

# NEW RELEASE - ELEMENTS OF ARTIFICE

*New Equipment - Enchanted Weapons, Armour, and Mounts*



## “ Overview ”

Using the newfound school of magic, Enchantment, crafters from across the realms have learned to utilize the magic essences in crafting new enchanted equipment. Various factions from Elgea and the Broken lands have also shared their secret methods for creating exotic equipment to be used by players both new and veteran alike. Scores of new recipes will be available, providing commanders with new strategic options and traders with new trade opportunities.

- ~ 45 New Weapons
- ~ 24 New Enchanted Weapons
- ~ 30 New Sets of Armour
- ~ 24 New Sets of Enchanted Armour
- ~ 5 New Mounts

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## Equipment & Enchanted Equipment Release Notes



### Armored Charger

Attack +5%; DefVsCav +10%; DefVsSpear +10%; DefVsBow +10%; DefVsSword +10%; Speed +5%; CarryCap -30%; MagicResist -5%; Hills -5%; Mountains -5%; Desert -9%; Jungle -9%

#### Ingredients

1 Herbs; 3 Minerals; 25 Gold; 1 Hides; 1 Horse; 1 Dyalom Gall

When outfitting a mount with above-average amounts of armour, an intense training regimen is required to prepare the war horse for the excess burden of a steel covering. The result of this conditioning is a strapping, robust steed, capable of barreling through the thick of combat unscathed while inflicting punishment of its own.



### Demonheart Thoroughbred

Attack +10%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +25%; For Dwarves -40%; For Elves +10%; For Humans -40%; For Orcs -40%

#### Ingredients

1 Heart of Darkness; 1 Shard of Haste; 40 Gold; 1 Elven Thoroughbred; 5 Herbs

Much to the distaste of affluent thoroughbred owners, the ritual of transformation required to create a Demonheart Thoroughbred is savage, to say the least. The process is worth the pain, however, as the once majestic beasts are infused with a new ferocious vigor, amplifying their already impressive traits. Their refinement replaced with corruption, and grace degraded to fury; this horse is truly a new kind of beast. With the horse's already poor temperament amplified, only experienced elven riders are known to be able to even go near the beasts.



### Demonheart Battlebred

Attack +10%; DefVsCav +30%; DefVsSpear +30%; DefVsBow +30%; DefVsSword +30%; Speed +10%; Mountains -5%; For Dwarves -40%; For Elves -40%; For Humans +10%; For Orcs -40%

#### Ingredients

5 Herbs; 1 Battlebred; 40 Gold; 1 Shard of Fortitude; 1 Heart of Darkness

The ritual of transformation that the Human Battlebred is one of the more tame of the transformation rituals. The Battlebred is known for its fortitude of will and physical clout, this allows the horse to withstand some of the more painful augmentations. The Shard of Fortitude required in the ritual is infused with the essences of the most tremendous, tenacious beasts; these powerful essences imbue the mount with a thicker hide, capable of withstanding blows on its own. The Demonheart Battlebred is truly a juggernaut in its own right.

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### Demonheart Battle Mule

Attack +5%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Hills +30%; Plains +19%; Mountains +30%; Forests +19%; Arctic +19%; Desert +19%; Jungle +19%; For Dwarves +10%; For Elves -40%; For Humans -40%; For Orcs -40%

#### Ingredients

1 Heart of Darkness; 1 Shard of Dawn; 40 Gold; 1 Dwarven Battle Mule; 5 Minerals

To the Dwarf Battle Mule the transformation ritual is just another step to the already strange regimen of training it undergoes (who feeds animals rocks anyways?). The Shard of Dawn used in the transformation process holds within it the spirit of great lumbering beasts, this infuses the once dull and slow mule with confidence and vim. As it holds an affinity to its dwarf masters, it will allow none of the other races of Elgea near.



### Demonheart War Wolf

Attack +10%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +19%; CarryCap +30%; Hills +30%; For Dwarves -40%; For Elves -40%; For Humans -40%; For Orcs +10%

#### Ingredients

1 War Wolf; 40 Gold; 5 Hides; 1 Heart of Darkness; 1 Shard of Ferocity

Of the four rituals of transformation, the War Wolf's is the most difficult for anyone but an orc to witness. While already savage in nature, a War Wolf becomes the epitome of bestial rage when it is enveloped in a torrent of fierce magic, unleashed from the red core of a Shard of Ferocity. The beasts, upon being imbued with ferocious strength and agility, usually mark the occasion by letting out a disturbing, guttural howl. Being such an unpredictable beast, only the strongest of the green skins are permitted near these monsters.



### Flanged Mace

Attack +10%; DefVsCav -5%; DefVsSpear -9%; Hills +5%; Mountains +5%; Forests -9%; Jungle -9%

#### Ingredients

10 Gold; 1 Aeghris; 1 Sword; 1 Minerals; 1 Black Bear Heart

There may come a time that an army's commander may find the need to forego bladed weapons, in many of these cases the flanged mace fulfills that need. The flanged mace is not a common mace; it is forged with flanges affixed to the striking head of the weapon, giving it the capability to bend and rip through even the heartiest of armours. The haft of the weapon has had it's surface treated with ground Aeghris bonded with bear's blood giving it excellent grip.



# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Goldstone Warhammer

Attack -5%; Speed +10%; CarryCap +10%; Hills +10%; Plains -5%; Mountains +10%; Forests -5%; For Dwarves +5%; For Elves -5%; For Humans -5%; For Orcs +5%; VsAnimals +10%

#### Ingredients

1 Puma Heart; 1 Minerals; 1 Sword; 1 Goldstone; 20 Gold

One of the specialized goldstone armaments designed by the goldsmith dwarfs of Treggar's Crows, the Goldstone Warhammer touts a lightweight design while sacrificing only a negligible amount of offensive capability. The hammer's lightweight design allows the user to carry more loot back from a successful hunt or skirmish as well as arrive and depart with more haste. As this weapon was designed by and for dwarfs, humans and elves have a more difficult time wielding this robust warhammer while orcs find smashing skulls with it to be second nature.



### Morningstar

Attack +8%; DefVsCav +14%; DefVsSpear -9%; DefVsBow +14%; DefVsSword -9%; Hills +5%; Mountains +5%; Forests -5%; Jungle -5%

#### Ingredients

10 Gold; 1 Hides; 1 Sword; 1 Minerals; 1 Giant Scorpion Stinger

Occasionally simplicity overcomes complexity in weapon design, the Morningstar is one of such cases. Crafted with a weighted spiked ball affixed to a sturdy shaft, this weapon is used to bludgeon and maim poorly armored opponents. Combatants in tree-laden arenas must be weary as the spines of the Morningstar can easily become tangled amidst thick fauna, leaving the fighter open to a fatal counterblow.



### Spiked Flail

Attack +35%; DefVsCav -9%; DefVsSpear -9%; DefVsBow -9%; DefVsSword +5%; Plains +10%; Mountains -15%; Forests -15%; Arctic +10%; Desert +10%; Jungle -15%

#### Ingredients

1 Giant Spider Heart; 3 Giant Spider Fangs; 1 Minerals; 1 Sword; 10 Gold

Of all the weapons of war that strike fear into the hearts of being and beast alike, the spiked flail is feared by most all. The flail was built to sow chaos on the battlefield, be it dismounting riders or wildly thrashing over shield walls. Simple in design, a spiked head attached via chain to a hefty wooden handle, but at its core a weapon built to maim and demoralize. Given to the strongest warriors the flail can cut swathes through enemies, breaking both enemy lines and resolve.



# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Titan Hammer

Attack +19%; DefVsCav +10%; DefVsSpear -9%; DefVsBow +10%; DefVsSword -9%; Speed -5%; CarryCap -9%; Forests -5%; Desert -5%

#### Ingredients

10 Gold; 1 Flektrine; 1 Sword; 2 Minerals; 1 Cyclops Heart

The Titan Hammer, a daunting and massive weapon, hails from the Western Realms; a recipe given forth by the Lords of the West in response to the Kerberos Crisis. The hammer sports excellent offensive capabilities as a result of minor magics infused in the hammer's head. Flektrine gemstones, which are known for their magical fire properties, are affixed to the head of the hammer on each side. This enchantment gives the weapon extra kinetic power when striking an opponent, insuring that the user may crush any foe in their path.



### Yura Warmace

Attack +19%; DefVsCav -9%; DefVsSpear +10%; DefVsBow -9%; DefVsSword +10%; Speed -5%; CarryCap -9%; Forests -5%; Desert -5%

#### Ingredients

1 Massive Scarab Carapace; 2 Minerals; 1 Sword; 1 Almhurin; 10 Gold

With a strange three-headed design, the Yura Warmace stands out as an oddity among the designs traded from the Yuraquncha of the Broken Lands. The "stair-step" design of the mace gives not only extra heft to a warrior's strike, but also causes difficulties for shield users by consistently ripping the shields from their hands when absorbing a blow. While only reserved for Yuraquncha warmasters in Yura culture, this weapon can be anyone's powerful boon when facing spear and sword users on foot.



### Decimation Mallet

Attack +18%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed -5%; Forests -5%; Arctic -5%; Jungle -5%

#### Ingredients

10 Gold; 1 Sword; 5 Minerals; 1 Saurian Rib; 1 Saurian Vertebra

The secrets to the Decimation mallet's superb balance in both defense and offense comes from the once-secret craftsmanship techniques of the Kanchalka master bone smiths. Both the haft and the head of the mallet are a perplexing fusion of bone and metal. The Kanchalka, upon mastering the hunt of Saurian packs in the sweeping plains of Taomist, gained a wealth of knowledge as to the versatility of Saurian bone. As this weapon was design by plainsmen, its effectiveness only slightly suffers in difficult terrain.

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## Equipment & Enchanted Equipment Release Notes



### Ridersbane Pick

Attack +3%; DefVsCav +32%; DefVsBow -9%; Hills +10%; Plains +10%

#### Ingredients

1 Minerals; 1 Sword; 10 Gold; 2 Toadcap Fungus

Veteran cavalry who have seen combat against the Northmen of Wolgast weave terrifying yarns of the Northmen's ferocity and the savage weapons they use against southern invaders. Given the nickname "Ridersbane", this pickaxe is known for its affinity to separate riders from their horses. The savage Northmen hold no quarrel with targeting a rider's horse over the rider himself with a weapon built to do so. The haft of the pickaxe has been treated with a strengthening compound concocted from the Toadcap mushroom stem giving it extra durability when striking down a massive, galloping warhorse.



### Possessed Falchion

Attack +5%; AtNight +30%; InDay -9%; VsMonstrous +30%; VsUndead +44%

#### Ingredients

1 Heart of Darkness; 10 Gold; 1 Sword; 1 Minerals

The Possessed Falchion is a direct result of the efforts by the College of Silence to understand the Kerberos Invasion. The brilliant minds at the college devised a method in which to reverse engineer the blade, which proved difficult; the weapons wielded by the Shadow Mages who inhabit the great Tower in Calumnex would go inert and crumble upon their death. By infusing a blade with the dark essence of a Heart of Darkness, swordsmiths can create an armament that mirrors the dark Kerberos blade, glowing green with the hatred of the underworld and fells the monstrous denizens of the underworld itself with ease. Take heed, however, as this weapon's strength wanes during the day.



### Consecrated Scepter

Attack +5%; AtNight -9%; InDay +30%; VsMonstrous +30%; VsUndead +44%

#### Ingredients

1 Minerals; 1 Sword; 10 Gold; 1 Elven Tears

It is said that competition breeds innovation, this holds true with the creation of the Consecrated Scepter. Once a great house in Elven antiquity, the Turyns of Lan Larosh have been forced, through contention of land rights, to innovate superior weapons to compete with their elven rivals. Forged with the purity of the Elven Tears gemstone, the scepter emits a golden and calming glow that burns of righteous fire when used against enemies. The bright light of day seems to feed this weapon's strength, shielding its user from potentially fatal blows and allowing punishing counterblows. Unfortunately, the enchantment fades at night, stripping the scepter of its enhanced power.

