



Welcome to the Arcanum!

Lhari-Orin (and more specifically, its two prominent continents named Realmz and Anarym) is a world where dragons roam, elves flourish, and wizards of all calibers seemingly weave magic at their whim. Therefore, it is not surprising that many items dweomered with magical properties are found in the possession of powerful individuals or adventurers, or often unearthed from long-forgotten ruins and lost treasures.

Hence, within the following pages, you will find the most peculiar (if not unique!) magical items that are found in the [Sword Lands Trilogy](#) (namely [Trouble in the Sword Lands](#), [War in the Sword Lands](#) and [Wrath of the Mind Lords](#)) and [Prince of Death Cycle](#) (namely [Dead of Night](#), [Dragon of Death](#) and [Realm of Death](#)) scenarios for [Realmz](#).

Note that only those items created for these scenarios are included herein - indeed, all those numerous magical items which are considered as "regular" Realmz items are not listed here (besides, most of these have already been discussed about in another tome, the [Book of Items](#), by Dan Ilut). In addition, note that non-valuable and non-magical items such as normal keys, letters, passes, et al., which can also be found in the [Sword Lands Trilogy](#) and [Prince of Death Cycle](#) scenarios, were omitted in the present book in order to focus only on the magical and truly special items.

So, without further digressions on my part, enjoy!

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Sherbrooke (Québec), Canada
January 2005

A Foreword from the Generous Sponsors of this Tome:

We at [Adventurers Inc.](#), always searching for ways to improve our services, have sponsored and edited the compilation of the following tome, to be used by the good folks most important to us: you, the adventurers. After all, as our slogan always sincerely claims, "[If you're not successfull, We're not successfull](#)".

We would like to express our deepest gratitude to the countless adventurers who have supplied their own tidbits of information about the numerous items described herein, often at the price of life and limb. But then again, as all experienced adventurers know, "[You can't have your Holy Sword of Absolute Retribution without first prying it away from the claws of a demon prince that is defended by his hoary hordes of warrior demons](#)". In any case, after years of careful information-gathering, checking and compiling, we now proudly present to you this "[Arcanum](#)".

For free, of course!

The description for each item presented in this tome is arranged according to the

following:

Name

(picture)

Item Type (including whether item is *cursed*)

Base Damage (if weapon)/*Armor Rating* (if piece of armor)

Add-Ons (effects on the possessor's attributes)

Extra Damage (if applicable)

Special (special abilities of the item)

Value (in gold pieces; also indicates if item is *Unique*)

Scenarios: (Sword Lands Trilogy and/or Prince of Death Cycle scenarios in which the item can be found - *Legend: TiSL, Trouble in the Sword Lands; WiSL, War in the Sword Lands; WoML, Wrath of the Mind Lords; DoN, Dead of Night; DoD, Dragon of Death; RoD, Realm of Death*)

We hope the information within this guide will prove useful, and that whenever you peruse its pages, you will think fondly of us at [Adventurers Inc.](#). If you wish to drop by to see us, and perhaps even make use of our services, remember where you can find us: either at our (newly re-opened) branch in the town of Aranys, at our Home Office in the great city of Tanirith, or in the city of Seacrest (off the Azure Coast, on the continent of Anarym). New branches in Wailsrond, Lantharond and Sharranth are already under construction! We are open day and night, every day of the sevenday, 4 sevendays a month, every month of the year (*disclaimer: major catastrophic events such as unleashed hordes of undead, freed demon lords, awaken mind lords, free-roaming dark gods, wars, and the like, may result in our branches/offices so-afflicted being unable to respect this pledge concerning our open business hours - sorry*).

So enjoy this tome, and don't forget to drop by our offices!

Safe journeys, and safer returns!



Armors: Belts and Boots



Boots of the Black Widow

Seemingly comfortable, these boots have hidden needles which inject the deadliest of poisons, killing their wearer instantly.

Armor Type: Soft Boots; **Cursed** (appear as *Boots of Balance*).

Armor Rating: 1.

Special: Inflict condition *Animated/Death* when worn.

Value: 250.

Scenarios: WiSL, WoML, DoN, DoD.



Belt of Protection

A special belt said to bestow some protection against all that is evil.

Armor Type: +10 Belt.

Armor Rating: 10.

Add-Ons: +5% Magic Resistance.

Special: Confers +25% *Protection from Evil*.

Value: 19950.

Scenarios: DoN, DoD, RoD.



Shantile Waders

Made from shantile hide, these boots allow the wearer and his party to breathe underwater.

Armor Type: +3 Soft Boots.

Armor Rating: 4.

Special: Casts spell *Waterworld* (power level 7) - 6 charges;
+6% chance on *Acrobatic Act* attempts.

Value: 5790.

Scenarios: DoD.



Traveler's Boots

Reinforced boots, yet as comfortable as regular leather boots.

Armor Type: +1 Hard Boots.

Armor Rating: 3.

Value: 250.

Scenarios: TiSL, WiSL, WoML, DoN, DoD, RoD.



Yeti Paws

Made from hardened yeti pelts, these boots are all one needs for protection from the harshness of winters.

Armor Type: +5 Hard Boots.

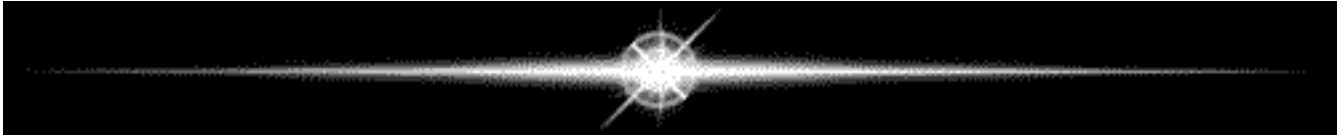
Armor Rating: 6.

Extra Damage: +5 Cold dmg.

Special: Confers +25% *Protection from Cold*.

Value: 9580.

Scenarios: DoD.





Armors: Body Armors



Adamantine Armor

This exquisite armor is forged with adamantine, the rare metal that's stronger than mithril.

Armor Type: +12 Chain Armor.

Armor Rating: 27.

Value: 14500.

Scenarios: WiSL, WoML, DoN, DoD, RoD.



Armor of Rhan

An assassin-for-hire, Rhan the Night made his reputation centuries past by slaying mages.

Armor Type: +12 Leather Armor.

Armor Rating: 21.

Add-Ons: +5% Magic Resistance.

Special: Confers +5% Protection from 3rd Level Spells.

Value: 12000 (*Unique Item*).

Scenarios: TiSL, WiSL.



Armor of the Nuramin

An old armor worn by the most prestigious descendants of the royal Nuramin Dynasty.

Armor Type: +15 Plate Armor.

Armor Rating: 42.

Add-Ons: +10% Magic Resistance.

Special: Confers +5% Shield from Projectiles;
+10 to hit bonus versus Reptilian Creatures;
+10 to hit bonus versus Giant Class Creatures.

Value: 32000 (*Unique Item*).

Scenarios: WoML.



Armor of the Paladin

A magnificent armor, it is a boon for selfless paladins and crusaders against all that is evil - especially demons and devils.

Armor Type: +15 Plate Armor.

Armor Rating: 42.

Add-Ons: +5% Magic Resistance;
+100 Spell Points.

Extra Damage: +15 dmg versus Demons/Devils;
+15 dmg versus Evil Creatures.

Special: Casts spell *Banish* (power level 1) - 15 charges;
+5 to hit bonus versus Evil Creatures;

+5 to hit bonus versus Demons/Devils.

Value: 22975.

Scenarios: DoN, DoD, RoD.



Dragonscale Armor

A banded armor made from dragon scales. Many are the boons it bestows.

Armor Type: +10 Banded Armor.

Armor Rating: 31.

Special: Confers +5% *Shield from Hits*;
+5 to hit bonus versus Reptilian Creatures.

Value: 26795.

Scenarios: DoD.



Dwarven Chain Mail

Light, yet sturdy and of high quality; made of mithril and special dwarven alloys: very well suited by and for its makers.

Armor Type: +10 Chain Armor.

Armor Rating: 25.

Value: 5000.

Scenarios: TiSL, WiSL, WoML, DoN, DoD, RoD.



Elven Chain Armor

A superb armor of mithril-adamantine alloy, much lighter than its normal counterpart.

Armor Type: +12 Chain Armor.

Armor Rating: 27.

Value: 10000.

Scenarios: WoML, DoN, DoD, RoD.



Endurinium Armor

This superb armor was forged in endurinium, the rarest of metals that surpasses even mithril and adamantine.

Armor Type: +15 Plate Armor.

Armor Rating: 42.

Value: 16500.

Scenarios: WiSL, WoML, DoN, DoD, RoD.



Firebrand Armor

Forged and crafted by fire giant masters, these armors not only protect against the cold but also provide a boon against the undead.

Armor Type: +10 Chain Armor.

Armor Rating: 25.

Special: Confers +5% *Protection from Cold*;
+3 to hit bonus versus Undead.

Value: 25000 (*Unique Item*).

Scenarios: WiSL, WoML.



Frostbrand Armor

Forged and crafted by frost giant masters, these armors not only protect against fire but also provide a boon against denizens of Hell and the Abyss.

Armor Type: +10 Chain Armor.

Armor Rating: 25.

Special: Confers +5% *Protection from Fire*;
+3 to hit bonus versus Demons/Devils.

Value: 25000 (*Unique Item*).

Scenarios: WiSL, WoML.



Gnomish Armor

A superb example of gnomish craftsmanship, this is the epitome of leather-type armors.

Armor Type: +12 Leather Armor.

Armor Rating: 21.

Value: 8125.

Scenarios: WoML, DoN, DoD, RoD.



Medusa Armor

The curse of a medusa shall be inflicted on he/she who wear this suit of armor.

Armor Type: +2 Leather Armor; **Cursed** (appears as *Leather of Strength +9*).

Armor Rating: 11.

Special: Inflicts the condition *Stoned* when worn.

Value: 200.

Scenarios: TiSL, WiSL, WoML, DoN, DoD.



Psi-Armor

An armor much sought after by psionics and psi-warriors.

Armor Type: +10 Chain Armor.

Armor Rating: 25.

Add-Ons: +1 Movement;
+5% Magic Resistance.

Special: Confers +5% *Protection from Mental Attacks*;
+1 to hit bonus versus Intelligent Creatures;
+1 to hit bonus versus Magic-Using Creatures.

Value: 14000.

Scenarios: TiSL, WiSL, WoML.





