

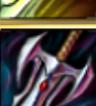
# WEAPONS

	<b>Novice's Staff</b>		<b>Upgrades</b>	-	-
	Type	Weapon	+1 Intellect		
	Level	1			
	Race	Humans			
	Price	5 000			
	<b>Shtopir</b>		-	-	-
	Type	Weapon	+5 Attack of Robbers, Marauders, Pirates, and Sea Dogs		
	Level	1			
	Race	Neutral	+7% Gold after battle		
	Price	13 000			
	<b>Simple Sword</b>		<b>Upgrades</b>	-	-
	Type	Weapon	+1 Attack		
	Level	1			
	Race	Humans			
	Price	4 200			
	<b>Training Sword</b>		-	-	-
	Type	Weapon	+1 Attack		
	Level	1			
	Race	Humans			
	Price	800			
	<b>Traveller's Staff</b>		<b>Upgrades</b>	-	-
	Type	Weapon	+1 Intellect		
	Level	1			
	Race	Elves			
	Price	4 000			
	<b>Adept's Staff</b>		<b>Upgrades</b>	-	-
	Type	Weapon	+2 Intellect		
	Level	2	+10% Lightning Damage (including Archmages)		
	Race	Humans			
	Price	6 000			
	<b>Assassin's Dagger</b>		-	-	-
	Type	Weapon	+1 Poison Damage		
	Level	2	+30% to Critical Hit of Assassins		
	Race	Neutral			
	Price	11 000			
	<b>Axe of the Elements</b>		<b>Upgrades</b>	-	-
	Type	Weapon	+1 Attack		
	Level	2			
	Race	Dwarves	Special: The first obelisk visited determine which element the axe is bound to.		
	Price	10 000			
	<b>Battle Hammer</b>		-	-	-
	Type	Weapon	+3 Attack		
	Level	2	+3 Attack for dwarves (additional)		
	Race	Dwarves			
	Price	10 000			
	<b>Blade of Pain</b>		-	-	-
	Type	Weapon	+4 Attack of the undead and Demons		
	Level	2	-1 Morale of elves and humans		
	Race	Undead			
	Price	6 000			
	<b>Druidic Staff</b>		<b>Upgrades</b>	-	-
	Type	Weapon	+2 Intellect		
	Level	2			
	Race	Elves			
	Price	7 000			
	<b>Elven Bow</b>		-	-	<b>Forest Defender Set (4)</b>
	Type	Weapon	+3 Attack of allied Archers		
	Level	2	+15% Physical Damage of allied Archers		
	Race	Elves			
	Price	10 000			+9 Intellect
	<b>Hammer of Terno</b>		-	-	-
	Type	Weapon	+2 Attack		
	Level	2	-5 Defense of enemy undead		
	Race	Elves			
	Price	8 000			
	<b>Long Spear</b>		-	-	-
	Type	Weapon	+2 Attack		
	Level	2	+15% Damage of Orcs		
	Race	Orcs			
	Price	9 000			
	<b>Moon Sword</b>		-	-	-
	Type	Weapon	+2 Attack		
	Level	2	+5 Mana		
	Race	Elves			
	Price	14 000			
	<b>Silver Rapier</b>		-	-	-
	Type	Weapon	+30% Attack against the undead		
	Level	2			
	Race	Humans			
	Price	10 000			
	<b>Sling</b>		-	-	-
	Type	Weapon	+1 Attack		
	Level	2	+20% to Critical Hit of all allied Goblins, Catapults, and Cyclops		
	Race	Orcs			
	Price	6 000			
	<b>Spear of Rage</b>		-	-	<b>Rage Set (3)</b>
	Type	Weapon	+2 Attack		
	Level	2	+20% to Rage increase during combat		
	Race	Humans			
	Price	8 000			+25 Rage
	<b>Yew Bow</b>		<b>Upgrades</b>	-	-
	Type	Weapon	+1 Morale of all Elves		
	Level	2	+10% chance of Critical Hit of all Archers		
	Race	Elves			
	Price	7 000			
	<b>Axe of Ice. Class I</b>		-	-	-
	Type	Weapon	+3 Defense		
	Level	3	Level 1-2 Dwarves freeze their enemies, preventing counter-attack		
	Race	Dwarves			
	Price	30 000			