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### Jeweled Lightblade

Attack -5%; Speed +10%; CarryCap +10%; Hills -5%; Plains +10%; Mountains -5%; Forests +10%; For Dwarves -5%; For Elves +5%; For Humans +5%; For Orcs -5%; VsAnimals +10%

#### Ingredients

1 Goldstone; 20 Gold; 1 Sword; 1 Minerals; 1 Cobra Brain

The dwarf merchants of Treggar's Crows, being dwarfs, could not pass up the opportunity of a hefty profit in selling their goldstone designs to humans and elves; thusly the Jeweled Lightblade was contrived. The blade and hilt, both crafted with smelted goldstone, are almost mockingly weightless and must be commentary to what dwarves think of human and elf "strength". This exceedingly lightweight design lends to extra bag space and being a bit more expeditious.



### Twilight Greatsword

Speed -9%; MagicResist +25%; AtNight +64%; InDay -25%

#### Ingredients

2 Minerals; 2 Sword; 10 Gold; 1 Daera

One of a pair of weapons designed by the Illyria Trade Council, the Twilight Greatsword carries with it the strength of night. The trade council created this devastating sword in response to an outbreak of caravan robberies that were only occurring at the dead of night. Upon empowering a greatsword with the latent magics of the dark stone Daera, swordsmen would find themselves endowed with preternatural strength and dexterity in combat at night.

The nighttime robberies came to an end when two caravan hands bested twenty bandits with no loss of life or limb to the convoy; a truly powerful when used aptly.



### Dawnbreaker Greatsword

Speed -9%; MagicResist +25%; AtNight -25%; InDay +64%

#### Ingredients

10 Gold; 2 Sword; 1 Desert Flame; 2 Minerals

A cousin to its counterpart the Twilight Greatsword, the Dawnbreaker emanates power during the daylight hours. While caravans are vulnerable to ambush at night, daytime comes with its own challenges. Whether it be a rampaging swarm of poisoned crawlers or a garrison of heavily armed bandits, anything that has the confidence to attack a caravan in broad daylight requires a bit of extra force. The blade, bathed in a tincture of Desert Flame, radiates with the potency of the sun and strikes with the same searing force.



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### Viper Estoc

Attack -4%; DefVsCav -4%; DefVsSpear -4%; DefVsBow -4%; DefVsSword +6%; Speed +14%; CarryCap +10%; Jungle +25%; VsAnimals +30%

#### Ingredients

1 Minerals; 1 Coral Snake Heart; 1 Giant Snake Fang; 1 Sword; 10 Gold

An unconventional weapon, the Estoc is an oddity among swords as it is the size of a longsword but has no cutting blade. The primary purpose of this weapon is to use its large mass to puncture both chain and plate mail alike, skewering anyone unfortunate enough to be on the receiving end. Primal, shamanistic techniques have been incorporated into the crafting to give it the essence of the viper: striking fast, deadly, and true. Like the viper, this weapon also excels at felling man and beast alike while deep in the thick of the jungle.



### Deathspike Rapier

Attack +10%; DefVsCav -9%; DefVsSpear -9%; DefVsBow -9%; DefVsSword -9%; Speed +19%; Desert +10%

#### Ingredients

10 Gold; 1 Sword; 1 Tiger Tooth; 1 Black Bear Tooth; 1 Minerals

From the sweltering heat of the forges of Glory City in the heart of the Raja Metu empire comes the deadly design of the Deathspike Rapier. Sacrificing defense for speed and power, the Raja Metu have channeled the essence of the tiger in creating a lightweight yet powerful thrusting weapon that kills swiftly and efficiently.



### Penumbral Falchion

Attack +25%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +14%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight +50%; InDay -5%; VsMonstrous +129%; VsUndead +145%

#### Ingredients

1 Possessed Falchion; 1 Fire Salt; 100 Gold; 1 Shard of Nightfall; 3 Shard of Putrescence; 1 Essence of Necrosis

The master enchanters of the College of Silence managed to improve upon their already potent dark weapon design by irradiating the Possessed Falchion with an even higher concentration of dark magic. The resulting sword burns with an unholy amethyst flame, illuminating the dark of night with corrupt energies. Strikes from the sword not only maim denizens of the dark, but also sap their very strength, diminishing their otherwise ferocious power.

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### Resplendent Scepter

Attack +25%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +14%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight -5%; InDay +50%; VsMonstrous +129%; VsUndead +145%

#### Ingredients

3 Shard of Life; 1 Shard of Dawn; 1 Essence of Anima; 1 Fire Salt; 100 Gold; 1 Consecrated Scepter

The Elven Turyn houses of Lan Larosh ached with anticipation as news of new magics discovered by the researchers of the College of Silence reached their pointy ears. With these newly found abilities they have able to fashion powerful holy weapons capable of felling even the strongest of the corrupt beasts from below. Bolstered by the rays of the sun, the striking head of the scepter pulses with energy as it obliterates the hopes and bones of its enemies.



### Greatsword of Dusk

Attack +10%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +5%; MagicResist +70%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight +150%; VsMonstrous +5%; VsUndead +5%

#### Ingredients

1 Twilight Greatsword; 1 Fire Salt; 1 Essence of Twilight; 100 Gold; 1 Shard of Putrescence; 3 Shard of Nightfall

Massive and intimidating, the Greatsword of Dusk towers above the fray of battle like a black obelisk of death, sending multiple foes to the abyss with every swing of its massive blade. This weapon far outpaces the blade it once was after being immersed in the dark energies of night, fueled by the creatures that inhabit the dark.



### Greatsword of Dawn

Attack +10%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +70%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; InDay +150%; VsMonstrous +5%; VsUndead +5%

#### Ingredients

1 Essence of Daybreak; 1 Shard of Life; 3 Shard of Dawn; 100 Gold; 1 Dawnbreaker Greatsword; 1 Fire Salt

As daunting as its brother, the Dusk Greatsword, the Greatsword of Dawn is a brilliant, radiating blade capable of slicing through armor like a scythe through wheat. By channeling the energies of the sun into the blade, this sword imbues the soldiers that carry it with bolstered strength and enhanced fortitude.

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### Serpent's Kiss

Attack +5%; DefVsCav +10%; DefVsSpear +10%; DefVsBow +10%; DefVsSword +10%; Speed +60%; CarryCap +30%; MagicResist +10%; Hills +10%; Plains +10%; Mountains +10%; Forests +10%; Arctic +10%; Desert +10%; Jungle +10%; VsAnimals +100%

#### Ingredients

1 Viper Estoc; 100 Gold; 1 Fire Salt; 1 Shard of Fortitude; 2 Shard of Haste; 1 Shard of Ferocity; 1 Essence of Alacrity

A swordsman wielding the estoc more commonly known to as "Serpent's Kiss" is said to be one of the fastest combatants on the whole of the land. The energies of Alacrity and Haste are fused with the blade of this sword after being ripped from the vessels that hosted them, awarding the wielder with uncanny speed and endowing them with exceptional spatial awareness in jungle environments. Like the kiss of a serpent, the strikes from this weapon come fast and deadly.



### Deathwish Flail

Attack +170%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; MagicResist +10%; Plains +50%; Arctic +50%; Desert +50%

#### Ingredients

2 Shard of Ferocity; 1 Shard of Haste; 1 Essence of Brutality; 1 Shard of Fortitude; 1 Fire Salt; 100 Gold; 1 Spiked Flail

The awesome power of the Deathwish Flail is apparent when viewing the spectacle of catastrophe this weapon inflicts in combat. From afar, armor-clad bodies can be seen intermittently flying through the air as the flail swings wildly about; from up close, the viewer is treated to a symphony of devastation, hardened soldiers break as the flail sends out a concussive shock waves with each chaotic strike. By imbuing an already terrifying weapon with the anima of some of the most ferocious creatures of the realm, a weapon of absolute havoc was born.



### Bulwark Battle Edge

Attack +5%; DefVsCav +80%; DefVsSpear +80%; DefVsBow +80%; DefVsSword +80%; MagicResist +10%; Hills +60%; Plains +60%; Mountains +60%; Forests +60%; Arctic +60%; Desert +60%; Jungle +60%

#### Ingredients

100 Gold; 1 Razor-Edged Sword; 1 Fire Salt; 2 Shard of Fortitude; 1 Essence of Protection; 1 Shard of Haste; 1 Shard of Ferocity

The Battle Edge is more akin to a massive cleaver than to a traditional sword, but it is this robust design that gives the sword the defensive prowess it boasts. The weapon's blade is not only enchanted, but is also treated afterwards with an oil created from the spent vessels of protection that imbued it with power. Soldiers whom first battle tested this sword proclaimed that it felt like they were wielding an extra shield into battle; no blows were ever successfully landed on them. The "Bulwark" imbues the user with somewhat of a sixth combat sense, allowing them to react to attacks seemingly before they're carried out. Some combat veterans have even been witnessed swatting arrows out of the skies with the sword, a testament to the blades defensive impenetrability.



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### Bane of Kerberos

Attack +200%; DefVsCav +100%; DefVsSpear +75%; DefVsBow +50%; DefVsSword +125%; VsUndead +50%

#### Ingredients

1 Essence of Alacrity; 1 Essence of Anima; 1 Essence of Protection; 1 Essence of Brutality; 1 Fire Salt; 1 Essence of Twilight; 1 Essence of Necrosis; 1 Essence of Daybreak; 1 Silversteel Sword; 100 Gold

Nicknamed the “Bane of Kerberos”, this sword is truly the apex of bladed weapons. By imbuing the already powerful silversteel swords with a myriad of magical energies, the College of Silence have created a truly perfect weapon capable of confronting any foe regardless of armament or terrain. The twin blades of the weapon act as an arcing conduit for the powerful energies within, crackling with power as it sweeps through the battlefield. King Sigurd himself is said to have been endowed with a custom Bane of Kerberos, constructed of only the purest Silversteel. Truly a weapon worthy of a King is only destined for the hands of the greatest of warriors across the realm.



### Hailstorm Bow

Attack +4%; DefVsCav +14%; DefVsSpear -9%; DefVsBow +14%; DefVsSword -9%; Speed +2%; Plains +5%; Mountains +5%; Forests -5%; Arctic +5%; Desert +5%; Jungle -5%; VsUndead +10%

#### Ingredients

10 Gold; 1 Bow; 10 Mana; 1 Herbs; 1 Ice Salamander Heart

The Hailstorm Bow is the result of the melding of master craftsmanship and newly discovered knowledge born from the conflict with the Kerberos. Using these techniques, bowyers are able to infuse small amounts of ice magic into the bow. This minor enchantment allows archers to rain down a tempest of chilling projectiles across the battlefield, hindering the effectiveness of enemy archers and horsemen. The infused elements exhibit a particularly increased volatility against the armies of the Underworld.



### Rockpiercer Recurve Bow

Attack +4%; DefVsCav -9%; DefVsSpear +14%; DefVsBow -9%; DefVsSword +14%; Speed +2%; Plains +5%; Mountains -5%; Forests +5%; Arctic -5%; Desert +5%; Jungle +5%; VsUndead +10%

#### Ingredients

1 Herbs; 1 Bow; 10 Mana; 10 Gold; 1 Rockweed Root

Already known for its binding properties, Rockweed Root is used to create a taut and durable bowstring by binding together hundreds of fibers pulled from the root. This specially crafted string gives the bow added punch and performs well in both warm and mild climates. However, the Rockweed string suffers in cold environments when the fibers stiffen further and become brittle.

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### Siege Bow

Attack +35%; DefVsCav -5%; DefVsSpear -5%; DefVsBow +5%; DefVsSword -5%; Speed -9%; CarryCap -5%; Plains +10%; Mountains -15%; Forests -15%; Arctic +10%; Desert +10%; Jungle -15%; AtNight -5%

#### Ingredients

10 Gold; 1 Bow; 2 Elephant Hide; 1 Herbs

A bow of a scale unseen prior to the recent discoveries of the College of Silence, the Siege Bow has become a formidable force across the lands. Open terrain is ideal when engaging the enemy as uneven terrain and overgrowth hinder this bow's devastating capabilities. Archers in the field have even reported that, due to the sheer size of the Siege Bow, they have been able to deflect incoming fire with the bow's limbs.



