

# The Lord of The Rings: The Return of The King Item/Bonus Map Guide

by Gothmog14

Updated to v0.7 on Jul 30, 2007

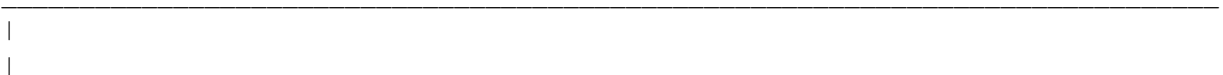
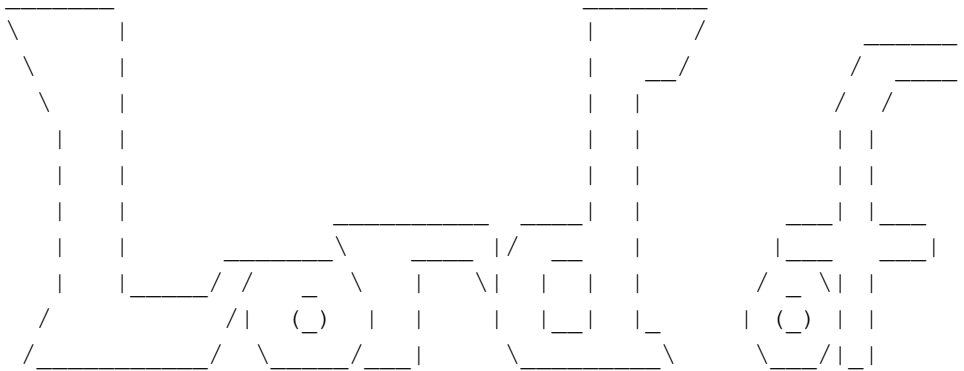
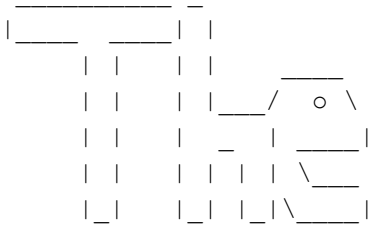
This walkthrough was originally written for The Lord of The Rings: The Return of The King on the GBA, but the walkthrough is still applicable to the PS2 version of the game.

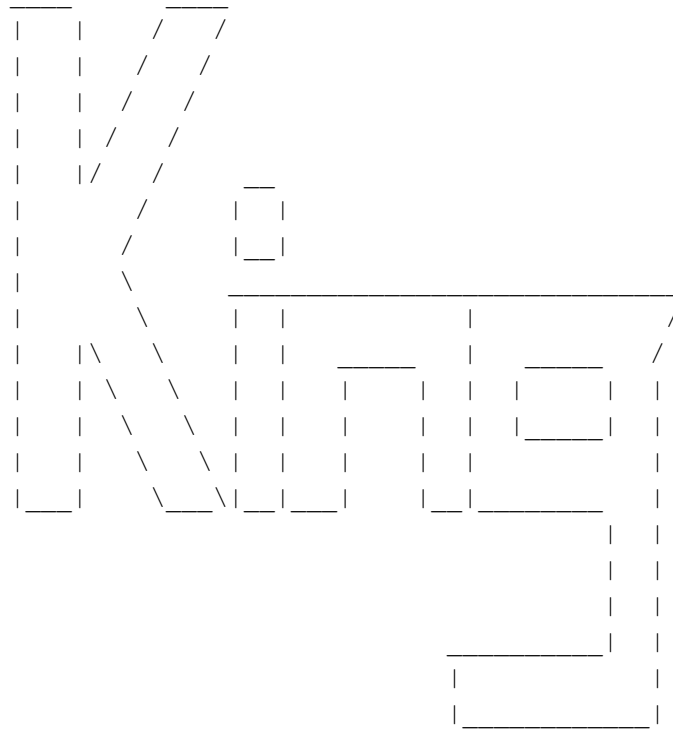
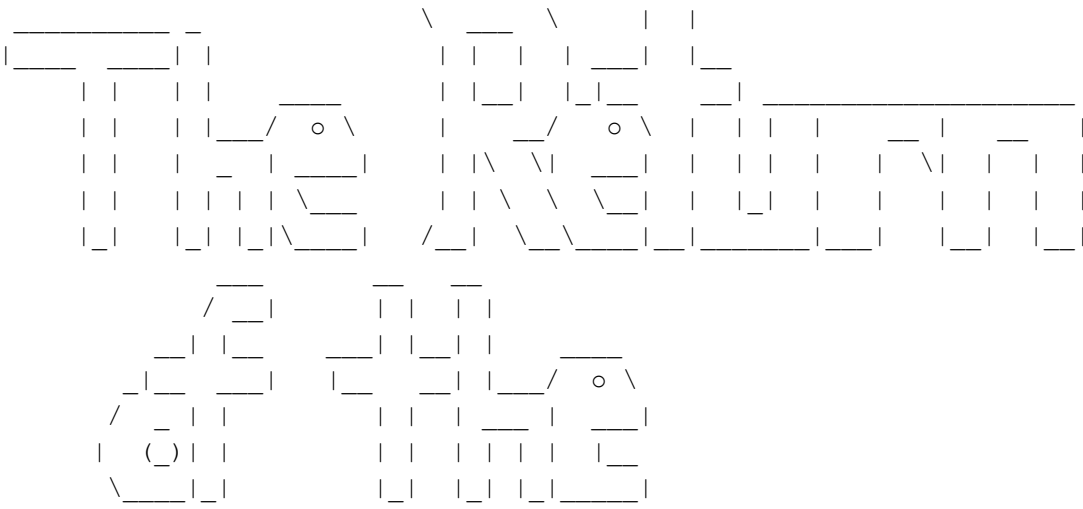
The Lord of the Rings: The Return of the King: Item/Bonus Map Guide by Gothmog14

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Lord of the Rings - The Return of the King

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Bonus Map and Item Guide

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By: Gothmog14

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For Gameboy Advance

Version 0.5

By: Gothmog14

09/03/05

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Introduction  
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Introduction  
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Welcome to the Lord of the Rings - The Return of the King Weapons and Items FAQ for Gameboy Advance. This is my first ever FAQ and I hope you find it useful. If you have any contributions, see something missing, or find a mistake email me at arty\_404@hotmail.com. I will hopefully soon finish this FAQ.

-----  
FAQ  
-----

- Q. Where do I get this game?  
A. Any game store should have it.
  
- Q. Is this game good?  
A. Yes, it's OK.
  
- Q. Why did you make a guide like this, are bonus maps and items related?  
A. I made this because there was already a item guide, and I also noticed there was no Bonus Map guide.
  
- Q. What does "Regeneration" or (R) mean?  
A. It means that the enemy found will keep re-spawning, for a limited amount or possibly until a goal is completed, or sometimes they will just continue to re-spawn forever.
  
- Q. I fought a different amount of [insert enemy here] than your guide says on [insert level here], what's that mean?  
A. Nothing, some of my numbers aren't accurate, sorry about this, but the should be close.
  
- Q. What are items?  
A. Items are objects picked up or bought throughout the game that can have a variety of effects, such as healing you, or boosting your stats.
  
- Q. What are weapons / armor?  
A. Weapons and armor are items picked up during the game that you can equip to your character to get stat / attribute bonuses.
  
- Q. How do I pick up items?  
A. Stand over them and press the "R" Button.
  
- Q. What about those treasure chests?

A. Same thing, stand in front of them and press the "R" Button.

Q. Are you going to list all the chest locations and there contents?

A. No. Why? Because the contents are completely (well not really) random.

Q. My item's name is written in a green font, am I screwed?

A. No, that means the item has a prefix and is valued at more (and usually better) than normal items.

Q. My item's name is written in a red font, am I screwed?

A. No, that means the item is a non-equip able unique item or it has a suffix; both are very rare and valuable.

Q. My item's name is written in a blue font, am I screwed?

A. No, that means that you just picked up one of the rarest items in the game: a unique.

Q. My item's name is written in blue, but it's not on your Uniques list, what is it?

A. It's an ancient artifact item, they are found (randomly) after linking up to a Gamecube. Also, ancient artifacts have different equipping characters than normal ones (e.g. Tabard can only be used by Gandalf, not others)

Q. Which weapons are Melee, and which are Impaling?

A. It will tell you on the item screen. Look at the + Damage to see what kind it inflicts.

Q. How do you know the stats increases of everything?

A. I have found every item and then I typed what I saw on the GBA screen, so I'm pretty sure they are right.

Q. Will you ever complete the Prefix / Suffix section?

A. I doubt it, as there are so many, if you have a list: e-mail it to me and I will add it. I will of course give you full credit.

A. Are the Prefixes / Suffixes of items also random?

Q. No, they are based off the area you are playing in.

Q. Do I get better items if I play on Hard / Grueling mode?

A. Yes and no, you will get better Prefixes and Suffixes, but items will stay the same, you also get more Experience Points.

Q. The how can I find the best items?

A. Use a MAX Keen Eyes & Dwarf Sense Gimli in the bonus map Fangorn or the Black Gate level. Having Treasure Hunt boosting equipment also helps.

Q. Where are Forges / Ranger Hollows / Rune Forges?

A. You can find them in most "campsite" areas in the game, along with some hidden in normal areas, but as there are many areas like this and this isn't a walkthrough I wont be giving a full list, consult one if you really can't find one.