# WEAPONS

	<b>Axe of Lightning. Class I</b>		<b>Upgrades</b>	-	-
	Type	Weapon	+2 Attack	Axe of the Elements	
	Level	3	+5% chance of Critical Hit	<b>Axe of Lightning. Class I</b>	
	Race	Dwarves	+10% to power of the spell 'Lightning'	Axe of Lightning. Class II	
	Price	30 000	Axe of Lightning. Class III		
	<b>Axe of the Wind. Class I</b>		<b>Upgrades</b>	-	-
	Type	Weapon	+2 Attack	Axe of the Elements	
	Level	3	+1 Speed of Dwarves level 1-3	<b>Axe of the Wind. Class I</b>	
	Race	Dwarves		Axe of the Wind. Class II	
	Price	30 000	Axe of the Wind. Class III		
	<b>Battle Axe</b>		-	-	-
	Type	Weapon	+20% to Damage of warriors armed with melee weapons		
	Level	3			
	Race	Dwarves			
	Price	26 000			
	<b>Berserker's Axe</b>		-	-	-
	Type	Weapon	+3 Attack		
	Level	3	+30% Critical Hit to all troops who wield axes		
	Race	Neutral			
	Price	20 000			
	<b>Bow of Skill</b>		-	-	-
	Type	Weapon	+1 Morale of all Elves	Yew Bow	
	Level	3	+20% chance of Critical Hit of all Archers	<b>Bow of Skill</b>	
	Race	Elves			
	Price	15 000			
	<b>Demetrius. Class I</b>		<b>Upgrades</b>	-	-
	Type	Weapon	+2 Attack	<b>Demetrius. Class I</b>	
	Level	3	-5% Leadership requirement for all demons	Demetrius. Class II	
	Race	Demons	Scroll: 1 x Demon Portal	Demetrius. Class III	
	Price	15 000			
	<b>Drill</b>		-	-	-
	Type	Weapon	+25% Physical Damage		
	Level	3	-1 Initiative		
	Race	Dwarves	Special: Affects only soldiers who use hand-to-hand weapons		
	Price	25 000			
	<b>Knight's Sword</b>		-	-	<b>Knight Set (5)</b>
	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				
	<b>Musket of Thunder</b>		-	-	-
	Type	Weapon	+3 Attack of Archers		
	Level	3	+20% Damage of Cannoneers		
	Race	Dwarves			
	Price	19 000			
	<b>Ogre's Club</b>		-	<b>Living Item</b>	
	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
	<b>Pirate Halberd</b>		-	-	-
	Type	Weapon	+3 Attack		
	Level	3	5% more gold after combat		
	Race	Humans			
	Price	20 000			
	<b>Ritual Spear</b>		-	-	-
	Type	Weapon	+2 Intellect		
	Level	3	+10 Mana		
	Race	Lizardmen			
	Price	24 000			
	<b>Runic Sword</b>		<b>Upgrades</b>	-	-
	Type	Weapon	+2 Attack	Simple Sword	
	Level	3	+2 Intellect	<b>Runic Sword</b>	
	Race	Humans			
	Price	17 000			
	<b>Self-loading Crossbow</b>		<b>Upgrades</b>	-	-
	Type	Weapon	+10% Physical Damage and +1 Morale to Archers	<b>Self-loading Crossbow</b>	
	Level	3		Arbator	
	Race	Dwarves			
	Price	10 000			
	<b>Skull Smasher</b>		-	-	<b>Shaman Set (3)</b>
	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				
	<b>Titanium Pick</b>		-	-	-
	Type	Weapon	+2 Attack		
	Level	3	+1 Speed of Miners and Foremen		
	Race	Dwarves			
	Price	16 000			
	<b>Arbator</b>		<b>Upgrades</b>	-	-
	Type	Weapon	+1 Morale and + 20% Physical Damage to Archers	Self-loading Crossbow	
	Level	4		<b>Arbator</b>	
	Race	Dwarves			
	Price	20 000			
	<b>Axe of Ice. Class II</b>		-	-	-
	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		<b>Axe of Ice. Class II</b>	
	Price	50 000	Axe of Ice. Class III		
	<b>Axe of Lightning. Class II</b>		<b>Upgrades</b>	-	-
	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'	<b>Axe of Lightning. Class II</b>	
	Price	50 000	Axe of Lightning. Class III		
	<b>Axe of the Wind. Class II</b>		<b>Upgrades</b>	-	-
	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		<b>Axe of the Wind. Class II</b>	
	Price	50 000	Axe of the Wind. Class III		

