



The description

«A bag of gifts» game Updating

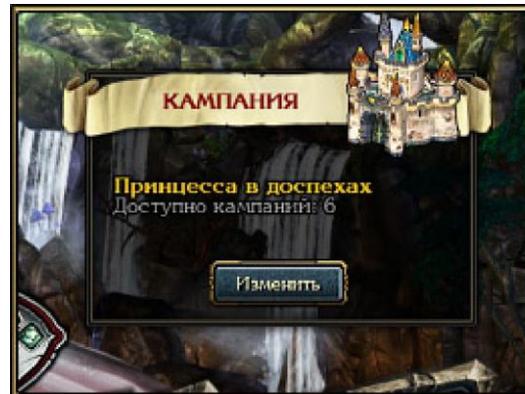
It is added:

- About 50 new unique and unusual items;
- 5 new complete sets;
- 3 modular artefacts of huge force.

The present Voodoo doll, the speaking Raven, a crown of the Lord of Chaos, a legendary Armour of the Phantom and playing bones of the goddess of Good luck wait for the new owners!

Installation guide:

1. Start downloaded installer. Specify the way to a folder with the established game. If you have downloaded updating in the form of zip-archive simply copy its contained in a folder «sessions» being in a game folder.
2. After game start, on the main screen you will find out the new menu with which help it is possible to connect campaigns and updating.
3. Press button "Change".
4. In the appeared window choose updating «the Bag of gifts» and press the acknowledgement button.



5. Now, at the beginning of new game, subjects from «the Bag of gifts» will be generated as well as all the others, and will appear in chests and shops. To return to original game «Armored Princess», it is necessary to choose simply through the menu of connection of campaigns point «Will return to original game».

Attention!

All changes at switching between campaigns are applied only at start of new game!

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Index of Subjects

The list of the subjects meeting in game, not including received during tasks is below resulted.
 For fast transition to the description click the mouse on the subject name, in the same way it is possible to pass in the necessary section, for example, Shields. Green colour allocates Live Subjects.

Artefacts (13), the Reservation (2), the Weapon (7), Gloves (6), Dresses (2), Belts (3), Regalia (9), Boots (2), Helmets (5), Boards (6), Special subjects (1), Complete sets of Subjects (5), Modular Artefacts (3).

In tables of subjects there are following designations:

 This subject appears in game only by improvement or transformation from other subject(s).

 Astral Bow	 Brand of the Traitor	 Gloves of the Destroyer	 Warm Mittens
 Bracelet of the Master of Fire	 The Scates	 Gloves of the Wanderer	 Smoke pipe
 Jolly Roger	 Basket with Fly agarics	 Fruit of the Tree of the Life	 Lens
 Branch of the Tree of the Life	 Chaos crown	 Belt of the Winner	 Crystal Sphere
 Raven	 Ray of light	 Belt of the Student	 Random Chain
 Eye of the Dragon	 Metamorphic Axel	 Illusive Sword	 Skull of the Wizard
 Ghost armour	 Light sword	 Flaring Torch	 Black Bandage
 Iron Cross	 Set of the Alchemist	 Rusty Cross	 Voodoo Doll
 Live Bow	 Fiery Bracelet	 Sandals of the Martyr	 Invisible Helm
 Live Shield. Class I	 Necklace of Exorcist	 Wedding dress	 Woollen Dress
 Live Shield. Class II	 War fetters	 Holy Cross	 Casket with Semi-precious stones
 Live Shield. Class III	 Aspen Stake	 Heart of the Dragon	 Joker Cap
 Live Shield. Class IV	 Light ring	 The dog Bone	 Berserker's Shield
 Dice	 Holy Ring	 The steel Defender	 Shield of Lion's Bravery

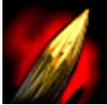
Explanatories to Tables of Subjects

In descriptions of some subjects groups of beings on which it operates are specified, exact structures for each group are below resulted.

In a case if it is not mentioned - on allied or enemy beings the subject operates - it operates only on allied (such subjects the majority).

