

Name of the object	Description	Price	Attack bonus	HP bonus	Effect
Wolf Claw Dagger	A dagger made of wolf claw. Wolf won't like you for exploiting corpse of their specie.	150 G	+0	+0	Add 1 damage to the Ranger when he doesn't have any arrow left.
Crusader's King Shield	A shiny shield worn by one of the Crusader's king a few centuries ago. As always said, the best attack is a good defense. Or was it the opposit?	250 G	+0	+5	There is no effect
Dragonbone Axe	A solid axe made of dragon bones. Refined by one of the best blacksmith of this world. Can only be used by a dragonslayer.	200 G	+2	+0	There is no effect
Darkhell stone	A collection of magic stones. As told in the legend these stones can reverse time and give the eternal youth. The only proven effect is that it can turn you into a 15 years old person for your entire life but you will still age and die.	500 G	+0	+10	There is no effect
Holy medicine bible	Cleric says that this book is their holy bible given by god. According to laic experts it may be only a book about how to heal injuries and has nothing magical or divine. This book can't save deadly injured people but can quicly heal minor injuries.	250 G	+1	+0	The Cleric can heal 1 more life points when he heals the characters.
Hadar Orb	A magical orb infused with a mysterious and malefic power. Some people whisper that they experimented an overwhelming feeling of joy by using it for destruction.	250 G	+2	+0	The Sorcerer deals 1 more damage when he does his splash damages.