Armors: Caps and Helmets



Cap of Confusion

He/she who wears this shall be confused by the world around him/her.

Armor Type: Leather Cap; **Cursed** (appears as *Cap of Defense*).

Armor Rating: 2.

Special: Inflicts condition *Confused* when worn.

Value: 250.

Scenarios: TiSL, WiSL, WoML, DoN, DoD, RoD.



Cap of Defense

A reinforced leather cap.

Armor Type: +4 Leather Cap.

Armor Rating: 6.

Special: Confers active *Magic Aura* spell.

Value: 750.

Scenarios: TiSL, WiSL, WoML, DoN, DoD, RoD.



Crown of Power

Rumored to be the lost crown of king Ptaraz, founder of Tanirith.

Armor Type: +7 Helmet.

Armor Rating: 10.

Add-Ons: +2 Strength;

+5 Luck;

+2 Movement;

+10% Magic Resistance.

Special: Confers +5% *Protection from 5th Level Spells*;

+25% chance to *Cause Major Wound* upon successful hit.

Value: 20000 (*Unique Item*).

Scenarios: TiSL.



Galrond's Doom

Known for having been worn by Galrond Coldstone, an infamous general of old.

Armor Type: +12 Helmet.

Armor Rating: 15.

Extra Damage: +12 Electric dmg.

Special: Casts spell *Lightning Bolt* (power level 5) - 24 charges.

Value: 11250 (*Unique Item*).

Scenarios: DoN.



Helm of Duncea

It is said that he who wears this helm shall have the contentment of the

simpleton.

Armor Type: Helmet; **Cursed** (appears as *Helm of Id*).

Armor Rating: 3.

Special: Inflicts condition *Stupid* when worn.

Value: 500.

Scenarios: TiSL, WiSL, WoML.



Helm of Id

Some say these helms were made ages ago to combat warriors with mind-powers.

Armor Type: +5 Helmet.

Armor Rating: 8.

Special: Confers +5% *Protection from Mental Attacks*.

Value: 8000.

Scenarios: TiSL, WiSL, WoML.



Helm of Kith

This is the millennia-lost helm of the mysterious adventurer named Kith Khanaan - in truth, a Mind Lord.

Armor Type: +5 Helmet.

Armor Rating: 8.

Add-Ons: +10% Magic Resistance.

Special: Confers +5% *Protection from 3rd Level Spells*;

+1 to hit bonus versus Magic-Using Creatures;

+1 to hit bonus versus Intelligent Creatures.

Value: 13000 (*Unique Item*).

Scenarios: TiSL.



Helm of Supremacy

This helm is said to have been blessed by Domorash, Goddess of Domination, Supremacy, Conquest and Evil Dragons.

Armor Type: +8 Helmet.

Armor Rating: 11.

Add-Ons: +8 Strength;

+8 Luck;

+8% Magic Resistance.

Special: Casts spell *Multi Mutiny* (random power level) - 25 charges;

+8 to hit bonus versus Magic-Using Creatures;

+8 to hit bonus versus Intelligent Creatures.

Value: 29000 (*Unique Item*).

Scenarios: DoD, RoD.



Horns of Blood

A warhelm fabled among orcish tribes, it is said to bestow untold powers to those orcs that are true warriors by the standard of their peers.

Armor Type: +4 Helmet.

Armor Rating: 7.

Add-Ons: +5% Magic Resistance;
+4 to hit/dmg bonus on all attacks.
Special: Confers active *Magic Aura* spell;
+4 to hit bonus versus Intelligent Creatures;
+4 to hit bonus versus Giant Class Creatures.
Value: 18950 (*Unique Item*).
Scenarios: WoML.



Jesper's Hat

Known for having belonged to the legendary explorer Jasper Farwalker. Many are the boons it is said to bestow.

Armor Type: +9 Leather Cap.
Armor Rating: 11.
Add-Ons: +5 Luck;
+5 Movement;
+5% Magic Resistance.
Special: Casts *Heal Medium Wounds* (random power level) - 18 charges;
Confers active *Ogre/Dragon Hide* spell on party;
Confers active *Sentry* spell on party.
Value: 29750 (*Unique Item*).
Scenarios: DoN.



Muse of the Balladeer

A very beneficial hat for any traveling minstrel.

Armor Type: +6 Leather Cap.
Armor Rating: 8.
Add-Ons: +50 Spell Points.
Special: Confers active *Magic Aura* spell.
Value: 3500.
Scenarios: WoML.



Tiara of the Lost Highkings

The symbol of mayaltec rulership passed down from one Highking to the next, ever since the ascension of the first Highking, Turoac.

Armor Type: +10 Leather Cap.
Armor Rating: 12.
Add-Ons: +1 Strength;
+5 Luck;
+2 Movement;
+10% Magic Resistance.
Special: *Regenerates* 3 hit points/round;
+8 to hit bonus versus Magic-Using Creatures;
+8 to hit bonus versus Evil Creatures.
Value: 30000 (*Unique Item*).
Scenarios: WoML.





Armors: Cloaks and Robes



Animal Furcloak

The processed pelt of an animal; great for clothing and warming. Also valuable when sold.

Armor Type: +1 Cloak.

Armor Rating: 3.

Special: Confers +5% *Protection from Cold*.

Value: 100.

Scenarios: TiSL, WiSL, WoML, DoN, DoD, RoD.



Cloak of the Bat

A cloak dweomered with the power to summon vampire bats at one's bidding.

Armor Type: +10 Cloak.

Armor Rating: 12.

Add-Ons: +6% Magic Resistance.

Special: Casts spell *Summon Creature 6* (random power level; creature summoned: *vampire bat*) - 10 charges.

Value: 28700 (*Unique Item*).

Scenarios: DoN.



Cloak of the Wraith

It is said that he (or she) who wears this terrible cloak shall never need fear death ...

Armor Type: +7 Cloak; **Cursed** (appears as *Cloak of Protection +6*).

Armor Rating: 9.

Special: Inflicts condition *Animated/Undead* when worn.

Value: 1500.

Scenarios: WiSL, WoML, DoN, DoD, RoD.



Cloak of Willingness

Usually a gift offered by enemies to break one's will.

Armor Type: Cloak; **Cursed** (appears as *Cloak of Power +5*).

Armor Rating: 2.

Special: Inflicts condition *Stupid* when worn.

Value: 500.

Scenarios: TiSL, WiSL, WoML, DoN, DoD.



Elven Cloak

When donned, this marvelous cloak will confer camouflage powers, as well as other special attributes.

Armor Type: +6 Cloak.

Armor Rating: 8.

Add-Ons: +5% Magic Resistance.

Special: Confers active *Invisibility* spell;
+3 to hit bonus versus Evil Creatures;
+3 to hit bonus versus Giant Class Creatures.

Value: 8500.

Scenarios: WoML, DoN, DoD, RoD.



Rainbow Robe

A wonderful garment for true spellcasters, such as priests, sorcerers and enchanters.

Armor Type: +10 Robe.

Armor Rating: 13.

Add-Ons: +10 Luck;
+10% Magic Resistance;
+10 Spell Points.

Special: Confers active *Invisibility* spell (at x5 strength);
+10% chance of making successful *Sneak Attack*.

Value: 15000 (*Unique Item*).

Scenarios: DoN, DoD, RoD.



Robe of Arcane Mastery

A robe which befits only a high master - or mistress - of magic.

Armor Type: +10 Robe.

Armor Rating: 13.

Add-Ons: +10% Magic Resistance
+100 Spell Points.

Special: Confers the condition *Absorbing Energy* while worn.

Value: 31500.

Scenarios: RoD.



Robe of Awareness

He/She who wears this robe shall never fear unwelcomed encounters - and may even see what is hidden or concealed! Only for true spell casters ...

Armor Type: +5 Robe.

Armor Rating: 8.

Add-Ons: +5% Magic Resistance.

Special: Casts spell *Sentry* (power level 1) - 10 charges;
+10% chance *Detect Secret Area*;
+10% chance *Detect Trap*.

Value: 15500.

Scenarios: DoN, DoD, RoD.



Robe of the Psion

A robe much sought after by psionics.

Armor Type: +4 Robe.

Armor Rating: 7.

Add-Ons: +5% Magic Resistance;
+50 Spell Points.
Special: Confers +5% *Protection from Mental Attacks*;
+1 to hit bonus versus Intelligent Creatures.
Value: 11000.
Scenarios: TiSL, WiSL, WoML.



Silverback Furcloak

*The processed pelt of a silverback wolf; great for clothing and warming.
Also very valuable when sold.*

Armor Type: +2 Cloak.
Armor Rating: 4.
Special: Confers +10% *Protection from Cold*.
Value: 1000.
Scenarios: TiSL, WoML, DoN, DoD, RoD.



Spider Cloak

*Another gift of Tlarantale to her high priestesses, providing many favors
and abilities upon them.*

Armor Type: +7 Cloak.
Armor Rating: 9.
Add-Ons: +2 Movement;
+5% Magic Resistance.
Special: Confers active *Invisibility* spell;
+20% chance of making successful *Sneak Attack*;
+20% chance to *Cause Major Wound* upon successful hit.
Value: 16500.
Scenarios: WiSL.



Veil of the Night

A cape for the true rogue ... especially a murderous one.

Armor Type: +4 Cloak.
Armor Rating: 6.
Add-Ons: +4 Luck;
+4 to hit/dmg bonus on all attacks.
Special: Confers active *Invisibility* spell;
+40% chance of making successful *Sneak Attack*.
Value: 25000.
Scenarios: DoN, DoD, RoD.





Armors: Gauntlets and Gloves



Bracers of the Shining Path

A true boon for any master monk.

Armor Type: +25 Gauntlets.

Armor Rating: 25.

Special: Confers 2 bonus attacks/round;
+25% chance to *Detect Secret Area* attempts;
+25% chance to *Disarm Trap* attempts.

Value: 25000.

Scenarios: DoN, DoD.



Hands of the Ghoul

A boon for any monk that is not weak of heart, for these gloves act like the claws of a ghoul.

Armor Type: +9 Gloves.

Armor Rating: 10.

Add-Ons: +9 to hit/dmg bonus on all attacks.

Special: Upon successful hit, inflicts condition *Diseased* if target fails DRVs.
Special.

Value: 12000.

Scenarios: DoN, DoD, RoD.



Psi Bracers

A much sought after item by psionicsists.

Armor Type: +20 Gauntlets.

Armor Rating: 20.