The name of group Subject	The beings entering into group.
She-warriors	Dryad, Demonessa, Wood Fairy, Lake Fairy
The pedestrian Beings	Alchemist, Skeleton-Archer, Archimagus, Assassin, Barbarian, Berserker, Bear, Polar bear, Ancient Bear, Black Knight, Brontor, Archer, Gunner, Goblin with the Catapult, Cerberus, Cyclops, Demon, Executioner, Demonessa, Demonologist, Sea Devil, Druid, Dwarf, Elf, Pathfinder, Ent, Ancient Ent, Swordsman, Guardsman, Goblin, Violent Goblin, Cavalryman, Imp, Imp the Mocker, Knight, Miner, Foreman, Necromancer, Ogre, Ork, Ork the Veteran, Paladin, Peasant, Pirate, Old salt, Priest, Inquisitor, Robber, Marauder, Shaman, Skeleton, Snake, Marsh Snake, Royal Snake, Cave Spider, Fiery Spider, Dead Spider, Poisonous Spider, Thorn-hunter, Thorn-soldier, Troll, Tirez, Unicorn, Black Unicorn, Werewolf the Wolf, Werewolf Elf, Vampire, Ancient Vampire, Zombie, Decaying the Zombie, Droid the Guard, Giant, Royal Thorn, Hyena, Wolf, Gorgul, Gorguana
Archers	Skeleton-Archer, Archer, Elf, Pathfinder

Artefacts

	The name	The description	
 1 piece	Aspen Stake Long wooden stake.		
	Race: human Level: 1 Price: 3'000	-20 % of Health to Vampires in army of the enemy.	
The best weapon against the vampire is sharp aspen stake, which needs to be stuck to bloodsucker directly into heart.			
 1 piece	Light ring Copper ring with the Sun symbol. Enters into Light Complete set .		
	Race: human Level: 1 Price: 5'000	+30 Leaderships +2 Mana	
The easy copper ring containing a particle of magic energy. Once it belonged to king Vargan, known as the Destroyer. This ring let out pernicious rays of light, burning cities and armies, but now it is completely discharged.			
 1 piece	Necklace of Exorcist Ornament from shapeless slices of silver.		
	Race: human Level: 2 Price: 5'000	-3 Protection to all demons and illusive beings +25 % to Force of Exorcism spell The special: a fragment of a modular artefact the Ring Sacred .	
It not a simple silver ornament, and the present weapon used by priests of Light at exile of demons and spiteful spirits.			
 1 piece	Set of the Alchemist Heavy box with the convenient handle.		
	Race: dwarves Level: 3 Price: 8'000	-25 % of the requirement of Leadership for Alchemists +1 Speeds to Alchemists	
In a box bottles of the various sizes, fragile devices and samples of every possible materials lay. In general, in it there is everything that is necessary for the alchemist in a campaign.			
 1 piece	The dog Bone The bone that has turned yellow from time.		
	Race: demons Level: 2 Price: 9'000	+2 Speeds to Wolves, Hyenas and Cerberuses	
This bone started talking by demons delights any dog or a wolf.			
 1 piece	Casket with Semi-precious stones Casket with jewels.		
	Race: no Level: 2 Price: 10'000	+3% of Gold for fight Use: 1 time gives the gold which quantity depends on level of the hero. Gold: 1000	
It not a usual casket. It is considered, that it is exactly so much stones in it, how many it is necessary for its owner at present. However, to take away them it is possible only once. Value Gold = Rnd (50; 100) * [Level of the Hero] *10 is recalculated each time after fight if level of the hero has changed. There is a casket in a backpack or is put on the hero - does not matter.			
 1 piece	Skull of the Wizard Tiny skull of any bird.		
	Race: undead Level: 3 Price: 21'000	+10 Mana +20 Rolls to book capacity	
For fun magicians have nicknamed this artefact a skull of a wise man. After all it is far not each Book of Magic can store so much rolls, how many holds in this skull of a usual green parrot.			
 1 piece	Dice Magic amulet of good luck. Enters into the Complete set of the Lucky beggar .		
	Race: human Level: 3 Price: 21'000	+5 % of Gold for fight Good luck: 100 % The special: before fight gives to all your armies an increase to casual parameter. Use: on/off a bonus message	
The Goddess of Good luck presents with such playing dice the elects. However, the luck stock even at these magic dice is not infinite. After fight value of Good luck decreases on 2...10 . All Variants of bonuses:			
Variant	Bonus	Variant	Bonus
1	+2 Defense	4	+1 Speeds
2	+2 Attacks	5	+10 Crit
3	+1 Initiative	6	+5% Health

