suppression	50
	Race	Neutral			Increases	2 after each battle
	Price	7 500			Decreases	22 if enemy thorns
	Horned Helmet			-	-	-
	Type	Helmet	+2 Defense			
	Level	2				
	Race	Neutral				
	Price	7 000				
	Wizard's Hat			-	-	-
	Type	Helmet	+2 Intellect			
	Level	2				
	Race	Neutral				
	Price	6 000				
	Battle Mage Helmet			-	-	-
	Type	Helmet	+1 Defense			
	Level	3	+3 Intellect			
	Race	Humans				
	Price	18 000				
	Black Helmet			-	Living Item	
	Type	Helmet	+3 Defense		Basic Morale	50
	Level	3	-20% Leadership requirement for Black Knights		After Suppression	100
	Race	Undead			Increases	Never
	Price	27 000			Decreases	2 after each battle
	Elven Crown			-	Living Item	
	Type	Helmet	+1000 Leadership		Basic Morale	30
	Level	3	+1 Morale of elves		After Suppression	100
	Race	Elves			Increases	1 after each battle
	Price	30 000			Decreases	8 if elven enemies, 4 if undead allies
	Full Helmet			-	-	-
	Type	Helmet	+4 Defense			
	Level	3				
	Race	Neutral				
	Price	16 000				
	Nomad Helmet			-	-	-
	Type	Helmet	+1 Attack			
	Level	3	+1 Defense			
	Race	Neutral	+300 Leadership			
	Price	17 000				
	Miner's Helmet			-	-	-
	Type	Helmet	+500 Leadership			
	Level	3	+20% Attack of troops in evening and at night			
	Race	Dwarves				
	Price	28 000				
	Pandemonic Mask			Upgrades		-
	Type	Helmet	+10 Rage	Pandemonic Mask		
	Level	3		Mask of Hate		
	Race	Demons				
	Price	20 000				
	Speaker's Mask			-	-	-
	Type	Helmet	+600 Leadership			
	Level	3				
	Race	Neutral				
	Price	28 000				
	Tournament Helmet			-	-	Knight Set (5)
	Type	Helmet	+3 Defense			
	Level	3	+400 Leadership			
	Race	Humans				-20% Leadership requirement for Swordsmen, Guardsmen, Horsemen, Paladins, and Knights
	Price	23 000				
	Burial Mask			-	Living Item	
	Type	Helmet	+2 Defense		Basic Morale	1
	Level	4	-20% Leadership requirement for Zombies		After Suppression	100
	Race	Orcs			Increases	Never
	Price	30 000			Decreases	1 after each battle
	Crystal Helmet			-	-	-
	Type	Helmet	+10 Mana			
	Level	4	+10% to force of attacking spells			
	Race	Elves				
	Price	50 000				
	Mask of Hate			Upgrades		Demon Set (4)
	Type	Helmet	+15 Rage	Pandemonic Mask		
	Level	5	-1 Initiative of enemies	Mask of Hate		
	Race	Demons				-5 Defense, +9 Attack
	Price	60 000				+1500 Leadership
						+20 Rage
						+10% chance of Critical Hit


















BELTS						
	Chieftain's Belt			-	-	-
	Type	Belt	+100 Leadership			
	Level	1	+5 Attack of Robbers, Marauders, Sea Dogs, and Pirates			
	Race	Humans				
	Price	4 200				
	Common Belt			-	-	-
	Type	Belt	+1 Defense			
	Level	1				
	Race	Neutral				
	Price	3 000				
	Steel Band			Upgrades		-
	Type	Belt	+2 Defense	Steel Band		
	Level	1	-1 Attack	Steel Belt		
	Race	Humans				
	Price	5 000				






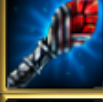
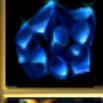

BELTS						
	Champion Belt			-	-	-
	Type	Belt	+1 Defense			
	Level	2	+150 Leadership			
	Race	Humans				
	Jade Belt			-	-	-
	Type	Belt	+50% Damage of Spiders			
	Level	2	+1 Initiative of Spiders			
	Race	Neutral				
	Monk's Belt			-	-	-
	Type	Belt	+4 Mana			
	Level	2	+1 Morale of Priests and Inquisitors			
	Race	Humans				
	Runic Belt			-	-	-
	Type	Belt	+2 Defense			
	Level	2				
	Race	Neutral				
	Snake Belt			-	-	-
	Type	Belt	+5 Mana			
	Level	2				
	Race	Neutral				
	Silver Chain			-	-	-
	Type	Belt	+1 Intellect			
	Level	2	-2 Defense of all undead enemies			
	Race	Neutral				
	Steel Belt			Upgrades	-	-
	Type	Belt	+2 Defense	Steel Band		
	Level	2	+ 100 Leadership	Steel Belt		
	Race	Humans				
	Belt of Luck			-	-	-
	Type	Belt	+10% to Critical Hit			
	Level	3				
	Race	Elves				
	Ogre's Belt			-	-	Ogre Set (3)
	Type	Belt	+4 Defense			+2500 Leadership
	Level	3				
	Race	Orcs				
	"Well of Mana" Belt			-	-	-
	Type	Belt	+20% Mana restoration			
	Level	3	+3 Mana every round in combat			
	Race	Humans	Usage: 3 x Restore Mana to maximum			
	Price	21 000				