### Gilded Longbow

Attack -5%; Speed +10%; CarryCap +10%; Hills -5%; Plains +10%; Mountains -5%; Forests +10%; For Dwarves -5%; For Elves +5%; For Humans +5%; For Orcs -5%; VsAnimals +50%

#### Ingredients

1 Herbs; 1 Golden Monkey Heart; 1 Bow; 20 Gold; 1 Goldstone

Mechanical in design, the Gilded Longbow is an oddity amongst the ranged weapons of Illyriad. Dwarven bowyers work with tinkerers to meld wood and Goldstone into an easy-to-carry construction built for the hands of Elves and Humans. The grip of the bow is made entirely of lightweight Goldstone, with the grip's interior housing springs, pins, and bolts to secure and manipulate the Longbow's arms. The weapons featherweight construction causes its offensive capabilities to suffer slightly but improves the wielders carrying capacity and land speed.



### Ornate Shortbow

Attack -5%; Speed +10%; CarryCap +10%; Hills +10%; Plains -5%; Mountains +10%; Forests -5%; For Dwarves +5%; For Elves -5%; For Humans -5%; For Orcs +5%; VsAnimals +50%

#### Ingredients

1 Goldstone; 20 Gold; 1 Bow; 1 Jaguar Heart; 1 Herbs

Designed for use by Dwarves and Orcs, the Ornate Shortbow melds utility, portability, and opulence into a compact design built for the battlefield. This shortbow uses a Goldstone frame combined with lightweight Goldstone gears, sprockets, and springs to provide the tension needed in lieu of wood. While there is a great deal of engineering that goes into the inner workings of this bow, the complexity of the weapon takes away from the stopping power usually afforded to projectile weapons.

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### Flatbow

DefVsCav +10%; DefVsSpear +10%; DefVsBow +10%; DefVsSword +10%; VsMonstrous -19%; VsAnimals -19%; VsUndead -19%

#### Ingredients

1 Herbs; 1 Alligator Heart; 1 Bow; 10 Gold

The flatbow is crafted using a wider than average piece of straight, flat wood. The wood is tapered down at the grip to provide the archer with a comfortable firing platform. This design provides enhanced defensive capabilities in all environments as the bow has improved durability due to its mass. Viten bowyers have added their own spin to the design, treating the heart tissue of an alligator to serve as the bowstring. The only downside to the flatbow is that it only appears to maintain its defensive capabilities in military skirmishes, it falls flat when met with an unnatural or animal opponent.



### Nightstalker Greatbow

Speed -9%; MagicResist +25%; AtNight +64%; InDay -25%

#### Ingredients

10 Gold; 2 Bow; 1 Black Bear Heart; 2 Herbs

One of a pair of Greatbows designed to perform in both night and day, the Nightstalker Greatbow thrives in the darkness. First entwining timber from the deepest ebony trees available with catgut and sinew cured from hearts of Black Panthers, Atagek bowyers then surrender the bow to tribal shaman who imbue the bow with the strength of the animal that sacrifices itself for its creation. Wielders of this greatbow stalk the night like the panther, overcoming foes that are completely unaware of impending hostilities.



### Dawnhunter Greatbow

Speed -9%; MagicResist +25%; AtNight -25%; InDay +64%

#### Ingredients

2 Herbs; 1 Tiger Heart; 2 Bow; 10 Gold

Sister to its nighttime sibling, the Dawnhunter Greatbow draws its power from the light of the sun. Similar in creation to the Nightstalker, Atagek bowyers use wood selected for its nearly luminous tone and bind it with catgut and the sinews of a tiger's heart. The bow then undergoes a daytime ritual when the sun is highest in the sky imbuing the bow with the ferocity of a tiger, a predator so powerful it can hunt its quarry during the height of the day.



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### Wicked Bow

Attack +5%; AtNight +30%; InDay -9%; VsMonstrous +30%; VsUndead +44%

#### Ingredients

10 Gold; 1 Bow; 1 Heart of Darkness; 1 Herbs

Only recently has the practicality of the magic that runs through "Hearts of Darkness" been discovered; the Wicked Bow is one of the by-products of this discovery. Arrows fired from this bow emit a sickly green glow visible only at night, making it ideal for engaging the enemies of civilization in darkness. Unfortunately, the Wicked Bow loses its potency during daylight hours, requiring commanders to play their attacks carefully.



### Celestial Bow

Attack +5%; AtNight -9%; InDay +30%; VsMonstrous +30%; VsUndead +44%

#### Ingredients

1 Herbs; 1 Bow; 10 Gold; 1 Elven Tears

Great care was taken in the design of the Celestial Bow as its Elven designers cherish the bow above all other weapons. The bow's curves and bends have been precisely calculated by the weaponsmiths of Turyn after countless hours of testing various angles and flex points. It is then crafted using local wood treated with Elven Tears, whose latent magical properties give it potency during the daytime against enemies of the light. Arrows loosed from the Celestial bow burn with the brightness of the heavens but fade in deadliness when the sun gives way to moon.



### Sniper's Bow

Attack +5%; DefVsCav -30%; DefVsSpear -30%; DefVsBow +85%; DefVsSword -30%; Hills +5%; Plains +5%; Mountains -9%; Forests -9%; Arctic -9%; Desert +5%; Jungle -9%; AtNight -9%

#### Ingredients

10 Gold; 1 Bow; 1 Herbs; 1 Salamander Entrail; 1 Rhinoceros Heart

Lauded as the most accurate bow across all kingdoms, the Azure Throne designed Sniper's Bow is one of the best choices a commander can take when facing enemy archers. Much care must be taken as the size of the bow inhibits the archer's defensive maneuvers in close quarters combat. This weapon comes with a complex sight affixed to it, requiring daylight to be full effective.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Reaper Longbow

Attack +19%; DefVsCav +10%; DefVsSpear -9%; DefVsBow +10%; DefVsSword -9%; Speed -5%; CarryCap -9%; Plains +35%; Forests -5%; Desert -5%

#### Ingredients

2 Gharial Heart; 2 Herbs; 1 Bow; 10 Gold

In the jungles of the Broken Lands, Yuraquncha hunters must be sure that their prey falls in a single blow lest they be slain themselves by their quarry. To insure this, elder hunters equip themselves with a specially crafted Reaper Longbow which gives them the extra power they need to bring down the mightiest of marks. The secrets to this bows' enhanced power lie within a ritual performed by Yura Witchdoctors when the bowstave is immersed in a mixture of assorted herbs and Gharail blood.



### Hellfire Recurve

Attack +19%; DefVsCav -9%; DefVsSpear +10%; DefVsBow -9%; DefVsSword +10%; Speed -5%; CarryCap -9%; Plains -5%; Forests -5%; Desert +35%

#### Ingredients

10 Gold; 1 Bow; 2 Herbs; 1 Fire Salamander Heart; 1 Salamander Heart

From the blistering deserts of Kul Tar comes the design of the Hellfire Recurve bow, perhaps the pride of the Sultanate of Kazim. The bow is crafting using only the sturdiest cuts of wood as anything less would falter under the latent fire energies of the bowstring. Arrows loosed from this bow set the sky ablaze with fiery furor, penetrating foes with a fiery energy. This weapon performs especially well in the desert environments in which the bow was born.



### Slayer's Shortbow

Attack +10%; DefVsCav -9%; DefVsSpear -9%; DefVsBow -9%; DefVsSword -9%; Speed +19%

#### Ingredients

1 Giant Scorpion Heart; 1 Herbs; 1 Bow; 10 Gold

This light, short bow takes its cues from the essence which inhabits it, that of the giant scorpion. Its strikes swift and deadly, sacrificing small amounts of defense for increase firepower and movement speed. With timeliness in mind, almost no other bow can match the improved mobility the compact design affords the archer.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Viper Shortbow

Attack -4%; DefVsCav -6%; DefVsSpear -6%; DefVsBow -6%; DefVsSword -6%; Speed +14%; CarryCap +5%; Jungle +25%; VsAnimals +30%

#### Ingredients

10 Gold; 1 Bow; 1 Herbs; 1 Cobra Heart

This is the weapon of choice for Atagek Jungle hunters who prefer agility and speed over raw power in order to catch their prey. With a compact construction, archers are free to move swiftly and carry back more of the spoils of the jungle this bow is so proficient in netting. Using a simple ritual passed down by Atagek Panther Priests using the heart of a cobra, the bow is imbued with properties that allow it to withstand the punishing humidity and heat of the jungle.



### Death's Reach

Attack +25%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +14%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight +50%; VsMonstrous +129%; VsUndead +145%

#### Ingredients

1 Wicked Bow; 100 Gold; 3 Shard of Putrescence; 1 Essence of Necrosis; 1 Shard of Nightfall; 1 Air Salt

Feeding off the magical energies of the Heart of Darkness already ingrained within the Wicked Bow, Death's reach is a devastating bow to wield when fighting back the ceaseless legions of Kerberos. Stalkers of the night favor this enchanted bow over its daytime counterpart as the dark energies of Necrosis, Putrescence, and Nightfall that are poured into the bow feed off the energies of midnight. Arrows loosed from this disquieting bow burn with a sanguine flame, searing the flesh of the creatures from whence its power came.



### Hand of the Heavens

Attack +25%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +14%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; InDay +50%; VsMonstrous +129%; VsUndead +145%

#### Ingredients

1 Air Salt; 1 Essence of Anima; 3 Shard of Life; 1 Shard of Dawn; 100 Gold; 1 Celestial Bow

Powerful in its own right, the Celestial Bow is transformed into a beacon of the heavens when enchanters feed the holy and natural aspects of exalted beasts into the bow. The resulting weapon, nicknamed "Hand of the Heavens" rains heavenly fire on its enemies, smiting any creature unlucky enough to be struck with one blow. The magics saturating the bow feed off the crux of the heavens, the sun itself, empowering it greatly and shielding the wielder against catastrophe.



# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Blackout Greatbow

Attack +10%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +70%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight +150%; InDay -5%; VsMonstrous +5%; VsUndead +5%

#### Ingredients

1 Nightstalker Greatbow; 100 Gold; 3 Shard of Nightfall; 1 Essence of Twilight; 1 Shard of Putrescence; 1 Air Salt

The College of Silence took great delight in the magic experimentation involved with the twin greatbows of the Atagek. First created was the Blackout Greatbow, a nightmarish black weapon empowered by the black of the void.

The energies of Twilight, Nightfall, and Putrescence are drained into the greatbow, feeding the voracious dark energies already latent within. This weapon is also a great boon when facing wealthy enemy armies equipped with enchanted gear owing to its dark aura sapping their very magic essence.



### Aurora Greatbow

Attack +10%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +70%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight -5%; InDay +150%; VsMonstrous +5%; VsUndead +5%

#### Ingredients

1 Air Salt; 1 Shard of Life; 3 Shard of Dawn; 1 Essence of Daybreak; 100 Gold; 1 Dawnhunter Greatbow

Second in the design of Atagek Greatbows studied and empowered by the College of Silence, the Aurora Greatbow burns with the brightness of the sun. This weapon is built for daytime combat and amplifies the already powerful solar aura that surrounds the bow. Arrows crackle and hiss when soaring across the skies as the air around them is superheated by the powerful magic, incinerating all they strike.



### Cobrastrike Shortbow

Attack +5%; DefVsCav +10%; DefVsSpear +10%; DefVsBow +10%; DefVsSword +10%; Speed +60%; CarryCap +30%; MagicResist +10%; Hills +10%; Plains +10%; Mountains +10%; Forests +10%; Arctic +10%; Desert +10%; Jungle +44%; VsAnimals +100%

#### Ingredients

1 Viper Shortbow; 100 Gold; 2 Shard of Haste; 1 Essence of Alacrity; 1 Shard of Ferocity; 1 Air Salt; 1 Shard of Fortitude

With methods learned from the College of Silence, the shamans of Atagek tribes have taken the enchanting of their own weapons to new heights with the Cobrastrike Shortbow. Life energies of jungle creatures entwine with the bow, carrying with them their ferocity and blinding speed. In Atagek culture only the most veteran of Jungle Hunters are awarded with this bow in recognition of their superior hunting abilities in the humid undergrowth.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Heartpiercer

Attack +170%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; MagicResist +10%; Plains +50%; Arctic +50%; Desert +50%

#### Ingredients

1 Shard of Fortitude; 1 Air Salt; 2 Shard of Ferocity; 1 Essence of Brutality; 1 Shard of Haste; 100 Gold; 1 Composite Bow

In terms of sheer killing power, almost no other ranged weapon comes close to the strength of the Heartpiercer. Impacting with the strength of a ballista bolt, arrows fired from this bow have been known to knock fully armoured knights clear of their mounts. The deadly efficiency the Heartpiercer carries across open terrain make it the bane of enemy armies who choose to face its strength without any form of cover.