# WEAPONS

	<b>Bow of a Thousand Souls</b>		-	<b>Living Item</b>		-
	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		
	<b>Demetrius. Class II</b>		<b>Upgrades</b>	-		-
	Type	Weapon	+3 Attack	Demetrius. Class I		
	Level	4	-10% Leadership requirement for all demons	<b>Demetrius. Class II</b>		
	Race	Demons	Scroll: 2 x Demon Portal	Demetrius. Class III		
	Price	36 000				
	<b>Demon Blade</b>		-	-		-
	Type	Weapon	+3 Attack			
	Level	4	+30% Attack against demons			
	Race	Humans				
	Price	60 000				
	<b>Dragon Slayer's Sword</b>		-	<b>Living Item</b>		-
	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		
	<b>Elkonium</b>		-	-		-
	Type	Weapon	+30 Mana			
	Level	4	-3 Attack			
	Race	Elves				
	Price	40 000				
	<b>Fiery Bow</b>		-	-		-
	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				
	<b>Gladiator Sword</b>		-	-		-
	Type	Weapon	+4 Attack			
	Level	4	+15 Rage			
	Race	Humans	Usage: +10 Might Runes after 50 victories			
	Price	50 000				
	<b>Inquisitor's Blade</b>		-	<b>Living Item</b>		<b>Inquisitor Set (3)</b>
	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		
	<b>Mechanical Blade</b>		-	-		-
	Type	Weapon	+5 Attack			
	Level	4	+3 Defense			
	Race	Dwarves	-10% Leadership			
	Price	30 000				
	<b>Staff of Insanity</b>		-	<b>Living Item</b>		<b>Madman Set (4)</b>
	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	
	<b>Staff of the Acolyte Necromancer</b>		-	<b>Living Item</b>		-
	Type	Weapon	+4 Intellect	Basic Morale	50	
	Level	4	-15% Leadership requirement for the undead	After Suppression	100	
	Race	Undead	Special: Converts Peasants to Skeletons	Increases	Never	
	Price	66 000	Decreases	1 after each battle		
	<b>Staff of the High Druid</b>		<b>Upgrades</b>	<b>Living Item</b>		-
	Type	Weapon	+4 Intellect	Traveller's Staff	Basic Morale	50
	Level	4	+50% Attack of all Animals	Druidic Staff	After Suppression	100
	Race	Elves		<b>Staff of the High Druid</b>	Increases	Never
	Price	40 000		Decreases	1 after each battle, +3 if enemy animals	
	<b>Sword of Equilibrium</b>		<b>Upgrades</b>	<b>Living Item</b>		-
	Type	Weapon	+5 Attack	Sword of Darkness	Basic Morale	50
	Level	4	Special: When Morale = 0 -> Sword of Darkness	<b>Sword of Equilibrium</b>	After Suppression	-
	Race	Neutral	Special: When Morale = 100 -> Sword of Light	Sword of Light	Increases	5 if demon or undead enemies
	Price	32 000		Decreases	5 if human or elf enemies	
	<b>Vampire Blade</b>		-	<b>Living Item</b>		<b>Vampire Set (2)</b>
	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		
	<b>Whip of Pain</b>		-	-		<b>Demon Set (4)</b>
	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	
	<b>Axe of Ice. Class III</b>		-	-		-
	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	10% Physical Damage Resistance to all dwarves	Axe of Ice. Class II		
	Price	100 000	<b>Axe of Ice. Class III</b>			
	<b>Axe of Lightning. Class III</b>		<b>Upgrades</b>	-		-
	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	<b>Axe of Lightning. Class III</b>			
	<b>Axe of the Wind. Class III</b>		<b>Upgrades</b>	-		-
	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	<b>Axe of the Wind. Class III</b>			
	<b>Archmages Staff</b>		<b>Upgrades</b>	<b>Living Item</b>		-
	Type	Weapon	+5 Intellect	Novice's Staff	Basic Morale	80
	Level	5	+20% Lightning Damage (including Archmages)	Adept's Staff	After Suppression	100
	Race	Humans		<b>Archmages Staff</b>	Increases	Never
	Price	76 000		Decreases	5 if archmage allies	
	<b>Claw of K'Tahu</b>		-	-		-
	Type	Weapon	+7 Attack			
	Level	5	+1 Morale and Initiative of all Lizardmen			
	Race	Lizardmen				
	Price	110 000				