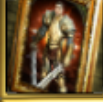




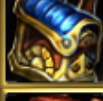


GLOVES						
	Protective Bracelets			-	-	-
	Type	Gloves	+1 Defense			
	Level	1	+50 Leadership			
	Race	Humans				
	Warm Mittens			-	-	-
	Type	Gloves	+8 Mana			
	Level	1	-1 Attack			
	Race	Humans				
	Hunting Gloves			-	-	Hunter Set (3)
	Type	Gloves	+3 Attack			+30% Leadership requirements for Bears, Wolves and Werewolves
	Level	2	-3 Attack and Defense of enemy Bears and Wolves			
	Race	Humans				
	Rider's Gloves			-	-	-
	Type	Gloves	+1 Defense			
	Level	2	+1 Speed of Horsemen, Shamans, and Griffins			
	Race	Neutral				
	Battle Gloves			-	-	-
	Type	Gloves	+2 Attack			
	Level	3	+2 Defense			
	Race	Humans				
	Hand of Necropolis			-	Living Item	Set of the Dead (3)
	Type	Gloves	+2 Attack		Basic Morale	50
	Level	3	+2 Defense		After Suppression	100
	Race	Undead	+10% extra Experience gained in battle		Increases	+1 if human, elf or dwarf enemies
	Scaly Bracelet			-	-	Scale Set (3)
	Type	Gloves	+10 Mana			+20% Physical Damage Resistance
	Level	4	+2 Morale of Lizardmen			
	Race	Neutral				
	Bracelet of Fury			-	Living Item	Demon Set (4)
	Type	Gloves	+15 Rage		Basic Morale	100
	Level	5	+20% Fire Resistance		After Suppression	100
	Race	Demons	+10% chance of Critical Hit for demons		Increases	Never
	Price	106 000			Decreases	1-4 after each battle

BOOTS									
	Boots				-		-		-
	Type	Boots	+1 Defense						
	Level	1							
	Race	Neutral							
	Price	3 000							
	Fine Boots				Upgrades		-		-
	Type	Boots	+1 Defense		Fine Boots Golden Boots				
	Level	1							
	Race	Humans							
	Price	3 000							
	Old Shoes				-		-		-
	Type	Boots	+1 Defense						
	Level	1							
	Race	Neutral							
	Price	700							
	Steel Boots				Upgrades		-		-
	Type	Boots	+2 Defense		Steel Boots Spiked Boots				
	Level	1							
	Race	Dwarves							
	Price	6 000							
	White Slippers				-		-		Madman Set (4)
	Type	Boots	+3 Mana +1 Speed and Morale of Wolves and Bears						-2 Intellect -1000 Leadership +40 Rage +20% chance of Critical Hit
	Level	1							
	Race	Humans							
	Price	800							
	High Boots				-		-		-
	Type	Boots	+2 Defense						
	Level	2							
	Race	Neutral							
	Price	6 000							
	Jackboots				-		Living Item		-
	Type	Boots	+1 Speed of Pirates, Sea Dogs, Robbers, Marauders +10% more gold in battle				Basic Morale	80	
	Level	2					After Suppression	90	
	Race	Neutral					Increases	Never	
	Price	8 500					Decreases	5 after each battle	
	Ogre Sandals				-		-		Ogre Set (3)
	Type	Boots	+2 Defense +1 Speed of Ogres, Trolls, and Giants						+2500 Leadership
	Level	2							
	Race	Orcs							
	Price	8 000							
	Silver Shoes				Upgrades		-		-
	Type	Boots	+2 Mana		Silver Shoes Perfect Shoes				
	Level	2							
	Race	Elves							
	Price	14 000							
	Snake Boots				-		-		-
	Type	Boots	+1 Defense +1 to the Initiative and Speed of Snakes						
	Level	2							
	Race	Elves							
	Price	6 000							
	Spiked Boots				Upgrades		-		-
	Type	Boots	+1 Attack +2 Defense		Steel Boots Spiked Boots				
	Level	2							
	Race	Dwarves							
	Price	10 000							
	Boots of the Mystic				-		-		-
	Type	Boots	+2 Intellect +1 to the power of 'Slow' and 'Haste' spells						
	Level	3							
	Race	Neutral							
	Price	15 000							
	Fireproof Boots				-		-		-
	Type	Boots	+2 Defense +20% Fire Protection						
	Level	3							
	Race	Demons							
	Price	13 000							
	Hunting Boots				-		Living Item		Hunter Set (3)
	Type	Boots	+1 Speed of flightless animals				Basic Morale	100	-30% Leadership requirements for Bears, Wolves and Werewolves
	Level	3					After Suppression	100	
	Race	Humans					Increases	Never	
	Price	25 000					Decreases	1-4 after each battle	
	Knight's Boots				-		-		Knight Set (5)
	Type	Boots	+300 Leadership +5 Defense for Knights, Horsemen, Guardsmen, and Swordsmen						-20% Leadership requirement for Swordsmen, Guardsmen, Horsemen, Paladins, and Knights
	Level	3							
	Race	Humans							
	Price	18 000							
	Pilgrim's Boots				-		-		-
	Type	Boots	+1 to the Speed of the slowest troop						
	Level	3							
	Race	Neutral							
	Price	30 000							
	Twinkling Boots				-		-		-
	Type	Boots	+15% Physical Damage Resistance						
	Level	3							
	Race	Neutral							
	Price	21 000							
	Bronze Boots				-		-		-
	Type	Boots	+5 Defense -1 Speed						
	Level	4							
	Race	Neutral							
	Price	30 000							
	Golden Boots				Upgrades		-		Set of the Virgin (3)
	Type	Boots	+2 Defense +20% additional gold after battle +3% chance of Critical Hit		Fine Boots Golden Boots				+7 Attack, +7 Defense, +3 Morale of all the male humans and elves
	Level	4							
	Race	Humans							
	Price	90 000							
	Princess Shoes				-		-		Princess Set (3)
	Type	Boots	+2 Attack +15 Rage						+10 Attack, +7 Defense, +2 Initiative, +3 Morale of all female troops
	Level	4							
	Race	Humans							
	Price	53 000							