### Citadel Bow

Attack +5%; DefVsCav +80%; DefVsSpear +80%; DefVsBow +80%; DefVsSword +80%; MagicResist +10%; Hills +60%; Plains +60%; Mountains +60%; Forests +60%; Arctic +60%; Desert +60%; Jungle +60%

#### Ingredients

1 Three-Wood Bow; 100 Gold; 1 Shard of Haste; 1 Shard of Ferocity; 1 Air Salt; 1 Essence of Protection; 2 Shard of Fortitude

Named so because of its nearly unbreakable construction, the Citadel Bow provides superior defense across the board. This bow has been infused with the vitae of the hardest and most stalwart of beasts from across the land. These life energies endow archers with an aura that blunts kinetic force, dulling strikes and deflecting missiles. As a good rule of thumb, a living archer is far deadlier than a slain archer.



### Hunter of Kerberos

Attack +200%; DefVsCav +50%; DefVsSpear +100%; DefVsBow +75%; DefVsSword +125%; VsUndead +50%

#### Ingredients

1 Essence of Protection; 1 Air Salt; 1 Essence of Brutality; 1 Essence of Alacrity; 1 Essence of Anima; 1 Essence of Daybreak; 1 Essence of Necrosis; 1 Essence of Twilight; 100 Gold; 1 Reaper Longbow

A weapon conceived only as a result of the invasion from the underworld, this bow earned the moniker "Hunter of Kerberos" by virtue of its unimaginable power. Radiating with an unearthly hue, the bow stands out in the thick of battle; a beacon of impending death to its enemies. The "Hunter" eclipses all other bows with regard to combat capability, providing both superior lethality and remarkable defense against all opponents. The minions of the nether realms of Elgea shriek with fear when confronted with such raw force, shriveling back to the dark depths below.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Becs De Corbin

Attack +8%; DefVsCav +8%; DefVsSpear -12%; DefVsBow -12%; DefVsSword +12%

#### Ingredients

1 Minerals; 100 Gold; 1 Hides; 1 Spear; 1 Miner's Bane

Resembling a spiked hammer with a rear facing talon, the Becs de Corbin is one of the more unsettling creations of the College of Silence of the past decade. Through research, the College has devised a coating made of Miner's Bane found on the Poisoned Isle that literally eats through armor that it strikes. The coating is applied in two layers, the first being a protective layer to negate the effects of the Miner's Bane on the spearhead itself, the second is concentrated Miner's Bane; giving this weapon its corrosive effects. The Becs de Corbin loses its effectiveness against opponents garbed and armed with armaments not entirely made of metal, such as a bow or spear user.



### Planson

Attack +8%; DefVsCav -12%; DefVsSpear +8%; DefVsBow -12%; DefVsSword +12%

#### Ingredients

1 Spear; 1 Hides; 1 Almhurin; 100 Gold; 1 Minerals

The planson is an oddly designed weapon, but is equally as deadly. This polearm is designed with front facing hooks surrounding a stout spike for maiming and rear facing hooks to tangle up spears and enemy infantry. The haft of the spear is treated with powdered Almhurin to improve the soldiers grip when pulling the spearhead back from a thrust as it tends to return with an opponent trapped in its devious hooks.



### Winged Spear

Attack +5%, DefVsCav -5%, DefVsSpear +30%, DefVsBow +5%, DefVsSword -20%, Hills +8%, Plains +8%, Mountains +2%, WoodsForest -12%, Jungle -12%

#### Ingredients

1 Minerals; 4 Giant Rat Rib; 10 Gold; 1 Bow

Designed with the same principals in mind that are behind both the fang tipped and fang barbed spear, the winged spear also unconventionally uses carved animal bone as the "wings" flanking the main spearhead. These wings are excellent against lightly armored opponents as glancing blows turn into fatal gashes and near misses can sever arteries. These wings become a drawback when facing armored opponents and when in heavily forested areas as they delicate wing blades can easily snap.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Grim Spontoon

Attack -6%; DefVsCav -6%; DefVsSpear -6%; DefVsBow +6%; DefVsSword +6%; Speed +8%; Forests +14%; Jungle +14%

#### Ingredients

1 Spear; 10 Gold; 1 Alligator Skull; 1 Minerals

It is tradition in Kartur-Hhakral for warriors that return from their first successful alligator hunt to be awarded with a Grim Spontoon if they return unharmed. While at first glance this may seem like an effortless feat for an armed orc, this rite of passage requires young orcs to set out into the jungle without armor and a small flint blade given to them as younglings. The just reward for this hunt is a spear well adapted for the jungle and forest environments where speed and cunning overcome brute strength; much like the Kartur-Hhakral Alligator Trials.



### Naginata

Attack +19%; Speed -5%; CarryCap -5%; Hills +15%; Plains -6%; Mountains +15%; Forests -6%; Arctic +5%; Desert +5%; Jungle -6%

#### Ingredients

1 Minerals; 1 Tiger Skull; 10 Gold; 1 Hides; 1 Spear

The advantages of a polearm becomes quite apparent when a Naginata is used in the hands of a trained adversary. Its weighted blade, especially when used from a position of higher ground, can cleave even the most heavily armored opponents in twain. Due to the sheer size of the Naginata, soldiers carrying this weapon have a reduced carrying capacity and are slower on the march. Handling these armaments also proves difficult in heavily wooded areas as a wide range of motion is required for them to be effective.



### Spear of the Asp

Attack -9%; DefVsCav -5%; DefVsSpear -5%; DefVsBow +14%; Speed +14%; Jungle +25%; VsAnimals +30%

#### Ingredients

1 Spear; 10 Gold; 2 Anaconda Fang; 1 Minerals

The Atagek design of their spears are just as fierce as the warriors that wield them, the Atagek Eagle Knights. Designed for jungle combat, the spear head's dread visage matches the deadly jungle that bore it. With two thin, notched blades affixed to the head flanking the needlelike fang of a giant anaconda, the Spear of the Asp excels in swift combat due to its sleek design. While the spear suffers lightly on the offensive front due to the brittleness of the weapon, its light design allows the wielder to be fleet of foot, giving both speed and defensive capability against missile firing opponents.



# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Wastelander Angon

DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +6%; CarryCap -5%; Hills +10%; Plains +10%; Mountains -5%; Forests +2%; Arctic -5%; Jungle +2%; VsAnimals +5%

#### Ingredients

1 Minerals; 1 Giant Beetle Heart; 10 Gold; 1 Flektrine; 1 Spear

With a spearhead almost the length of half a conventional spear, the Angon is almost twice as durable. To compensate for the extra heft all that additional steel gives, the spear is cored with insulated Flektrine to slightly lighten the load. The magical properties of Flektrine work well with the metal of the spear to increase its durability and defensive capability. As well balanced of a weapon this is, its weight doesn't make it any less comfortable for troops to march with.



### Jeweled Labrys

Attack -5%; Speed +10%; CarryCap +10%; Hills -5%; Plains +10%; Mountains -5%; Forests +10%; For Dwarves -5%; For Elves +5%; For Humans +5%; For Orcs -5%; VsAnimals +10%

#### Ingredients

1 Spear; 1 Goldstone; 20 Gold; 1 Leopard Heart; 1 Minerals

The jeweled labrys prescribes to the same design concept of all the goldstone armaments: lightweight, gaudy design. The dwarven design has an almost backhanded undertone to it, perhaps a bit of social commentary as to the daintiness and embellishment of human and elf culture. Regardless of the unnecessary adornments the light weight of this weapon allows the spearmen carry more spoils from victory, as well as reach their destination faster.



### Opulent Glaive

Attack -5%; Speed +10%; CarryCap +10%; Hills +10%; Plains -5%; Mountains +10%; Forests -5%; For Dwarves +5%; For Elves -5%; For Humans -5%; For Orcs +5%; VsAnimals +10%

#### Ingredients

1 Minerals; 1 Giant Snake Heart; 20 Gold; 1 Goldstone; 1 Spear

When the dwarf smiths of Treggar's crows design goldstone weapons for themselves, they can't help but to add a few adornments; the Opulent Glaive is no exception to this rule. A surprisingly lightweight polearm, this weapon was designed with user comfort in mind. The glaive was, however, not designed with humans or elves in mind as it is quite unwieldy for beings with smaller hands.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Moonbeam Poleaxe

Speed -9%; MagicResist +25%; AtNight +64%; InDay -25%

#### Ingredients

2 Spear; 10 Gold; 1 Snow Leopard Heart; 2 Minerals

The Overroad Traders, through sheer necessity, devised the Moonbeam Poleaxe in response to night time wolf attacks on their caravans. Using minor shamanistic practices learned piecemeal through decades of trade, the traders were able to infuse the essence of the fierce Simien Wolf into the poleaxe. This enchantment gives its weapon's wielders enhanced capabilities at night, channeling the strength of the mighty pack hunters themselves. However powerful the magics are during the daytime, the strength of this weapon dwindles greatly when exposed to the blinding rays of the sun.



### Sunburst Halberd

Speed -9%; MagicResist +25%; AtNight -25%; InDay +64%

#### Ingredients

2 Minerals; 1 Lion Heart; 10 Gold; 2 Spear

The Sunburst Halberd is another utility inspired design by the Overroad Traders as their trade routes began to extend into and beyond the blasted lands of Pawanallpa. Too many of their caravans were being ambushed by large prides of lions looking for a meal. Much like its sister polearm the Moonbeam Poleaxe, using practices acquired through years of trade, the weapon is imbued with the essence of the opponent it is built to combat. While a halberd itself is a formidable polearm, the spearmaster using it is instilled with the confidence and ferocity of a lion.



### Fiendish Lance

Attack +5%; AtNight +30%; InDay -9%; VsMonstrous +30%; VsUndead +44%

#### Ingredients

1 Spear; 10 Gold; 1 Heart of Darkness; 1 Minerals

Another of the weapons reverse engineered from the Kerberos invasion, the creation of the Fiendish Lance is another success story coming from the astute College of Silence. The Kerberos Behemoth carries with it a devastating lance-like weapon on its left arm; the college has studied this carefully and contrived a melding of the design and dark magic. The lance, infused with the mysterious magics contained in Hearts of Darkness, emits a sickly green glow and is especially punishing when combating the minions of the dark in the dead of night.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Radiant Bardiche

Attack +5%; AtNight -9%; InDay +30%; VsMonstrous +30%; VsUndead +44%

#### Ingredients

1 Minerals; 10 Gold; 1 Elven Tears; 1 Spear

Of the contrivances the elves of Turyn ancestry have concocted using the divine magic of Elven Tears, the Radiant Bardiche stands out as a daunting weapon. With a long, broad blade that comes to a sharp, thin point at the end, the Bardiche is proficient in both cleaving flesh and piercing plates of armor. With the Elven magic infused in the blade, spearmasters will find themselves fighting with what feels like twofold strength against enemies of the light. While its strength does wane when fighting under cover of night, that power returns the moment dawn breaks.



### Boreal Billhook

Attack +25%; DefVsCav +10%; DefVsSpear -9%; DefVsBow +10%; DefVsSword -9%; Speed -5%; CarryCap -9%; Forests -5%; Arctic +44%; Jungle -5%; AtNight -5%

#### Ingredients

1 Spear; 10 Iron; 10 Gold; 1 Snowbell Flowers; 2 Minerals

Much like the perfect Snowbell blooms that infuse its bladed head, the Boreal Billhook is built to withstand punishing winters. Only recently have the enemies of the Blood Reavers that carry this weapon been able to decipher wherein lies its power. The orcs have been observed harvesting only the most pristine and cold resistant Snowbell Flower blooms, they then distill the blooms down to an oil that the polearm is immersed in making it resistant to cold and the ill effects an arctic environment can bring to armaments. The weapon itself is designed to be used behind ranks, pulling riders from their horses providing a small amount of shielding from incoming arrows.