Q. So what exactly are "campsite" areas?

A. Simply areas that are named "[insert campsite location here] Campsite". There are always a Rune Forge and a Ranger Hollow in a "campsite" area, and there are never any enemies (I believe there is 1 exception). To see if you are in a "campsite" area, save your game, and check the area on the new save data.

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-----  
Intro  
-----

Well, these are some of the funniest parts of the game. There are four (4) in total, most being places from older parts revisited, they are: Moria, Amon Sul (Weathertop), Helm's Deep, and Fangorn Forest.

To access a bonus map, fulfill the requirements (listed below), go to the start-up menu (where you chose "New Game", "Continue" etc.) and go to "Bonus Maps". Now chose the character you want to play as, or chose an empty file to start a new game in the bonus map, and then pick your path. After picking it will ask you to pick a level of your path (though there is and will only ever be 1) such as Dwarf Halls or the Hornburg. Next pick the difficulty you wish to play on. Now the games begin!!!

-----  
Smeagol & Sam  
-----

Well, by now the secret characters are widely known: Smeagol (or Gollum) and Sam. I won't tell you how to get them, but I will tell you that you can only use them in bonus maps or multiplayer. To do this, select the "Bonus Maps" option and go to an empty file (if you don't have one you can't use these two). It will say: "Pick a Hero" and if you have fulfilled their requirements, Sam and Smeagol can be found by scrolling through characters. Sam is identical (except for his sprite) to Frodo, and Gollum is just pure shit, but can get good if you level him up.

-----  
Moria  
-----

-----  
Intro  
-----

"Khazad-dum was the greatest of the Dwarf cities in Middle-earth. Its vast halls lay under Celebdil, Caradhras and Fanuidhol. From its mines came the only source of the impervious metal called mithril. But a Balrog of Morgoth slept in the deeps of Khazad-dum, and when it awoke the Dwarves of the city were killed or driven from their home, and Durin, Khazad-dum's lord, met his bane. The halls of Khazad-dum were taken over by Goblins and other evil creatures and it became known as Moria, the Black Chasm, and was a place of evil, fear and dread."

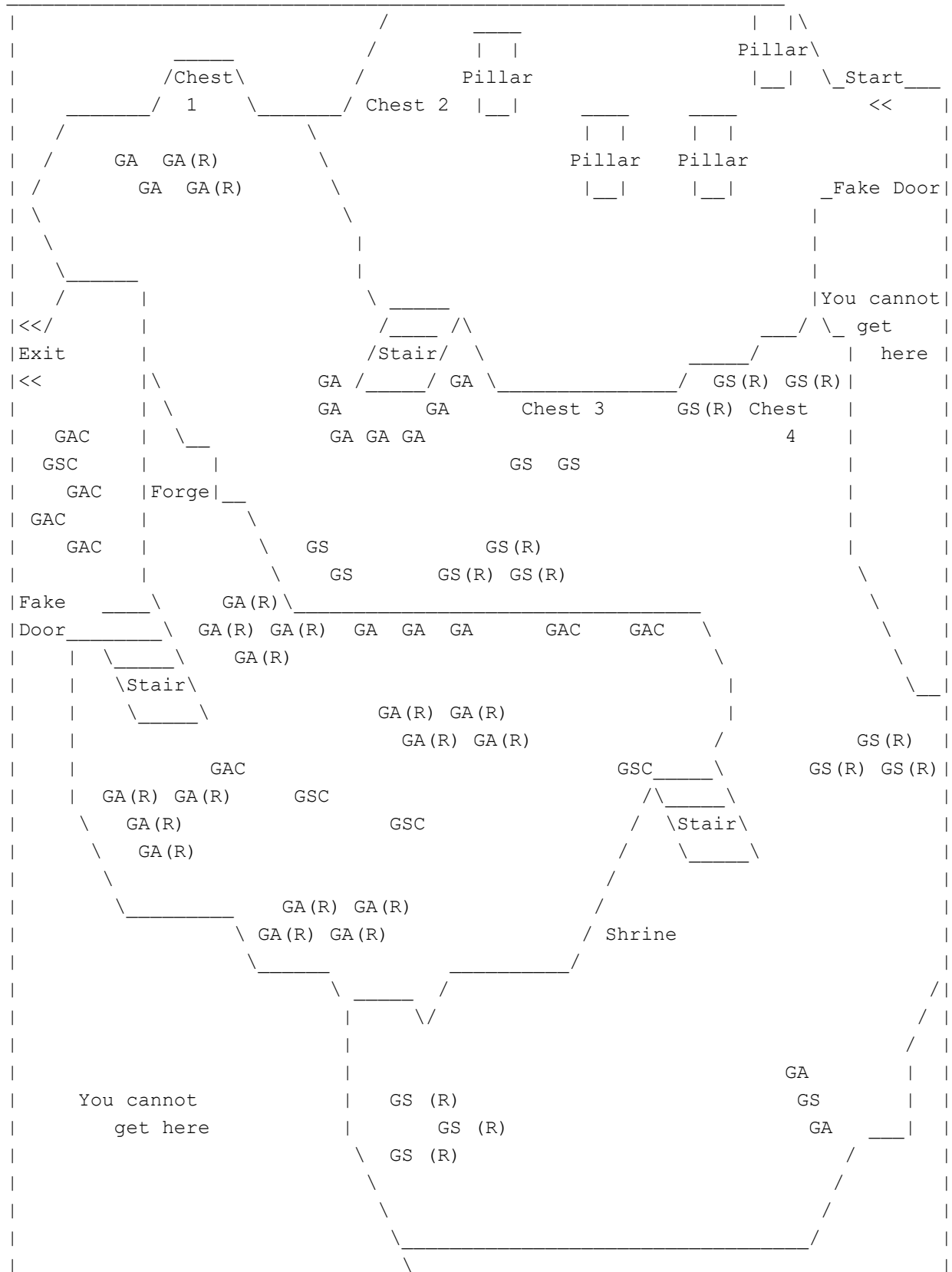
Yup, Moria is really infested with goblins. Many vets will remember this place from The Two Towers (TTT). It's changed a bit, and is composed of 5 levels. The greatest thing about this place is that it's very maze-like, and some of the puzzles I haven't managed to solve yet....

-----  
Requirements  
-----

~ Kill 2,000 or more Orcs with one character ~

The kill count is on the "Stat" page of the menu, with your strength, courage, accuracy, etc. To see it, press "START" in-game and then press the "R" Button. Beside a poorly proportioned head will be a number in red; that has to hit 2,000 to get Moria to appear.

-----  
The Dwarf Halls ~ Act I  
-----



NPCs : N/A  
Enemies : Goblin Soldier Champion (GSC)

Goblin Soldier (GS) (Regenerate)  
 Goblin Archer Champion (GAC)  
 Goblin Archer (GA) (Regenerate)

Chests : 4  
 Forges : 1  
 Rune Forges : N/A  
 Shrines : 1  
 Ranger Hollows: N/A  
 Pools : N/A

Big area, you start with a fake door below you. Fake meaning its just there for show. Ignore it and go left. You'll see towers (or pillars). Goblins drop down these if you go behind them. After the fourth pillar you'll get to a chest and some stairs, follow the stairs to be ambushed (not really) by 7 Goblin Archers. If you go left from here you can find another chest. Going right will bring you to a wide pass, at the bottom, Goblins will fire at you from the above level. However, you can't hit them, and they can't hit you so don't worry. Continue going, on the north part of the pass are 2 more chests, until the pass ends and you can go down. Follow that and you find some Goblin Soldier, a stair and a little further down a Shrine (further leads to Goblin Soldiers). Up the stairs are tombs, what look like hour-glasses and tons of enemies. You'll meet many "champion" monsters. They're colored different and are stronger. Go left to a new staircase (there's a Forge above you) and up the stairs. I've heard people say you have to go up, down and back up again to have the Goblins up there appear, but I don't have this problem. Anyway, 5 Champion monsters, after which is the exit.

-----  
 The Dwarf Halls ~ Act II  
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You Start Here>>

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>> |                                     | .-----|
|                                     | |         | |
|_____ \_____ / \_____ / |         |
| \_____ / \_____ / |         |
| \_GS GS\_ \_____ / |         |
| \_GS(R)\_ \_____ / / |         |
| \_____ \_____ \GAGA_GS\ / |         |
| \_____ \_____ \_GA_GS\ / |         |
| \_____ \_GA_GA\_ \_____ / |         |
| \_____ \_GA\_ \_____ / |         |
| Chest 1      GA      GA      |         |
|               GA      GA      |         |
| GAC  GAC._____ GA  .-----|         |
|_____GAC |_____ |         |         |
|Shrine\ GS GS Well           Well |         |
|      / (R)_(R)                PS_|         |
|      /___/\GAC                RS/ |         |
|GAC /___/ .\___ |_____ |RS/_ |         |
|GAC GAC | \_____ RS PS \ |         |
|___/\   | /_____/\   SC SC|         |
|___\   \   \   GAC GS /_____/ |         |
|\___\   \   \   GS GS GS GAC/_____/ |         |
|      GAC \_ |         |         |
|      GAC GAC \_____ |         |
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| /_____/ /_____/ /_____/ /_____/ |
| /_____/ /_____/ /_____/ /_____/ |
| GAC /_____/ /_____/ /_____/ /_____/ |
| _____/ GA(R) / | GS GS GS Forge |
| _____ \ / GA GA(R) / | GS(R) _____ |
| \_____ \ / GA(R) / \_____ / GS(R) GA(R) |
| \_____ \ _____ Well \ GA(R) GA(R) >>
| _____ Door C GA(R) |Exit
| _____ \_____ |
| _____ /
| /_____ \ Switch-A Switch-B /
| Chest 2 \ _____ Door-AB _____ /
| Switch-C _____ Health Pool /
| Chest 3 SC SC SC /
| _____ /

```