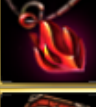
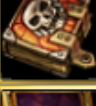
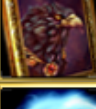
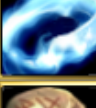
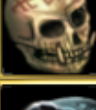
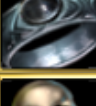

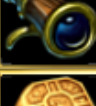
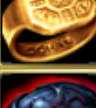

BOOTS					
	Sandals of Levitation			-	-
	Type	Boots	+1 to the Speed of flying and soaring creatures		
	Level	4			
	Race	Neutral			
	Price	35 000			
	Perfect Shoes			Upgrades	-
	Type	Boots	+30 Mana	Silver Shoes	
	Level	5		Perfect Shoes	
	Race	Elves			
	Price	70 000			

REGALIAS					
	Engineer's Badge			-	-
	Type	Regalia	+2 Intellect		
	Level	1	-20% Leadership requirement for Droids		
	Race	Dwarves			
	Price	6 000			
	Symbol of Valor			-	-
	Type	Regalia	+100 Leadership		
	Level	1			
	Race	Humans			
	Price	3 500			
	Ear of Hogan the Orc			-	-
	Type	Regalia	-10% Leadership requirement of Orcs, Veteran Orcs, and Shamans		
	Level	2			
	Race	Orcs			
	Price	7 500			
	Officer's Baton			Upgrades	-
	Type	Regalia	+250 Leadership	Officer's Baton	
	Level	2		Colonel's Baton	
	Race	Humans		General's Baton	
	Price	8 000		Marshal's Baton	
	Official Document			-	-
	Type	Regalia	+7% additional gold after battle		
	Level	2	+1 Morale of Robbers and Marauders		
	Race	Humans			
	Price	12 000			
	Pirate's Flag			-	-
	Type	Regalia	+3 Attack of Pirates, Sea Dogs, Robbers, and Marauders		
	Level	2			
	Race	Humans			
	Price	7 500			
	Sign of Rage			-	Rage Set (3)
	Type	Regalia	+5 Rage		+25 Rage
	Level	2	Usage: Gives 20 to Rage, 10 charges		
	Race	Neutral			
	Price	8 000			
	Sign of the Diplomat			-	Living Item
	Type	Regalia	+200 Leadership	Basic Morale	50
	Level	2	+10% Spell strength 'Peacefulness'	After Suppression	50
	Race	Humans	Scroll: 1 x Peacefulness	Increases	Never
	Price	7 500		Decreases	To 0 when used
	Banner of Heroism			-	-
	Type	Regalia	+300 Leadership		
	Level	3	+1 Initiative to first and second level troops		
	Race	Humans			
	Price	24 000			
	Colonel's Baton			Upgrades	-
	Type	Regalia	+500 Leadership	Officer's Baton	
	Level	3		Colonel's Baton	
	Race	Humans		General's Baton	
	Price	22 000		Marshal's Baton	
	Demon Tongue			-	Living Item
	Type	Regalia	+10 Rage	Basic Morale	50
	Level	3	+10% chance of Critical Hit of all demons	After Suppression	100
	Race	Demons		Increases	Never
	Price	15 000		Decreases	1-3 after each battle
	Golden Feather			-	-
	Type	Regalia	+1 Speed of Griffins and creatures of first level		
	Level	3			
	Race	Neutral			
	Price	23 000			
	Griffin's Banner			-	-
	Type	Regalia	+5 Attack of Griffins		
	Level	3	-20% Leadership requirement for Griffins		
	Race	Neutral			
	Price	27 000			
	Iron of Krakulum			-	-
	Type	Regalia	+500 Leadership		
	Level	3	+20% Damage of all Goblins and Catapults		
	Race	Orcs			
	Price	28 000			
	Ribbon of Blood			-	-
	Type	Regalia	+6 Rage		
	Level	3			
	Race	Humans			
	Price	17 000			
	Salamander Banner			-	Demon Set (4)
	Type	Regalia	+20% Fire Resistance		-5 Defense, +9 Attack
	Level	3			+1500 Leadership
	Race	Demons			+20 Rage
	Price	26 000			+10% chance of Critical Hit
	Shark's Tooth			-	-
	Type	Regalia	+5% more experience in battle		
	Level	3	+5% more gold in battle		
	Race	Neutral			
	Price	10 000			