Special: Confers +5% *Protection from Mental Attacks*;
+1 to hit bonus versus Intelligent Creatures.

Value: 16000.

Scenarios: TiSL, WiSL, WoML.



Slaver's Bracers

A terrible item used by slavers to break the will of their slaves.

Armor Type: -5 Gauntlets; **Cursed** (appear as **Gauntlets +16**).

Armor Rating: -5.

Add-Ons: -2 Strength;
-2 Luck;
-2 Movement;
-5% Magic Resistance;
-25 Spell Points.

Special: Inflict condition *Helpless* when worn.

Value: 500.

Scenarios: TiSL, WiSL, WoML, DoD.



Undeath's Kiss

These terrible gloves are said to have been 'blessed' by Orcas, God of Undeath, Horrors and Terror.

Armor Type: +9 Gloves; **Cursed** (appear as *Gloves of Regeneration +1*).

Armor Rating: 10.

Special: Inflict condition *Animated/Undead* when worn.

Value: 500.

Scenarios: WoML, DoD, RoD.



Yukio's Hands

These magnificent gloves once belonged to the monk Yuriko Moonjade, known for being able to electrocute her opponents with a touch.

Armor Type: +4 Gloves.

Armor Rating: 5.

Add-Ons: +1 Luck;

+1 Movement;

+5% Magic Resistance;

+4 to hit/dmg bonus on all attacks.

Extra Damage: +6 Electric dmg.

Special: Casts spell *Lightning Bolt* (random power level) - 8 charges;

+4 to hit bonus versus Intelligent Creatures;

+4 to hit bonus versus Non-Humanoid Creatures.

Value: 27875 (*Unique Item*).

Scenarios: WoML.





Armors: Shields



Braveheart

A shield made of mithril-steel, it bestows many gifts to the warrior brave of heart against any enemy and monsters.

Armor Type: +8 Shield.

Armor Rating: 14.

Add-Ons: +1 Strength;
+1 Luck;
+1 Movement;
+5% Magic Resistance.

Special: Confers +5% *Shield from Projectiles*;
+3 to hit bonus versus Intelligent Creatures;
+3 to hit bonus versus Non-Humanoid Creatures.

Value: 24350 (*Unique Item*).

Scenarios: WoML, DoN, DoD.



Death's Gaze

Also known as Kharalkuur's Shield. It can kill anyone who simply glances at it.

Armor Type: +14 Shield.

Armor Rating: 20.

Special: Casts spell *Death* (power level 1) - 14 charges;
+7 to hit bonus versus Intelligent Creatures;
+7 to hit bonus versus Magic-Using Creatures.

Value: 32000 (*Unique Item*).

Scenarios: DoN, RoD.



Decanther's Gift

What good can come out of a gift from the God of Disease, Decay and Corruption?

Armor Type: +10 Shield; **Cursed** (appears as *Shield of Healing +10*).

Armor Rating: 16.

Add-Ons: +10% Magic Resistance.

Special: Inflicts condition *Diseased* on possessor.

Value: 400.

Scenarios: WoML, DoN, DoD.



Dragonscale Shield

A shield made from dragon scales. Many are the boons it bestows.

Armor Type: +10 Shield.

Armor Rating: 16.

Add-Ons: +10% Magic Resistance.

Special: Confers +5% *Shield from Projectiles*;
+5 to hit bonus versus Reptilian Creatures.

Value: 19975.

Scenarios: DoD.



Ironwill

These shields were used ages ago against warriors with mind-powers.

Armor Type: +8 Shield.

Armor Rating: 14.

Special: Confers +5% *Protection from Mental Attacks*.

Value: 8000 (*Unique Item*).

Scenarios: TiSL, WiSL, WoML.



Moradin's Wall

A shield for heroes ... dwarven ones, that is.

Armor Type: +2 Shield.

Armor Rating: 8.

Special: Confers +5% *Shield from Projectiles*.

Value: 3500.

Scenarios: TiSL, WiSL, WoML, RoD.



Shield of Faith

A magnificent shield made of mithril, it is a boon for devout servants of the Gods in their fight against the undead.

Armor Type: +7 Shield.

Armor Rating: 13.

Add-Ons: +7 Luck;

+7% Magic Resistance;

+50 Spell Points.

Extra Damage: +7 dmg versus Undead.

Special: Confers active *Magic Aura* spell;

+7 to hit bonus versus Magic-Using Creatures;

+7 to hit bonus versus Undead.

Value: 30350.

Scenarios: WoML, DoN, DoD, RoD.



Shield of Galduur

A wonderful relic which belonged to the legendary dwarven hero Galduur Ironshield.

Armor Type: +8 Shield.

Armor Rating: 14.

Add-Ons: +1 Strength;

+1 Luck;

+1 Movement;

+5% Magic Resistance.

Special: Confers +5% *Shield from Hits*.

Value: 15000 (*Unique Item*).

Scenarios: TiSL, WoML.



Shield of the Crusader

A magnificent shield made of mithril, it is a boon for selfless paladins and crusaders.

Armor Type: +10 Shield.

Armor Rating: 16.

Add-Ons: +1 Strength;
+5% Magic Resistance;
+50 Spell Points.

Extra Damage: +3 dmg versus Evil Creatures.

Special: Confers +5% *Protection from Evil*;
+5 to hit bonus versus Evil Creatures.

Value: 22350.

Scenarios: WoML, DoN, DoD, RoD.



Turoac's Shield

A legendary item in the eyes of Mayaltecs, this shield belonged to the very first mayaltec Highking, Turoac.

Armor Type: +9 Shield.

Armor Rating: 15.

Add-Ons: +1 Strength;
+2 Luck;
+2 Movement;
+5% Magic Resistance.

Special: Confers +5% *Protection from Evil*;
+6 to hit bonus versus Reptilian Creatures;
+6 to hit bonus versus Evil Creatures.

Value: 25000 (*Unique Item*).

Scenarios: WoML.





Books, Scrolls and Tomes



Book of Powers

A relic which will allow the True Gods to protect the faithful against the probings of the Mentarchs.

Item Type: Book.

Special: Confers active *Magic Aura* spell to possessor.

Value: 30000 (*Unique Item*).

Scenarios: WoML.



Nullmagic

These rare scrolls store the spell "destroy magic".

Item Type: Scroll.

Special: Casts spell *Destroy Magic* (power level 1) - 1 charge.

Value: 2000.

Scenarios: WiSL, WoML.



Treatise on Health

A magical tome who's perusal causes an increase of vitality to the reader.

Item Type: Book.

Special: Casts spell *Improved Vitality* (power level 1) - 1 charge.

Value: 13000.

Scenarios: WiSL, WoML.



Tome of Logic

It is said that he/she who studies the writings of such a book shall gain greater knowledge.

Item Type: Book.

Special: Casts spell *Improved Knowledge* (power level 1) - 1 charge.

Value: 12000.

Scenarios: WiSL, WoML.



Tome of the Devout

A magical tome for priestly castes whose secrets will enlighten its reader.

Item Type: Book.

Special: Adds 1 Experience Level to reader - 1 charge.

Value: 26000.

Scenarios: WoML.





Jewelry and Ornaments



Amulet of Intercession

A potent necklace for the devoted.

Item Type: +4 Necklace.

Add-Ons: +4 Armor Rating.

Special: Confers the condition *Absorb Energy from Attacks* while worn.

Value: 17450.

Scenarios: RoD.



Arachnecklace

A gift of the Goddess Tlarantale to her shadow elf high priestesses, this device is said to summon spiders.

Item Type: +3 Necklace.

Add-Ons: +3 Armor Rating.

Special: Casts spell *Creature Summon 6* (random power level; creature summoned: *giant spider*) - 8 charges.

Value: 5000.

Scenarios: WiSL.



Archonya's Ring

Created by the legendary enchantress Archonya, this powerful ring is a coveted prize by sorcerers and incantatrixes alike.

Item Type: +4 Ring.

Add-Ons: +1 Luck;

+4 Armor Rating;

+10% Magic Resistance;

+4 to hit/dmg bonus on all attacks;

+25 Spell Points.

Special: Casts spell *Arcanic Bubble* (power level 4) - 20 charges.

Value: 30000 (*Unique Item*).

Scenarios: WiSL.



Bane's Orb

Another item brought over to the Realmz continent from the continent of Anarym; all that is known is that it belonged to the lich Druroxx Bane.

Item Type: Ion Stone.

Add-Ons: +25% Magic Resistance;

+10 to hit/dmg bonus on all attacks;

+100 Spell Points.

Special: Confers +5% *Protection from 5th Level Spells*;

+25% chance on *Turn Undead* attempts.

Value: 30000 (*Unique Item*).

Scenarios: TiSL.



Dark Eye Crest

Rumored to have once belonged to the infamous rogue Zanfyr, this crest is said to provide beyond-normal vision and awareness ...

Item Type: +3 Brooch.

Add-Ons: +3 Armor Rating;
+3% Magic Resistance.

Special: Confers active *Detect Secret* spell on party;
Confers active *Searching* spell on party.

Value: 18000.

Scenarios: DoN.



Emerald Stone +5

A failed ion stone. Although it provides some significant benefits, it renders one low of wits and intellect.

Item Type: +5 Ion Stone; **Cursed** (appears as *Pearled Ion Stone +9*).

Add-Ons: +5 Luck;
+5 Armor Rating;
+5% Magic Resistance.

Special: Inflicts condition *Stupid* when used.

Value: 500.

Scenarios: WoML, DoN, DoD.



Eye of Khan-Alghuul

An ancient item which belonged to the legendary Sorcerer-King Khan-Alghuul, it is said to act as a watchful eye for its possessor.

Item Type: +5 Necklace.

Add-Ons: +5 Armor Rating;
+3 to hit/dmg bonus on all attacks.

Special: Casts spell *Wizard Eye* (power level 5) - 25 charges;
+25% chance to *Detect Secret Area* attempts.

Value: 13800 (*Unique Item*).

Scenarios: WiSL.



Gem of Ptaraz

The legendary prized possession of the notorious King Ptaraz, founder of Tanirith.

Item Type: +1 Ion Stone.

Add-Ons: +1 Strength;
+1 Luck;
+1 Movement;
+1 Armor Rating;
+5% Magic Resistance.

Special: Confers +5% *Protection from Foe*.

Value: 15000 (*Unique Item*).

Scenarios: TiSL.



Icon of Dianchuur

Created by highpriests of Dianchuur, God of Health and Healing, and blessed by the god himself, this holy item is said to be able to cure any disease.