## WEAPONS

	<b>Dagger of Judgement</b>		-	-	<b>Assassin Set (2)</b>	
	Type	Weapon	+20% chance to Critical Hit			+20% to the Hero's basic Attack
	Level	5				
	Race	Humans				
	Price	73 000				
	<b>Demetrius. Class III</b>		<b>Upgrades</b>	-	-	
	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	<b>Demetrius. Class III</b>		
	Price	66 000				
	<b>Royal Hammer</b>		-	<b>Living Item</b>		-
	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	
	<b>Singing Dagger</b>		-	-	-	
	Type	Weapon	+5 Attack			
	Level	5	+15 Rage			
	Race	Lizardmen	+15% Damage of all allied Lizardmen			
	Price	77 000	+20% Damage to K'Tahu			
	<b>Sword of Darkness</b>		<b>Upgrades</b>	<b>Living Item</b>		-
	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		Sword of Light	Increases	5 if human/elf enemies, +2 if undead allies
		Price	80 000	Special: When Morale = 0 -> Sword of Equilibrium	Decreases	5 undead/demon foes, +2 human/elf allies
	<b>Sword of Light</b>		<b>Upgrades</b>	<b>Living Item</b>		-
	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		<b>Sword of Light</b>	Increases	5 undead/demon foes, +2 human/elf allies
		Price	90 000	Special: When Morale = 0 -> Sword of Equilibrium	Decreases	5 if human/elf enemies, +2 if undead allies

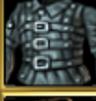
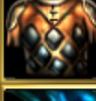
## SHIELDS

	<b>Buckler</b>		-	-	-	
	Type	Shield	+1 Defense			
	Level	1				
	Race	Humans				
	Price	3 200				
	<b>Shield</b>		-	-	-	
	Type	Shield	+1 Defense			
	Level	1				
	Race	Neutral				
	Price	900				
	<b>Battle Shield</b>		-	-	-	
	Type	Shield	+2 Defense			
	Level	2	+1 Attack			
	Race	Humans				
	Price	9 500				
	<b>Berserker's Shield</b>		-	-	-	
	Type	Shield	+1 Attack			
	Level	2	+1 Defense			
	Race	Neutral	+200% Defense of Barbarians and Berserkers			
	Price	8 000				
	<b>Guard's Shield</b>		-	-	-	
	Type	Shield	+2 Defense			
	Level	2				
	Race	Humans				
	Price	4 000				
	<b>Knight's Shield</b>		-	-	<b>Knight Set (5)</b>	
	Type	Shield	+1 Defense			+20% Leadership requirement for
	Level	2	+300 Leadership			Swordsmen, Guardsmen, Horsemen,
	Race	Humans				Paladins, and Knights
	Price	11 000				
	<b>Large Shield</b>		-	-	-	
	Type	Shield	+3 Defense			
	Level	2				
	Race	Neutral				
	Price	9 000				
	<b>Barbarian's Shield</b>		-	-	-	
	Type	Shield	+3 Defense			
	Level	3	+1 Attack			
	Race	Neutral				
	Price	20 000				
	<b>Dragon Hunter's Shield</b>		-	-	-	
	Type	Shield	+2 Defense			
	Level	3	+20% Fire Resistance			
	Race	Humans				
	Price	16 500				
	<b>Horseman's Shield</b>		-	-	-	
	Type	Shield	+3 Defense			
	Level	3	+5 Defense of Horsemen			
	Race	Humans				
	Price	15 000				
	<b>Scale Shield</b>		-	-	<b>Scale Set (3)</b>	
	Type	Shield	+2 Defense			+20% Physical Damage Resistance
	Level	3	+3 Intellect			
	Race	Neutral				
	Price	28 000				
	<b>Tower Shield</b>		-	-	-	
	Type	Shield	+2 Defense of creatures level 1-2			
	Level	3	+5 Defense of creatures level 3-5			
	Race	Humans				
	Price	19 000				
	<b>Mirror Shield</b>		-	-	-	
	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 Rekrass	-	-	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	Magician's Cowl Magician's Cloak <b>Magician's Cape</b>	Basic Morale	50	
	Level	4		After Suppression	50	
	Race	Neutral		Increases	30 for 6 crystals	
	Price	35 000		Decreases	(1/2/3 M/P/W) * (1/2/3 Int<10/<20/>=20)	
+20 Mana +30% Magic Resistance Usage: with 6 crystals it can be upgraded						
Steam Armor			Upgrades	Living Item		-
	Type	Armor		Basic Morale	50	
	Level	5		After Suppression	100	
	Race	Dwarves		Increases	Never	
	Price	85 000		Decreases	5 after each battle	
+30% Attack +30% Defence -1 Speed Special: Affects only short humanoid warriors						