REGALIAS					
	Silver Horn		-	Living Item	Forest Defender Set (4)
	Type	Regalia	+1 Initiative and Morale of all elves	Basic Morale	100
	Level	3	-1 Morale of Dwarves	After Suppression	100
	Race	Elves		Increases	2 if dwarves in enemy army
	Price	15 000		Decreases	5 after each battle, +5 if elf enemies
	Banner of True Faith		-	-	Inquisitor Set (3)
	Type	Regalia	+10 Rage		+3 Morale to humans
	Level	4	+20% chance of Critical Hit of Paladins		+5 additional Scroll slots in the Spell Book
	Race	Humans	Usage: +10 Mind Runes after 50 victories		
	Price	55 000			
	Diploma in Anti-Magic		-	-	-
	Type	Regalia	+2 Defense		
	Level	4	+2 Intellect		
	Race	Elves	+25% Magic Resistance		
	Price	40 000			
	Diploma in Botany		-	-	-
	Type	Regalia	+10 Attack and Defense of all Thorns, Ents, and Dryads		
	Level	4			
	Race	Elves			
	Price	40 000			
	Diploma in Lizardology		-	-	-
	Type	Regalia	+10 Rage		
	Level	4	+5 Attack of all lizardmen		
	Race	Elves	+10% chance of Critical Hit of the Tirez		
	Price	40 000			
	General's Baton		Upgrades	-	-
	Type	Regalia	+750 Leadership	Officer's Baton	
	Level	4		Colonel's Baton	
	Race	Humans		General's Baton	
	Price	32 000		Marshal's Baton	
	Splinter of Darkness		-	-	Set of Darkness (2)
	Type	Regalia	+10 Attack of Black Knights		+1Morale of the undead
	Level	4	Black Knights always counter-attack		
	Race	Undead			
	Price	30 000			
	Marshal's Baton		Upgrades	-	-
	Type	Regalia	+1000 Leadership	Officer's Baton	
	Level	5	+1 Morale of all humans	Colonel's Baton	
	Race	Humans		General's Baton	
	Price	65 000		Marshal's Baton	

ARTIFACTS					
	Book of Beast Rage		-	-	-
	Type	Artifact	+3 Rage		
	Level	1			
	Race	Elves			
	Price	3 000			
	Fishing Net		-	-	-
	Type	Artifact	-1 Speed and Initiative of enemy Devilfish		
	Level	1			
	Race	Neutral			
	Price	3 000			
	Ink		-	-	-
	Type	Artifact	+1 Intellect		
	Level	1			
	Race	Neutral			
	Price	8 000			
	Portrait of the Knight		-	-	-
	Type	Artifact	+1 Morale of all humans		
	Level	1			
	Race	Humans			
	Price	2 000			
	Snake Ring		Upgrades	-	-
	Type	Artifact	+1 Intellect	Snake Ring	
	Level	1		Snake Ring of Wisdom	
	Race	Lizardmen			
	Price	3 700			
	Ale Barrel		-	-	Sniper Set (2)
	Type	Artifact	+1 Morale to all dwarves		+3 Attack, +20% probability of Critical Hit from arrows
	Level	2			
	Race	Dwarves			
	Price	6 000			
	Blood of the Goddess		-	-	-
	Type	Artifact	+150 Leadership		
	Level	2	Usage: Permanently add 150 Leadership		
	Race	Elves	Note: Can be given to Jimmy Kraud		
	Price	8 000			
	Bronze Ring		Upgrades	-	-
	Type	Artifact	+5 Mana	Bronze Ring	
	Level	2		Silver Ring	
	Race	Humans		Golden Ring	
	Price	6 500			
	Case		-	-	-
	Type	Artifact	+8 Scrolls to the Spell Book		
	Level	2			
	Race	Neutral			
	Price	7 500			
	Folding Bag		-	-	-
	Type	Artifact	+10% additional gold gained in battle		
	Level	2			
	Race	Neutral			
	Price	8 000			
	Keeper of the Faith		-	-	Inquisitor Set (3)
	Type	Artifact	+5 Mana		+3 Morale to humans
	Level	2	-1 Attack		+5 additional Scroll slots in the Spell Book
	Race	Humans			
	Price	6 500			