Item Type: +3 Brooch.

Add-Ons: +5% Magic Resistance;
+3 to hit/dmg bonus on all attacks.

Special: Casts spell *Heal Disease* (random power level) - 15 charges;
+3 to hit bonus versus Evil Creatures.

Value: 30000 (*Unique Item*).

Scenarios: WiSL.



Insulation Ring

This beautiful ring allows its wearer to fear no lightning.

Item Type: +3 Ring.

Add-Ons: +3 Armor Rating.

Special: Confers +5% *Protection from Lightning*.

Value: 2250.

Scenarios: WiSL, WoML, DoN, DoD, RoD.



Kharalkuur's Touch

Fear the touch of the God of Death and Murder ...

Item Type: +10 Necklace; **Cursed** (appears as *Lharishar's Heart*).

Add-Ons: +10 Armor Rating.

Special: Inflicts condition *Animated/Dead* when worn.

Value: 500.

Scenarios: WoML, DoN, DoD, RoD.



Lharishar's Heart

Blessed by the Goddess of Life, Lharishar, for those deserving of her kindly boon.

Item Type: +5 Necklace.

Add-Ons: +1 Luck;
+5 Armor Rating;
+5% Magic Resistance.

Special: Casts spell *Revive Dead* (power level 1) - 5 charges.

Value: 30000 (*Unique Item*).

Scenarios: WoML, DoN, DoD, RoD.



Nessar's Monocle

It is said that he/she who wears it may be able to see the unseen.

Item Type: +5 Brooch.

Add-Ons: +5 Luck;
+5 Armor Rating.

Special: Casts spell *Discover Secret* (power level 7) - 75 charges;
+25% chance to *Detect Secret Area* attempts;
+25% chance of making successful *Sneak Attack*.

Value: 10000 (*Unique Item*).

Scenarios: TiSL.



Ring of Icing Doom

A terrible magic item which will turn its possessor into a frigid statue of the coldest of ice.

Item Type: +3 Ring; **Cursed** (appears as *Ring of Cold*).

Add-Ons: +3 Armor Rating.

Special: Inflicts condition *Stoned* when worn.

Value: 250.

Scenarios: WiSL, WoML, DoN, DoD.



Ring of the Shandyrin

These extremely rare rings date back to the near-mythical civilization of Shandyr.

Item Type: +8 Ring.

Add-Ons: +8 Armor Rating;
+16% Magic Resistance.

Special: Casts spell *Fire Flies* (random power level) - 16 charges;
+8 to hit bonus versus Intelligent Creatures;
+8 to hit bonus versus Magic-Using Creatures.

Value: 31000.

Scenarios: DoN, RoD.



Ring of the Spellweaver

Truly a most prized boon for any true spellweaver.

Item Type: +6 Ring.

Add-Ons: +6 Armor Rating;
+5% Magic Resistance;
+50 Spell Points.

Special: Casts spell *Power Surge* (power level 7) - 3 charges;
+3 to hit bonus versus Magic-Using Creatures;
+3 to hit bonus versus Undead.

Value: 20000.

Scenarios: WoML, DoN, DoD, RoD.



Shakraan Crystal

A strange, light-pulsating shandyrin artifact from the fabled times of the War of Light and Darkness.

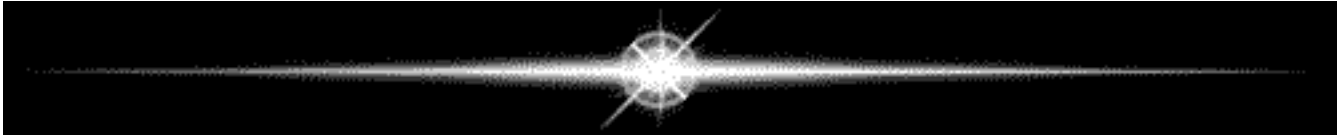
Item Type: Shandyrin Artifact (+10 Ion Stone).

Add-Ons: +10 Armor Rating;
+10% Magic Resistance;
+10 to hit/dmg bonus on all attacks;
+10 Spell Points.

Special: Confers active *Absorb Energy* spell on possessor;
Confers active *Light* spell on party.

Value: 30000 (*Unique Item*).

Scenarios: DoD, RoD.





Melee Weapons: Axes and Spears



Axe of Attacks

Made of endurinium, this type of weapon is sought after by any true warrior worthy of the title.

Weapon Type: +5 War Axe.

Base Damage: (1-8)+5 hit points.

Add-Ons: +5 Armor Rating.

Special: Confers 3 bonus attacks/round.

Value: 20000.

Scenarios: RoD.



Battle Axe +2

Made of a special mithril-steel alloy, this blade will cut true and through.

Weapon Type: +2 Battleaxe.

Base Damage: (1-12)+2 hit points.

Value: 2000.

Scenarios: WiSL, WoML, DoN, DoD.



Battle Axe +5

A powerful blade forged in pure adamantine.

Weapon Type: +5 Battleaxe.

Base Damage: (1-12)+5 hit points.

Value: 3800.

Scenarios: DoN, DoD, RoD.



Dwarven Cutter

The regular weapon of dwarven warriors.

Weapon Type: +2 Battleaxe.

Base Damage: (1-12)+2 hit points.

Value: 8000.

Scenarios: TiSL, WiSL, WoML, RoD.



Firestorm

A fantastic dwarven battleaxe, usually given to dwarven heroes.

Weapon Type: +2 Battleaxe.

Base Damage: (1-12)+2 hit points.

Add-Ons: +2 Armor Rating.

Extra Damage: +8 Heat dmg.

Special: Casts spell *Fire Storm* (random power level) - 50 charges;
+4 to hit bonus versus Giant Class Creatures.

Value: 10000 (*Unique Item*).

Scenarios: TiSL, WiSL, WoML, RoD.



Narathil's Spear

Also known as the "Lightning Rod". This weapon once belonged to a famous elven adventuress of old, Narathil Silverfair.

Weapon Type: +8 Spear.

Base Damage: (1-8)+8 hit points.

Extra Damage: +24 Electric dmg.

Special: Casts spell *Lightning Bolt* (power level 4) - 16 charges;
+16 to hit bonus versus Evil Creatures;
+16 to hit bonus versus Demons/Devils.

Value: 8775 (*Unique Item*).

Scenarios: DoN.



Psi-Axe

Made of mithril and adamantine, this terrible weapon shreds both the flesh and the mind of its victims.

Weapon Type: +3 Battleaxe.

Base Damage: (1-12)+3 hit points.

Special: Casts spell *Psionic Spear* (random power level) - 15 charges;
+5 to hit bonus versus Intelligent Creatures.

Value: 19000.

Scenarios: WoML.



Shredder

A potent weapon for the true dwarven warrior.

Weapon Type: +7 Battleaxe.

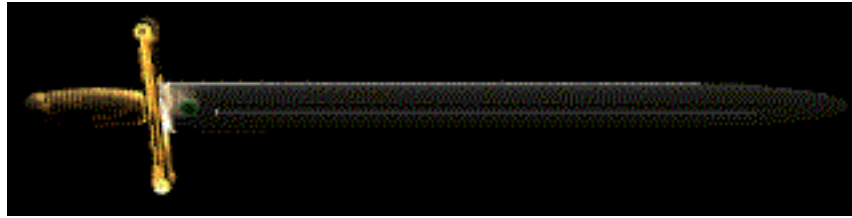
Base Damage: (1-12)+7 hit points.

Special: Confers 2 bonus attacks/round;
+14 to hit bonus versus Giant Class Creatures;
+14% chance to *Cause Major Wound* upon successful hit.

Value: 25000 (*Unique Item*).

Scenarios: DoD, RoD.





Melee Weapons: Large Blades



Annihilus

A powerful blade said to be as cold as the Great Nothingness ...

Weapon Type: +8 Longsword.

Base Damage: (1-10)+8 hit points.

Extra Damage: +16 Cold dmg.

Special: Casts spell *Annihilate* (random power level) - 16 charges;
+16 to hit bonus versus Intelligent Creatures;
+16 to hit bonus versus Non-Humanoid Creatures.

Value: 28000 (*Unique Item*).

Scenarios: DoD, RoD.



Bloodsport

This fearsome weapon is said to cut its victims very deeply and effectively ... thus its name.

Weapon Type: +5 Longsword.

Base Damage: (1-10)+5 hit points.

Add-Ons: +5 Luck.

Special: Casts spell *Festering Wounds* (power level 5) - 10 charges;
+50% chance to *Cause Major Wound* upon successful hit.

Value: 26666 (*Unique Item*).

Scenarios: DoN, DoD, RoD.



Bastard Sword +4

A magnificent blade, this sword inflicts damage almost like a two-handed sword but is wielded like a broadsword.

Weapon Type: +4 Bastard Sword.

Base Damage: (1-10)+4 hit points.

Value: 10000.

Scenarios: WoML, DoN, DoD.



Broadsword +3

The special alloys and magic dweomer of the blade make this sword an efficient weapon indeed.

Weapon Type: +3 Broadsword.

Base Damage: (1-8)+3 hit points.

Value: 1600.

Scenarios: WiSL, WoML, DoN, DoD.



Dragonbane

Aptly named for its propensity to cut easily through dragon hides and those of all things reptilian.

Weapon Type: +7 Longsword.

Base Damage: (1-10)+7 hit points.

Special: Confers 2 bonus attacks/round;
+14 to hit bonus versus Reptilian Creatures;
+14% chance to *Cause Major Wound* upon successful hit.

Value: 27000 (*Unique Item*).

Scenarios: DoD.



Dwarven Wrath

A blade made on the continent of Anarym, nothing is known of this wonderful sword.

Weapon Type: +2 Longsword.

Base Damage: (1-10)+2 hit points.

Add-Ons: +1 Luck.

Special: Confers +5% *Shield from Projectiles*;
+4 to hit bonus versus Giant Class Creatures;
+4 to hit bonus versus Non-Humanoid Creatures.

Value: 16000 (*Unique Item*).

Scenarios: TiSL, WiSL, WoML.



Guardian

A magnificent unique bastard sword, it is said to protect its wielder as much as it helps him wound his opponents.

Weapon Type: +5 Bastard Sword.

Base Damage: (1-10)+5 hit points.

Add-Ons: +5 Armor Rating;
+5% Magic Resistance.

Special: Confers +5% *Protection from Evil*;
Confers active *Sentry* spell on party.

Value: 31000 (*Unique Item*).

Scenarios: WoML, RoD.