```

NPCs      : N/A
Enemies   : Goblin Soldier (GS) (Regenerate)
           Goblin Archer Champion (GAC)
           Goblin Archer (GA) (Regenerate)
           Baby Spider (Well)
           Regular Spider (RS)
           Poison Spider (PS)
           Spider Champion (SC)
Chests    : 3
Forges    : 1
Rune Forges : N/A
Shrines   : 1
Ranger Hollows: N/A
Pools     : Health Pools, bottom most room

```

Sorry about the terrible ASCII, but, as you may have noticed, the whole area is pretty much stairs. Anyway, go left, down the first set of stairs, there some Goblins here, nothing to worry about. At the bottom you are greeted by Archers. Kill them, and go through the cracked walls to be attacked by Baby Spiders, millions of them. These babies keep coming from the wells, a good source of herbs, healing and cash \$\_\$. To the right are full grown spiders, these can poison you, just watch out for the red ones, they're pretty strong at low levels. Now go all the way left, down the stairs, use the Shrine if needed, now down the next three sets of stairs. This should spawn Goblin Archer Champions to appear all over the landings between the stairs, if it doesn't, try going up and down the staircase to your right. Anyway, if you can manage to kill all the newly spawned Archer Champions, a new treasure chest awaits you on the top, above the Shrine.

To leave this stupid stair-full place, go all the way down all 4 stairways, the hug the bottom wall, and walk over the two switches, this opens the door between them. Go through, open your chests (one explodes for 50% health), kill the Spider Champions, walk over the switch, and lastly use the Health Pool if needed. If you pressed the switch, go out of the room, and go right untill you reach a new door, that should now be open. Through it are a few (5) goblins, and your exit !!\_!!

-----  
The Dwarf Halls ~ Act III  
-----

You Start Here>>

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>>      Chest 1  BS(R) BS(R)  Item          Item          BS(R) BS (R)          Forge|
>>              Statue                   Statue                   BS              |
|          / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \
| GA / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \
| / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \
| GS / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \   / \
| GS GS GS GS | | GS          Item      Item      | |          | SC| | |
| GS GSC GA   | | GSCGSC| GS          | |          | GSCGSC| Pillar |
|              |Switch|GS          |Switch|          |          |          |
|              |  A  |          |  B  | SC          |          |          |
|  Item   Pillar \ ___ / Pillar      _Door_          \ ___ / SC          |
|GA      / A-B \          GSC          |          |          | | | | | | | | | | | | | | | | | | | | | | | | | |
|              |          | GSx 8          |          |          |
|Item      |          |          |          |          |          |
|              GS (R) | HT |          |          |          |
|              GS (R) | HT |          |          |          |
|              GS (R) |          |          |          |          |
|              GS GS          |          |          |          |          |
|              GS GS   Item      /          |          |          |
|              / Chest2 Shrine Chest3 \          |          |          |
|              / \ BS (R) BS (R) Switch_C \          |          |          |
|              \ BS (R)          |          |          |          |          |
|              \ BS (R)          |          |          |          |          |
|              \ Chest 6          | MS          |          |          |
|              \ Chest 5          GSC          | HT          |          |
|              \ Chest 4          | MS MS          |          |          |
|              \          Forge|          |          |          |
|              | Chest 10          |          |          |          |
|              | MS          |          |          |          |          |
|              | Chest 9 MS          \Door-C|          |          |
|              | MS      Cave Troll  >>          |          |          |
|              | Chest 8          GSC (R) >>          |          |          |
|_____||_____||_____||_____||_____||_____||_____||_____||_____||_____||_____||_____||_____||_____||
                                               Exit ^^

```

- NPCs : N/A
- Enemies : Goblin Soldier (GS) (Regenerate)  
 Goblin Soldier Champion (GSC) (Regenerate)  
 Goblin Archer (GA)  
 Baby Spider (BS) (Regenerate)  
 Spider Champion (SC)  
 Maggot Swarm (MS)  
 Half-Troll (HT)  
 Cave Troll
- Chests : 10
- Forges : 2
- Rune Forges : N/A
- Shrines : 1
- Ranger Hollows: N/A
- Pools : N/A

This level is literally LONG, the map is kind of screwed up because of the margin limit and the width of this level, so.... Anyway, you start by going right, (there is a chest right beside you) you don't need to go down the stairs unless you want EXP and items: another cool feature about this level, there are random items all over the place, I have tried to point these out. Anyway, if you continue right you will see a dwarf statue (Baby Spiders spawn from behind it), go down, unto the ridge, kill the two Goblin Champions, and hit switch A, now go back up and continue left, egnore the stairs for now,









```

|      \_/_/      \enemies /      |
|      \_/_/      \ come /      |
|      \_/_/      |from|      |
|_____/_/_/_____/_/_/_____|
|
|              UBC
|          UGx3   UGx3
| Forge                      Ranger
|                               Hollow
|
|              UGCx3
|
|
|
|
|Shrine
|_____/_/_/_____/_/_/_____|

```

Note : This map is on a diagonal in the game

NPCs : N/A

Enemies : Uruk-hai Bomber Champions (UBC)  
Uruk-hai Grunt (UG) / Round 5 (Regeneration)  
Uruk-hai Grunt Champions (UGC) / Round 1 / Round 2  
Orc Shied-Bearers: Round 2  
Uruk-hai Archer Champions: Round 3  
Half-Troll: Round 4  
Cave Troll: Round 6

Chests : 1, at the start-point after completing level

Forges : 1

Rune Forges : N/A

Shrines : 1

Ranger Hollows: 1

Pools : N/A

After 3 seconds, the screen will shift down to a major hole in the wall, with a Bomber.

Aragorn: The wall has been breached!

You see a Bomber Champ climbing the stairs, anyway, take him head-on, and go down the stairs yourself. Now this place is the real tourney; you basically have tons of enemies coming through that crack and having to kill them all, with a BIG (literally) enemy at the end. For this reason, I have not but these enemies on the ASCII map, there is not enough room since they are all in the same place, and are not all there at once. I will be doing this in a round to make it easier, but I would like to stress one thing: DO NOT go into the breach, you will either die or lose tons of Kingsfoil / Entwater. Well, here are the rounds:

Round 1  
-----

After you walk down the stairs there will be a rumble and 3 Uruk-hai Grunt Champions will come out, along with some Champs coming from below and some normal Uruk Grunts.

Round 2  
-----

After beating round 1, 4 Orc Shield-bearers along with like 6 Uruk Grunt Champs will come out, the Shield-bearers like never die, so let them be. The Grunts

will circle around them and come to you, so kill them all

Round 3

-----

Once the Grunts are dealt with, 4 Uruk-hai Archer Champions come out, and some other 4 stay and shoot you from the breach, DO NOT GO IN THERE TO KILL THEM, worry about them later. Also the Shield-Bearers can start moving now, which is bad. And lastly, the rounds stop waiting, if you take to long, Round 4's enemies will just come.

Round 4

-----

Without waiting for you to finish, two Half-trolls come out and start whacking you. Kill these before the archers, they are more troublesome. There is a good thing to this round however: if you haven't killed the Shield-bearers yet, they all drop dead in the quake before the trolls.

Round 5

-----

This is sort of a waiting round, for it you an explore around the area, while the game waits for the Trolls and Archers to be defeated. However, it's not that easy, Uruk Grunts will be constantly spawning from the breach this round.

Round 6

-----

Ahh, the final round, if you beat all the Archers & Half-Trolls, the largest quake yet will be followed by the largest enemy, a enormous Cave Troll. Yup, this is like a boss battle, be sure not to underestimate how far that hammer can reach. He's got tons of HP, and 2 attacks could even take down someone over level 15. If you beat him, your done. You get the victorious, triumphant music, and you can go back up the staircase, for a chest, and the ending of Helm's Deep!!!

CONGRATS, Helm's Deep is done, on to Fangorn.

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 | | | _ |   | \ _ | | | | | _ / | _

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=====
Items
=====

-----
Introduction
-----

There are very little items in this game but there are a lot of weapons / armor, most items are used right away when picked up so you don't have a chance to store it or use it again later. However there are 3 storable items also. Below is a list of all items in the game that don't fit in the weapons, armor or any other section of this guide. Also if you want to pick up items / weapons stand over them and press the "R"



Button.

-----  
Non-Storable Items  
-----

~Some Fruit~

Effect : Heals minimal health to your character (can not be stored).  
Obtained: Random drop from enemies  
Price : N/A

~Mushrooms~

Effect : Heals average health to your character (can not be stored).  
Obtained: Random drop from enemies  
Price : N/A

~Lembas Bread~

Effect : Heals maximal health to your character (can not be stored).  
Obtained: Random drop from enemies  
Price : N/A

-----  
Storable Items  
-----

~A Pile of [insert random number here] Gems~

Effect : Cash in at Forges / Shrines / Rune Forges / Ranger Hollows  
for better runes / whetstones, stat / skill points, or  
items / weapons / armor. (You can store up to 65,535 gems  
at a time).  
Obtained : Random drop from enemies / Sell an item from your inventory.  
Price : N/A

~Ent Water~

Full of cool, tasty goodness!  
Effect : If you are knocked unconscious, Ent Water restores you to life  
with no penalty. (Can store up to 1 bottle / bowl at a time).  
Obtained : Buy from a Ranger Hollow / random drop from enemies.  
Price : 500 Gems.