ARTIFACTS

	Memoirs of the Marshal		-	-	-
	Type	Artifact	+5% additional experience gained in battle		
	Level	2			
	Race	Humans			
Price	8 000				
Pendant of Iron Will					
	Type	Artifact	+2 Intellect		
	Level	2	Usage: 4 x Hypnosis Scroll granted for victory over		
	Race	Humans	keepers. One scroll for each victory		
	Price	8 000			
Ring of the Mind. Class 1			Upgrades		-
	Type	Artifact	+3 Mana		Ring of the Mind. Class 1 Ring of Mind. Class 2
	Level	2			
	Race	Humans			
	Price	2 500			
Ring of Youth			Upgrades		-
	Type	Artifact	+2 Attack		Ring of Youth Ring of Power
	Level	2	+5% chance of Critical Hit of Gorguanas		
	Race	Lizardmen			
	Price	5 000			
Trap			-		-
	Type	Artifact	Puts one trap on the battlefield		
	Level	2			
	Race	Neutral			
	Price	12 000			
Walnut Mandolin			-		-
	Type	Artifact	+50 Leadership		
	Level	2	+3 Morale of Peasants, Robbers, and Marauders		
	Race	Humans			
	Price	13 000			
Army Drum			-		-
	Type	Artifact	+150 Leadership		
	Level	3	+1 Morale to all humans		
	Race	Humans			
	Price	12 000			
Codex Battle Plaque			-		-
	Type	Artifact	+2 Attack and Defense of all Orcs		
	Level	3			
	Race	Orcs			
	Price	11 000			
Copper Flute			-		-
	Type	Artifact	+2 Morale of Dwarves		
	Level	3	+1 Speed to Miners and Foremen		
	Race	Dwarves			
	Price	20 000			
Cyclops Eye			-		-
	Type	Artifact	+4 Defense		
	Level	3	Usage: 10 x Stone Skin Scrolls for 2 crystals each		
	Race	Neutral			
	Price	22 000			
Flame Necklace			Upgrades		-
	Type	Artifact	+15% strength of Fire Spells		Flame Necklace Necklace of Firestorm
	Level	3			
	Race	Demons			
	Price	20 000			
Living Book			-		-
	Type	Artifact	+2 Intellect		
	Level	3	+20% power to 'Demon Portal' and 'Call of Nature'		
	Race	Elves	Usage: 1 x Demon Portal Scroll for 1 Crystal		
	Price	20 000			
Portrait of the King of Griffins			-		-
	Type	Artifact	+5 Defense		
	Level	3	+2 Morale of Griffins		
	Race	Humans			
	Price	25 000			
Ring of Mind. Class 2			Upgrades		-
	Type	Artifact	+3 Intellect		Ring of the Mind. Class 1 Ring of Mind. Class 2
	Level	3	Usage: Gives +3 Intellect after 30 victories. Will then be		
	Race	Humans	downgraded to Ring of the Mind. Class 1		
	Price	19 500			
Shaman's Skull			-		Living Item
	Type	Artifact	+3 Intellect		Basic Morale5 After Suppression100 IncreasesNever Decreases1 after each battle
	Level	3	+5 Mana		
	Race	Orcs			
	Price	25 000			
Silver Ring			Upgrades		-
	Type	Artifact	+10 Mana		Bronze Ring Silver Ring Golden Ring
	Level	3			
	Race	Humans			
	Price	14 000			
Skull of Pain			Upgrades		-
	Type	Artifact	+2 Attack		Skull of Pain Skull of Death
	Level	3	+50% Rage in battle		
	Race	Undead	Before each battle, the skull drinks half the hero's Mana		
	Price	14 000	Special: Enchantment = 0 -> Skull of Death		
Telescopic Sight			-		-
	Type	Artifact	+100% to the Attack of Archers		
	Level	3			
	Race	Dwarves			
	Price	25 000			
Usurer's Ring			-		-
	Type	Artifact	+5 Intellect		
	Level	3	30% less gold after combat		
	Race	Humans			
	Price	9 999			
Vampire Ring			-		-
	Type	Artifact	+300 Leadership		
	Level	3	+20% Health of Vampires		
	Race	Undead	-1 Morale of Elves		
	Price	18 000			

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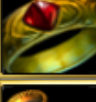
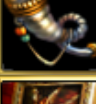
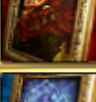
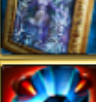
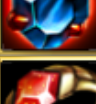
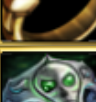
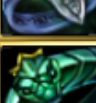
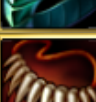
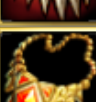
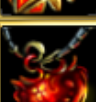


Set of the Virgin (3)				
+7 Attack, +7 Defense, +3 Morale of all the male humans and elves				


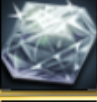

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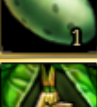
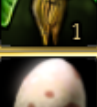










Set of the Virgin (3)				
+7 Attack, +7 Defense, +3 Morale of all the male humans and elves				

Set of the Virgin (3)				