### War Scythe

Attack +25%; DefVsCav -9%; DefVsSpear +10%; DefVsBow -9%; DefVsSword +10%; Speed -5%; CarryCap -9%; Forests -5%; Desert +44%; Jungle -5%; AtNight -5%

#### Ingredients

2 Minerals; 1 Lion Vertebra; 10 Gold; 10 Iron; 1 Spear

The peasant soldiers of the Sultanate of Kazim may one day wield the iconic War Scythe of the Sultanate if they manage to rise among the ranks. The haft of this powerful polearm is crafted with lion bone covering the length of the shaft, giving it a grim appearance. The purpose of the lion's bone is twofold in design: it is affixed in such a manner that gives the wielder a comfortable and controlling grip, and the treated bone is surprisingly resilient to the punishing conditions of the arid desert. Soldiers with the War Scythe are most comfortable on the front lines of battle, cutting swathes through the vanguard.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Death's-Head Lance

Attack +25%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +14%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight +50%; InDay -5%; VsMonstrous +129%; VsUndead +145%

#### Ingredients

100 Gold; 1 Shard of Nightfall; 1 Essence of Necrosis; 3 Shard of Putrescence; 1 Water Salt; 1 Fiendish Lance

By empowering the already twisted energies of the Fiendish Lance, the College of Silence has managed to create a devastating spear that feeds off the strength of the night. Even the mighty Behemoths themselves whose own armaments were the basis of the weapons design fear this mighty spear. After the dark magics have been imbibed by the lance, its once sickly green glow transforms and intensifies to a deep purple effulgence, radiating an aura of malevolence.



### Divine Verdict

Attack +25%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +14%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight -5%; InDay +50%; VsMonstrous +129%; VsUndead +145%

#### Ingredients

1 Radiant Bardiche; 1 Water Salt; 3 Shard of Life; 1 Shard of Dawn; 1 Essence of Anima; 100 Gold

Apprentice enchanters from the elves of Turyn working under the tutelage of the Master enchanters of the College of Silenced recently discovered the potency of infusing Elven Tears with the sacred energies of Life and Anima. The Tears are then used to amplify the powerful divine energies lying dormant within the blade. When the minions of the underworld threaten the lands of Turyn, only a small regiment of elves wielding the Verdict are required to eliminate the threat.



### Mooncrusher Poleaxe

Attack +10%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +70%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight +150%; VsMonstrous +5%; VsUndead +5%

#### Ingredients

100 Gold; 3 Shard of Nightfall; 1 Essence of Twilight; 1 Shard of Putrescence; 1 Water Salt; 1 Moonbeam Poleaxe

With deadly fiends that stalk the darkness of night a constant threat to some of the more precious cargos the Overroad Traders traffic, an equally lethal answer to that threat had to be devised. The Mooncrusher Poleaxe improves on the strengths of its progenitor, both amplified by the darkness night brings. When the full moon is at its highest in the sky the striking head gleams like the surface of the moon, punishing foes underneath its strike.



# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Helios Halberd

Attack +10%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +70%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; InDay +150%; VsMonstrous +5%; VsUndead +5%

#### Ingredients

1 Sunburst Halberd; 1 Water Salt; 1 Essence of Daybreak; 1 Shard of Life; 3 Shard of Dawn; 100 Gold

On occasion the couriers of the Overroad Traders are required to transport items of great significance or valuable wares, and on these occasions their escorts and caravan hands are equipped with this powerful weapon. Nicknamed "Helios" after the maiden escort of the polearm when a single caravan hand fought off an overwhelming force of Kerberos Imps; as the valiant hired hand fought through the swarm of imps, each exploded in a brilliant light show as they were struck down. Helios sings with the energy of the sun as it cuts a swathe through ranks of adversaries with razor sharp precision.



### Venomstrike Spear

Attack +5%; DefVsCav +10%; DefVsSpear +10%; DefVsBow +10%; DefVsSword +10%; Speed +60%; CarryCap +30%; MagicResist +10%; Hills +10%; Plains +10%; Mountains +10%; Forests +10%; Arctic +10%; Desert +10%; Jungle +10%; VsAnimals +100%

#### Ingredients

100 Gold; 2 Shard of Haste; 1 Essence of Alacrity; 1 Shard of Ferocity; 1 Shard of Fortitude; 1 Water Salt; 1 Spear of the Asp

Atagek Spearmasters of the rainforests of Kumala must undergo a series of arduous and potentially deadly trials in order to earn the right to wield the Venomstrike Spear. The enchanting process imbues the spear's twin blades with wild energies, acting as if a neurotoxin when it comes into contact (even if only briefly) with a living subject. Paired with the spear's innate ability to give the wielder unmatched speed, the magics inhabiting the Venomstrike spear combine to form a deadly combination.



### Mancleaver

Attack +170%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; MagicResist +10%; Plains +50%; Arctic +50%; Desert +50%

#### Ingredients

1 War Scythe; 1 Water Salt; 1 Shard of Fortitude; 2 Shard of Ferocity; 1 Essence of Brutality; 1 Shard of Haste; 100 Gold

The mancleaver is adept at keeping its namesake intact, much to the chagrin of those on the receiving end. The Mancleaver is almost unmatched in striking power amongst other spears and polearms, requiring little strength or finesse to operate the weapon effectively due to the powerful magics ingrained in the metal. In the hands of a master spearman the Mancleaver is a force of nature, laying rows upon rows of enemy combatants with heavy sweeping strikes.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Angon of the Aegis

Attack +5%; DefVsCav +80%; DefVsSpear +80%; DefVsBow +80%; DefVsSword +80%; MagicResist +10%; Hills +60%; Plains +60%; Mountains +60%; Forests +60%; Arctic +60%; Desert +60%; Jungle +60%

#### Ingredients

100 Gold; 1 Shard of Haste; 1 Shard of Ferocity; 2 Shard of Fortitude; 1 Essence of Protection; 1 Water Salt; 1 Wastelander Angon

Enchanters experimenting with various weapon designs received from across the realm have uncovered the defensive efficacy of the Flektrine empowered weapons. The Angon of the Aegis is enchanted with the health and safety of its users in mind rather than the traditional method of making weapons as lethal as possible. Spearmasters carrying this spear are an impenetrable fortress of defense, able to ward off the deadliest of blows.



### Torment of Kerberos

Attack +200%; DefVsCav +125%; DefVsSpear +100%; DefVsBow +50%; DefVsSword +75%; VsUndead +50%

#### Ingredients

1 Water Salt; 1 Essence of Protection; 1 Essence of Alacrity; 1 Essence of Brutality; 1 Essence of Anima; 1 Essence of Twilight; 1 Essence of Necrosis; 1 Essence of Daybreak; 1 Silversteel Spear; 100 Gold

Named such for the visibly shaken stature of Kerberos warriors when faced with this spear, the "Torment of Kerberos" is astutely named. Underworld denizens are famously terrified of weapons made of Silversteel. However, when such a weapon is empowered by the combined vitae of savage wildland creatures, the Kerberos will surely scatter back to the depths of the underworld. "Torment" strikes foes down with the fury of nature, impaling multiple enemies with naught but a single thrust.



### Lionsmane Armour

Attack +5%; DefVsCav -9%; DefVsSpear +10%; DefVsBow -9%; DefVsSword +10%; Desert +10%; InDay +10%; VsAnimals +50%

#### Ingredients

10 Gold; 1 Leather Armour; 1 Hides; 1 Lion Heart; 1 Lion Tooth

Only recently have the secrets of the Apaxu armour smiths been revealed to craftsman across the whole of Elgea. Lionsmane armour, in Apaxu tradition, is to be worn by only the most honored of hunter: The Lion Stalker. Through master craftsmanship using lion blood and bone with hide, it is as if the essence of the lion is infused within the bearer. Apaxu Lion Stalkers are known for their ferocity when hunting deadly animals on the plains of Zanpur; their Lionsmane armour appears to be a boon to this ferocity.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Reinforced Tunic

Attack -15%; DefVsCav +30%; DefVsSpear +30%; DefVsBow +30%; DefVsSword +30%; CarryCap -9%; Hills +5%; Plains +5%; Mountains -5%; Forests -5%; Arctic +5%; Desert -5%; Jungle -5%

#### Ingredients

1 Hides; 1 Leather Armour; 10 Gold; 5 Iron; 1 Warpwood Shoot

The Viten designed Reinforced Tunic is the only armor available to carry strips of the surprisingly sturdy Warpwood. "Warpwood" is a bit of a misnomer as it is actually a fungus, but was named this way for good reason; the fungus attacks the whole of the tree, covering it from trunk to canopy in its spores while mimicking and twisting its majestic shape. The developed fungus forms into a leather-like skin which is harvested by skilled skinners who have an eye for quality. The choice strips of leather are then specially processed and placed as lining in the underpinnings of a traditional leather armour set. The warpwood is unfortunately very stiff, and although it provides a significant boost in defense the wearer is limited in range of motion.



### Warding Leather

DefVsSword -6%; MagicResist +44%; AtNight +5%; VsUndead +44%

#### Ingredients

1 Leather Armour; 1 Hides; 1 Silversoil; 10 Gold; 100 Mana

The Empirium, whom are well known for their centuries of objective and logical study of the magics of Elgea, have devised sets of armour that can actually resist the magical properties of the recently discovered enchantment magics. By processing and refining Silversoil, both enchanter and craftsmen work side by side to create the silver threading required for the Warding Leather. While the enchantment is a minor one, it manages to awaken the properties of magic reflection latent in Silversoil. The warding capabilities have also been proven effective when facing the unholy forces of the underworld.



### Ornate Tunic

Attack -5%; Speed +10%; CarryCap +10%; Hills -5%; Plains +10%; Mountains -5%; Forests +10%; For Dwarves -5%; For Elves +5%; For Humans +5%; For Orcs -5%; VsAnimals +30%

#### Ingredients

1 Cobra Brain; 1 Goldstone; 1 Hides; 1 Leather Armour; 20 Gold

Of the Goldstone Armaments the leatherworking process is by far the most work intensive. Crafting an Ornate Tunic requires the workmanship of several crafters: a master smith to refine and process the goldstone into a fine threading, an expert tailor to weave the threading into a weblike mesh, and a leatherworker to thread the mesh lining on to thin strips of hide. The resulting full sleeved tunic has the durability of a standard leather tunic but is as light as silk.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Snakeskin Tunic

Attack -9%; DefVsCav -5%; DefVsSpear -5%; DefVsBow +14%; Speed +14%; CarryCap +5%; Jungle +25%; VsAnimals +14%

#### Ingredients

10 Gold; 1 Leather Armour; 1 Hides; 1 Giant Snake Vertebra; 1 Herbs

The design for the Snakeskin Tunic comes from deep in the jungles of the Broken Lands. The Yuraquncha, while not actually using a snake's skin, draw ophidian inspiration from the serpent. Leather for the breastplate is cut into tiling and draped in a pattern resembling the scales of a snake. The breastplate is then secured with threading and a snake bone frame to fasten the leather "scales" in place. The leather design provides freedom of motion, allowing its users to travel swiftly and safely in the jungle.



### Ursine Leather

Attack +10%; DefVsCav -9%; DefVsSpear -9%; DefVsBow -9%; DefVsSword -9%; Speed +19%; Arctic +35%

#### Ingredients

1 Polar Bear Heart; 1 Hides; 1 Leather Armour; 10 Gold

The Barbarians of northern Elgea are known for their savagery and hardiness in winter conditions, the secrets behind their fortitude have finally been revealed. After a successful polar bear hunt a ritual is performed to drain the blood and remove the heart of the bear. Leather strips are then immersed in a sanguine bath of offal and tarry blood. Once removed from the bath the armor is then garnished with strips of fur from the bear's carcass. This process infuses the armor with the anima of ursa, providing those who don it with enhanced strength and speed at the expense of defense.