~Fresh Kingsfoil Herbs~

Effect : These herbs will help to restore 120 Health Points (without any  
multipliers) of a character when used. (Can only store 10 herbs  
at a time).  
Obtained : Random drop from enemies.  
Price : N/A

~Dried Kingsfoil Herbs~

Effect : These herbs will help to restore 60 Heath Points (without any  
multipliers) of a character when used. (Can only store 10 herbs  
at a time).  
Obtained : Buy from a Shrine / Random drop from enemies.  
Price : 50 Gems.

=====  
What does each stat do?  
=====

If you have ever played an RPG or Hack-n-slash, you will know about weapons  
and armor only being useful because of modifiers to your attributes and

stats. EA did a great job with this in "The Return of the King", the modifiers add a lot of complexity to the game. Of course there are also the obvious ones, which we will start with, this list is curtesy of Scizor CT:

-----  
Basic Modifiers  
-----

- ~ +/- [insert number here] Strength - This will alter your Strength attribute by the number given. Every point in Strength gives you +1 Health Points, and every 5 points gives you +1 Minimal - Maximal Damage (and vice-versa).
- ~ +/- [insert number here] Accuracy - This will alter the To Hit % stat by the number given. This simply makes it easier for you to land hits on enemies (and vice-versa).
- ~ +/- [insert number here] Health - This will alter your Health attribute by the given number. Each Health point increases Health Points by four (4) and Spirit Points by one (1) (and vice-versa)
- ~ +/- [insert number here] Defense - This will alter the Defense Attribute by the given number. Defense - though it does not show it - decreases the chance the opponent has of hitting you (and vice-versa).
- ~ +/- [insert number here] Courage - This will alter you Courage attribute by the given number. Courage will increase your Health Points by one (1) and your Spirit Points by four (4) (and vice-versa).
- ~+/-[Insert number]All Primary Stats- This will alter your five main stats (Strength, Accuracy, Health, Defense, and Courage) by the given number.
- ~ +/- [Insert number here]Hit Points- This will alter your total amount of Hit Points. Hit Points determine how much you can take before dieing.
- ~+/-[number]Hit Points per Slain Foe- You will receive an amount of Hit Points matching the given number after killing a opponent (and vice-versa).
- ~ + [insert number] Hit Points Regen- This will increase the rate you regenerate lost Hit Points by a % matching the given number.
- ~ +/- [insert number] Spirit Points - This will alter the maximum amount of Spirit Points you have by the given number (and vice-versa).
- ~ + [insert number here]Spirit Regen- This will increase the rate you regenerate lost Spirit Points by a % matching the given number.
- ~ +/- [insert number here] Damage - This will alter the total amount of both Minimal and Maximal Damage that can be inflicted by your character.
- ~ + [insert number here]Melee Damage- This will increase the amount of both Minimal and Maximal Damage that can be by your character if they are using a Melee-type weapon.
- ~ + [insert number] Impaling Damage - This will increase the amount of both Minimal and Maximal Damage that can be by your character if they are using a

- Impaling-type weapon.
- ~ + [insert number here] Fire Damage- Potentially adds the given amount of Fire Damage to all Attacks. Stronger than Melee/Impaling Damage and has a "flame" animation when used.
  - ~ + [insert number] Damage to Animals- Adds the given number to the amount of Damage inflicted when attacking Spiders, Wargs, Mûmakil, Crebain, Bats, and Maggot Swarms.
  - ~+[insert number here] Damage to Orcs- Adds the given number to the amount of Damage inflicted when attacking any form of Orcs and Goblins.
  - ~ +[Insert number] Damage to Uruk-Hai- Adds the given number to the amount of Damage inflicted when attacking Uruk-Hai
  - ~ + [insert number] Damage to Nazgûl- Adds the given number to the amount of Damage inflicted when attacking Nazgûl, or Ringwraiths.
  - ~ +/-[insert number here] Melee Armor- This will alter your Melee Armor stat by the given number. Melee Armor decreases the amount of Damage taken from attacks done by a Melee Weapon, or a direct attack (and vice-versa).
  - ~ +/- [insert number] Missile Armor - This will alter your Missile Armor stat by the given number. Missile Armor will decrease the amount of damage you take from projectile attacks from a Missile Weapon (and vice-versa).
  - ~+[insert number here] Critical Armor- This will alter your Critical Armor stat by the given number. Critical Armor decreases the amount of Damage taken when hit by a Critical hit, a attack that disregards your other Defensive stats (and vice-versa).
  - ~ + [insert number] Fire Protection - This will decrease the Damage taken from flaming projectiles and possibly direct attacks.
  - ~ + [insert number here] Wisdom - This will increase Gandalf's "Wisdom of the Ages" skill by the given number. This will cause Gandalf's offensive spells (Sword of Power, Lightstrike, and Summon Gwaihir) by 2 Damage per level.
  - ~ + [insert number here] % Dodge - This will increase your "Dodge" stat by a percent equal to the given number. Dodge will decrease the chance the opponent has of landing an attack.
  - ~ + [insert number] % Shield Block - This will increase your "Shield Block" stat by a percent equal to the given number. Shield Block will decrease the chance the opponent has of landing an attack.
  - ~ +/- [insert number here] % Speed - This will alter your "Speed" stat by a percent equal to the given number. Speed will increase the speed of your character's movement (or vice-versa).
  - ~ + [insert number here] % Critical - This will add a percent equal to the number given to the chance you have of performing a Critical Hit with every attack - an attack that disregards the other Defensive stats.

- ~ +/-[insert number]%Fear Resistance- This will alter the rate your Spirit Points drain rate due to fear by a percent equal to the given number.
- ~ +[insert number]%Poison Resistance- This will decrease the rate your Health Points drain after being inflicted with the Poison status by a percent equal to the given number.
- ~ + [insert number]%Experience Bonus- This will increase the amount of extra Experience given on top of the original Experience given from a fallen foe by a percent equal to the given number.
- ~ + [insert number] % Extra Treasure- This will increase the chance of finding better items, and better prefixes and suffixes by a percent equal to the given number.
- ~ - [number] % Corruption Resistance- This will increase the rate your Corruption level increase (show by "The Eye of Sauron") from Orc Drummers and Crebain by a percent equal to the given number.

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 Complex Additions  
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- ~ Valuable - This will increase the amount of gems the item can be sold for at a Shrine, Forge, or a Rune Forge.
- ~ Cheap - This will decrease the amount of gems the item can be sold for at a Shrine, Forge, or a Rune Forge.
- ~ Gemfinder - This will increase the amount of gems found in piles after felling enemies.
- ~ Sunburst - This will give each successful attack a chance of bringing up a aura that stuns enemies that it makes contact with.
- ~ Nightburst - This will give each successful attack a chance of bringing up a aura that damages enemies that it makes contact with.
- ~ Fireburst - This will give each successful attack additional "Fire" Damage, along with a flame animation.
- ~ Backstab - This will increase the Damage inflicted from successful attacks to enemies that are not facing in your direction.
- ~ Armor Piercing - This will inflict Damage that completely ignores the enemies Melee and Missile Armor stats.
- ~ Immobilize - This will add a "Stun" bonus to all successful attacks on enemies, causing them to freeze for a short time.
- ~ Venomous - This will add a chance for successful attacks to poison the enemies hit, thereby draining their Health Points. The exact time of the Poison is unknown.
- ~ Knockback - This will add a chance of pushing enemies back with every successful attack.
- ~ Fragile - This adds a random chance for your

~ Cursed

weapon to break (it cannot be repaired)  
with every successful attack.  
- Believed to inflict 1-2 points of extra  
damage every 1-5 seconds.

Thank you Scizor CT for this great list.  
Thanks to shooshj for the infomartion on "Cursed" effects.

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Weapons and Armor

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Knives

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Knives are the weakest weapons in terms of damage, most do Impaling Damage and the most any knife can do is 5-10. However, knives have the best accuracy of any weapon in the game so if you're looking for a weapon that will always (or almost always) hit a knife would be a good choice. Knives can be used in conjunction with a shield (or another weapon in Aragorn's and Gandalf's case) by Aragorn, Gandalf, Frodo, Eowyn, and Sam.