	The name	The description
 1 piece	Crystal Sphere Crystal sphere for guessings.	
	Race: no Level: 3 Price: 30'000	+5 % to all kinds of resistibility
Such crystal spheres are used by fortunetellers and prophets to see the future. To you he will allow to foresee actions of the enemy and to be protected from its attacks.		
 1 piece	Voodoo Doll Toy in the form of the rag little man.	
	Race: orks Level: 3 Price: 30'000	-2 Initiatives to all enemies of the chosen race Use: allows to choose a victim and to recharge the Doll. Charges: 5
Made of rags and strings, this toy is intended at all for children. Sticking needles in a rag body, shamans of orks are capable to cause an indisposition in soldiers of the opponent. At a doll some added heads - each of them represents one of basic Teana races. Changing heads and sticking into a doll long needles, orc shamans send on the enemies of illness and curses. However, strong magicians are capable to be protected from magic of shamans. Unfortunately, the ritual magic does not operate on demonic and dead creations . Besides, it is a figure of the humanoid, instead of an animal...The curse will not work on Unicorns and animal different races similar to them , and the Human Doll can amaze, including Pirates, Assassins and similar to them neutrals...On magicians - Priests, Inquisitors, Druids, Archimagus and Demonologists – the curse will not work too. Pangolins, strangely enough, perfectly give in to this magic. When force of a doll has completely run low, it is possible to fill it again with magic, having spent on it to 1 Rune of Talent. To charge doll with Rune of Force (3 charges). To charge doll with Rune of Spirit (4 charges). To charge doll with Rune of Magic (5 charges).		
 1 piece	Smoke Pipe Ancient relic of orks.	
	Race: orks Level: 4 Price: 30'000	-50 Attack % to all orks +25% of Health to all orks
It is the very first ritual pipe of peace made by an ork. Inhaling its fragrant smoke, even the most furious orks forget insults and conflicts and reject aside axes and war cudgels.		
 1 piece	Lens The lens turned from crystal.	
	Race: dwarves Level: 3 Price: 50'000	+20% of Gold after fight
By means of this remarkable adaptation it is possible to find even the smallest gold coin in a dense grass!		
 1 piece	Holy Ring The ring shaped from true Light.	
	Race: human Level: 5 Price: 100'000	-50% Attack and Protection to all undead and to demons +2 Morals to Priests, Inquisitors and Paladins The special: a modular artefact. Use: assorts an artefact on fragments.
According to a legend, in this ring there lives soul of the most sacred Anhelm. It is not known, whether the truth, but the power of this ring causes respect in the strongest Teana magicians and install horror in Harm creations. Consists of Necklace of Exorcist , Sacred Cross , Sandals of the Martyr .		

Armor

	The name	The description
 1 piece	The steel Defender Strong steel bib in the form of a tree leaf.	
	Race: elves Level: 3 Price: 17'000	+3 Protection +5% of Health to beings of 3-4 levels The special: a fragment of a modular artefact the Belt of the Winner .
"Defenders" are created not in a smithy, they are grown up by means of magic on the Steel Tree, therefore and have such unusual form. The Goddess of Beauty presented this Tree to the defenders, Knights of the Pure Maiden, and only selected soldiers of the Award receive honor to carry armor from its leaves.		
 1 piece	Ghost armor The armor strengthened by magic from pure copper. Enters into the Complete set of the Invisible being .	
	Race: undead Level: 3 Price: 21'000	+2 Defense +20% of Resistibility to an astral loss
Great master Lotar created this armor specially for the soldier-phantom who does not take out an iron and silver touch. Thanks to magic the armor can protect not only from blow by a sword, but also from astral attacks.		