Life Bane

The blessings of Orcas are said to befall those who would wield this weapon of darkness.

Weapon Type: +9 Longsword, **Cursed** (appears as *Sun Sword*).

Base Damage: (1-10)+9 hit points.

Special: Inflicts the condition *Animated/Undead* on possessor.

Value: 1000.

Scenarios: DoN, DoD, RoD.



Nether Bane

A powerful weapon against evil creatures of all kinds. It was made famous in the hands of a paladin-hero of centuries past, Valnus El'Naquar.

Weapon Type: +8 Broadsword.

Base Damage: (1-8)+8 hit points.

Add-Ons: +8% Magic Resistance.

Extra Damage: +4 dmg versus Undead;
+16 dmg versus Demons/Devils;
+8 dmg versus Evil Creatures.

Special: Upon successful hit, inflicts condition *Fear/Running* for 8 rounds if target fails DRVs. *Special.*

Value: 29650 (*Unique Item*).

Scenarios: DoN.



Scalesbreaker

This magnificent blade has but one purpose only: to slay anything reptilian, including dragons.

Weapon Type: +2 Longsword.

Base Damage: (1-10)+2 hit points.

Special: Confers +5% *Protection from Evil*;
+4 to hit bonus versus Reptilian Creatures.

Value: 12000 (*Unique Item*).

Scenarios: TiSL, WiSL, WoML.



Sun Sword

A legendary sword that is the bane of all netherwordly and undead creatures. It is said capable of bringing light into darkness.

Weapon Type: +10 Two-Handed Sword.

Base Damage: (1-12)+10 hit points.

Add-Ons: +5% Magic Resistance.

Extra Damage: +20 dmg versus Undead;
+10 dmg versus Demons/Devils;
+5 dmg versus Evil Creatures.

Special: Casts spell *Shine* (power level 7) - 30 charges;
+20 to hit bonus versus Undead;
+20% to *Turn Undead* attempts.

Value: 32000 (*Unique Item*).

Scenarios: DoN, RoD.



Swift Shadow

A terrible weapon. Its cut has the cold of death and can turn its victims into undead!

Weapon Type: +10 Longsword.

Base Damage: (1-10)+10 hit points.

Add-Ons: +10% Magic Resistance.

Extra Damage: +10 Cold dmg.

Special: Upon successful hit, inflicts condition *Animated/Undead* if target fails DRVs. *Special.*

Value: 32000 (*Unique Item*).

Scenarios: DoN, DoD.



Sword of Kith

A powerful blade brought to the Realmz continent thousands of years ago by a mysterious adventurer named Kith Khanaan - in truth, a Mind Lord.

Weapon Type: +4 Longsword.

Base Damage: (1-10)+4 hit points.

Add-Ons: +1 Luck;

+4 Armor Rating;

+5% Magic Resistance.

Special: Confers +5% *Protection from Mental Attacks*;

+8 to hit bonus versus Intelligent Creatures;

+8 to hit bonus versus Magic-Using Creatures.

Value: 25000 (*Unique Item*).

Scenarios: TiSL.



Sword of Nymos

This powerful weapon belonged to the First Captain of the Guards of Moutedge of old, before it became part of the Iron Kingdom.

Weapon Type: +6 Longsword.

Base Damage: (1-10)+6 hit points.

Extra Damage: +6 Electric dmg.

Special: Confers +5% *Protection from Lightning*;

+12 to hit bonus versus Evil Creatures;

+12 to hit bonus versus Non-Humanoid Creatures.

Value: 29750 (*Unique Item*).

Scenarios: WoML.



Sword of Supremacy

This sword is said to have been blessed by Domorash, Goddess of Domination, Supremacy, Conquest and Evil Dragons.

Weapon Type: +10 Two-Handed Sword.

Base Damage: (1-12)+10 hit points.

Add-Ons: +10% Magic Resistance.

Extra Damage: +20 Heat dmg.

Special: Casts spell *Bomb* (random power level) - 10 charges;

+20% chance to *Cause Major Wound* upon successful hit.

Value: 32000 (*Unique Item*).

Scenarios: DoD, RoD.



Tarylshar's Windrider

Named after the sell-sword Tarylshar Firehair, who uncovered this blade in some lost ruins, the Windrider is said to be able to make his owner lighter than air.

Weapon Type: +3 Longsword.

Base Damage: (1-10)+3 hit points.

Special: Casts spell *Fantastic Wings* (random power level) - 25 charges.

Value: 11575 (*Unique Item*).

Scenarios: WiSL.



Two-Handed Sword +3

A superb blade for the true warrior.

Weapon Type: +3 Two-Handed Sword.

Base Damage: (1-12)+3 hit points.

Value: 4400.

Scenarios: WiSL, WoML, DoN, DoD.



Two-Handed Sword +5

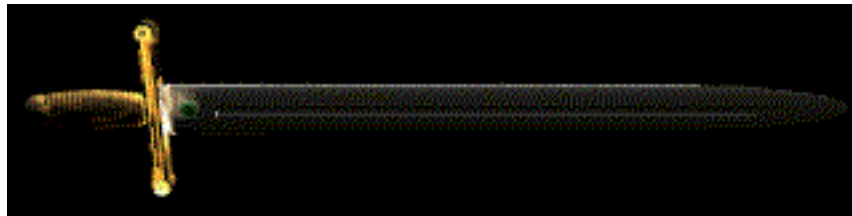
An exquisite blade forged out of a mithril-adamantine alloy. Very sharp and deadly too.

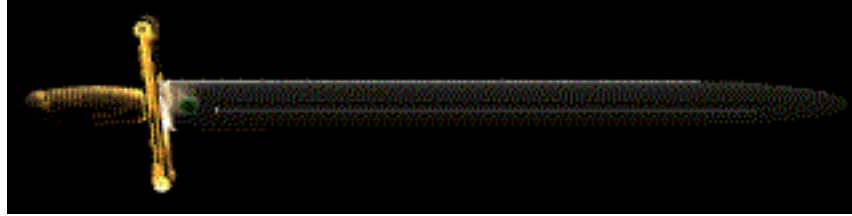
Weapon Type: +5 Two-Handed Sword.

Base Damage: (1-12)+5 hit points.

Value: 13000.

Scenarios: WoML, DoN, DoD, RoD.





Melee Weapons: Medium Blades



Bloodletter

A dark terrible weapon; legends say that it holds the essence of a succubus.

Weapon Type: +2 Tip Scimitar.

Base Damage: (1-10)+2 hit points.

Add-Ons: +1 Strength.

Special: Confers 1 bonus attack/round;
+25% chance to *Cause Major Wound* upon successful hit.

Value: 10000 (*Unique Item*).

Scenarios: TiSL, WiSL.



Cleaver

Infamous for the countless heads it has severed through the centuries.

Weapon Type: +6 Scimitar.

Base Damage: (1-8)+6 hit points.

Special: +24% chance to *Cause Major Wound* upon successful hit.

Value: 7500.

Scenarios: DoD, RoD.



Poison Ivy

A very potent weapon that will poison its victims.

Weapon Type: +6 Scimitar.

Base Damage: (1-8)+6 hit points.

Special: Inflicts *Poison* (x6 strength) on target upon successful hit.

Value: 11675 (*Unique Item*).

Scenarios: DoN, DoD, RoD.



Psi-Blade

The weapon of choice of Keryndorhyan Psi-Knights, it can wound not only the flesh but the mind as well.

Weapon Type: +2 Tip Sword.

Base Damage: (1-12)+2 hit points.

Special: Casts spell *Psionic Spear* (random power level) - 15 charges;
+5 to hit bonus versus Intelligent Creatures.

Value: 11750.

Scenarios: WiSL, WoML.

1.

Scimitar +2



A finer, sturdier blade.

Weapon Type: +2 Scimitar.

Base Damage: (1-8)+2 hit points.

Value: 1500.

Scenarios: WiSL, WoML, DoN, DoD.



Scimitar +4

A superb blade forged in mithril-adamantine.

Weapon Type: +4 Scimitar.

Base Damage: (1-8)+4 hit points.

Value: 2500.

Scenarios: DoN, DoD.



Scrambler

This powerful weapon is essentially unknown on the Realmz continent, since it comes from Anarym. However, rumors say that it will confuse any target it hits.

Weapon Type: +3 Tip Sword.

Base Damage: (1-12)+3 hit points.

Special: 50% chance of inflicting *Confuse* on target upon successful hit.

Value: 23750 (*Unique Item*).

Scenarios: WiSL.



Shym'Adhar

Also known as "Demon Slayer", this wondrous elven blade is a true bane against all beings netherwordly.

Weapon Type: +8 Scimitar.

Base Damage: (1-8)+8 hit points.

Add-Ons: +8% Magic Resistance.

Extra Damage: +24 dmg versus Demons/Devils.

Special: Casts spell *Banish* (power level 4) - 16 charges;
+16 to hit bonus versus Demons/Devils.

Value: 31600 (*Unique Item*).

Scenarios: RoD.



Talerak

Also known as the "MageBane", it was created to assassinate powerful mages.

Weapon Type: +3 Tip Scimitar.

Base Damage: (1-10)+3 hit points.

Add-Ons: +1 Luck;

+5% Magic Resistance.

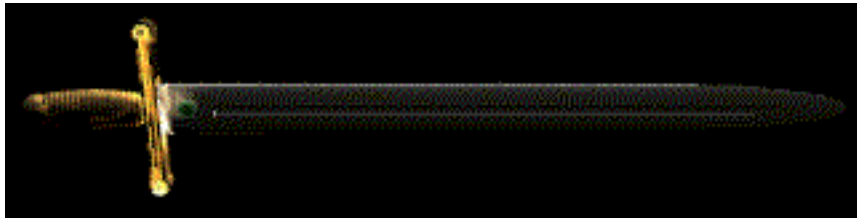
Special: Confers +5% *Protection from Mental Attacks*;

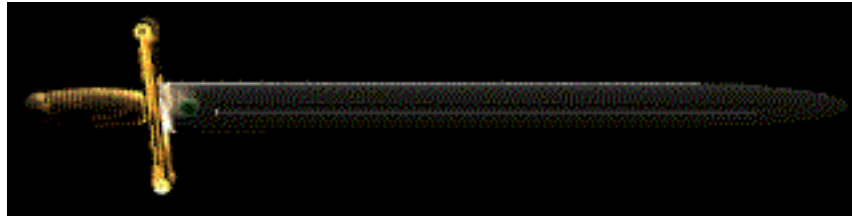
+6 to hit bonus versus Intelligent Creatures;

+6 to hit bonus versus Magic-Using Creatures.