~Spoon

~Min. Level: 1  
~1-3 Impaling Damage  
~+30% Critical

~Flint Knife

~Min. Level: 1  
~2-5 Impaling Damage  
~+1 Accuracy  
~+20% Critical

~Dirt

~Min. Level: 1  
~2-4 Impaling Damage  
~+2 Accuracy  
~+25% Critical  
~Armor Piercing

~Dagger

~Min. Level: 1  
~2-4 Impaling Damage  
~+3 Accuracy  
~+25% Critical  
~Armor Piercing

~Quillon

~Min. Level: 2  
~2-5 Impaling Damage  
~+2 Accuracy  
~+20% Critical  
~Armor Piercing

~Knife

~Min. Level: 2  
~3-6 Impaling Damage  
~+2 Accuracy  
~+20% Critical

~Long Knife

~Min. Level: 3  
~3-6 Impaling Damage  
~+1 Accuracy

	~+15% Critical
	~Armor Piercing
~Rudius	
	~Min. Level: 3
	~3-6 Impaling Damage
	~+2 Strength
	~+15% Critical
~Shortsword	
	~Min. Level: 4
	~3-7 Melee Damage
	~+15% Critical
~Courtsword	
	~Min. Level: 4
	~3-6 Impaling Damage
	~+2 Defense
	~+20% Critical
~Orcsword	
	~Min. Level: 4
	~4-8 Melee Damage
	~+3 Strength
	~+10% Critical
~5-Finger Knife	
	~Min. Level: 4
	~2-5 Melee Damage
	~+3 Accuracy
	~+35% Critical
	~Armor Piercing
~Gladius	
	~Min. Level: 5
	~4-8 Impaling Damage
	~+3 Strength
	~+15% Critical
~Cultellus	
	~Min. Level: 5
	~4-8 Impaling Damage
	~+3 Strength
	~+15% Critical
	~Armor Piercing
~Smallsword	
	~Min. Level: 6
	~4-9 Impaling Damage
	~+2 Defense
	~+15% Critical
~Cutlass	
	~Min. Level: 6
	~5-10 Melee Damage
	~-2 Defense
	~+15% Critical
~Sabre	
	~Min. Level: 7
	~4-9 Melee Damage
	~+3 Defense
	~+15% Critical
~Calvary Sabre	
	~Min. Level: 8
	~5-10 Melee Damage
	~+15% Critical

-----  
Blades are the most balanced weapons in the game with good Melee Damage, average Critical % and a few other effects. Blades are great weapons for people new to the game that don't know what to use. Blades can be used in conjunction with a shield (or another weapon in Aragorn's and Gandalf's case) by Aragorn, Gandalf, Frodo, Eowyn, and Sam.

~Longsword

~Min. Level: 1  
~5-11 Melee Damage  
~+10% Critical

~Backsword

~Min. Level: 1  
~6-12 Melee Damage  
~+5% Critical

~Scimitar

~Min. Level: 2  
~6-13 Melee Damage  
~+5% Critical

~Estoc

~Min. Level: 2  
~5-10 Melee Damage  
~+15% Critical

~Falchion

~Min. Level: 3  
~7-14 Melee Damage  
~-2 Accuracy  
~+5% Critical

~Broadsword

~Min. Level: 4  
~7-14 Melee Damage  
~+5% Critical

~Steelsword

~Min. Level: 5  
~7-15 Damage  
~+5% Critical

~Leaf Sword

~Min. Level: 6  
~7-14 Melee Damage  
~+10% Critical

~Prestige Sword

~Min. Level: 6  
~7-15 Melee Damage  
~+3 Courage  
~+10% Critical

~Sword Rapier

~Min. Level: 7  
~7-15 Melee Damage  
~+15% Critical

~Serrated Sword

~Min. Level: 8  
~8-16 Melee Damage  
~+5% Critical

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Swords  
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One of the strongest weapons in terms of Melee Damage, Swords and 2Her's do a colossal amount of damage, unfortunately all the good weapons in this category are 2Her's, which leave you prone to attacks as you can't use a shield, and are in turn worse the using 2 1-handed weapons. These weapons are not recommended as the 1-handed weapons in this category only do average damage and Critical %, go with a blade and a shield/other weapon instead. Swords can be used only by Aragorn and Eowyn.

~T-Sword (2H)

~Min. Level: 1  
~9-19 Melee Damage  
~+2 Accuracy  
~+5% Critical

~Uruk Sword

~Min. Level: 2  
~6-13 Melee Damage  
~+8 2H Damage  
~+5% Critical

~Dastard Sword

~Min. Level: 3  
~7-14 Melee Damage  
~+9 2H Damage  
~+5% Critical

~Soldier Sword

~Min. Level: 4  
~5-10 Melee Damage  
~+13 2H Damage  
~+5% Critical

~War Sword (2H)

~Min. Level: 5  
~11-22 Melee Damage  
~+10% Critical

~Flambard (2H)

~Min. Level: 6  
~10-20 Melee Damage  
~+10% Critical  
~Armor Piercing

~Greatsword (2H)

~Min. Level: 7  
~13-26 Melee Damage  
~+5% Critical

~Claymore (2H)

~Min. Level: 8  
~13-27 Melee Damage  
~+10% Critical

~Imperial Sword (2H)

~Min. Level: 9  
~14-28 Melee Damage  
~+15% Critical

-----  
Axes  
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Axes are great for damage (both 1Her's and 2Her's) but unfortunately most reduce your accuracy. They all have average Critical % also making them mediocre, however anyone playing Gimli should use Axes as he doesn't need the accuracy as much as he needs the power. 1H axes can be used in conjunction with



a shield (or another weapon in Aragorn's and Gandalf's case) by Aragorn, Gandalf, Frodo, Eowyn, and Sam, while 2H axes can only be used by Aragon and Gimli.

~Hatchet

~Min. Level: 1  
~4-9 Melee Damage  
~-2 Accuracy  
~+5% Critical

~Axe

~Min. Level: 2  
~7-15 Melee Damage  
~-2 Accuracy  
~+5% Critical

~Flat Axe

~Min. Level: 3  
~8-16 Melee Damage  
~-2 Accuracy  
~+5% Critical

~Breidox Axe

~Min. Level: 4  
~7-14 Melee Damage  
~+9 2H Damage  
~+5% Critical

~War Axe

~Min. Level: 5  
~8-16 Melee Damage  
~-2 Accuracy  
~+10% Critical

~Battle Axe

~Min. Level: 6  
~8-17 Melee Damage  
~+11 2H Damage  
~+5% Critical

~Skeggox Axe

~Min. Level: 7  
~9-18 Melee Damage  
~+12 2H Damage  
~+5% Critical

~Dwarf Axe

~Min. Level: 8  
~9-19 Melee Damage  
~+12 2H Damage  
~+10% Critical

~Bardiche (2H)

~Min. Level: 8  
~14-29 Melee Damage  
~ -4 Accuracy  
~+5% Critical

~Pole Axe (2H)

~Min. Level: 9  
~15-31 Damage  
~-4 Accuracy  
~+5% Critical

~Great Axe (2H)

~Min. Level: 9  
~16-33 Melee Damage  
~-5 Accuracy  
~+5% Critical

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Maces  
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Sort of a worse version of the axe, but it does hit more. Maces are mostly just average and above damage with a lot of Critical % and no downsides. They can be good early in the game but are later outclassed by a lot of other weapons. They could be quite good for Frodo though. 1H maces can be used in conjunction with a shield (or another weapon in Aragorn's and Gandalf's case) by Aragorn, Gandalf, Frodo, Eowyn, and Sam, while 2H maces can only be used by Aragon and Gimli.

~Club

~Min. Level: 1  
~3-6 Melee Damage  
~+5% Critical

~Heavy Club

~Min. Level: 1  
~3-7 Melee Damage  
~+4 2H Damage  
~+5% Critical

~Mace

~Min. Level: 2  
~4-8 Melee Damage  
~+10% Critical

~Long Mace

~Min. Level: 3  
~6-12 Melee Damage  
~+15% Critical

~Flanged Mace

~Min. Level: 4  
~6-13 Melee Damage  
~+15% Critical

~Spiked Mace

~Min. Level: 5  
~7-14 Melee Damage  
~+15% Critical

~Pick

~Min. Level: 6  
~6-13 Impaling Damage  
~+5% Critical  
~Armor Piercing

~Mattock (2H)

~Min. Level: 7  
~12-24 Melee Damage  
~+20% Critical  
~Knockback

~Warhammer (2H)

~Min. Level: 8  
~11-22 Impaling Damage  
~+5% Critical  
~Armor Piercing

~Maul (2H)

~Min. Level: 9  
~13-27 Melee Damage  
~+20% Critical  
~Knockback

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Staffs  
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Staffs are the simplest items in the game, and there's only four. They're Melee Damage is pathetic but they do give wisdom which is good for Gandalf, they're Critical % is also lower-class. But it is very recommended that you use one as Gandalf has nothing else to wield in his left arm. Staffs can be used in conjunction with another weapon by Gandalf alone.

~Short Staff

~Min. Level: 1  
~3-6 Melee Damage  
~+5% Critical

~Staff

~Min. Level: 3  
~4-8 Melee Damage  
~+5% Critical  
~+1 Wisdom

~Quarter Staff

~Min. Level: 6  
~5-10 Melee Damage  
~+5% Critical  
~+2 Wisdom

~Magestaff

~Min. Level: 8  
~3-6 Melee Damage  
~+5% Critical  
~+4 Wisdom

-----  
Bows  
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Ahhh, bows my favorite weapon, they're know for very little unfortunately, they do a good amount of damage but are outclassed by 2Her's and have mediocre Critical % which is outclassed by maces, so what's so good about them: they can be used at a distance and track to enemies, plus you get unlimited normal arrows. These can only be used by Legolas in conjunction with arrows.