Weapon

	The name	The description
 1 piece	Live Bow The branch of the Live tree transformed into the weapon. Enters into the Life Complete set .	Race: elves Level: 1 Price: 15'000 +3 Attacks to arrows from bow Maturity of fruits: 0% Special: talks
	This terrible weapon eats blood of enemies and... grows, becoming covered by runaways and leaves. Sometimes on this branch even the fruits possessing surprising properties grow ripe! After each fight when bow on the hero, the Maturity of fruits increases on 3..6 When the Maturity will exceed 100% , value is dumped in 0 , and the hero with probability of 80% receives the Fruit of the Tree of the Life , or the Branch of the Tree of the Life (probability of 20%)	
 5 pieces	Branch of the Tree of the Life The branch that has grown from Live Bow.	Race: elves Level: 3 Price: 15'000 +3 Attacks to all plants +3 Mana Use: gives +1 Intelligence
	Magic branch which grants clearing of reason and universal wisdom. More precisely, its tiny part.	
 1 piece	Jolly Roger The captivated boarding sabre. Enters into the Complete set of the Lucky beggar .	Race: no Level: 3 Price: 20'000 +2 Attacks +20% of the Loss at Critical blow
	This weapon belonged to the most cheerful and successful pirate in Teana history. And in honour of it pirates named the flag: in hope, that it will bring them <u>good</u> luck.	
 1 piece	Astral Bow Powerful bow from a flexible steel.	Race: dwarves Level: 3 Price: 27'000 -2 Attacks +1 astral Losses to Archers, Elves and Pathfinders
	One of products of master Lotar - the fighting onions created not from a tree, and from black steel. Considerable force is required to pull such onions, but any armor will not resist against it!	
 1 piece	Illusive Sword Magic blade with an edge shaped from shades. Enters into the Complete set of the Invisible being .	Race: human Level: 4 Price: 35'000 -50 % of Physical resistibility to enemies (if it exists). (Initial Moral=35 , Low, after suppression: 100) Grows: never Falls: -3..5 , after each fight
	Master Lotar has created this sword from shades of five thousand sharpest blades. Its translucent edge easily passes through any armor and cuts even a stone. In fight becomes thin, and it is necessary again to temper a sword edge in shades of phantoms.	
 1 piece	Ray of light The sword shaped from a sunlight. Enters into Light Complete set .	Race: human Level: 4 Price: 50'000 +10 Attacks against undead and demons (in the afternoon +20) Durability: 100 % The special: wearing out, disappears (loses 1..8 Durabilities after each fight if it is put on).
	Ten hammers and five anvils were replaced by master Lotar, shaping a sword from sunlight beams. Also there is no all over the world better a weapon against Darkness, than this sword!	
 	Light sword Long sword with it is dazzling white blade, letting out light. Enters into Light Complete set .	Race: no Level: 5 Price: 90'000 +5 attacks (+10 attacks in the afternoon and in the morning) -20% protection (<i>concerning base value</i>) to demons and undead (<i>both to allies and enemies</i>) (Initial Moral=50 , Normal) Grows: + 5 in army of the enemy was undead or demons. +2 in army of the hero were Human or Elves. Falls: -5 In army of the enemy there were people or elves. -2 in army of the hero was undead or demons. At achievement 0 , turns to the Balance Sword.
	Reforged by acts of the owner, the Sword of Balance has sided with Light and now truly serves business of destruction of forces of Harm, irreconcilably exterminating demons and undead. At least, until its owner battles on a part of the Light.	

Gloves

	The name	The description
 1 piece	Warm Mittens Warm and convenient mittens with beautiful embroidery. Enters into the Complete set Winter .	Race: human Level: 1 Price: 1'000
	-1 Attacks +8 Mana	<p>The soft touch of these warm mittens weakens and causes sensation of rest, allowing to accumulate more than magic energy.</p>
 2 pieces	Bracelet of the Master of Fire Easy bracelet from blue metal.	Race: dwarves Level: 2 Price: 10'000
	+1 Defense +10% of Resistibility to fire The special: a fragment of a modular artefact of the Glove of the Destroyer .	<p>Despite the terrible name, this bracelet it is useless enough. Smiths and glass blowers used similar ornaments to protect hands from burns.</p>
 1 piece	Gloves of the Wanderer Gloves from the thinnest silvery material.	Race: no Level: 2 Price: 14'000
	+5 Mana The special: gives 10 Rage if ability or a teleportation spell is used.	<p>These gloves, as though made of soft metal, the unique found creation of hands of mysterious Wanderers. They will transform energy of magic carrying over to pure Fury.</p>
 1 piece	War fetters The shackles connected by a long captivated chain.	Race: elves Level: 3 Price: 33'000
	-20% Rage -2 Attacks +20% Mana +2 Intellect	<p>These shackles at all do not constrain movements, but their magic calms, casts thoughts on the world and harmony.</p>
 1 piece	Fiery Bracelet Fighting bracelet of the Flaring Legion.	Race: demons Level: 3 Price: 34'000
	+2 Attacks +10% to Force of Fiery spells Fiery rolls: 4 Use: gives rolls with fiery spells (the Fiery Arrow, the Fiery Sphere, Hell breath, Oil Cloud).	<p>Such bracelet allows demonic soldiers to attack positions of the enemy on distance, bringing down on it power of fiery elements.</p>
 1 piece	Gloves of the Destroyer Gloves from easy blue metal.	Race: human Level: 5 Price: 110'000
	+20 % to Force of attacking spells +10 % of Resistibility to fire, magic, poison and an astral The special: a modular artefact. Use: assort an artefact on fragments.	<p>The most powerful fighting artefact created more thousand years ago, in days of War of Magicians. Consists from: the Bracelet of the Master of Fire, the Crown of Chaos and the Belt of the Student.</p>