### Peerless Leather

DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Hills +5%; Plains +5%; Mountains +5%; Forests +10%; Arctic -9%; Desert -9%; Jungle -9%; VsMonstrous +5%; VsAnimals +5%; VsUndead +5%

#### Ingredients

10 Gold; 5 Iron; 1 Leather Armour; 1 Hides; 1 Amar Shards

Only as a response to the Kerberos Invasion have the Duchy of Keppen revealed their mysterious techniques of crafting sturdier-than-average pieces of armour. With Peerless Leather, Amar Shards are ground into powder and scrubbed into the leather. The shards carry with them latent magic energies which permeate the leather, strengthening it against all forms of punishment. The only drawback to the treatment is that it suffers in harsh conditions, sapping the efficacy of the powdered Amar.



# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Hellborn Tunic

Attack +5%; AtNight +30%; InDay -9%; VsMonstrous +10%; VsUndead +14%

#### Ingredients

1 Hides; 1 Leather Armour; 10 Gold; 1 Heart of Darkness

The Hearts of Darkness have strange transformative properties when enchanting once-living flesh. Once the incantation takes effect, the leather begins to warp and harden, taking on a new shape and texture. Still malleable, the leather is then assembled into the Hellborn Tunic. When worn at night the tunic emits a fiery orange glow that increases with intensity as the combatant encased within strikes blow after blow with enchanted strength. The effects are slightly diminished at night as the daylight seems to make the animal hide stiff and brittle.



### Astral Leather

Attack +5%; AtNight -9%; InDay +30%; VsMonstrous +10%; VsUndead +14%

#### Ingredients

10 Gold; 1 Leather Armour; 1 Elven Tears; 1 Hides

Using the Elven Tears gemstone as studs for the breastplate, the Elven Leathersmiths of Turyn succeeded in creating a suit of leather armor that feeds off the energy of the sun. When bathed in sunlight the protective magics of Elven Tears activate and set the leather awash with protective energy, giving it a peaceful golden glow. These ancient and holy energies also imbue the warrior with improved tenacity when clashing with otherworldly and monstrous beasts. The walls of Turyn cities appear to be lit with staggered braziers as archers donning Astral Leather patrol the ramparts, glowing in the sunlight.



### Ornamented Leather

Attack -5%; Speed +10%; CarryCap +10%; Hills +10%; Plains -5%; Mountains +10%; Forests -5%; For Dwarves +5%; For Elves -5%; For Humans -5%; For Orcs +5%; VsAnimals +30%

#### Ingredients

1 Hides; 1 Goldstone; 1 Leather Armour; 20 Gold; 1 Golden Monkey Heart

When creating Goldstone-Threaded leather armor the dwarf craftsmen of Treggar's Crows must band together in its production. Once processed into a fine threading, the Goldstone threads are taken to a tailor who weaves them into a mesh for the leathersmith to use to line the Ornamented Leather. This leather has been designed for the larger torsos of orc and dwarf races, leaving the armor to sag uncomfortably from human and elf alike.

The mesh allows thinner, lighter hide to be used; the reduced weight of the breastplate gives the benefit of improved load capacity and increased marching speed.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Deathstalker Garb

Attack +25%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +14%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight +50%; InDay -5%; VsMonstrous +129%; VsUndead +145%

#### Ingredients

1 Hellborn Tunic; 100 Gold; 3 Shard of Putrescence; 1 Essence of Necrosis; 1 Shard of Nightfall; 1 Earth Salt

Never before has leather like the Deathstalker Garb existed. After being warped and denatured by a Heart of Darkness, the hide is then further transformed by channeling dark and malevolent energies into it, transmuting the leather into a unique type of armour. The leather reacts at night and hardens like steel while emitting a violet glow, warding off the blows of man and monster alike.



### Righteous Embrace

Attack +25%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +14%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight -5%; InDay +50%; VsMonstrous +129%; VsUndead +145%

#### Ingredients

1 Earth Salt; 1 Essence of Anima; 1 Shard of Dawn; 3 Shard of Life; 100 Gold; 1 Astral Leather

The spirit energies of Life, Anima, and Dawn inhabit the Turyn leather armour nicknamed "Righteous Embrace", bestowing upon it righteous strength and tenacity. The infused essences flood into the armour through the studs fashioned of Elven Tears, magnifying the already powerful protective magics inside. This armour acts as a glowing beacon of hope on the battlefield, inspiring confidence in the wearer and his comrades under the brilliance of the sun.



### Tunic of the Shrouded

Attack +10%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +70%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight +150%; VsMonstrous +5%; VsUndead +5%

#### Ingredients

100 Gold; 1 Midnight Armour; 1 Shard of Putrescence; 3 Shard of Nightfall; 1 Essence of Twilight; 1 Earth Salt

Black as the dead of night, the Tunic of the Shrouded veils the wielder from the gaze of enemy watchmen. To amplify the advantages intrinsic to Midnight Armour, the Tunic is submitted to a deluge of magical energies which encase it in a light voiding shroud. While its power is sapped by the daylight, this armour thrives at night as the darkness closes in. The powerful enchantment cast upon the Tunic even conceals wearers from the magically enhanced senses of the minions of Kerberos, allowing a distinct advantage in ambush-style attacks.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Tunic of Radiance

Attack +10%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +70%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; InDay +150%; VsMonstrous +5%; VsUndead +5%

#### Ingredients

1 Earth Salt; 3 Shard of Dawn; 1 Essence of Daybreak; 1 Shard of Life; 1 Sun-Burnished Armour; 100 Gold

Upon learning the secrets of Enchantment, the occult mages of The New Light fashioned a suit of armour that also acts as a defensive weapon. When awash with the radiant light of day, the armour blazes brilliant with blinding light which takes away the vision of the wearers enemies. While not actually providing enhanced fortitude, the obscured vision the armour creates provides users with a significant advantage in combat: it is difficult to kill what you cannot see. Even archers have a difficult time pinpointing enemies wearing this armour, the light is so intense that it glints brightly and obscures the figure of its wielder.



### Cobra's Hood

Attack +5%; DefVsCav +10%; DefVsSpear +10%; DefVsBow +10%; DefVsSword +10%; Speed +60%; CarryCap +30%; MagicResist +10%; Hills +10%; Plains +10%; Mountains +10%; Forests +10%; Arctic +10%; Desert +10%; Jungle +10%; VsAnimals +100%

#### Ingredients

100 Gold; 1 Earth Salt; 1 Shard of Fortitude; 2 Shard of Haste; 1 Essence of Alacrity; 1 Shard of Ferocity; 1 Snakeskin Tunic

The Snakeskin Tunic of the Yuraquncha is known to give the soldiers that wear it snake-like speed and agility, however when infused with the life essences of the jungle it takes on a new Form. The Cobra's Hood enshrouds its wearer in a pale green aura which enhances their speed even further and shrouds their presence from the heightened senses of animals. The powerful enchantment even lightens the weight of the leather, making it feel as lightweight and graceful as silk.



### Sadist's Surcoat

Attack +170%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; MagicResist +10%; Plains +50%; Arctic +50%; Desert +50%

#### Ingredients

2 Shard of Ferocity; 1 Essence of Brutality; 1 Shard of Haste; 1 Shard of Fortitude; 1 Earth Salt; 100 Gold; 1 Vanguard's Armour

Red as the blood that stains the ground its wearer treads, the Sadist's Surcoat stands out in the fray. After the enchantment process the leather is infused with powerful energies of furor and strength which bind with and enhance the very muscles of its user. With each strike or loosed arrow, the broiling energies within are unleashed upon the recipient, annihilating all within the path of destruction.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Redoubt Leather

Attack +5%; DefVsCav +80%; DefVsSpear +80%; DefVsBow +80%; DefVsSword +80%; MagicResist +10%; Hills +60%; Plains +60%; Mountains +60%; Forests +60%; Arctic +60%; Desert +60%; Jungle +60%

#### Ingredients

1 Heavy Leather; 100 Gold; 1 Earth Salt; 2 Shard of Fortitude; 1 Essence of Protection; 1 Shard of Haste; 1 Shard of Ferocity

The boundaries of leather's toughness have been shattered with the creation of Redoubt Leather. Powerful essences are infused within the armour, hardening the leather and endowing it with a powerful defensive aura. Arrowheads shatter and blades crack as they strike the armour, granting the defender increased opportunity of counterattack. Not only does Redoubt Leather provide unparalleled defense against all attackers, but it also performs superbly in all terrains and climates.



### Hide of Kerberos

Attack +30%; DefVsCav +125%; DefVsSpear +125%; DefVsBow +125%; DefVsSword +125%; Hills +19%; Plains +19%; Mountains +19%; Forests +19%; Arctic +19%; Desert +19%; Jungle +19%; VsUndead +50%

#### Ingredients

1 Essence of Alacrity; 1 Essence of Anima; 1 Earth Salt; 1 Essence of Necrosis; 1 Essence of Daybreak; 1 Essence of Twilight; 100 Gold; 1 Extra Heavy Armour

The lesser minions of the Kerberos horde are known to have leathery hides that act as a skin of granite in combat. Noting this, the master enchanters of the College of Silence have devised a method of enchanting leather to mimic these creatures' hides. Given the moniker "Hide of Kerberos" this armour is the apex of leather garment, giving its wearer potency of attack and protection from lethal blows.



### Heirloom Brigandine

Attack -5%; Speed +10%; CarryCap +10%; Hills +10%; Plains -5%; Mountains +10%; Forests -5%; For Dwarves +5%; For Elves -5%; For Humans -5%; For Orcs +5%; VsAnimals +30%

#### Ingredients

20 Gold; 1 Chainmail; 1 Goldstone; 1 Minerals; 1 Black Bear Heart

Heirloom Brigandine is named as such as an attribute to its beauty; when light casts on the Goldstone rings of the armour, it scintillates into a golden light show. The goldstone rings of the chainmail are so light that they nearly eliminate the burdens of wearing a suit of chainmail, a boon to armies that need to march to a rendezvous with haste. As it is difficult to resize chainmail to fit a wearer, this particular design made for dwarves sags uncomfortably from human and elf users as a consequence of the excess material.



# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Jewel Encrusted Doublet

Attack -5%; Speed +10%; CarryCap +10%; Hills -5%; Plains +10%; Mountains -5%; Forests +10%; For Dwarves -5%; For Elves +5%; For Humans +5%; For Orcs -5%; VsAnimals +30%

#### Ingredients

1 Alligator Vertebra; 1 Minerals; 1 Goldstone; 1 Chainmail; 20 Gold

The original design of the Jewel Encrusted Doublet involved no jewels at all, these were a later edition added by Dwarf merchants in an attempt to make the armour more appealing to its intended human owner. This doublet is beautiful on its own as it is crafted with featherweight Goldstone rings that glisten with affluence.



### Peerless Lamellar

DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Hills +5%; Plains +5%; Mountains +5%; Forests +10%; Arctic -9%; Desert -9%; Jungle -9%; VsMonstrous +5%; VsAnimals +5%; VsUndead +5%

#### Ingredients

10 Gold; 10 Iron; 1 Chainmail; 1 Amar Shards; 1 Minerals

Most familiar to foreigners that visit the cities of the Duchy of Keepen are the suits of Lamellar armor worn by the city guard. The treatment the chainmail receives during the crafting process gives it a glossy sheen which glints brightly in the daylight. The Duchy have recently offered up resources and recipes in response to the invasion of the Kerberos giving those with a thirst for new knowledge to attain the secrets of Peerless armour. Although it provides an above-average defensive boost in nearly all environments, the defensive treatment degrades in more severe climates.



### Serpentscale Doublet

Attack -9%; DefVsCav -5%; DefVsSpear -5%; DefVsBow +14%; Speed +14%; CarryCap +5%; Jungle +25%; VsAnimals +14%

#### Ingredients

1 Minerals; 1 Anaconda Heart; 1 Chainmail; 10 Gold

The Tal Colonists have must have taken a page from Yuraquncha craftsmen when designing the Serpentscale Doublet, it retains similar traits of its leather cousin. When assembling the doublet, rings are crimped together into the shape of a serpent's scale. The "scales" are then draped around a dummy in a pattern resembling snake skin. What this doublet lacks in strength it makes up for in improved speed, better performance in jungle environments, and proficiency in defense against archers.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Darkheart Ringmail

Attack +5%; AtNight +30%; InDay -9%; VsMonstrous +10%; VsUndead +14%

#### Ingredients

10 Gold; 1 Chainmail; 1 Heart of Darkness; 1 Minerals

The power that comes from the Hearts of Darkness is a testament to simplicity. The armour is created by immersing a simple ringmail coat in the molten stew of a smelted Heart of Darkness. This process imbues it with an almost demonic essence. The magical properties of Darkheart Ringmail cause it grow far more resilient to trauma when daylight has receded, drawing on the magical energies of the moon. Beware however, as this process also comes with consequence; the sunlight almost saps the metal of its tenacity, making it brittle and weak.