~Shortbow

~Min. Level: 1  
~4-8 Impaling Damage  
~+5% Critical

~Half Bow

~Min. Level: 2  
~4-9 Impaling Damage  
~+5% Critical

~Bow

~Min. Level: 3  
~5-10 Impaling Damage  
~+5% Critical

~Yew Bow

~Min. Level: 3  
~4-9 Impaling Damage  
~+10% Critical

~Backed Bow

~Min. Level: 4  
 ~5-10 Impaling Damage  
 ~+10% Critical  
 ~Hunter Bow  
 ~Min. Level: 5  
 ~6-12 Impaling Damage  
 ~+5% Critical  
 ~Steelbow  
 ~Min. Level: 5  
 ~5-10 Impaling Damage  
 ~+15% Critical  
 ~Longbow  
 ~Min. Level: 6  
 ~6-13 Impaling Damage  
 ~+10% Critical  
 ~Horn Bow  
 ~Min. Level: 6  
 ~5-11 Impaling Damage  
 ~+4 Accuracy  
 ~+10% Critical  
 ~Composite Bow  
 ~Min. Level: 7  
 ~7-15 Impaling Damage  
 ~+10% Critical  
 ~Recurved Bow  
 ~Min. Level: 8  
 ~8-17 Impaling Damage  
 ~+10% Critical  
 ~Dynasty Bow  
 ~Min. Level: 9  
 ~10-21 Impaling Damage  
 ~+15% Critical  
 ~Great Bow  
 ~Min. Level: 9  
 ~10-20 Impaling Damage  
 ~+10% Critical

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 Arrows  
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One of the most useless items, all arrows do is improve your shots with a bow, and they're also limited! Arrows come in a quiver with 1 to 255 arrows in it and once you use up all the arrows you have to find more. Most of them are cheap and only make slight improvements but as Legolas can use nothing else with his left hand: use these. Arrows can be used only by Legolas in conjunction with a bow.

~Orcish Arrows  
 ~Min. Level: 1  
 ~+2 Damage  
 ~ -2 Accuracy  
 ~Cheap  
 ~Barbed Arrows  
 ~Min. Level: 1  
 ~+1 Damage  
 ~Cheap  
 ~Uruk-hai Arrows

~Min. Level: 2  
 ~+4 Damage  
 ~-4 Accuracy  
 ~Cheap  
 ~Bodkin Arrows  
 ~Min. Level: 3  
 ~Armor Piercing  
 ~Cheap  
 ~Gondorian Arrows  
 ~Min. Level: 4  
 ~+2 Damage  
 ~Cheap  
 ~Elven Arrows  
 ~Min. Level: 6  
 ~+1 Damage  
 ~Extra Projectiles  
 ~Cheap  
 ~Fire Arrows  
 ~Min. Level: 7  
 ~+3 Fire Damage  
 ~Fire Burst  
 ~Wood Elven Arrows  
 ~Min. Level: 8  
 ~+4 Damage  
 ~Armor Piercing  
 ~Cheap  
 ~Moon Arrows  
 ~Min. Level: 9  
 ~+10 Spirit per Slain Foe  
 ~Sun Arrows  
 ~Min. Level: 9  
 ~+10 Hit Points per Slain Foe

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 Armor  
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Armor is divided into three categories: Light, Medium and Heavy Armor. Heavy is by far better and armor itself is the useful item in the game other than weapons. Heavy armor starts at Lamellar till the end while Medium starts at Ringmail; everything else is considered Light armor. Every character can equip Light Armor; Medium Armor can be used by Aragorn, Gandalf, Eowyn and Gimli, while Heavy Armor is only for Aragorn, Eowyn and Gimli.

~Cloth Shirt  
 ~Min. Level: 1  
 ~+2 Melee Armor  
 ~+2 Missile Armor  
 ~Woven Shirt  
 ~Min. Level: 1  
 ~+3 Melee Armor  
 ~+1 Missile Armor  
 ~Padded Shirt  
 ~Min. Level: 2  
 ~+4 Melee Armor  
 ~+4 Missile Armor  
 ~Leather Jacket  
 ~Min. Level: 2

	~+5 Melee Armor
	~+5 Missile Armor
~Boiled Leather	
	~Min. Level: 3
	~+6 Melee Armor
	~+6 Missile Armor
~Brigandine	
	~Min. Level: 4
	~+7 Melee Armor
	~+7 Missile Armor
~Ringmail	
	~Min. Level: 4
	~+8 Melee Armor
	~+6 Missile Armor
~Chainmail	
	~Min. Level: 5
	~+9 Melee Armor
	~+6 Missile Armor
~Scale Mail	
	~Min. Level: 5
	~+10 Melee Armor
	~+8 Missile Armor
~Lorcia	
	~Min. Level: 6
	~+11 Melee Armor
	~+8 Missile Armor
~Double Mail	
	~Min. Level: 6
	~+12 Melee Armor
	~+7 Missile Armor
~Lamellar	
	~Min. Level: 7
	~+13 Melee Armor
	~+10 Missile Armor
~Breastplate	
	~Min. Level: 7
	~+14 Melee Armor
	~+14 Missile Armor
~Corselet	
	~Min. Level: 8
	~+15 Melee Armor
	~+15 Missile Armor
~Full Corselet	
	~Min. Level: 9
	~+16 Melee Armor
	~+16 Missile Armor
~Footman Plate	
	~Min. Level: 9
	~+17 Melee Armor
	~+17 Missile Armor

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Helms  
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Helms really shine for they're Critical Armor, every character needs one of these though you might want to consider Imperial Helm over Greathelm because of the accuracy. Helms can be used by every Character in the game.

~Hood	~Min. Level: 1 ~+1 Critical Armor
~Cap	~Min. Level: 2 ~+5 Critical Armor
~Coif	~Min. Level: 3 ~+1 Melee Armor ~+8 Critical Armor
~Crown	~Min. Level: 3 ~+1 Critical Armor ~+5 Courage
~Pothelm	~Min. Level: 4 ~+10 Critical Armor
~Helm	~Min. Level: 5 ~+12 Critical Armor
~Imperial Helm	~Min. Level: 7 ~+1 Melee Armor ~+14 Critical Armor ~+1 Courage
~Greathelm	~Min. Level: 8 ~+1 Melee Armor ~+20 Critical Armor ~-3 Accuracy

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Shields  
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Shields are pretty good, the Shield Block % could help you avoid damage and sometimes even save you. These are great for everyone but Aragorn who does better with 2 weapons instead. Shields can be equipped by Aragorn, Frodo, Eowyn and Gimli.

~Buckler	~Min. Level: 1 ~+10% Shield Block
~Small Shield	~Min. Level: 2 ~+15% Shield Block
~Heater Shield	~Min. Level: 3 ~+20% Shield Block
~Splinted Shield	~Min. Level: 4 ~+1 Melee Armor ~+2 Defense ~+20% Shield Block
~Round Shield	~Min. Level: 5 ~+25% Shield Block
~Kite Shield	

	~Min. Level: 6
	~+3 Defense
	~+25% Shield Block
~Large Shield	
	~Min. Level: 7
	~-3 Accuracy
	~+30% Accuracy
~Tower Shield	
	~Min. Level: 8
	~-5 Accuracy
	~+35% Shield Block

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 Neckwear  
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Neckwear has a great range of effects: pretty much every attribute can be boosted by one of the items: so chose the one that best complements your character and your style. Neckwear is available for all characters in this game.

~Collar	~Min. Level: 1
	~+1 Defense
~Keepsake	~Min. Level: 1
	~+1 Accuracy
~Choker	~Min. Level: 2
	~+2 Health
~Clasp	~Min. Level: 3
	~+2 Courage
~Pendant	~Min. Level: 3
	~+2 Strength
~Necklace	~Min. Level: 4
	~+2 Damage
~Charm	~Min. Level: 5
	~+3 Courage
~Medallion	~Min. Level: 6
	~+20 Hit Points
~Talisman	~Min. Level: 7
	~+25 Spirit Points
~Amulet	~Min. Level: 7
	~+2 Melee Armor
~Brooch	~Min. Level: 8
	~+3 Damage
~Firinga	~Min. Level: 10
	~+5 Strength
	~+3 Accuracy

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## Cloaks

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Cloaks, not much to say here, they give you some Melee and Missile Armor, as well as a few other tiny bonuses but you should still use them. Cloaks can be equipped by all characters in the game.

### ~Cape

~Min. Level: 1  
~+1 Melee Armor  
~+1 Missile Armor

### ~Mantle

~Min. Level: 2  
~+1 Melee Armor  
~+2 Missile Armor

### ~Coat

~Min. Level: 3  
~+2 Melee Armor  
~+2 Missile Armor

### ~Cloak

~Min. Level: 4  
~+2 Melee Armor  
~+3 Missile Armor

### ~Winter Cloak

~Min. Level: 5  
~+3 Melee Armor  
~+3 Missile Armor

### ~Heavy Cloak

~Min. Level: 7  
~+3 Melee Armor  
~+5 Missile Armor

### ~Robe

~Min. Level: 7  
~+1 Melee Armor  
~+1 Missile Armor  
~+5% Experience Bonus

### ~Tabard

~Min. Level: 8  
~+4 Melee Armor  
~+4 Missile Armor  
~+5% Speed

### ~Vestments

~Min. Level: 10  
~+2 Melee Armor  
~+1 Missile Armor  
~+10% Experience Bonus

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## Gloves

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Most gloves add Defense along with Melee Armor making these a little better than cloaks, but not by much. Gloves can be equipped by any character in the game.