Dresses

	The name	The description
 1 piece	Woolen Dress Warm dress from wool of yaks. Enters into the Complete set Winter .	Race: dwarves Level: 2 Price: 15'000
	+1 Defense +3 Defense to armies on snow arenas All armies receive immunity to effect of the Frost.	
Such convenient and warm dresses are made on unique Montero weaving mill.		
 1 piece	Wedding dress Silk wedding dress.	Race: elves Level: 4 Price: 40'000
	+3 Defense +10 Defense to she-warriors +1 Morals to Elves (Initial Moral=100, Excellent, after suppression: 100) Grows: never. Falls: -2..6 after each fight.	
Elven tailors, safeguarding the bride, use the special threads captivated on protection against all types of weapon at sewing. However, the protective spell quickly loses the force, but on pair-three wedding ceremonies quite will suffice!		

Belts

	The name	The description
 2 pieces	Belt of the Student The belt containing spells-prompts.	Race: elves Level: 3 Price: 15'000
	+1 Defense +1 Intelligence Talent runes: Training: after fight with probability of 8% gives a class rune to the hero. The special: a fragment of a modular artefact of the Glove of the Destroyer .	
Such belts are especially popular among students of the Lecture hall. First of all because they are officially resolved. After all to captivate a belt the student should, and for this purpose it is necessary to possess certain knowledge of magic.		
 1 piece	Random Chain Chain of rune symbols.	Race: no Level: 3 Price: 21'000
	+1 Intelligence +5% of Experience for fight The special: damns the enemies striking critical blows (the spell III fate is imposed or Weakness duration 2 courses).	
«Accidents are not casual», - so master Lotar has solved and has created this chain. Carrying on a belt, it turns good luck of enemy armies into fatal bad luck.		
 1 piece	Belt of the Winner Belt of gold and silver threads.	Race: human Level: 5 Price: 100'000
	+50 % of base Defense to all beings +1 Speeds The special: a modular artefact. Use: assorts an artefact on fragments.	
This belt belonged to king-knight Madrigat who has united Twelve Kingdoms of Verona in uniform empire. This belt was on Madrigat when he has won a fair duel twelve champions, the best soldiers from each kingdom. Consists of Shield of Berserker , the Black Bandage , the Steel Defender .		