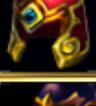
## DRESSES

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

## HELMETS

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

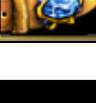
## HELMETS

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

## BELTS

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

## BELTS

		Champion Belt		-	-	-
	Type	Belt	+1 Defense			
	Level	2	+150 Leadership			
	Race	Humans				
	Price	8 000				
		Jade Belt		-	-	-
	Type	Belt	+50% Damage of Spiders			
	Level	2	+1 Initiative of Spiders			
	Race	Neutral				
	Price	7 000				
		Monk's Belt		-	-	-
	Type	Belt	+4 Mana			
	Level	2	+1 Morale of Priests and Inquisitors			
	Race	Humans				
	Price	6 000				
		Runic Belt		-	-	-
	Type	Belt	+2 Defense			
	Level	2				
	Race	Neutral				
	Price	6 000				
		Snake Belt		-	-	-
	Type	Belt	+5 Mana			
	Level	2				
	Race	Neutral				
	Price	5 000				
		Silver Chain		-	-	-
	Type	Belt	+1 Intellect			
	Level	2	-2 Defense of all undead enemies			
	Race	Neutral				
	Price	7 700				
		Steel Belt		Upgrades	-	-
	Type	Belt	+2 Defense	Steel Band		
	Level	2	+ 100 Leadership	Steel Belt		
	Race	Humans				
	Price	9 000				
		Belt of Luck		-	-	-
	Type	Belt	+10% to Critical Hit			
	Level	3				
	Race	Elves				
	Price	17 000				
		Ogre's Belt		-	-	Ogre Set (3)
	Type	Belt	+4 Defense			+2500 Leadership
	Level	3				
	Race	Orcs				
	Price	18 000				
		"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				
	Price	4 000				
		Warm Mittens		-	-	-
	Type	Gloves	+8 Mana			
	Level	1	-1 Attack			
	Race	Humans				
	Price	1 000				
		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				
	Price	16 000				
		Rider's Gloves		-	-	-
	Type	Gloves	+1 Defense			
	Level	2	+1 Speed of Horsemen, Shamans, and Griffins			
	Race	Neutral				
	Price	10 000				
		Battle Gloves		-	-	-
	Type	Gloves	+2 Attack			
	Level	3	+2 Defense			
	Race	Humans				
	Price	23 000				
		Hand of Necropolis		-	Living Item	Set of the Dead (3)
	Type	Gloves	+2 Attack	Basic Morale	50	+1 Speed and Initiative of the undead
	Level	3	+2 Defense	After Suppression	100	
	Race	Undead	+10% extra Experience gained in battle	Increases	+1 if human, elf or dwarf enemies	
	Price	44 000		Decreases	1 after each battle	
		Scaly Bracelet		-	-	Scale Set (3)
	Type	Gloves	+10 Mana			+20% Physical Damage Resistance
	Level	4	+2 Morale of Lizardmen			
	Race	Neutral				
	Price	42 000				
		Bracelet of Fury		-	Living Item	Demon Set (4)
	Type	Gloves	+15 Rage	Basic Morale	100	-5 Defense, +9 Attack +1500 Leadership +20 Rage +10% chance of Critical Hit
	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