### ~Half Gloves

~Min. Level: 1  
~+2 Accuracy

### ~Cloth Gloves

	~Min. Level: 2
	~+1 Melee Armor
~Leather Gloves	
	~Min. Level: 3
	~+2 Melee Armor
~Studded Gloves	
	~Min. Level: 4
	~+2 Melee Armor
	~+1 Defense
~Chain Gloves	
	~Min. Level: 5
	~+3 Melee Armor
	~+1 Defense
~Scale Gloves	
	~Min. Level: 6
	~+3 Melee Armor
~Plated Gloves	
	~Min. Level: 7
	~+4 Melee Armor
	~+2 Defense
~Gauntlets	
	~Min. Level: 8
	~+4 Melee Armor
	~+3 Defense

-----  
Footwear  
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Footwear has some of the only items that give speed boosts, defiantly use a pair of Ridding Boots or maybe just Solerets for there Melee Armor on your character. Footwear is for Aragorn, Gandalf, Eowyn, Gimli and Legolas.

~Wrappings	~Min. Level: 1
	~+10% Speed
~Sandals	
	~Min. Level: 2
	~+1 Melee Armor
	~+5% Speed
~Clogs	
	~Min. Level: 3
	~+2 Melee Armor
	~Cheap
~Shoes	
	~Min. Level: 4
	~+3 Melee Armor
~Boots	
	~Min. Level: 5
	~+4 Melee Armor
~Riding Boots	
	~Min. Level: 6
	~+3 Melee Armor
	~+5% Speed
~Solerets	
	~Min. Level: 7
	~+5 Melee Armor

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## Uniques

### ----- Introduction -----

Unique items are the rarest items in the game; you have about a 1 in 1000000 chance of getting one! Most unique items have a "blue" name but the ones you keep in your backpack to use are written in red. Unique items are mostly items from the movies and books such as Narsil and Galadriel's Phial and sell for about 278 gems. Below is a list of unique items and what they do. (Note: Orc Head and Orc Drum do not really count as "unique" but are included here anyway)

### ----- Unique Items -----

#### ~Sting

~Min. Level: 9  
~7-14 Damage  
~+6 dmg to Orcs  
~Armor Piercing  
~Unique

#### ~Symbol Blade

~Min. Level: 9  
~6-12 Damage  
~+2 dmg to Orcs  
~+3 All Prime Stats  
~+3 Health  
~Unique

#### ~Glamdring

~Min. Level: 9  
~8-17 Damage  
~+5 Courage  
~+5 Wisdom  
~+15 Spirit Points  
~Unique

#### ~Orcrest

~Min. Level: 9  
~8-17 Damage  
~+8 dmg to Orcs  
~Knockback  
~Unique

#### ~Narsil

~Min. Level: 9  
~15-30 Damage  
~+10 Accuracy  
~+10 Strength  
~+5 Courage  
~Unique

#### ~Hadhafang

~Min. Level: 9  
~9-18 Damage  
~+4 Strength  
~+8 Health  
~Unique

#### ~Silver Axe

~Min. Level: 9

~12-23 Damage  
 ~+7 Strength  
 ~Gemfinder  
 ~Valuable  
 ~Unique  
 ~Staff of Five Mages  
 ~Min. Level: 9  
 ~4-8 Damage  
 ~+5 Courage  
 ~+4 Wisdom  
 ~+25 Spirit Points  
 ~Unique  
 ~Starfall Bow  
 ~Min. Level: 9  
 ~10-20 Damage  
 ~+5 Strength  
 ~+3 Health  
 ~Sunburst  
 ~Unique  
 ~Nightfell Bow  
 ~Min. Level: 9  
 ~10-20 Damage  
 ~+5 Accuracy  
 ~+3 Defense  
 ~Nightburst  
 ~Unique  
 ~Celeborn's Phial  
 ~Min. Level: 1  
 ~+50% Poison Resistance  
 ~Keep in backpack to use.  
 ~Boromir's Horn  
 ~Min. Level: 1  
 ~+10% experience  
 ~+3 Courage  
 ~Keep in backpack to use.  
 ~Cyclopedia of Herbs  
 ~Min. Level: 1  
 ~Herbs heal +25 hit points.  
 ~Keep in backpack to use.  
 ~Sam's Cookpot  
 ~Min. Level: 1  
 ~+25% Health Regeneration  
 ~Frodo & Sam only  
 ~Keep in backpack to use.  
 ~Fletching Kit  
 ~Min. Level: 1  
 ~+10 bow damage  
 ~Legolas only  
 ~Keep in backpack to use.  
 ~Scrolls of Minas Tirith  
 ~Min. Level: 1  
 ~+10 damage to All Spells  
 ~Gandalf only  
 ~Keep in backpack to use  
 ~Evenstar of Arwen  
 ~Min. Level: 1  
 ~+20 Courage  
 ~Aragorn only  
 ~Keep in backpack to use.  
 ~Galadriel's Phial

~Min. Level: 1  
 ~+50% Fear Resistance  
 ~Frodo & Sam only  
 ~Keep in backpack to use.  
 ~Forgotten Palantir

~Min. Level: 1  
 ~+4 to All Prime Stats  
 ~Corrupt  
 ~Keep in backpack to use.  
 ~Cracked Palantir

~Min. Level: 1  
 ~+4 to All Prime Stats  
 ~Corrupt  
 ~Keep in backpack to use.  
 ~Orc Drum

~Min. Level: 1  
 ~ -5 Accuracy  
 ~Keep in backpack to use.  
 ~Woven Goblin Doll

~Min. Level: 1  
 ~+5 Strength  
 ~+5 Defense  
 ~Keep in backpack to use.  
 ~Oliphant Ivory Statuette

~Min. Level: 1  
 ~+5 Melee Toughness  
 ~+5 Health  
 ~ Keep in backpack to use.  
 ~Orc Head

~Min. Level: 1  
 ~+1 Courage  
 ~Keep in backpack to use.  
 ~Swollen Spider Glands

~Min. Level: 1  
 ~+9 Damage  
 ~Keep in backpack to use.  
 ~Featherwood Flute

~Min. Level: 1  
 ~+10% Shield Block  
 ~Keep in backpack to use.  
 ~King Aldazar's Longsword

~Min. Level: 9  
 ~7-14 Melee Damage  
 ~+2 dmg to Orcs  
 ~+2 Courage  
 ~+3 All Primary Stats  
 ~Hawly's Sword of Leaves

~Min. Level: 14  
 ~6-13 Melee Damage  
 ~+4 dmg to Animals  
 ~+3 Hit Points Regeneration  
 ~+5% Experience Bonus  
 ~The Witch King's Daughter

~Min. Level: 9  
 ~14-29 Damage  
 ~+3 Melee Armor  
 ~Cursed  
 ~Venomous  
 ~Brakash's Dwarf Axe of Hacking

~Min. Level: 9

~12-25 Melee Damage  
~+5 Strength  
~+15% Critical

~Meat Cleaver of Maeck  
~Min. Level: 9  
~12-24 Melee Damage  
~+5 dmg to Animals  
~-10 Accuracy

~Green Mace of the Outlander  
~Min. Level: 14  
~5-10 Melee Damage  
~+5 Hit Points Regeneration  
~Knockback

~Crystal Crook of Jas Mynn  
~Min. Level: 9  
~3-6 Melee Damage  
~+5 Courage  
~Fragile  
~+5 Wisdom

~Staff of Brilee the Scarlet  
~Min. Level: 9  
~7-14 Melee Damage  
~+7 Health  
~Knockback  
~+1 Wisdom

~Oakstaff of Old Thalcos  
~Min. Level: 9  
~2-4 Melee Damage  
~+40 Spirit Points  
~+5 Wisdom

~Vella of Lorien's Goldbow  
~Min. Level: 9  
~9-19 Impaling Damage  
~+3 Accuracy  
~Armor Piercing  
~Sunburst

~Maegborion Elfbow  
~Min. Level: 9  
~10-21 Impaling Damage  
~+6 Accuracy  
~+3 Courage

~Orc Lump's Big Bow  
~Min. Level: 9  
~10-20 Impaling Damage  
~+5 Strength  
~-10 Accuracy  
~Gemfinder

~Blue Chainmail of Zephyrmaster  
~Min. Level: 9  
~+11 Melee Armor  
~+6 Missile Armor  
~+5% Speed  
~+50% Fear Resistance

~Fomac's Mail  
~Min. Level: 9  
~+10 Melee Armor  
~+8 Missile Armor  
~+3 Courage  
~+2 Wisdom

~Scalemail of Marr Kuz the Tall

~Min. Level: 9  
~+12 Melee Armor  
~+8 Missile Armor  
~+5 Strength  
~+20 Hit Points

~Mage Crown Of Ulrick  
~Min. Level: 9  
~+1 Melee Armor  
~+1 Critical Armor  
~+3 Courage  
~+3 Wisdom

~Shining Helm of Jae Sunbae  
~Min. Level: 9  
~+2 Melee Armor  
~+12 Critical Armor  
~+50% Fear Resistance  
~+50% Poison Resistance

~Erlina's Guamanian Boar Helm  
~Min. Level: 9  
~+1 Melee Armor  
~+8 Critical Armor  
~+7 Health

~Wizard Robes of Bilroy the Brown  
~Min. Level: 14  
~+1 Melee Armor  
~+2 Missile Armor  
~+3 Spirit Regeneration  
~+2 Wisdom

~Love-Blessed Cloak of Adin-Ari  
~Min. Level: 14  
~+1 Melee Armor  
~+2 Missile Armor  
~+5 Hit Points Regeneration  
~+15% Fear Resistance

~Aramat's Garnet Cowl  
~Min. Level: 9  
~+3 Melee Armor  
~+5 Missile Armor  
~+4 Defense  
~Backstab

~Sindalvin Gloves of Elf Bowyers  
~Min. Level: 9  
~+10 Accuracy

~Dusten Bardic Gloves  
~Min. Level: 9  
~+3 Strength  
~+3 Accuracy  
~+1 Wisdom

~Gauntlets of Numbers  
~Min. Level: 9  
~+4 Damage  
~+4 Health

~The Unknown Amulet of Kempor  
~Min. Level: 9  
~+5 Damage  
~+5 Strength  
~Cursed

~Devitt Crystal Amulet  
~Min. Level: 9  
~+1 Accuracy

~+3 Courage  
~+15% Poison Resistance  
~+1 All Primary Stats

~Nickohare's Foot

~Min. Level: 9  
~+13 Defense

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Runes  
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Runes are items you can purchase from Rune Forge's (found at "Campsite" maps) (prices below), there are four each race: Dwarf, Elf, Man, and the Morgul race of Orcs has three runes. Runes can be used by going to a weapon or shield and selecting "carve rune" where the runes you own-as long with their effects-will appear. Carving runes is a great way to give your weapons the edge and its highly recommended you buy as much as possible because the last rune (Morgul III) is extremely strong giving you +5 to all your attributes.

