

Held Items

Ball of Everliving Golem: All resists (1), +4 HP
Blackened Iron Eye Totem: +2 HP, +1 Mana
Blackened Wand: +1 Con, Magic Resist (2)
Bone Talisman: +2 Wis, Magic Resist (3)
Book of Oblulus: +3 Wis, +3 Int, Magic Resist (2), Fire Resist (2), +8 Mana, Focus Effect: Improved Healing 2
Bronze Spider Totem: +1 HP, +2 Mana
Cheetah Paw Fetish: +1 Wis, +1 Int, +1 Cha, +3 HP, +2 Mana
Codex of the Jin: +1 Int, +1 Cha, +3 Mana
Crude Stein: +3 Con, +4 Cha
Crystalline Eye: Magic, Fire and Cold Resist (3), +8 HP, +5 Mana
Encyclopedia Necrothurgia: Effect: Reclaim Energy, 3 times/day
Everburn Candle: Cold Resist (2), 10' radius light source, never goes out
Eye of Melnor: +2 Wis, Disease Resist (-1)
Fleshbound Tome: +3 Int, +5 HP, +7 Mana
Frost Covered Tome: +1 Str, +1 Con, Fire Resist (6), +1 save vs fire, +8 HP
Frost Goblin Totem: Cold Resist (4), +1 save vs cold, +1 Mana
Frosted Gem: -2 Str, +1 Int, +5 Mana
Guild Coin: +2 Mana
Harnessed Soul Gem: +2 Int, +6 Mana, Effect: Reclaim Energy, 3 times/day
Idol of Woven Grass: +1 Con, +1 Wis, +2 Mana
Iony's Absorber: Disease Resist (2)
Medic's Pouch: Effect: Summon Bandages, 5 times/day
Pearl Kedge Totem: -3 Str, +5 Wis
Preserved Chokidai Vocal Chords: Effect: Voice Graft, 3 times/day
Prophecy Stone: +3 Wis, +4 Mana
Quartz Crystal: +1 HP
Seer Lore Book: +4 Int, +6 Mana
Shardwurm Eye: +1 Dex, +2 Int
Shimmering Orb: +2 AC (deflection), +5 HP, Focus Effect: Summoning Haste 1
Shiny Gold Coin: +2 Cha, +3 HP, +2 Mana
Sickly Glowing Orb: +2 Con, Cold Resist (-4), -1 save vs cold, +15 HP
Snowfang Fetish: +2 Wis, Cold Resist (4), +1 save vs cold
Stein of Moggok: +2 Dex, +3 Int, +3 HP, Disease Resist (10), +2 saves vs disease, Effect: Light Healing, 1 charge
Stone Totem: +1 HP, +1 Mana
Testament of Vanear: +3 Wis, +2 Mana, Effect: Mana Preservation 1
Tome of the Eternal: +3 Int, Magic Resist (-4), -1 save vs magic, Disease Resist (-4), -1 save vs disease
Words of Darkness: +8 Mana, Effect: Allure of Death, 3 times/day
Writ of Innoruuk: +4 Wis, +3 Int, Disease Resist (2)
Writ of the Bloodtribe Ancients: +3 Int, All resists (2), +3 Mana

Hand to Hand Weapons

Rusty Ulak: (1d6 damage, Delay 4), +1 HP, +1 Mana
Bronze Ulak: (1d6+1 damage, Delay 4), +1 bonus to attack and damage, +2 HP, +2 Mana
Heavy Iron Ulak: (1d8+1 damage, Delay 5), +1 bonus to attack and damage, Massive, +1 Str, +1 Wis, Magic Resist (1), +4 HP, +3 Mana
Steel Ulak: (1d6+2 damage, Delay 4), +2 bonus to attack and damage, +1 Str, +1 Wis, Magic

Resist (1), +5 HP, +3 Mana
Polished Steel Ulak: (1d6+2 damage, Delay 4), +2 bonus to attack and damage, +1 Str, +1 Wis, Magic Resist (2), +6 HP, +4 Mana
Shissar Ulak: (1d6+1 damage, Delay 4), +2 Dex
Corrupted Shissar Ulak: (1d6+3 damage, Delay 3), Speed, +3 bonus to attack and damage, +4 Str, +3 Con, +5 Dex, +3 Wis, All resists (3), +12 HP, +7 Mana
Sheetmetal Ulak: (1d6+2 damage, Delay 4), +2 bonus to attack and damage, +3 Con, Poison Resist (2), +4 Mana
Wooden Hilted Ulak: (1d6+2 damage, Delay 4, Proc (DC 20) Shock +2d6 damage), +2 bonus to attack and Damage, +2 Str, +2 Wis, Magic Resist (2), +9 HP, +6 Mana
Etched Bone Ulak: (1d6+4 damage, Delay 4, Proc (DC 23) Shock of Ice), +4 bonus to attack and damage, +3 Str, +3 Wis, Magic Resist (4), +1 save vs magic, +22 HP, +15 Mana
Exquisite Puresteel Ulak: (1d6+6 damage, Delay 3, Proc (DC 25) Shock of Lightning), Speed, +6 bonus to attack and damage, +4 Con, +6 Dex, +4 Wis, Magic and Fire Resist (8), +2 save vs magic and fire, +39 HP, +23 mana

Earrings

Earring of Sad Exploitation: -9 to all ability stats, all resists (-25), -9 on all saves, -25 HP, -16 Mana
Abjurer's Earring: All resists (2)
Adamantium Earring: +20 HP
Batskull Earring: +2 Int, Focus Effect: Reagent Conservation 1
Fishbone Earring: +1 Dex, Effect: Enduring Breath, 3 times/day
Focused Ethereal Earring: +1 Str, +3 Dex, +5 HP
Granite Earring: +4 Mana
Polished Bone Hoop: +2 Mana, Focus Effect: Mana Preservation 1
Brass Earring: +1 AC (deflection)
Obsidian Bead Hoop: +1 Dex, +1 Int
Opalline Earring, +2 Cha
Earring of Cleansing: +1 Wis, +9 HP, +6 Mana, Effect: Counteract Poison, 3 times/day
Forest Loop: +2 Dex, +1 Wis
Orc Fang Earring: +1 Str, +4 HP
Cougar Claw Earring: +1 Str, +1 Dex, Focus Effect: Mana Preservation 1
Wolf Fang Earring: +1 Str, +1 Con

Shields

Curscale Buckler: Standard buckler, Fire Resist (1)
Dragoon Shield: +2 small steel shield, +1 Con
Ogre Bouncer Shield: +2 large steel shield, Bashing, +2 HP
Bark Shield: +3 small wooden shield, +2 Dex
Chitin Shell Shield: +3 small shield, Poison Resist (4), +1 save vs poison
Scute Shield: +3 small shield, +3 Con
Treant Bark Shield: +3 large wooden shield, +2 Wis, Magic and Poison Resist (2), +5 Mana