	The name	The description
	Basket with Fly agarics The basket full of dried fly agarics.	
1 piece	Race: no Level: 2 Price: 10'000	+3 Attacks to all Orks in army +3 Attacks to Barbarians and Berserkers
Before fight orks about pleasure will eat pair-other of fly agarics, for a raising of the fighting spirit. Therefore any leader of orks respecting always drags with itself the similar basket full of fragrant dried mushrooms.		
	Flaring Torch Usual not fading torch.	
2 pieces	Race: elves Level: 2 Price: 12'000	+100 Leaderships -5 Defense to all plants on arena
The simple spell allows this torch to burn months, despite of a rain and a wind. Articles of prime necessity in dark vaults and crypts.		
	Brand of the Traitor The heated rod for brand drawing.	
1 piece	Race: undead Level: 3 Price: 21'000	+20 % of the Loss on similar beings (for example, Archer on Archer)
Never cooling down rods was used at the beginning of formation of Verona kingdom. Them royal executioners branded deserters and traitors.		
	Iron Cross The award military sign.	
2 pieces	Race: dwarves Level: 2 Price: 25'000	+3 Defense to dwarves and human Use: transforms into the Sacred or Rusty Cross for 10'000 gold
Confirmed by one of the first kings of Verona, this symbol allocates the soldiers who have caused a stir in fight by the courage.		
	Rusty Cross The creed covered with a layer of rust.	
	Race: undead Level: 2 Price: 25'000	+5 Defense to undead Use: turns to the Iron Cross for 5'000 gold.
Rusted not from time, and from the damnations imposed on it, this sacred sign serves for undead as a symbol of a victory and gives to confidence.		
	Holy Cross The cross blest in five Teana's Temples.	
	Race: human Level: 2 Price: 25'000	-5 Defense to all undead Use: turns to the Iron Cross for 5'000 gold. The special: a fragment of a modular artefact the Ring Sacred .
Confirmed by one of the first kings of Verona, this symbol allocates the soldiers who have caused a stir in fight by the courage. (To collect the Ring Sacred, it is necessary to use other parts of a modular artefact.)		
	Raven Live speaking raven. Enters into the Life Complete set .	
1 piece	Race: elves Level: 3 Price: 29'000	+2 Intelligence -20 % of the requirement of Leadership for Peasants, Robbers and Marauders The special: talks, writes down rolls of Wanderers (1 spell after 10 fights). Gives the made roll for 200 Sprouts of Thorns and all current mana stock of the player.
Any witch respecting should have in companions of a black cat or a speaking raven. This bird is able not only to speak, but even to read and write! Simple people are afraid and respect such ravens.		
	Eye of the Dragon The real eye of a dragon.	
1 piece	Race: no Level: 5 Price: 150'000	+500 Leaderships -50% Attack to enemy Dragons
All look at the owner of such trophy yours faithfully, and dragons - with fear, being afraid for the health and safety of sight.		
	Heart of the Dragon The heart concluded in crystal.	
1 piece	Race: elves Level: 5 Price: 200'000	+1 Morals to all Dragons (including Fiery and Lake Dragons) -10 % of the requirement of Leadership for all Dragons (including Fiery and Lake Dragons)
It is considered, that this heart once belonged to one of Great Dragons. It is not known, whether the truth, but all dragons sincerely consider this crystal amulet as the relic.		

Boots

	The name	The description
 1 piece	Skates Footwear for sliding on ice. Enters into the Complete set Winter .	Race: human Level: 2 Price: 14'000
	+1 Attacks +1 Speeds to the pedestrian soldiers on snow arenas	
<p>In such footwear it is possible to move quickly without special work on ice. The main thing - to stop in time.</p>		
 1 piece	Sandals of the Martyr Sandals from an oak bark.	Race: no Level: 4 Price: 48'000
	+4 Intelligence +1000 Leaderships -1 Speeds to the pedestrian beings of the hero The special: a fragment of a modular artefact the Ring Sacred .	
<p>Sharp thorns in these sandals cause an intolerable pain to their owner. Such footwear was carried by true martyrs, showing the humility, patience and indifference to corporal torments.</p>		