ARTIFACTS						
	Amulet of Death			-	-	Set of the Dead (3)
	Type	Artifact	+5 Intellect			+1 Speed and Initiative of the undead
	Level	4	-2 Morale to all allied humans, elves, and dwarves			
	Race	Undead				
	Price	32 000				
	Ancient Amulet			-	-	-
	Type	Artifact	+4 Intellect			
	Level	4	+15 Mana			
	Race	Humans	Usage: +10 Magic Runes after 50 victories			
	Price	50 000				
	Chastity Ring			-	Living Item	Set of the Virgin (3)
	Type	Artifact	+20% Mana		Basic Morale	+7 Attack, +7 Defense, +3 Morale of all the male humans and elves
	Level	4	+3 Morale of Fairies and Dryads		After Suppression	
	Race	Elves	-3 Morale on all allied demons		Increases	
	Price	100 000	Usage: 40 x Restores Mana		Decreases	
	Eye of the Storm			-	-	-
	Type	Artifact	-1 Speed penalty to flying and soaring enemy creatures			
	Level	4				
	Race	Demons				
	Price	40 000				
	Golden Ring			Upgrades	-	-
	Type	Artifact	+15 Mana	Bronze Ring		
	Level	4		Silver Ring		
	Race	Humans		Golden Ring		
	Price	30 000				
	Horn of King Borg			-	-	-
	Type	Artifact	+5 Attack of Dwarves			
	Level	4	-10% Leadership requirement of dwarves			
	Race	Dwarves	-1 Initiative of allied humans and elves			
	Price	46 000				
	Portrait of the Dragon			-	-	-
	Type	Artifact	+1 Initiative of humans, elves and dwarves			
	Level	4	+5% chance of Critical Hit of humans, elves, dwarves			
	Race	Humans				
	Price	47 000				
	Portrait of the Queen of Ice			-	-	-
	Type	Artifact	+20 Mana			
	Level	4				
	Race	Humans				
	Price	52 000				
	Rage Eater			-	-	Rage Set (3)
	Type	Artifact	During combat, the Rage Eater takes 5 points of Rage and turns them into Mana			+25 Rage
	Level	4				
	Race	Elves				
	Price	38 000				
	Ring of Arianna			-	Living Item	-
	Type	Artifact	+400 Leadership		Basic Morale	20
	Level	4	+1 Speed of Pirates		After Suppression	
	Race	Humans	+3 Attack, Defense, Initiative, and Morale of Pirates		Increases	
	Price	88 000			Decreases	
	Ring of Power			Upgrades	Living Item	-
	Type	Artifact	+3 Attack	Ring of Youth	Basic Morale	50
	Level	4	+10% chance of Critical Hit of Gorguanas	Ring of Power	After Suppression	
	Race	Lizardmen	-10% Leadership requirement of Gorguls		Increases	
	Price	36 000			Decreases	
	Snake Ring of Wisdom			Upgrades	Living Item	-
	Type	Artifact	+5 Intellect	Snake Ring	Basic Morale	20
	Level	4	+3 Poison Damage by all Snakes in the army	Snake Ring of Wisdom	After Suppression	
	Race	Lizardmen			Increases	
	Price	52 000			Decreases	
	Dragon Chain			Upgrades	-	-
	Type	Artifact	+3 Attack	5 x Dragon Tooth		
	Level	5	+2 Defense	Dragon Chain		
	Race	Neutral	+1 Intellect			
	Price	101 000	-10 Attack of enemy dragons			
	Drakonix			-	-	-
	Type	Artifact	-20% Leadership requirement for Red Dragons			
	Level	5				
	Race	Neutral				
	Price	150 000				
	Neclace of Firestorm			Upgrades	-	-
	Type	Artifact	+30% strength of Fire Spells	Flame Necklace		
	Level	5		Necklace of Firestorm		
	Race	Demons				
	Price	77 000				
	Skull of Death			Upgrades	-	Set of the Dead (3)
	Type	Artifact	+5 Attack	Skull of Pain		+1 Speed and Initiative of the undead
	Level	5	+5 Intellect	Skull of Death		
	Race	Undead				
	Price	95 000				


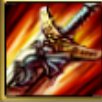
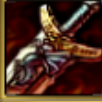






OTHER ITEMS						
	Dragonfly's Wing			-	-	-
	Type	Resource				
	Price	50				
	Brilliant			-	-	-
	Type	Sale				
	Price	50 000				
	Golden Chicken			-	-	-
	Type	Sale	The result of using the fake dragon eggs sold by Torbochkin on Tekron			
	Price	10 000				