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

## BOOTS

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

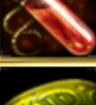
## REGALIAS

	<b>Engineer's Badge</b>		-	-	-	
	Type	Regalia	+2 Intellect			
	Level	1	-20% Leadership requirement for Droids			
	Race	Dwarves				
Price	6 000					
	<b>Symbol of Valor</b>		-	-	-	
	Type	Regalia	+100 Leadership			
	Level	1				
	Race	Humans				
Price	3 500					
	<b>Ear of Hogan the Orc</b>		-	-	-	
	Type	Regalia	-10% Leadership requirement of Orcs, Veteran Orcs, and Shamans			
	Level	2				
	Race	Orcs				
Price	7 500					
	<b>Officer's Baton</b>		-	-	-	
	Type	Regalia	+250 Leadership			
	Level	2				
	Race	Humans				
Price	8 000					
	<b>Official Document</b>		-	-	-	
	Type	Regalia	+7% additional gold after battle			
	Level	2	+1 Morale of Robbers and Marauders			
	Race	Humans				
Price	12 000					
	<b>Pirate's Flag</b>		-	-	-	
	Type	Regalia	+3 Attack of Pirates, Sea Dogs, Robbers, and Marauders			
	Level	2				
	Race	Humans				
Price	7 500					
	<b>Sign of Rage</b>		-	-	<b>Rage Set (3)</b>	
	Type	Regalia	+5 Rage			
	Level	2	Usage: Gives 20 to Rage, 10 charges			+25 Rage
	Race	Neutral				
Price	8 000					
	<b>Sign of the Diplomat</b>		-	<b>Living Item</b>		
	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		
	<b>Banner of Heroism</b>		-	-	-	
	Type	Regalia	+300 Leadership			
	Level	3	+1 Initiative to first and second level troops			
	Race	Humans				
Price	24 000					
	<b>Colonel's Baton</b>		-	-	-	
	Type	Regalia	+500 Leadership			
	Level	3				
	Race	Humans				
Price	22 000					
	<b>Demon Tongue</b>		-	<b>Living Item</b>		
	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		
	<b>Golden Feather</b>		-	-	-	
	Type	Regalia	+1 Speed of Griffins and creatures of first level			
	Level	3				
	Race	Neutral				
Price	23 000					
	<b>Griffin's Banner</b>		-	-	-	
	Type	Regalia	+5 Attack of Griffins			
	Level	3	-20% Leadership requirement for Griffins			
	Race	Neutral				
Price	27 000					
	<b>Iron of Krakulum</b>		-	-	-	
	Type	Regalia	+500 Leadership			
	Level	3	+20% Damage of all Goblins and Catapults			
	Race	Orcs				
Price	28 000					
	<b>Ribbon of Blood</b>		-	-	-	
	Type	Regalia	+6 Rage			
	Level	3				
	Race	Humans				
Price	17 000					
	<b>Salamander Banner</b>		-	-	<b>Demon Set (4)</b>	
	Type	Regalia	+20% Fire Resistance			
	Level	3				-5 Defense, +9 Attack
	Race	Demons				+1500 Leadership
Price	26 000				+20 Rage	
					+10% chance of Critical Hit	
	<b>Shark's Tooth</b>		-	-	-	
	Type	Regalia	+5% more experience in battle			
	Level	3	+5% more gold in battle			
	Race	Neutral				
Price	10 000					

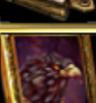
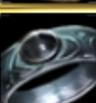
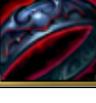
## REGALIAS

		Silver Horn	-	Living Item	Forest Defender Set (4)	
	Type	Regalia	+1 Initiative and Morale of all elves	Basic Morale	100	+9 Intellect
	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	
		<b>Banner of True Faith</b>	-	-	<b>Inquisitor Set (3)</b>	
	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				
		<b>Diploma in Anti-Magic</b>	-	-	-	
	Type	Regalia	+2 Defense			
	Level	4	+2 Intellect			
	Race	Elves	+25% Magic Resistance			
	Price	40 000				
		<b>Diploma in Botany</b>	-	-	-	
	Type	Regalia	+10 Attack and Defense of all Thorns, Ents, and Dryads			
	Level	4				
	Race	Elves				
	Price	40 000				
		<b>Diploma in Lizardology</b>	-	-	-	
	Type	Regalia	+10 Rage			
	Level	4	+5 Attack of all lizardmen			
	Race	Elves	+10% chance of Critical Hit of the Tirez			
	Price	40 000				
		<b>General's Baton</b>	<b>Upgrades</b>	-	-	
	Type	Regalia	+750 Leadership	Officer's Baton		
	Level	4		Colonel's Baton		
	Race	Humans		<b>General's Baton</b>		
	Price	32 000		Marshal's Baton		
		<b>Splinter of Darkness</b>	-	-	<b>Set of Darkness (2)</b>	
	Type	Regalia	+10 Attack of Black Knights		+1 Morale of the undead	
	Level	4	Black Knights always counter-attack			
	Race	Undead				
	Price	30 000				
		<b>Marshal's Baton</b>	<b>Upgrades</b>	-	-	
	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