Helmets

	The name	The description	
 1 piece	Invisible Helm Absolutely invisible cap. Enters into the Complete set of the Invisible being .	Race: human Level: 2 Price: 10'000	
	+2 Defense		
<p>Having put on this captivated headdress, it is impossible to become invisible. The cap has received the name because her it is not visible. Nevertheless, it gives quite good protection. And still it is easy for hiding or losing: perhaps, for this reason invisible helms - such rarity.</p>			
 1 piece	Black Bandage Long tape from a dense black fabric.	Race: elves Level: 3 Price: 17'000	
	-5 Attacks to bow Archers +25 % to Critical blow to bow Archers The special: a fragment of a modular artefact the Belt of the Winner		
<p>Such bandages put on eyes during trainings elite elves archers. With their help they study to shoot, trusting not to the sight, and intuition and other feelings. Shots thus become not so exact, but more killing.</p>			
 1 piece	Joker Cap Cap of the clown with silver bells. Enters into the Complete set of the Lucky beggar .	Race: human Level: 3 Price: 27'000	
	+3 Intelligence +1 Morals to human		
<p>«It is necessary to be very clever to seem the fool», - so the greatest Teana's clown known as the Cheat and subsequently towered to gods used to say. It also possessed this headdress.</p>			
 1 piece	Chaos crown Crown shone by black light.	Race: undead Level: 4 Price: 50'000	
	+5 Mana +5 Rage +50 % of Resistibility of magic and to an astral The special: a fragment of a modular artefact the Glove of the Destroyer .		
<p>When Teana Gods have expelled the Lord of Chaos in the Chasm, they have allowed it to leave for memory of something powerful and useful to people. And the Lord has created this crown, having allocated with its particle of the force.</p>			
 1 piece	Metamorphic Axel Absolutely unimaginable something.	Race: no Level: 5 Price: 200'000	
	+4 Intelligence (the variant metamorph_1) Use: changes the bonus.		
<p>This subject is not similar on what you saw earlier. It with ease changes the form, hardness and even weight! Unique creation of magician Eventus, your award in the Game arranged with the greatest magician of the Chain of the Crystal Worlds... simply with boredom. Special: it is put in any slot, except the variant metamorph 1. All possible variants of a bonus:</p>			
Variant	Bonus	Variant	Bonus
metamorph 2	+4 Attacks	metamorph 5	+20 Mana
metamorph 3	+4 Defense	metamorph 6	+1 Speeds
metamorph 4	+20 Rage	metamorph 7	+2000 Leaderships

Shields

	The name	The description
 1 piece	Berserker Shield The round shield made of a pith tree.	Race: no Level: 2 Price: 8'000
	+1 Attacks and Defense +200% of Defense of Barbarians and Berserkers The special: a fragment of a modular artefact the Belt of the Winner .	
Special shield that does not prevent to battle to furious barbarians in near to fight. It is applied by skilled berserkers.		
 	Live Shield. Class I The shield that has been grown up from a branch of the Live Tree.	Race: elves Level: 1 Price: 10'000
	+2 Defense Health: 100	
Not simply live board - it hears, talks and feels a pain. Receiving wounds, it suffers, and it needs time to heal them. Receiving wound in fight, the shield loses the characteristics. Being in a backpack, it cures the wounds and restores former force (+10...20 health after fight). If health >100 turns to the Live Shield. Class II		
 	Live Shield. Class II The shield that has been grown up from a branch of the Live Tree.	Race: elves Level: 2 Price: 20'000
	+3 Defense +10% of Resistibility to poison Health: 100	
Not simply live board - it hears, talks and feels a pain. Receiving wounds, it suffers, and it needs time to heal them. Receiving wound in fight, the shield loses the characteristics. (-5...10 health after fight) If health <0 turns to the Live Shield. Class I Being in a backpack, it cures the wounds and restores former force (+5...15 health after fight). If health > 100 turns to the Live Shield. Class III		
 	Live Shield. Class III The shield that has been grown up from a branch of the Live Tree.	Race: elves Level: 3 Price: 30'000
	+4 Defense +20% of Resistibility to poison Health: 100	
Not simply live board - it hears, talks and feels a pain. Receiving wounds, it suffers, and it needs time to heal them. Receiving wound in fight, the shield loses the characteristics. (-5...10 health after fight) If health <0 turns to the Live Shield. Class II Being in a backpack, it cures the wounds and restores former force (+5...15 health after fight). If health > 100 turns to the Live Shield. Class IV		
 	Live Shield. Class IV The shield that has been grown up from a branch of the Live Tree. Enters into the Life Complete set .	Race: elves Level: 4 Price: 40'000
	+5 Defense +25% of Resistibility to poison Health: 100	
Not simply live board - it hears, talks and feels a pain. Receiving wounds, it suffers, and it needs time to heal them. Receiving wound in fight, the shield loses the characteristics. (-5...10 health after fight) If health <0 turns to the Live Shield. Class III Being in a backpack, it cures the wounds and restores former force (+5...10 health after fight).		
 1 piece	Shield of Lion's Bravery Decorative board of master Lotar's work.	Race: human Level: 4 Price: 65'000
	+1 Defense +1 Morals everyone, except neutrals, undead and demons	
This shield is more likely intended for an admiring, than for protection. Executed of soft copper, it is decorated by bas-reliefs with images of lions and the magic runes, installing courage in soldiers.		