ITEMS TO USE

 1	Black Dragon Egg		-	-	-
	Type	Use	Each egg gives 1 Black Dragon		
	Price	20 000			
 1	Bone Dragon Egg		-	-	-
	Type	Use	Each egg gives 1 Bone Dragon		
	Price	5 700			
 1	Carved Coffin		-	-	-
	Type	Use	Each coffin gives 1 Vampire		
	Price	600			
 1	Coffin		-	-	-
	Type	Use	Each coffin gives 4 Skeleton Archers		
	Price	80			
 1	Dragon Tooth			Upgrades	-
	Type	Use	Use 5 Dragon Teeth to create one Dragon Chain.	5 x Dragon Tooth Dragon Chain	
	Price	5 000			
 1	Dragonfly Eggs		-	-	-
	Type	Use	Each egg gives 2 Fire Dragonflies		
	Price	80			
 1	Dwarven Beer		-	-	-
	Type	Use	3 Gulps. Each gulp gives +20 Rage and -20 Mana		
	Price	500			
 1	Emerald Dragon Egg		-	-	-
	Type	Use	Each egg gives 1 Emerald Green Dragon		
	Price	14 000			
 1	Ent Sprout		-	-	-
	Type	Use	Each sprout gives 1 Ent		
	Price	1 300			
 1	Griffin's Egg		-	-	-
	Type	Use	Each egg gives 1 Griffin		
	Price	350			
 1	Mana Source		-	-	-
	Type	Use	Gives a total of 500 Mana before it is emptied. Can be used several times.		
	Price	15 000			
 1	Potion of Mana		-	-	-
	Type	Use	Restores 50 Mana, up to the maximum		
	Price	500			
 1	Potion of Rage		-	-	-
	Type	Use	Recovers 30 points of Rage, up to the maximum		
	Price	500			
 1	Red Dragon Egg		-	-	-
	Type	Use	Each egg gives 1 Red Dragon		
	Price	16 000			
 1	Roasted Rat		-	-	-
	Type	Use	Permanently adds 2 to Mana and Rage, but also permanently reduces Leadership by 50.		
	Price	6 000			
 1	Snake Eggs		-	-	-
	Type	Use	Each egg gives 3 Snakes		
	Price	180			
 1	Spider's Egg		-	-	-
	Type	Use	Each egg gives 3 Cave Spiders		
	Price	85			
 1	Thorn Sprouts		-	-	-
	Type	Use	Each thorn sprout gives 5 Thorn-Hunters		
	Price	130			
 1	Tirex Egg		-	-	-
	Type	Use	Each egg gives 1 Tirex		
	Price	12 000			

QUEST ITEMS					
	Clock of Time		Happens if used	-	-
	Type	Quest	Nothing		
	Map	Kronberg			
	Quest	Journey to Teana			
	Price	-			
	Amulet of Illumination		Happens if used	-	-
	Type	Quest	+50 Leadership		
	Map	Debir, Bolo Catacombs			
	Quest	Amulet of Illumination			
	Price	-			
	Barrel of Fish		-	-	-
	Type	Quest			
	Map	Debir			
	Quest	Trading License			
	Price	-			
	License Trade		-	-	-
	Type	Quest			
	Map	Debir			
	Quest	Trading License			
	Price	-			
	Smuggler's Map		-	-	-
	Type	Quest			
	Map	Scarlet Wind			
	Quest	Contraband Searcher			
	Price	-			
	Chest of Goods		-	-	-
	Type	Quest			
	Map	Scarlet Wind			
	Quest	Contraband Searcher			
	Price	-			
	Message in a Bottle		Happens if used	-	-
	Type	Quest	One of the 4 bottles contain Map of Von Hausen		
	Map	Rusty Anchor			
	Quest	Bottled Conscience			
	Price	-			
	Map of Von Hausen		-	-	-
	Type	Quest			
	Map	Rusty Anchor			
	Quest	Bottled Conscience			
	Price	-			
	Key to the Orc Hideout		-	-	-
	Type	Quest			
	Map	Rusty Anchor			
	Quest	Mercenaries for Sohaty			
	Price	-			
	Antidote		Happens if used	-	-
	Type	Quest	+5 Mana		
	Map	Rusty Anchor, Elon			
	Quest	Swill Antidote			
	Price	-			
	Barbarian's Beard		-	-	-
	Type	Quest			
	Map	Bolo			
	Quest	Run-away Erica			
	Price	-			
	Chieftain's Axe		-	-	-
	Type	Quest			
	Map	Bolo			
	Quest	Unruly Axe			
	Price	-			
	Countess Enya		-	-	-
	Type	Quest			
	Map	Verona, Debir			
	Quest	King's Bride			
	Price	-			
	Common Dwarven Beer		-	-	-
	Type	Quest			
	Map	Verona, Montero			
	Quest	Traveling for Beer			
	Price	-			
	Pilot's Beer		Happens if used	-	-
	Type	Quest	1 Wanderer's Spell Scroll		
	Map	Verona, Montero			
	Quest	Traveling for Beer			
	Price	-			
	Box of Gears		-	-	-
	Type	Quest			
	Map	Montero			
	Quest	Levers and Gears			
	Price	-			
	Calibration Tool		-	-	-
	Type	Quest			
	Map	Montero			
	Quest	Levers and Gears			
	Price	-			
	Measuring Instruments		-	-	-
	Type	Quest			
	Map	Montero			
	Quest	Levers and Gears			
	Price	-			
	Jeweler's Glasses		-	-	-
	Type	Quest			
	Map	Dersu, Tekron			
	Quest	Glasses for Old Bobur			
	Price	-			
	Pearl		-	-	-
	Type	Quest			
	Map	Dersu, Uzala			
	Quest	Bagouri's Love			
	Price	-			

