Items

Weapons:

Shortsword

Hand a half

Mace

Club

Rapier

Hand axe

Great axe

Demonic blade

Dagger

Lance

Armor:

Leather

Studded leather

Demonic leather

Chainmail

Scale mail

Partial plate mail

Full plate mail

Engraved plate mail

Runes:

Rune of regeneration­ heals players 2% of their health per second.

Rune of immunity­ lessens status effect duration by 25%

Rune of damage­ player deals 15% more damage.

Rune of conservation­ skills/spells take 15% less energy

Rune of energy­ player regens 2% of their energy per second

Rune of defense­ increases player defense by 10%.

Rune of thorns­ half the damage dealt to you is given back to the dealer (25%chance)

Rune of crit­ increases crit chance by 15%

Other:

energy potion­gives player 50% of their energy back.

Health potion­gives player 50% of their health back.

Enchantments:

Weapons:

Blazing­ chance to burn enemies

Hidden­chance to give player invisibility

Enraged­ chance to deal two times the normal damage

Cold­chance to slow enemies

Poisoned­chance to poison enemies

Paralytic­chance to stun enemies

Armour:

Protection­ 15% chance to block

Rebuttal­ 15% chance to stun an enemy when it hits you

Charm­15% chance to charm an enemy when it hits you

Reflection­5% chance to reflect all damage from an enemy