### Exalted Ringmail

Attack +5%; AtNight -9%; InDay +30%; VsMonstrous +10%; VsUndead +14%

#### Ingredients

1 Minerals; 1 Chainmail; 10 Gold; 1 Elven Tears

When both smelting and forging the metal required for Exalted Ringmail, Turyn smiths have found ways to incorporate the magical properties of Elven Tears at nearly every step of the process. Only worn by Captains of the Guard in Turyn cities, the Captains proudly stride through the streets with a golden glow that radiates from the ringmail, seeming amplifying the sunlight cast upon it. Guard Captains are always the first to be called in the event of monsters or forces of the underworld at the gates; their armour gleams with holy might giving them the added power needed to smite their foes.



### Chainmail of Warding

DefVsBow -6%; MagicResist +44%; AtNight +5%; VsUndead +44%

#### Ingredients

1 Silversoil; 10 Gold; 1 Chainmail; 1 Minerals; 100 Mana

Empirium enchanters must present in the smelting process of Silversoil, minor incantations must be uttered throughout as melting Silversoil down can be destructive to its magical properties. Ingots of empowered Silversoil are then processed into the rings required for the Chainmail of Warding, a powerful Emperium invention. The Silversoil rings give this armour magical warding properties, a boon when combating opponents that wield enchanted armaments and the monstrosities of the underworld.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Siege Brigandine

Attack +19%; DefVsCav -5%; DefVsSpear -5%; DefVsBow +25%; DefVsSword -5%; Speed -5%; CarryCap -5%; Plains +10%; Mountains -15%; Forests -15%; Arctic +10%; Desert +10%; Jungle -15%

#### Ingredients

1 Mammoth Vertebra; 1 Minerals; 1 Chainmail; 10 Gold; 10 Iron

When crafting Siege Brigandine, the craftsmen of the Northmen create a frame of carved mammoth bone and append it to standard chainmail armour. An extra plate of armor is added to the chest in an effort to protect vitals from the ranged attacks usually suffered when sieging an encampment. While this construction gives the wearer added attack and defensive capabilities, the added weight makes movement difficult in environments with uneven and obstructed terrain.



### Daystrider Chainmail

Speed -9%; MagicResist +25%; AtNight -25%; InDay +64%

#### Ingredients

10 Gold; 1 Chainmail; 1 Minerals; 1 Snow Leopard Heart

The Trappers of the Northern Wastes prefer daytime hunts as the harsh cold of the night is far too brutal for anyone to endure. Daystrider Chainmail was created for daytime hunting when the quarry is far more dangerous than the hunters themselves. Infused through commonly known magic with the essence of the Snow Leopard, the wearers strength is bolstered during the day allowing them to quickly fell their foes with powerful strikes before the night closes in.



### Moonrise Chainmail

Speed -9%; MagicResist +25%; AtNight +64%; InDay -25%

#### Ingredients

1 Black Panther Vertebra; 1 Minerals; 1 Chainmail; 10 Gold

Through trades with some of the more technologically advanced factions of Elgea, the Apaxu of Zanpur have adapted a suit of chainmail to suit their night hunting needs. Using shamanistic rituals passed down among generations, Apaxu craftsmen instill the spirit of the deadly Black Panther within the hide lining. This ritual gives the armor enhanced capabilities in the black of night, and advantage to commanders that prefer battle by moonlight.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Demonscale Mail

Attack +25%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +14%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight +50%; InDay -5%; VsMonstrous +129%; VsUndead +145%

#### Ingredients

100 Gold; 1 Shard of Nightfall; 3 Shard of Putrescence; 1 Essence of Necrosis; 1 Earth Salt; 1 Darkheart Ringmail

Powerful dark magic intertwines with the latent dark energies of Darkheart Ringmail to amplify the already potent energies in this armour. Interacting with the enchantment, the armour's steel shifts in hue to a deep, blood red and exudes an unholy aura. Combatants who wear this armour at night will find their strength fueled by the darkness, seemingly sapping strength from the void itself.



### Sanctified Ringmail

Attack +25%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; MagicResist +14%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight -5%; InDay +50%; VsMonstrous +129%; VsUndead +145%

#### Ingredients

1 Exalted Ringmail; 1 Earth Salt; 3 Shard of Life; 1 Essence of Anima; 1 Shard of Dawn; 100 Gold

Turyn metalsmiths have found that certain natural energies discovered recently by the College of Silence interact with the spiritual energies found within Elven Tears. When incorporated into a suit of armour, the combined magical forces create a divine aegis capable of nullifying even the mightiest of blows. Creatures that hail from the blackest pits of the underworld recoil in fear as their once fearsome attacks fail and their quarries respond with deadly counterblows.



### Chainmail of Nightfall

Attack +10%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +70%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight +150%; VsMonstrous +5%; VsUndead +5%

#### Ingredients

100 Gold; 3 Shard of Nightfall; 1 Essence of Twilight; 1 Shard of Putrescence; 1 Earth Salt; 1 Moonrise Chainmail

Oiled to reduce noise and stained black to conceal its bearer from the sight of enemies, Chainmail of Nightfall is as close as anyone in the realm has gotten to creating the perfect sneaking suit. Warriors wearing this armour lurk through the battlefield under the cover of night, striking down unsuspecting foes one after the other. Only in daylight can its wearers be seen and even then, they appear as a dread shadow of death, lurking for the perfect moment to strike.



# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Scintillating Chainmail

Attack +10%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; MagicResist +70%; Speed +2%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; InDay +150%; VsMonstrous +5%; VsUndead +5%

#### Ingredients

1 Daystrider Chainmail; 1 Earth Salt; 1 Shard of Life; 3 Shard of Dawn; 1 Essence of Daybreak; 100 Gold

When the enemy has been deprived of their vision, fights end quickly and decisively. The visage of Scintillating Chainmail is one of brilliance and intense luminosity, blinding foes with its extreme radiance. The powerful energies of Daybreak, Dawn, and Life bind with the chainmail transforming it into a beacon of daylight that draws its strength from the power of the sun. The reflective nature of this armour also seems to empower the wearer with magical warding abilities, further blunting the blows of the magical weapons that strike it.



### Ouroboros Doublet

Attack +5%; DefVsCav +10%; DefVsSpear +10%; DefVsBow +10%; DefVsSword +10%; Speed +60%; CarryCap +30%; MagicResist +10%; Hills +10%; Plains +10%; Mountains +10%; Forests +10%; Arctic +10%; Desert +10%; VsAnimals +100%

#### Ingredients

100 Gold; 2 Shard of Haste; 1 Essence of Alacrity; 1 Shard of Ferocity; 1 Earth Salt; 1 Shard of Fortitude; 1 Serpentscale Doublet

With the essence of the jungle at its core, the Ouroboros doublet allows its wearers to slip through terrain with the ease and grace of a great snake. The intense shamanistic enchanting ritual that infuses the armour with its power take a great deal of focus as the wild magic is difficult to tame. Once enchanted, the doublet feels as though it is made of a light, gossamer fabric while still retaining the protection of chainmail. While not as potent defensively as other armours, the speed and maneuverability that the armour affords its wearer more than makes up for any protective capabilities it lacks.



### Deathgiver's Caress

Attack +170%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; MagicResist +10%; Plains +50%; Arctic +50%; Desert +50%

#### Ingredients

1 Siege Brigandine; 1 Shard of Fortitude; 1 Earth Salt; 2 Shard of Ferocity; 1 Essence of Brutality; 1 Shard of Haste; 100 Gold

Using powerful elemental salts and ferocious magic, enchanters have created a suit of armour that is a weapon in and of itself. The fierce energies imbued within the Deathgiver's Caress are so potent that the armour itself can be destroyed if great care is not taken in the enchantment process. A successfully created Deathgiver's Caress is a force to be reckoned with on the field of battle as it instills the furor and rage of ruthless predators into the wearer, giving them enhanced strength and ruthlessness. With every adversary slain the armor surges with energy, seeming to draw power from death itself.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Mail of Impunity

Attack +5%; DefVsCav +80%; DefVsSpear +80%; DefVsBow +80%; DefVsSword +80%; MagicResist +10%; Hills +60%; Plains +60%; Mountains +60%; Forests +60%; Arctic +60%; Desert +60%; Jungle +60%

#### Ingredients

100 Gold; 1 Shard of Haste; 1 Shard of Ferocity; 1 Earth Salt; 2 Shard of Fortitude; 1 Essence of Protection; 1 Peerless Lamellar

With the intent to create a superior chainmail for warfare, the Duchy of Keppen has enchanted their already sturdy Peerless Chainmail with mighty defensive energies to create the Mail of Impunity. While the mail itself is already sturdy after being reinforced with extra links over key vulnerabilities, adding physical warding magic to the mix makes this suit of armour nearly impenetrable.



### Scale of Kerberos

Attack +30%; DefVsCav +150%; DefVsSpear +150%; DefVsBow +150%; DefVsSword +150%; MagicResist +10%; Hills +10%; Plains +10%; Mountains +10%; Forests +10%; Arctic +10%; Desert +10%; Jungle +10%; VsUndead +50%

#### Ingredients

1 Essence of Protection; 1 Earth Salt; 1 Essence of Brutality; 1 Essence of Alacrity; 1 Essence of Anima; 1 Essence of Daybreak; 1 Essence of Twilight; 1 Essence of Necrosis; 100 Gold; 1 Silversteel Chainmail

The epitome of chainmail design, the "Scale of Kerberos" is the result of exhaustive testing and experimentation by the College of Silence's master enchanter. Powerful Silversteel Chainmail is permeated with each of the most potent of magical essences, empowering the armour on nearly all fronts. As the creation process is a painstaking and arduous task, only the most deserving of combat veterans are ever awarded with this impregnable chainmail.



### Adorned Platemail

Attack -5%; Speed +10%; CarryCap +10%; Hills +10%; Plains -5%; Mountains +10%; Forests -5%; For Dwarves +5%; For Elves -5%; For Humans -5%; For Orcs +5%; VsAnimals +30%

#### Ingredients

20 Gold; 1 Plate Armour; 1 Goldstone; 1 Minerals; 1 Arctic Wolf Heart

After learning the secrets of processing Goldstone into a usable material in armour, the dwarfs of Treggar's Crows began forging armaments utilizing the lightweight and beautiful material. Adorned platemail is crafted wide to fit the burly figures of both Orc and Dwarf alike, but feels uncomfortable for Humans and Elves. More attention has been put into load lightening and decoration than the defensive capabilities of this armour, however its effectiveness should not be taken for granted.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Trophy Platemail

Attack -5%; Speed +10%; CarryCap +10%; Hills -5%; Plains +10%; Mountains -5%; Forests +10%; For Dwarves -5%; For Elves +5%; For Humans +5%; For Orcs -5%; VsAnimals +30%

#### Ingredients

1 Poisonous Crawler Heart; 1 Minerals; 1 Goldstone; 1 Plate Armour; 20 Gold

As with all designs of the Treggar's Crows for anyone who isn't a dwarf, there is an almost mocking quality to the construction. The original concept for Trophy Platemail was engraved across the whole of the armour with overly gaunt representations of humans and elves (especially elves) cowering from various innocuous creatures. Human and elf crafters obviously forgo these engravings when creating new sets of the armour, preferring its lightweight composition over dwarf attempts at humor.