QUEST ITEMS					
	Pearl Necklace		-	-	-
	Type	Quest			
	Map	Dersu			
	Quest	Bagour's Love			
	Price	-			
	Key to the Mine		-	-	-
	Type	Quest			
	Map	Tekron			
	Quest	Gemstone Mines			
	Price	-			
	Dragon Cloak		-	-	-
	Type	Quest			
	Map	Tekron, Grand Canal			
	Quest	Treasures of the Abyss			
	Price	-			
	Ben Gan's Treasure Map		-	-	-
	Type	Quest			
	Map	Umkas			
	Quest	Pirate Treasure			
	Price	-			
	Astrologer's Map		-	-	-
	Type	Quest			
	Map	Elon			
	Quest	Falling Star Je-Lo-Pi			
	Price	-			
	Meteorite Je-Lo-Pi		-	-	-
	Type	Quest			
	Map	Elon			
	Quest	Falling Star Je-Lo-Pi			
	Price	-			
	Toolbox		-	-	-
	Type	Quest			
	Map	Elon, Montero			
	Quest	Falling Star Je-Lo-Pi			
	Price	-			
	Lew Klisan's Soul		-	-	-
	Type	Quest			
	Map	Elon			
	Quest	Lew Klisan's Soul			
	Price	-			
	Mirror Ring		-	-	-
	Type	Quest			
	Map	Elon			
	Quest	Mirror Tower			
	Price	-			
	Mirror Ring		-	-	-
	Type	Quest			
	Map	Elon, Dersu			
	Quest	Shenobi's Funeral			
	Price	-			
	Brontor's Head		-	-	-
	Type	Quest			
	Map	Uzala			
	Quest	Hunting Brontor			
	Price	-			
	Traveler's Diary		Happens if used	-	-
	Type	Quest	You will eventually find 3 Fireball Scrolls		
	Map	Uzala			
	Quest	Traveler's Diary			
	Price	-			
	Black Leather Demonic Box		-	-	-
	Type	Quest			
	Map	Nameless Island, Elon			
	Quest	Grimoire of Darkness			
	Price	-			
	Zombie Package		Happens if used	-	-
	Type	Quest	+30 000 gold Quest Failed		
	Map	Nameless Island, Verona			
	Quest	Message from the Dead			
	Price	-			
	Hand of a Statue		-	-	-
	Type	Quest			
	Map	Nameless Island			
	Quest	The Statue of the Dark Warrior			
	Price	-			
	Head of a Statue		Happens if used	-	-
	Type	Quest	+2 Might Runes		
	Map	Nameless Island			
	Quest	The Statue of the Dark Warrior			
	Price	-			
	Torso of a Statue		-	-	-
	Type	Quest			
	Map	Nameless Island			
	Quest	The Statue of the Dark Warrior			
	Price	-			
	Compass Arrow		-	-	-
	Type	Quest			
	Map	Nameless			
	Quest	Treasure of Jack Albatross			
	Price	-			
	Secret Map		-	-	-
	Type	Quest			
	Map	Nameless			
	Quest	Treasure of Jack Albatross			
	Price	-			
	Demon Tongue		Happens if used	-	-
	Type	Quest	+1 Intellect		
	Map	Sheterra			
	Quest	Demon in Stone			
	Price	-			

QUEST ITEMS					
	Escaped Slave Ipocrat		Happens if used	-	-
	Type	Quest	5 x Mana fully restored		
	Map	Sheterra			
	Quest	Plight of the Slave			
	Price	-			
	Shackle Demolisher (Full)		-	-	-
	Type	Quest			
	Map	Sheterra			
	Quest	Release Hephaestus			
	Price	-			
	Shackle Demolisher (Hungry)		Happens if used	-	-
	Type	Quest	If Counter > 0 +1 Might Rune and Counter is decreased by 1		
	Map	Sheterra			
	Quest	Release Hephaestus			
	Price	-			
	Paper Records		-	-	-
	Type	Quest			
	Map	Reha			
	Quest	A Message from Shionis			
	Price	-			
	K'Sar's Map		-	-	-
	Type	Quest			
	Map	Reha			
	Quest	K'Sar's memory			
	Price	-			
	Memory Grass		-	-	-
	Type	Quest			
	Map	Reha			
	Quest	K'Sar's memory			
	Price	-			
	Sign of the Snake		Happens if used	-	-
	Type	Quest	+1 Magic Rune		
	Map	Reha			
	Quest	K'Sar's memory			
	Price	-			
	Potion of Power		Happens if used	-	-
	Type	Quest	+5 Rage -1 Intellect		
	Map	Reha			
	Quest	Secrets of the Temple			
	Price	-			
	Red Branch		Happens if used	-	-
	Type	Quest	+3 Rage		
	Map	Reha			
	Quest	The Red Branch			
	Price	-			