Value: 19000 (*Unique Item*).

Scenarios: TiSL, WiSL.





Melee Weapons: Small Blades



Dread Holder

This terrible weapon is known to render helpless any victim hit by its bloodthirsty blade.

Weapon Type: +4 Dagger.

Base Damage: (1-4)+4 hit points.

Special: Upon successful hit, inflicts condition *Helpless* for 6 rounds if target fails DRVs. *Special.*

Value: 10900 (*Unique Item*).

Scenarios: WiSL, WoML, DoN, DoD, RoD.



Druidic Hand Scythe

The perfect tool for the most devout of druids.

Weapon Type: +3 Hand Scythe.

Base Damage: (1-8)+3 hit points.

Base Damage:

Add-Ons: +10 Luck;

+10% Magic Resistance;

+10 Spell Points.

Extra Damage: +6 dmg versus Undead;

+6 dmg versus Demons/Devils.

Value: 6000 (*Unique Item*).

Scenarios: TiSL.



Fang

The preferred blade of assassins and murderers for hire.

Weapon Type: +4 Dagger.

Base Damage: (1-4)+4 hit points.

Extra Damage: +6 Electric dmg.

Special: Upon successful hit, inflicts condition *Helpless* for 4 rounds if target fails DRVs. *Special.*

Value: 9000 (*Unique Item*).

Scenarios: TiSL, WiSL, WoML, DoN, DoD, RoD.



Knife of the Knave

This small knife is said to be both a powerful weapon (in its own way) and an extremely useful tool, for any rogue of profession.

Weapon Type: +5 Knife.

Base Damage: (1-2)+5 hit points.

Special: Casts spell *Identify Objects* (random power level) - 10 charges;
+25% chance to *Cause Major Wound* upon successful hit;
+25% chance on *Pick Lock* attempts.

Value: 27175 (*Unique Item*).

Scenarios: DoN, DoD, RoD.



Sharlack

Also known as the "Mist Blade", this wondrous weapon is said capable of rendering its wielder as insubstantial as a ghost.

Weapon Type: +7 Short Sword.

Base Damage: (1-6)+7 hit points.

Extra Damage: +14 dmg versus Undead.

Special: Cast spell *Vaporous Form* - 14 charges;
+14 to hit bonus versus Giant Class Creatures.

Value: 25000 (*Unique Item*).

Scenarios: RoD.



Shocker

The first blade of this type was created centuries past by Nelecktran, the first electromancer.

Weapon Type: +2 Dagger.

Base Damage: (1-4)+2 hit points.

Extra Damage: +8 Electric dmg.

Special: Casts spell *Lightning Strike* (random power level) - 20 charges.

Value: 7750 (*Unique Item*).

Scenarios: WiSL, WoML.



Short Sword +1

Slightly better than the ordinary version of this blade.

Weapon Type: +1 Short Sword.

Base Damage: (1-6)+1 hit points.

Value: 550.

Scenarios: WiSL.



Short Sword +2

A better, sharper shortsword, bearing strong dweomers to enhance its efficiency.

Weapon Type: +2 Short Sword.

Base Damage: (1-6)+2 hit points.

Value: 1250.

Scenarios: WiSL, WoML, DoN, DoD.



Splinter

A blade blessed by Miellakar, Goddess of the Forests and Woodlands.

Weapon Type: +9 Short Sword.

Base Damage: (1-6)+9 hit points.

Add-Ons: +9% Magic Resistance.

Extra Damage: +9 dmg versus Undead;
+18 dmg versus Evil Creatures.
Special: Confers 3 bonus attacks/round;
+18 to hit bonus versus Evil Creatures;
+18 to hit bonus versus Giant Class Creatures.
Value: 32000 (*Unique Item*).
Scenarios: DoD.



Steelbrand

An example of dwarven craftsmanship at its highest level of mastery, it can reflect attacks directed at its wielder.

Weapon Type: +8 Short Sword.
Base Damage: (1-6)+8 hit points.
Special: Casts spell *Major Attack Deflector* - 16 charges.
+8% chance to *Cause Major Wound* upon successful hit.
Value: 23350 (*Unique Item*).
Scenarios: RoD.



Sword of Kowart

A superb weapon with a powerful dweomer; unfortunately, it turns its owner into a coward.

Weapon Type: +5 Short Sword; **Cursed** (appears as *Sword of the Powers +4*).
Base Damage: (1-6)+5 hit points.
Extra Damage: +6 dmg versus Evil Creatures.
Special: Inflicts the condition *Fear/Running* on possessor.
Value: 8000 (*Unique Item*).
Scenarios: TiSL, WiSL, WoML, DoN, DoD.



Throwing Daggers +3

Well-balanced daggers that bear a strong dweomer to increase their accuracy.

Weapon Type: +3 Daggers, Throwing (12 charges per set).
Base Damage: (1-4)+3 hit points.
Value: 300.
Scenarios: TiSL, WiSL, WoML, DoN, DoD, RoD.



Troll Blade

This blade is rumored to have been infused with the essence of a troll.

Weapon Type: +5 Glaive.
Base Damage: (1-6)+5 hit points.
Special: *Regenerates* 3 hit points/round;
+10% chance to *Cause Major Wound* upon successful hit.
Value: 19700.
Scenarios: DoN, DoD, RoD.



Widower

Aptly nicknamed for its facility at dealing death swiftly.

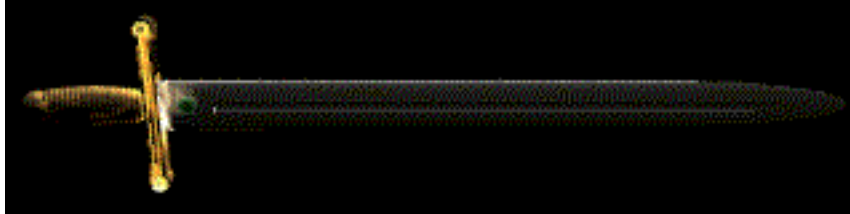
✦ **Weapon Type:** +5 Short Sword.

Base Damage: (1-6)+5 hit points.

Special: Confers 2 bonus attacks/round;
+10% chance to *Cause Major Wound* upon successful hit.

Value: 29000 (*Unique Item*).

Scenarios: DoN, DoD, RoD.





Melee Weapons: Hammers and Maces



Hammerfall

A throwing battle hammer of pure endurinium. Its name is derived from its most famous wielder, the dwarven adventurer Baral Hammerfall.

Weapon Type: +6 Battle Hammer, Throwing.

Base Damage: (1-10)+6 hit points.

Extra Damage: +12 dmg versus Evil Creatures;
+12 dmg versus Demons/Devils.

Special: +12 to hit bonus versus Evil Creatures;
+12 to hit bonus versus Demons/Devils.

Value: 30500 (*Unique Item*).

Scenarios: DoN.



Mace of Erond

A weapon blessed by Erond, God of Arts, Crafts, and Inventions; created to strike down those who use their intelligence and knowledge toward evil ends.

Weapon Type: +4 Mace.

Base Damage: (1-6)+4 hit points.

Add-Ons: +1 Luck;
+10% Magic Resistance;
+50 Spell Points.

Special: Confers +5% *Protection from Mental Attacks*;
+8 to hit bonus versus Intelligent Creatures;
+8 to hit bonus versus Magic-Using Creatures.

Value: 25000 (*Unique Item*).

Scenarios: TiSL.



Mace of Intercession

A potent weapon for the devoted.

Weapon Type: +7 Mace.

Base Damage: (1-6)+7 hit points.

Add-Ons: +7 Luck;
+7% Magic Resistance;
+14 Spell Points.

Special: Confers 1 bonus attack/round;
+14 to hit bonus versus Non-Humanoid Creatures;
+14% chance to *Cause Major Wound* upon successful hit.

Value: 23500.

Scenarios: DoD, RoD.



Mace of Rulership

Not much is known of this item which was created centuries ago on the

continent of Anarym, except that its wielder is given powers to influence and rule others.

Weapon Type: +8 Mace.

Base Damage: (1-6)+8 hit points.

Extra Damage: +4 Heat dmg;
+4 Cold dmg;
+4 dmg versus Demons/Devils.

Special: Casts spell *Mass Domination* (random power level) - 10 charges;
+25% chance to *Cause Major Wound* upon successful hit.

Value: 31000 (*Unique Item*).

Scenarios: WoML.



Mulgorh

Also known as the "Froster", legends say that this weapon was forged eons ago by Shanarack, God of Winter. This item will shrink or expand according to the size of its wielder, thus being usable by any warrior.

Weapon Type: +5 Battle Hammer.

Base Damage: (1-10)+5 hit points.

Extra Damage: +10 Cold dmg.

Special: Casts spell *Arctic Wind* (power level 4) - 10 charges.

Value: 30000 (*Unique Item*).

Scenarios: WiSL, WoML.



Oblivion

A mace infamous for its ability to drain the life-force of its victims.

Weapon Type: +6 Mace.

Base Damage: (1-6)+6 hit points.

Add-Ons: +6% Magic Resistance.

Extra Damage: +12 Cold dmg.

Special: Upon successful hit, inflicts *Energy Drain* if target fails DRVs.
Special.

Value: 30500 (*Unique Item*).

Scenarios: DoN, RoD.



Skull Mace

A terrible weapon blessed by none other than Orcas, God of Horrors, Terror and Undeath.

Weapon Type: +10 Mace.

Base Damage: (1-6)+10 hit points.

Add-Ons: +10 Armor Rating;
+10% Magic Resistance.

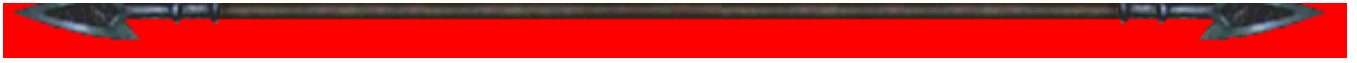
Extra Damage: +20 Electric dmg.

Special: 50% chance of inflicting condition *Animated/Undead* on target upon successful hit.

Value: 32000 (*Unique Item*).

Scenarios: RoD.







Melee Weapons: Miscellaneous



Backlash

These rapiers are notorious for unleashing electrical attacks. However, one must beware - once they are empty of charges, these weapons become fit only for the scrap heap ...

Weapon Type: +5 Rapier.

Base Damage: (1-10)+5 hit points.