### Peerless Platemail

DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Hills +5%; Plains +5%; Mountains +5%; Forests +10%; Arctic -9%; Desert -9%; Jungle -9%; VsMonstrous +5%; VsAnimals +5%; VsUndead +5%

#### Ingredients

15 Iron; 10 Gold; 1 Plate Armour; 1 Amar Shards; 1 Minerals

Only the standing army and knights of the Duchy of Keppen are ever seen donning the heaviest of Amar enchanted armours, Peerless Platemail. To further reinforce this heavy plates' defenses, heavy iron bands are added to the fringes of each plate piece, filling holes in once vulnerable gaps. The plates are treated with a special oil devised by alchemists using the powder of Amar Shards and some alchemical know-how. This oil coat is not keen to inclement climates and can be stripped off in extreme weather conditions, stripping the soldier of the defensive bonuses they once enjoyed.



### Deathadder Platemail

Attack -9%; DefVsCav -5%; DefVsSpear -5%; DefVsBow +14%; Speed +14%; CarryCap +5%; VsAnimals +14%

#### Ingredients

1 Minerals; 1 Anaconda Heart; 1 Plate Armour; 10 Gold

Continuing in the same vein of borrowed design as their chainmail, the Tal Colonists have also created a similar style Platemail set borrowed from the styles of the Yuraquncha. The plate breast piece is assembled by draping scale shaped plates in a serpent scale pattern. This scale placement provides overlaps between different segments of the armour which acts as spaced armour, slowing projectiles with one plate of armor and stopping it cold with the next. The scaled design also gives improved effectiveness in humid climates due to the "breathability" the armor allows for the wearers skin.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Platemail of the Void

Attack +5%; AtNight +30%; InDay -9%; VsMonsterous +10%; VsUndead +14%

#### Ingredients

10 Gold; 1 Plate Armour; 1 Heart of Darkness; 1 Minerals

Another design that the College of Silence has made public mimics the nearly impenetrable, chitinous armour of the minions of Kerberos. The dark energies of Hearts of Darkness are bled into iron ingots which are then forged into Platemail of the Void. Although the plate is black as the void, it emits a hazy, deep purple glow which seems to sap all light around it. The magic energies contained within this suit of armor give enhanced defensive capabilities when combating the forces of darkness or monstrous foes.



### Elysian Platemail

Attack +5%; AtNight -9%; InDay +30%; VsMonsterous +10%; VsUndead +14%

#### Ingredients

1 Minerals; 1 Plate Armour; 10 Gold; 1 Elven Tears

Great care goes into the creation of Elysian Platemail, it is seen as the apex of Turyn craftsmanship. Steel ingots are kept in a "Tear Forge", a specialized kiln that uses superheated Elven Tears to irradiate the ingots with hallowed energy. The ingots are then processed and shaped into the plates that adorn Turyn's greatest warriors with luminous suits of golden armour. These champions specialize in smiting the enemies of civilized realms at the break of dawn when the first rays of the sun breach the horizon, supercharging their armour.



### Lunar Platemail

Speed -9%; MagicResist +25%; AtNight +64%; InDay -25%

#### Ingredients

10 Gold; 1 Plate Armour; 1 Minerals; 1 Simien Wolf Heart

Lunar Platemail is the armour of choice for Overroad caravan guards who prefer escorting precious cargo under the cover of night. After the metal has been stained black, a minor enchantment is performed using the heart of a great Simien Wolf imbuing the armour with the might of the great pack hunter. While the armour performs spectacularly during the night, the enchantment fades under the brightness of the daylight.



# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Solar Platemail

Speed -9%; MagicResist +25%; AtNight -25%; InDay +64%

#### Ingredients

10 Gold; 1 Plate Armour; 1 Minerals; 1 Lion Heart

Only during times of war or sacred annual rituals do Apaxu War Callers dawn their hallowed Solar Platemail. Originally armour fashioned from animal bone, now that the Apaxu have open trade with more civilized nations they have been able to apply ancient shamanistic techniques to modern armour to create platemail that feeds off the power of the sun. After being soaked in lion's blood, the armour is then polished to a blinding mirror sheen. The enchantment doesn't come without consequence, however, as the platemail's joints seem to stiffen at night, becoming more bane than boon.



### Warding Platemail

DefVsSpear -6%; MagicResist +44%; AtNight +5%; VsUndead +44%

#### Ingredients

1 Plate Armour; 10 Gold; 1 Silversoil; 100 Mana; 1 Minerals

When first designing a suit of platemail to ward magic energies, Emperium armourers took a different approach in using Silversoil to infuse the plate instead of crafting it with shards of brittle Obsidian. While not as potent in magical deflection as Obsidian, the Silversoil does not degrade the strength of the plated armour and provides better protection. Creatures of the underworld have shown an aversion to the latent energies of Silversoil, but when processed and refined the metal appears to sap the strength of the foul beasts.



### Titansbane Platemail

Attack +50%; DefVsCav -9%; DefVsSpear -9%; DefVsBow -9%; DefVsSword -9%; Speed -9%; CarryCap -5%; Plains -5%; Mountains +5%; Forests -5%; Arctic +30%; Desert +5%; Jungle -9%; VsMonstrous +65%; VsUndead -5%

#### Ingredients

1 Minerals; 1 Elephant Heart; 1 Mammoth Rib; 10 Gold; 1 Plate Armour

The Northern wastes of Elgea pose a myriad of fatal threats from brutal cold to massive, ferocious beasts. As a way of adapting the barbaric Northmen have fashioned a suit of plate armour that aids in both surviving the frigid wastes of the arctic tundra and dispatching the monstrosities that inhabit the boreal badlands. With a sturdy frame of mammoth bone, Titansbane platemail is designed for extra range of motion to improve attack power and then infused with shamanistic magics to insulate the wearer against the freezing cold.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Pandemonium Plate

Attack +25%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; Speed +2%; MagicResist +14%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight +50%; InDay -5%; VsMonstrous +129%; VsUndead +145%

#### Ingredients

100 Gold; 3 Shard of Putrescence; 1 Essence of Necrosis; 1 Shard of Nightfall; 1 Earth Salt; 1 Platemail of the Void

The corrupt energies of the Heart of Darkness are raised to new levels of potency when augmented by concentrated dark magic. When Pandemonium Plate is donned the corrupt enchantment focuses inward on the wearer, granting them unholy strength and fortitude. There are some enchanters whom are concerned that prolonged use of Pandemonium Plate will slowly and irreversibly corrupt the soul of the soldier who wears it, but this is purely speculation and is of no consequence to a hardened battle commander.



### Aegis of Virtue

Attack +25%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; MagicResist +14%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight -5%; InDay +50%; VsMonstrous +129%; VsUndead +145%

#### Ingredients

1 Elysian Platemail; 1 Earth Salt; 1 Essence of Anima; 3 Shard of Life; 1 Shard of Dawn; 100 Gold

The Aegis of Virtue is the pride of Turny Enchanters, and it was only conceived to address the ever-increasing threat of the armies of Kerberos. Only the purest of metal, free of any and all imperfections, is used for crafting this armour's plates. The ingots are doused in an oil derived from Elven Tears and then hammered out and riveted to form the armour. This process creates a suit of armour that strengthens in the light of day, giving its wearer superior endurance when facing minions of the depths by warding their dark magic.



### Gloom Ward Full Plate

Attack +10%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; MagicResist +70%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; AtNight +150%; VsMonstrous +5%; VsUndead +5%

#### Ingredients

100 Gold; 1 Essence of Twilight; 3 Shard of Nightfall; 1 Shard of Putrescence; 1 Earth Salt; 1 Lunar Platemail

Anecdotes from combat veterans that have seen "Gloom Ward" on the battlefield recount that it's like watching a lightless void sweep through the battlefield nearly unseen. In the black of night is when this armour excels the most as absence of light seems to harden the armour to a granite-level rigidity. Only in the daylight does Gloom Ward lose its potency, but even then, it outperforms standard platemail by leaps and bounds.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Brightwalker Full Plate

Attack +10%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; MagicResist +70%; Hills +5%; Plains +5%; Mountains +5%; Forests +5%; Arctic +5%; Desert +5%; Jungle +5%; InDay +150%; VsMonstrous +5%; VsUndead +5%

#### Ingredients

1 Solar Platemail; 1 Earth Salt; 1 Shard of Life; 3 Shard of Dawn; 1 Essence of Daybreak; 100 Gold

The enchantment that enriches “Brightwalker” full platemail does something quite peculiar to the armour: the armour actually absorbs the intense rays of the sun, storing them deep within until its wearer engages in hostilities. Once the fight begins the armour emits a powerful, blinding light that protects its user just as much as the metal that holds the enchantment. Needless to say, Brightwalker doesn’t perform as well during nighttime hours as starlight and moonlight are not energetic enough to trigger the enchantment.



### Basilisk's Gaze

Attack +5%; DefVsCav +10%; DefVsSpear +10%; DefVsBow +10%; DefVsSword +10%; Speed +60%; CarryCap +30%; MagicResist +10%; Hills +10%; Plains +10%; Mountains +10%; Forests +10%; Arctic +10%; Desert +10%; Jungle +10%; VsAnimals +100%

#### Ingredients

100 Gold; 2 Shard of Haste; 1 Essence of Alacrity; 1 Shard of Ferocity; 1 Earth Salt; 1 Shard of Fortitude; 1 Deathadder Platemail

The Tal Colonists, only through merit of proximity, were one of the firsts to receive the College of Silence’s secrets of Enchantment and through those secrets “Basilisk’s Gaze” was created. Carrying the “spaced scale” design of its predecessor, this armour excels at giving units increased mobility and flexibility. While it provides moderately increased defensive capabilities, this plate gives unmatched speed vs any other plate armour.



### Breastplate of Bedlam

Attack +170%; DefVsCav +5%; DefVsSpear +5%; DefVsBow +5%; DefVsSword +5%; MagicResist +10%; Plains +50%; Arctic +50%; Desert +50%

#### Ingredients

1 Titansbane Platemail; 1 Shard of Fortitude; 1 Earth Salt; 2 Shard of Ferocity; 1 Essence of Brutality; 1 Shard of Haste; 100 Gold

The College of Silence holds no real political or ideological views, and as such they are more than willing to impart their learned knowledge on some of the more hostile factions of Elgea and the Broken lands. The barbaric Northmen of the Northern Wastes of Elgea are no exception to this: they have taken the Enchanting secrets of the College and applied it to their Titansbane Armour to create the Breastplate of Bedlam. The powerful, furious magic that the armour is doused in amplify the shamanistic charm cast on it giving units superior attack power. Strikes that would normally wound an opponent are now fatal as the enchantment augments the very muscles and mind of its wearer, sending them into a berserking rage.

# NEW RELEASE - ELEMENTS OF ARTIFICE

## Equipment & Enchanted Equipment Release Notes



### Impenetrable Platemail

Attack +5%; DefVsCav +80%; DefVsSpear +80%; DefVsBow +80%; DefVsSword +80%; MagicResist +10%; Hills +60%; Plains +60%; Mountains +60%; Forests +60%; Arctic +60%; Desert +60%; Jungle +60%

#### Ingredients

100 Gold; 1 Shard of Haste; 1 Shard of Ferocity; 1 Earth Salt; 2 Shard of Fortitude; 1 Essence of Protection; 1 Peerless Platemail

Not ones for naming things creatively, the smiths of the Duchy of Keppen created Impenetrable Platemail by melding a warding enchantment with the defensive powers of Amar Shards. When fully assembled, this armour acts as a fortress for units that wear it. The enchantment hardens the iron armour, causing arrows to bounce off and weapons to crack and splinter off the adamantine surface. While not providing absolute invulnerability, Impenetrable Platemail is as close as it gets.



### Plate of Kerberos

Attack +150%; DefVsCav +175%; DefVsSpear +175%; DefVsBow +175%; DefVsSword +175%; VsUndead +50%

#### Ingredients

1 Earth Salt; 1 Essence of Brutality; 1 Essence of Alacrity; 1 Essence of Anima; 1 Essence of Daybreak; 1 Essence of Twilight; 1 Essence of Necrosis; 1 Silversteel Platemail; 100 Gold

Unlike any platemail of its time, the "Plate of Kerberos" is the crowning achievement of College of Silence enchanting design. Like its chainmail counterpart, this armour uses Silversteel to amplify the effects of the collection of magic essences it is ingrained with. This combination gives the armour unparalleled defensive capabilities while still freeing up units to output enhanced damage. The minions of Kerberos will surely scatter to the wind when faced with such armaments.