

Items

This section is divided into "Figurines", "Musical Instruments", "Rings", "Wands" and "Misc. Items", thus listing the group of items not fitting in the armor or weapons section. Items can be obtained from Garth's Equipment Shoppe and are left by killed monsters.

- The price given is the "buying"-price. You can sell each item for half the price.
- The AC value shows how much an item reduces your "Armor Class".

Figurines:

Name	Price	AC	Special	Can be used by:
Golem Fgn	300	0	Summons Golem	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Ogre Fgn	300	0	Summons Ogre	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Giant Fgn	400	0	Summons War Giant	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Samurai Fgn	500	0	Summons Samurai	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Titan Fgn	600	0	Summons Titan	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Dragon Fgn	800	0	Summons Green Dragon	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Mage Fgn	1000	0	Summons Master Wizard	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Mongo Fgn	1000	0	Summons Mongo	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Lich Fgn	1200	0	Summons Lich	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Old Man Fgn	1500	0	Summons Old Man	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Thor Fgn	2000	0	Summons Thor	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi

Musical Instruments:

Name	Price	AC	Special	Can be used by:
Flute	130	0	Enables Bard to use Songs	Ba
Harp	130	0	Enables Bard to use Songs	Ba
Mandolin	130	0	Enables Bard to use Songs	Ba
Lak's Lyre	1000	0	-	Ba
Fire Horn	1200	0	Burns group for 33-46 HitPts.	Ba
Fin's Flute	1300	2	-	Ba

Heal Harp	7000	0	WOHL Spell	Ba
Galt's Flute	10000	0	INWO Spell	Ba
Frost Horn	12000	0	Freezes group for 52-59 HitPts.	Ba
Flame Horn	20000	0	Burns group for 86-101 HitPts.	Ba
Truthdrum	20000	0	[Unknown] Spell	Ba
Spiritdrum	30000	0	LESU Spell	Ba
Pipes of Pan	30000	0	GRRE Spell	Ba

Rings:

Name	Price	AC	Special	Can be used by:
Dork Ring	100	0	-	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Shield Ring	700	2	-	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Ring of Power	40000	0	MIBL Spell	Co/Ma/So/Wi
Deathring	60000	1	ANDE Spell	Hu/Co/Ma/So/Wi
Troll Ring	80000	0	Slowly regenerates HitPts.	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi

Wands:

Name	Price	AC	Special	Can be used by:
Exorwand	1000	0	DISP Spell	Co/Ma/So/Wi
Lightwand	1000	0	MAFL Spell	Co/Ma/So/Wi
Dragonwand	14000	1	DRBR Spell	Co/Ma/So/Wi
Ogrewand	30000	1	INOG Spell	Co/Ma/So/Wi
WizWand	120000	2	PRSU Spell	Wi

Misc. Items:

Name	Price	AC	Special	Can be used by:
Torch	5	0	Provides light	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Lamp	15	0	Provides light	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Elf Cloak	500	2	-	Wa/Pa/Ba/Ro/Wi

Ali's Carpet	800	2	MALE Spell	Mo/Ro/Co/Ma/So/Wi
Silver Circle	1000	1	-	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Silver Square	1000	1	-	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Silver Triangle	1000	1	-	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Magic Mouth	1200	0	AREN Spell	Ro/Co/Ma/So/Wi
Master Key	1200	0	Opens gates to towers.	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Speedboots	2000	1	Increased chance to flee from combat.	Mo/Ba/Ro/Co/Ma/So/Wi
Kiel's Compass	6000	0	SCSI Spell	Wa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Arc's Eye	10000	0	SOSI Spell	Co/Ma/So/Wi
Dag Stone	10000	0	GRRE Spell	Pa
Eye	50000	0	-	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi
Onyx Key	100000	0	Opens Mangar's Tower	Wa/Pa/Mo/Hu/Ba/Ro/Co/Ma/So/Wi

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