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

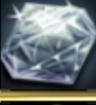
# ARTIFACTS

	<b>Memoirs of the Marshal</b>		-	-	-
Type	Artifact	+5% additional experience gained in battle			
Level	2				
Race	Humans				
Price	8 000				
	<b>Pendant of Iron Will</b>		-	-	-
Type	Artifact	+2 Intellect			
Level	2	Usage: 4 x Hypnosis Scroll granted for victory over keepers. One scroll for each victory			
Race	Humans				
Price	8 000				
	<b>Ring of the Mind. Class 1</b>		<b>Upgrades</b>	-	-
Type	Artifact	+3 Mana	<b>Ring of the Mind. Class 1</b>		
Level	2		Ring of Mind. Class 2		
Race	Humans				
Price	2 500				
	<b>Ring of Youth</b>		<b>Upgrades</b>	-	<b>Set of the Virgin (3)</b>
Type	Artifact	+2 Attack	<b>Ring of Youth</b>		
Level	2	+5% chance of Critical Hit of Gorguanas	Ring of Power		+7 Attack, +7 Defense, +3 Morale of all the male humans and elves
Race	Lizardmen				
Price	5 000				
	<b>Trap</b>		-	-	-
Type	Artifact	Puts one trap on the battlefield			
Level	2				
Race	Neutral				
Price	12 000				
	<b>Walnut Mandolin</b>		-	-	-
Type	Artifact	+50 Leadership			
Level	2	+3 Morale of Peasants, Robbers, and Marauders			
Race	Humans				
Price	13 000				
	<b>Army Drum</b>		-	-	-
Type	Artifact	+150 Leadership			
Level	3	+1 Morale to all humans			
Race	Humans				
Price	12 000				
	<b>Codex Battle Plaque</b>		-	-	-
Type	Artifact	+2 Attack and Defense of all Orcs			
Level	3				
Race	Orcs				
Price	11 000				
	<b>Copper Flute</b>		-	-	-
Type	Artifact	+2 Morale of Dwarves			
Level	3	+1 Speed to Miners and Foremen			
Race	Dwarves				
Price	20 000				
	<b>Cyclops Eye</b>		-	-	-
Type	Artifact	+4 Defense			
Level	3	Usage: 10 x Stone Skin Scrolls for 2 crystals each			
Race	Neutral				
Price	22 000				
	<b>Flame Necklace</b>		<b>Upgrades</b>	-	-
Type	Artifact	+15% strength of Fire Spells	<b>Flame Necklace</b>		
Level	3		Necklace of Firestorm		
Race	Demons				
Price	20 000				
	<b>Living Book</b>		-	-	-
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				
	<b>Portrait of the King of Griffins</b>		-	-	-
Type	Artifact	+5 Defense			
Level	3	+2 Morale of Griffins			
Race	Humans				
Price	25 000				
	<b>Ring of Mind. Class 2</b>		<b>Upgrades</b>	-	-
Type	Artifact	+3 Intellect	Ring of the Mind. Class 1		
Level	3	Usage: Gives +3 Intellect after 30 victories. Will then be downgraded to Ring of the Mind. Class 1	<b>Ring of Mind. Class 2</b>		
Race	Humans				
Price	19 500				
	<b>Shaman's Skull</b>		-	<b>Living Item</b>	<b>Shaman Set (3)</b>
Type	Artifact	+3 Intellect		Basic Morale	5
Level	3	+5 Mana		After Suppression	100
Race	Orcs			Increases	Never
Price	25 000			Decreases	1 after each battle
					+5 Attack and Defense of undead and orcs
					+8 Scroll Slots in Spell Book
					+7% chance of Critical Hit by undead and orcs
	<b>Silver Ring</b>		<b>Upgrades</b>	-	-
Type	Artifact	+10 Mana	Bronze Ring		
Level	3		<b>Silver Ring</b>		
Race	Humans		Golden Ring		
Price	14 000				
	<b>Skull of Pain</b>		<b>Upgrades</b>	-	-
Type	Artifact	+2 Attack	<b>Skull of Pain</b>		
Level	3	+50% Rage in battle	Skull of Death		
Race	Undead	Before each battle, the skull drinks half the hero's Mana			
Price	14 000	Special: Enchantment = 0 -> Skull of Death			
	<b>Telescopic Sight</b>		-	-	<b>Sniper Set (2)</b>
Type	Artifact	+100% to the Attack of Archers			
Level	3				
Race	Dwarves				
Price	25 000				-3 Attack, +20% probability of Critical Hit from arrows
	<b>Usurer's Ring</b>		-	-	-
Type	Artifact	+5 Intellect			
Level	3	30% less gold after combat			
Race	Humans				
Price	9 999				
	<b>Vampire Ring</b>		-	-	<b>Vampire Set (2)</b>
Type	Artifact	+300 Leadership			
Level	3	+20% Health of Vampires			
Race	Undead	-1 Morale of Elves			
Price	18 000				+10 Attack of Vampires