Add-Ons: +13 Armor Rating.

Extra Damage: +15 Electric dmg.

Special: Casts spell *Lightning Strike* (power level 5) - 10 charges.

Value: 29300.

Scenarios: DoN, DoD.



Double Dealer

For brawny mages, this wonderful weapon enhances its owner's attacks.

Weapon Type: +2 Staff.

Base Damage: (1-6)+2 hit points.

Add-Ons: +2 Luck;

+2 Movement;

+2 Armor Rating;

+2% Magic Resistance.

Special: Confers 2 bonus attacks/round.

Value: 10000.

Scenarios: WiSL, WoML, DoN, DoD.



Firestrike

Cool to the touch, this weapon of pure adamantine can deliver devastating fire attacks!

Weapon Type: +5 Nunchuka.

Base Damage: (1-6)+5 hit points.

Extra Damage: +10 Heat dmg.

Special: Casts spell *Fireball* (power level 5) - 10 charges.

Value: 19000 (*Unique Item*).

Scenarios: DoN, DoD.



Grimreaper

This is a true weapon of terror and horror.

Weapon Type: +8 Scythe.

Base Damage: (1-12)+8 hit points.

Extra Damage: +16 Cold dmg.

Special: Upon successful hit, inflicts condition *Animated/Undead* if target fails DRVs. *Special*.

Value: 29625 (*Unique Item*).

Scenarios: RoD.



Mining Pick

The miner's tool ... or a weapon for the desperate.

Weapon Type: Pick, non-magical.

Base Damage: 1-5 hit points.

Value: 5.

Scenarios: WoML, DoN, DoD, RoD.



Reaper's Claw

This terrible weapon is rumored to cause its victims to run away in fright.

Weapon Type: +6 Scythe.

Base Damage: (1-12)+6 hit points.

Extra Damage: +12 Cold dmg.

Special: Upon successful hit, inflicts condition *Fear/Running* for 6 rounds if target fails DRVs. *Special*.

Value: 10475.

Scenarios: DoN, RoD.



Rod of Eldritch Lightning

A rather large rod capable of greatly shocking opponents for anyone who knows how to use it.

Weapon Type: +5 Quarterstaff.

Base Damage: (1-5)+5 hit points.

Extra Damage: +15 Electric dmg.

Special: Casts spell *Ball Lightning* (power level 5) - 30 charges.

Value: 30000.

Scenarios: DoN, RoD.



Scythe

Large and ungainly, but quite fearful as a weapon.

Weapon Type: Scythe, non-magical.

Base Damage: 1-12 hit points.

Value: 195.

Scenarios: DoN, RoD.



Scythe of Doom

The usual foul weapon used by demon reapers.

Weapon Type: +3 Scythe.

Base Damage: (1-12)+3 hit points.

Extra Damage: +6 Cold dmg.

Special: +10% chance to *Cause Major Wound* upon successful hit.

Value: 6995.

Scenarios: DoN, RoD.



Serpent's Kiss

A gift of Tlarantale to her priestesses, this terrible weapon consists of six whips in one which animate as venomous serpents when used in melee.

Weapon Type: +2 Whip.

Base Damage: (1-3)+2 hit points.

Special: Upon successful hit, inflicts *Poison* for 6 rounds if target fails DRVs. *Chemical*.

Value: 12050.

Scenarios: WiSL.



Staff of Discharge

A battlestaff rumored to contain live electricity and lightning. Obviously designed for electromancers.

Weapon Type: +4 Staff.

Base Damage: (1-6)+4 hit points.

Extra Damage: +12 Electric dmg.

Special: Casts spell *Cosmic Blast* (power level 5) - 15 charges.

Value: 26000.

Scenarios: WoML, DoN, DoD, RoD.



Tanarak

Also known as "Devastator", this dark weapon has only one purpose: to slay the living.

Weapon Type: +8 Flail.

Base Damage: (1-8)+8 hit points.

Extra Damage: +16 Electric dmg.

Special: 24% chance of inflicting condition *Animated/Undead* on target upon successful hit.

Value: 30850 (*Unique Item*).

Scenarios: RoD.



Triple Dealer

For fearless mages, this wonderful weapon enhances its owner's attacks.

Weapon Type: +6 Staff.

Base Damage: (1-6)+6 hit points.

Add-Ons: +6 Luck;

+6 Movement;

+6 Armor Rating;

+6% Magic Resistance.

Special: Confers 3 bonus attacks/round.

Value: 31000.

Scenarios: DoN, DoD, RoD.



Whiplash

This whip is sure to shock senseless those that it hits.

Weapon Type: +5 Whip.

Base Damage: (1-3)+5 hit points.

Extra Damage: +15 Electric dmg.

Special: 20% chance of inflicting condition *Helpless/Stupefied* on target upon successful hit.

Value: 30300.

Scenarios: RoD.





Miscellaneous Magic Items



Arcane Nullifier

Created millennia past by macremian technomages, this strange orb will nullify magic and destroy it upon command.

Item Type: Orb.

Special: Casts spell *Destroy Magic* (power level 1) - 5 charges.

Value: 25000 (*Unique Item*).

Scenarios: WiSL.



Black Dragon Orb

This orb of black swirling mist will summon powerful allies to your side.

Item Type: Orb.

Special: Casts spell *Creature Summon 6* (random power level; creature summoned: *brown dragon*) - 6 charges.

Value: 29000.

Scenarios: DoD.



Elixir of Life

A powerful elixir said to have been blessed by Lharishar herself.

Item Type: Potion.

Special: Casts spell *Revive Dead* (power level 1) - 1 charge.

Value: 6000.

Scenarios: DoN, DoD, RoD.



Gnomilar's Lamp

A holy relic of gnomes of Gnomilar, given to them by the god Woralduur.

Item Type: Magic Item.

Special: Casts spell *Creature Summon 6* (random power level; creature summoned: *giant worm*) - 20 charges.

Value: 9000 (*Unique Item*).

Scenarios: TiSL.



Golgoth's Skull

This powerful item is thought to have been created by Golgoth Aster, the very first necromancer.

Item Type: Magic Item.

Special: Casts spell *Creature Summon 6* (power level 1; creature summoned: *flaming skull*) - 10 charges.

Value: 30000 (*Unique Item*).

Scenarios: DoN.



Grey Dragon Orb

This orb of grey swirling mist will summon powerful allies to your side.

Item Type: Orb.

Special: Casts spell *Creature Summon 6* (random power level; creature summoned: *wind dragon*) - 6 charges.

Value: 29000.

Scenarios: DoD.



Hasser's Summoning Smoke

Created hundred of years ago by Hasser the Summoner, the wispy smoke trapped in this bottle is said to animate the shadows.

Item Type: Magic Item.

Special: Casts spell *Creature Summon 6* (random power level; creature summoned: *shadow*) - 12 charges.

Value: 20000 (*Unique Item*).

Scenarios: WiSL.



Horn of Whirlwinds

Rumored to have been created by Maelstrom, the God of Storms and Tempests, this magic item is said to summon powerful winds to aid its owner.

Item Type: Music Instrument.

Special: Casts spell *Arctic Winds* (power level 5) - 10 charges.

Value: 31000 (*Unique Item*).

Scenarios: WiSL.



Incense of Disruption

When burning, the aroma of each candle made of this especially prepared and blessed incense will offend any undead nearby.

Item Type: Candles (12 per set).

Special: Casts spell *Destroy/Turn Undead* (random power level) - 1 charge/candle.

Value: 12000.

Scenarios: DoN, RoD.



Krythorach's Fiery Tempest

Not much is known about this item, nor about its creator; it is said to be able to create storms of fire.

Item Type: Orb.

Special: Casts spell *Solar Winds* (random power level) - 10 charges.

Value: 20000 (*Unique Item*).

Scenarios: WiSL.



Marble Dragon Orb

This orb of white and grey swirling mist will summon powerful allies to your side.

Item Type: Orb.

Special: Casts spell *Creature Summon 6* (random power level; creature

summoned: *bronze dragon*) - 6 charges.

Value: 29000.

Scenarios: DoD.



Oil of the Afterlife

This is what happens when one fails to prepare correctly an elixir of life - one instead gets this deadly oil.

Item Type: Potion; **Cursed** (appears as *Elixir of Life*).

Special: Inflicts condition *Animated/Death*.

Value: 500.

Scenarios: DoN, DoD, RoD.



Pipes of the Sewers

This old, smelly worn out set of pipes will call upon the sewers' most prominent denizens when played.

Item Type: Music Instrument.

Special: Casts spell *Creature Summon 6* (random power level; creature summoned: *monstrous rat*) - 15 charges.

Value: 18000 (*Unique Item*).

Scenarios: WiSL.



Quiver of the Forest

Rumored to have been blessed by Miellakar, Goddess of the Forests, this quiver is a great boon to the archer/ranger caste.

Item Type: +4 Quiver.

Add-Ons: +1 Luck;

+1 Movement;

+4 Armor Rating;

+2% Magic Resistance.

Special: Confers +5% *Protection from Evil*;

+4 to hit bonus versus Giant Class Creatures;

+4 to hit bonus versus Non-Humanoid Creatures.

Value: 12000.

Scenarios: WoML, DoN, DoD.



Rod of Teleportation

A rod useful to help one get out fast of those dead-end situations.

Item Type: Rod.

Special: Casts spell *Teleport Party* (power level 1) - 25 charges.

Value: 18000.

Scenarios: TiSL, WiSL, WoML, DoN, DoD, RoD.



Trickster's Deck

Rumored to have been created by Thryx, Goddess of Trickery, these bronze cards come in subsets and allow the use of various magical disguises (or their removal).

Item Type: Magic Cards (32 per set).

Special: Imparts/Removes Magical Disguises on party (type of disguise varies depending on card) - 1 charge per card.

Value: 10800 (*Unique Item*).

Scenarios: WiSL, DoD.



Wand of Ice

Seemingly made of solid, translucent crystal, this wand will summons powerful ice storms at one's will.

Item Type: Wand.

Special: Casts spell *Arctic Winds* (power level 7) - 20 charges.

Value: 9000.

Scenarios: RoD.



Wand of Disruption

This wand is a bane against unlife.

Item Type: Wand.

Special: Casts spell *Destroy/Turn Undead* (power level 5) - 11 charges.

Value: 2000.

Scenarios: DoN, RoD.





Missile Weapons



Bow +2

Crafted by a master bowyer and enchanted with dweomers to make it aim farther and better.