Special Subjects

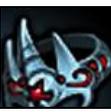
	The name	The description
 20 pieces	Fruit of the Tree of the Life Fragrant fruit from a magic branch.	Use: restores 20 Rage and Mana, but not above a maximum (disappears after use).
	Race: elves Level: 1 Price: 3'000	
This fruit has grown on a branch from which the Live Bow are created, unique elves weapon.		

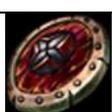
Complete sets of Subjects

The Life complete set 	Raven Live Bow Live Shield. Class IV	The Winter complete set 	Skates Warm Mittens Woollen Dress
+1 Speeds and Initiatives to all plants and Druids.		-1 Speeds to all enemies.	
The complete set of the Invisible being 	Ghost armor Illusive Sword Invisible Helm	Light complete set 	Ray of light Light sword Light ring
Enemies do not answer attacks first two rounds.		-20% Health to all undead enemy.	

The complete set of the Lucky beggar 	Jolly Roger Dice Joker Cap
+20% to probability of crit to armies.	

Modular Artefacts

Holy Ring 	Necklace of Exorcist 	Gloves of the Destroyer 	Bracelet of the Master of Fire 
-50% Attack and Defense to all undead and demons +2 Morals to Priests, Inquisitors and Paladins	Sandals of the Martyr 	+20 % to Power of attacking spells +10 % of Resistibility to fire, magic, poison and an astral	Chaos crown 
	Holy Cross 		Belt of the Student 

Belt of the Winner 	The steel Defender 
+50 % of base Defense to all soldiers +1 Speeds	Black Bandage 
	Berserker Board 

Cheat-Codes

 Astral Bow	astral_bow	 Aspen Stake	stike
 Bracelet of the Master of Fire	fire_master_braces	 Light ring	sun_ring
 Jolly Roger	jolly_roger	 Holy Sacred	holy_ring
 Branch of the Tree of the Life	life_branch	 Gloves of the Destroyer	destructor_gloves
 Raven	raiven	 Gloves of the Wanderer	wanderer_gloves
 Eye of the Dragon	dragon_eye	 Fruit of the Tree of the Life	life fruit
 Ghost armour	ghost_armor	 Belt of the Winner	winner_belt
 Iron Cross	iron_cross	 Belt of the Student	student_belt
 Live Bow	life_bow	 Illusive Sword	ghost_sword
 Live Shield. Class I	life_shield_1	 Flaring Torch	flame_torch
 Live Shield. Class II	life_shield_2	 Rusty Cross	rusted_cross
 Live Shield. Class III	life_shield_3	 Sandals of the Martyr	martyr_sandal
 Live Shield. Class IV	life_shield_4	 Wedding dress	fiance_dress
 Dice	dice	 Holy Cross	holy_cross
 Brand of the Traitor	brandingiron	 Heart of the Dragon	dragon_heart
 Skates	scates	 The dog Bone	dog_bone
 Basket with Fly agarics	muhomor_basket	 The steel Defender	steel_defender
 Chaos crown	chaos_crown	 Warm Mittens	warm_gloves
 Ray of light	sun_ray	 Smoke pipe	smoke_pipe
 Metamorphic Axel	metamorph_1	 Lens	lens
 Metamorphic Axel	metamorph_2	 Crystal Sphere	crystal_ball
 Metamorphic Axel	metamorph_3	 Random Chain	random_chain
 Metamorphic Axel	metamorph_4	 Skull of the Wizard	wizdom_skull
 Metamorphic Axel	metamorph_5	 Black Bandage	black_band
 Metamorphic Axel	metamorph_6	 Voodoo Doll	voodoo_doll
 Metamorphic Axel	metamorph_7	 Invisible Helm	invisible_helm
 Light sword	light_sword	 Woolen Dress	woollen_dress
 Set of the Alchemist	alchemist_toolkit	 Casket with Semi-precious stones	treasure_box
 Fiery Bracelet	fire_braces	 Joker Cap	joker_hat
 Necklace of Exorcist	exorcist_necklace	 Berserker Shield	berserker_shield
 War fetters	war_bracers	 Shield of Lion's Bravery	lion_shield