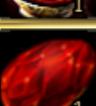
## ARTIFACTS

	<b>Amulet of Death</b>		-	-	<b>Set of the Dead (3)</b>	
	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					
	<b>Ancient Amulet</b>		-	-	-	
	Type	Artifact	+4 Intellect			
	Level	4	+15 Mana			
	Race	Humans	Usage: +10 Magic Runes after 50 victories			
	<b>Chastity Ring</b>		-	<b>Living Item</b>		
	Type	Artifact	+20% Mana	Basic Morale	100	
	Level	4	+3 Morale of Fairies and Dryads	After Suppression	100	
	Race	Elves	-3 Morale on all allied demons	Increases	Never	
Price	100 000	Usage: 40 x Restores Mana	Decreases	1-5 after each battle	<b>Set of the Virgin (3)</b>	
	<b>Eye of the Storm</b>		-	-	-	
	Type	Artifact	-1 Speed penalty to flying and soaring enemy creatures			
	Level	4				
	Race	Demons				
	<b>Golden Ring</b>		<b>Upgrades</b>		-	
	Type	Artifact	+15 Mana	Bronze Ring		
	Level	4		Silver Ring		
	Race	Humans		Golden Ring		
	<b>Horn of King Borg</b>		-	-	-	
	Type	Artifact	+5 Attack of Dwarves			
	Level	4	-10% Leadership requirement of dwarves			
	Race	Dwarves	-1 Initiative of allied humans and elves			
	<b>Portrait of the Dragon</b>		-	-	-	
	Type	Artifact	+1 Initiative of humans, elves and dwarves			
	Level	4	+5% chance of Critical Hit of humans, elves, dwarves			
	Race	Humans				
	<b>Portrait of the Queen of Ice</b>		-	-	-	
	Type	Artifact	+20 Mana			
	Level	4				
	Race	Humans				
	<b>Rage Eater</b>		-	-	<b>Rage Set (3)</b>	
	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					
	<b>Ring of Arianna</b>		-	<b>Living Item</b>		
	Type	Artifact	+400 Leadership	Basic Morale	20	
	Level	4	+1 Speed of Pirates	After Suppression	100	
	Race	Humans	+3 Attack, Defense, Initiative, and Morale of Pirates	Increases	Never	
Price	88 000		Decreases	0-5 after each battle	-	
	<b>Ring of Power</b>		<b>Upgrades</b>		<b>Living Item</b>	
	Type	Artifact	+3 Attack	Ring of Youth	Basic Morale	50
	Level	4	+10% chance of Critical Hit of Gorguanas	Ring of Power	After Suppression	100
	Race	Lizardmen	-10% Leadership requirement of Gorguls		Increases	Never
Price	36 000			Decreases	1-5 after each battle	-
	<b>Snake Ring of Wisdom</b>		<b>Upgrades</b>		<b>Living Item</b>	
	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	100
	Race	Lizardmen			Increases	Never
Price	52 000			Decreases	10 if snakes in enemy army	-
	<b>Dragon Chain</b>		<b>Upgrades</b>		-	-
	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				
	<b>Drakonix</b>		-	-	-	
	Type	Artifact	-20% Leadership requirement for Red Dragons			
	Level	5				
	Race	Neutral				
Price	150 000					
	<b>Necklace of Firestorm</b>		<b>Upgrades</b>		-	-
	Type	Artifact	+30% strength of Fire Spells	Flame Necklace		
	Level	5		Necklace of Firestorm		
	Race	Demons				
Price	77 000					
	<b>Skull of Death</b>		<b>Upgrades</b>		-	<b>Set of the Dead (3)</b>
	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

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

## ITEMS TO USE

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

## QUEST ITEMS

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

## QUEST ITEMS

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

## QUEST ITEMS

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