Weapon Type: +2 Bow (fires +2 Arrows).

Base Damage: (1-6)+2 hit points.

Value: 1775.

Scenarios: WiSL, WoML, DoN, DoD.



Bow +3

Rare indeed, these bows combine the best craftsmanship and dweomercraft to make them deadly in the hands of any archer.

Weapon Type: +3 Bow (fires +3 Arrows).

Base Damage: (1-6)+3 hit points.

Value: 3500.

Scenarios: WiSL, WoML, DoN, DoD, RoD.



Dwarven Crossbow

Another example of splendid dwarven craftsmanship, this crossbow is better than any other normal crossbow.

Weapon Type: +1 Crossbow (fires +1 Bolts).

Base Damage: (1-8)+1 hit points.

Value: 2000.

Scenarios: WoML, DoN, DoD, RoD.



Elven Crossbow

Another example of splendid elven craftsmanship, this missile weapon easily outmatches any of its kind.

Weapon Type: +4 Crossbow (fires +4 Bolts).

Base Damage: (1-8)+4 hit points.

Value: 5000.

Scenarios: WoML, DoN, DoD, RoD.



Longbow Hunter

This fantastic bow was created ages ago by a mysterious -yet legendary- ranger of Anarym, who's name remains unknown in the Realmz.

Weapon Type: +3 Bow (fires +3 Arrows).

Base Damage: (1-6)+3 hit points.

Add-Ons: +1 Luck;

+1 Movement.

Extra Damage: +5 dmg versus Evil Creatures.

Special: +5 to hit bonus versus Giant Class Creatures;

+8 to hit bonus versus Non-Humanoid Creatures.

Value: 30000 (*Unique Item*).

Scenarios: WiSL, WoML, DoN, DoD, RoD.





Special Items



Dragon Key

A brooch the size of a hand which radiates magic. Its purpose is unknown.

Item Type: Brooch.

Special: Allows entry into the Dragonheart Royal Crypt in Lantharond.

Value: 10250 (*Unique Item*).

Scenarios: WiSL.



Gate Key

An ancient object from the fabled Ages of Wonders, the purpose of this magic-pulsating key remains a mystery.

Item Type: Age of Wonders Artifact.

Special: Allows the opening of ancient, specially portected doors.

Value: none.

Scenarios: DoN, DoD, RoD.



Macremian Power Stone

A strange device, this crystal-like stone radiates so much energy that it must be kept in an insulated box of lead.

Item Type: Macremian Artifact.

Special: Powers a trans-dimensional and temporal teleportation technomagic device.

Value: none.

Scenarios: WiSL.



Pearl of Asturia

A lost magic item from Asturia, the lost colony of the ancient Empire of Macremia; no one knows what is its purpose or function.

Item Type: Macremian Artifact.

Special: Allows safe passage between the Silent Stone Towers which guard the ruins of the macremian city of Asturia, in the Desert of Astaroth.

Value: 30000 (*Unique Item*).

Scenarios: WiSL.



Portal Key

A key that will fit the lock of a very specific door.

Item Type: Artifact.

Special: Allows access to an ancient temple, in an alternate reality.

Value: none (*Unique Item*).

Scenarios: WoML.



Seal Key

An ancient object from the fabled Ages of Wonders, the purpose of this magic-pulsating key remains a mystery.

Item Type: Age of Wonders Artifact.

Special: Allows the activation of ancient planar-tavelling devices.

Value: none.

Scenarios: DoN, DoD, RoD.



Shadow Elven Crest

A crest used to identify members belonging to a shadow elf noble house.

Item Type: Necklace.

Special: Allows entry into the estate of a specific Noble House of the drow undercity of Naaz'Tzaraneen.

Value: 10000.

Scenarios: WiSL.



Spirit Dragon Orb

A mystical and magical object of great importance to the Dragonheart Dynasty of Lantharond

Item Type: Orb.

Special: Allows the identification and/or confirmation of a rightful Dragonheart claimant to the Dragon Throne of Lantharond.

Value: 28000 (*Unique Item*).

Scenarios: WiSL.



Stone of Recall

A magical trans-temporal teleportation device which allows your swift return to the Towers of the Hourglass.

Item Type: Orb.

Special: Allows the trans-dimensional and -temporal return to the Towers of the Hourglass.

Value: none (*Unique Item*).

Scenarios: WoML.



Stone of Tongues

An ancient item created by technomages of the lost empire of Telluria. This strange stone allows anyone to speak and understand any mortal language.

Item Type: Tellurian Artifact.

Special: Allows speaking/understanding any and all languages.

Value: 12775 (*Unique Item*).

Scenarios: WoML, RoD.



Tellurian Electro-Key

An artifact from the fabled empire of Telluria, the purpose of this

strange object remains a puzzle.

Item Type: Tellurian Artifact.

Special: Allows entrance in specially guarded rooms within tellurian ruins.

Value: 2000.

Scenarios: WoML.



Viborg's Stone

A perfectly cut gemstone, seeming as pure as ice. It is said that it belonged to the first King of the frost giants, Viborg.

Item Type: Ion Stone.

Special: Allows Frost giants to teleport to your help against Fire giants.

Value: 31000 (*Unique Item*).

Scenarios: WiSL.



Waterskin

A flexible container made of sturdy leather and rendered impermeable; very useful for holding water, especially when one finds oneself lost in an arid region.

Item Type: Supply Item (12 charges).

Special: Required to prevent damage from dehydration.

Value: 2.

Scenarios: TiSL, WiSL, WoML, DoN, DoD, RoD.





Valuable Non-Magical Items



Diamond Stone

A magnificent stone, perfectly cut ... and perfectly valuable too.

Item Type: Valuable Item.

Value: 5000.

Scenarios: WoML.



Dragon Egg

A very rare item highly prized by alchemists and mages - its rarity comes more from the obvious, terrible dangers one must face to acquire one!

Item Type: Valuable Item.

Value: 10000.

Scenarios: WoML, DoD.



Dragon Hide

Useful for making dragonscale shields or armors. Also worth as much as dragon eggs on the magic market.

Item Type: Valuable Item.

Value: 7800.

Scenarios: DoD.



Dwarven Ruby Stone

Perfectly cut, these rubies are sought for their value and their beauty.

Item Type: Valuable Item.

Value: 2000.

Scenarios: TiSL, WiSL, WoML.



Macremian Art Object

This incredibly ancient, priceless, solid-gold lamp was once the possession of a noble house of the lost empire of Macremia.

Item Type: Macremian Artifact.

Value: 10000 (*Unique Item*).

Scenarios: WiSL.



Macremian Gemstones

These incredibly ancient and priceless gemstones of various shapes and exquisite designs were crafted by jewelers of the lost empire of Macremia.

Item Type: Macremian Artifacts.

Value: 30000.

Scenarios: WiSL.

Mined Ore



Unrefined ore freshly mined.

Item Type: Valuable Item.

Value: 150.

Scenarios: WoML.



Rough Gemstone

An uncut and unrefined valuable stone freshly mined.

Item Type: Valuable Item.

Value: 25.

Scenarios: WoML.



Rough Gemstones

Uncut and unrefined valuable stones freshly mined.

Item Type: Valuable Items.

Value: 500.

Scenarios: WoML.



Rough Precious Stone

An uncut and unrefined valuable stone freshly mined.

Item Type: Valuable Item.

Value: 50.

Scenarios: WoML.



Tellurian Art Object

This incredibly ancient, priceless, solid-silver ceremonial art object was forged long ago by craftmasters of the lost empire of Telluria.

Item Type: Tellurian Artifact.

Value: 10000 (*Unique Item*).

Scenarios: WiSL.



Tellurian Coins

These incredibly ancient, priceless, solid-platinum coins bear the mintage of the lost empire of Telluria.

Item Type: Tellurian Artifacts.

Value: 5000.

Scenarios: WiSL.



Last Word ...

I hope you enjoyed this book. For your information, here is a list of all books dealing about the *Sword Lands Trilogy* and the *Prince of Death Cycle* that have been released so far:

An Adventurer's Guide to the Sword Lands ("*TiSL Guide*", 1999)- call it a tourist guide and primer for the scenario *Trouble in the Sword Lands*. Available (for free) in DocMaker format and on-line at Psion's Sanctum Sanctorum.

Trouble in the Sword Lands: Spoilersheet ("*TiSL Spoilersheet*"; 2000) - all the beans are spilled to complete successfully the scenario *Trouble in the Sword Lands*. Available (for free) in DocMaker format and on-line at Psion's Sanctum Sanctorum.

Sword Lands War Journal ("*WiSL Spoilersheet*"; 2001) - all the beans are spilled to complete successfully the scenario *War in the Sword Lands*. Available (for free) in DocMaker format and on-line at Psion's Sanctum Sanctorum.

Codex of the Hourglass ("*WoML Spoilersheet*"; 2003) - all the beans are spilled to complete successfully the scenario *Wrath of the Mind Lords*. Available (for free) in DocMaker format, in PDF and on-line at Psion's Sanctum Sanctorum. Note that the DocMaker and PDF versions also include lots of supplementary material, such as the description of all special characters, allies and villains encountered throughout the *Sword Lands Trilogy*.

Bestiary of the Sword Lands ("*SL Bestiary*"; 2003) - the low-down on all creatures, beasts and races encountered throughout the *Sword Lands Trilogy*. Available (for free) in DocMaker format and in PDF at Psion's Sanctum Sanctorum.

Book of Darkness ("*DoN Spoilersheet*"; 2004) - all the beans are spilled to complete successfully the scenario *Death of Night*. Available (for free) in DocMaker format and on-line at Psion's Sanctum Sanctorum.

The Arcanum ("*SLPoD Items*"; 2005) - the very book you are reading! The low-down on all magical and valuable items that can be found throughout the *Sword Lands Trilogy* and the *Prince of Death Cycle*. Available (for free) in DocMaker format and PDF at Psion's Sanctum Sanctorum.

For additional information concerning the *Sword Lands* and *Anarym*, visit my *Psion's Sanctum Sanctorum* at:

(<http://www.internet-quebec.com/~swordlands/index.html>).

Psion's email (and mine!) is: pierreh.vachon@sympatico.ca

For additional information concerning Realmz and Divinity, visit Fantasoft's site (<http://www.fantasoft.com>). Their email is: Fantasoft1@aol.com

Thank you very much for your interest in Realmz, the Sword Lands and Anarym. I bid you all *safe journeys and safer returns!*

- *Pierre H. Vachon (Psion)*