~Dwarf Rune I - Dwarfmetal

~+1 Melee Armor  
~450 gems

~Dwarf Rune II - Sharpness

~+1 Damage  
~350 gems

~Dwarf Rune III - The Forge

~+5 Critical Damage  
~750 gems

~Dwarf Rune IV - Mountain

~+5 Hit Points per Slain Foe  
~1,400 gems

~Elf Rune I - Orc Foe

~+2 dmg to Orcs  
~600 gems

~Elf Rune II - Nimblefoot

~+10% Dodge  
~800 gems

~Elf Rune III - Sacred Heart

~+2 Spirit Regeneration  
~1,600 gems

~Elf Rune IV - Meditative

~Stand still to heal oneself  
~2,000 gems

~Man Rune I - White City

~+2 Missile Armor  
~500 gems

~Man Rune II - Nature

~+20 Hit Points from herbs  
~100% Extra Hit Points from Food  
~850 gems

~Man Rune III - Might of Man

~+1 Damage  
~+15 hit points  
~600 gems

~Man Rune IV - Rune of Fire

~+3 Fire Protection  
~Fireburst  
~700 gems

~Morgul Rune I - Orc Doom-King



- ~+4 dmg to Orcs
- ~-50% Corruption
- ~900 gems
- ~Morgul Rune II - Dire Fear
  - ~30% to Push Foe Back
  - ~-60% Corruption
  - ~750 gems
- ~Morgul Rune III - Blackness
  - ~+5 All Primary Stats
  - ~-70% Corruption
  - ~2,000 gems

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Whetstones

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Whetstones are the boring feature taken from "The Two Towers" that increase weapon quality and damage. Whetstones can be bought at Rune Forges as well as normal Forges (found at "Campsite" maps) (prices below). You can find your current Whetstone besides your herbs and Ent Water in the backpack, when you buy a stronger one the current one is replaced.

- ~Used Whetstone
  - ~Keeps weapons in good condition
  - ~+1 damage
  - ~100 gems
- ~Ordinary Whetstone
  - ~Keeps Weapons in good condition
  - ~+2 damage
  - ~500 gems
- ~Common Whetstone
  - ~Keeps weapons in good condition
  - ~+3 damage
  - ~1,000 gems
- ~Fine Whetstone
  - ~Keeps weapons in superior condition
  - ~+4 damage
  - ~2,000 gems
- ~Superior Whetstone
  - ~Keeps weapons in superior condition
  - ~+5 damage
  - ~4,000 gems
- ~Dwarven Whetstone
  - ~Keeps weapons in superior condition
  - ~+6 damage
  - ~6,000 gems
- ~Adamant Whetstone
  - ~Keeps weapons in perfect condition
  - ~+7 damage
  - ~10,000 gems
- ~Mithril Whetstone
  - ~Keeps weapons in perfect condition
  - ~+8 damage
  - ~12,000 gems

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Prefixes and Suffixes

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## Prefixes

Well, I totally redid this section, as before it was terrible and extremely hard to read, hopefully it's better this time. Also, instead of just listing them all I have now split them up into there 6 (possibly 7) groups, Primary, Secondary, (Tertiary), Armors, Neckwear, Cloaks, Gloves & Footwear. Note that alot of prefixes repeat themselves, but they are still different. They are not in alphabetical order, but in the order the game has itself, I don't mean the order you get them, but the order they were programmed. I found this order more helpful, as usually the better prefixes and suffixes can be found at the end. If your looking for a perticular prefix / suffix however, press Ctrl + F, to bring up the "Find" window. Type whatever you are looking for (stats or a prefix) and it should find it. If you want to limit it, highlight the part that you want it to search from. Also, this order has something to do with where you find them. For example, in the Primary weapons section, from Tarnished to Lancer's are all found in Orthanc and Isengard levels.

### Primary Weapons

A huge group, the Primary weapon prefies are for Knives, Blades, Swords, Axes, and Maces, which is basically all the weapons. Just as many prefixes as Neckwear here, so you have alot to chose from. Some good prefixes to use are "Blackflame", "Nazgul's", "Magnificent", "Torturer's", "Judgement's", and "Old Morgul's".

~Bronze	~-1 Damage ~Cheap ~Turns weapon yellow
~Cumbersome	~+1 Damage ~-2 Accuracy
~Goblin	~-1 Damage
~Black	~+1 Damage ~Turns weapon black
~Rusted	~+5 Damage ~Fragile
~Stained	~+1 Strength
~Cheap	~Cheap
~Bloody	~+1 Health ~Turns weapon reddish-orange
~Ebony	~+1 Min. Level ~+3 Defense ~Turns weapon black
~Obsidian	~+1 Min. Level ~+9 Damage ~+3 Defense ~Fragile ~Turns weapon black

~Seeping	~+2 Min. Level ~+1 Damage ~Venomous
~Darkmoon	~+7 Min. Level ~+3 Accuracy ~+3 Spirit Regen ~Turns weapon black
~Fired	~+1 Min. Level ~+2 Damage
~Ancient	~+1 Min. Level ~+2 Courage
~Iron	~+1 Min. Level ~+1 Damage ~-1 Accuracy ~Cheap
~Old	~+1 Min. Level ~+7 Damage ~+5 Accuracy ~Fragile
~Ragged	~+1 Min Level ~+3 Damage ~-2 Accuracy
~Assassin's	~+1 Min Level ~+5% Critical ~Backstab ~Turns weapon black
~Hunter's	~+1 Min Level ~+1 Accuracy ~Turns weapon brown
~Uruk	~+1 Min Level ~+1 Damage ~+1 Strength
~Udun	~+2 Min Level ~+2 Strength ~+1 Defense ~+1 Courage
~Master's	~+2 Min Level ~+3 Accuracy
~Scarred	~+3 Min Level ~+4 Courage ~+25 Hit Points
~Skull King's	~+3 Min Level ~+5 Damage ~Cursed
~Spider-Iron	~+1 Min. Level ~+1 dmg to Animals

	~+1 Defense ~Immobilize ~Turns weapon black
~Arachnid	~+1 Min. Level ~+1 Defense ~Venomous
~Venomous	~+1 Min. Level ~Immobilize ~Venomous ~Turns weapon green
~Poisoned	~+1 Min. Level ~+2 Damage ~Venomous ~Adds light green sparkles to weapon
~Crimson	~+1 Min. Level ~+2 Damage ~Turns weapon red
~Elven	~+1 Min. Level ~+3 dmg to Orcs
~Green	~+1 Min. Level ~+1 Damage ~-2 Strength ~+2 Courage ~Turns weapon green
~Strengthened	~+1 Min. Level ~+1 Strength ~Knockback
~Opal	~+2 Min. Level ~+1 Strength ~+3 Wisdom ~Turns weapon black
~Vile	~+2 Min. Level ~+7 Damage ~-10 Health ~Venomous
~Razor-edged	~+3 Min. Level ~+1-2 Melee Damage ~+4 Damage
~Mithril	~+3 Min. Level ~+3 Damage ~+3 dmg to Orcs ~Armor Piercing
~Cold	~+2 Min. Level ~+2 Damage ~Immobilize ~Adds blue sparkles to weapon
~Olog's	~+2 Min. Level

	~+3 Strength
~Sooty	~+2 Min. Level ~+2 Defense ~+1 Courage ~Turns weapon black
~Volcanic	~+2 Min. Level ~+1 Fire Damage ~+1 Health ~Fireburst
~Spiked	~+2 Min. Level ~+3 Damage
~Glass	~+2 Min. Level ~+11 Damage ~Fragile
~Regenerating	~+7 Min. Level ~+2 Hit Points Regen
~Easterling	~+2 Min. Level ~+1-2 Melee Damage ~+4 Strength ~-1 Courage
~Orc Bane	~+3 Min. Level ~+5 dmg to Orcs
~Bonewhite	~+8 Min. Level ~+1 Damage ~+2 Hit Points Regen
~Nazgul's	~+4 Min. Level ~+1 Poison Damage ~+6 Damage ~Cursed ~Turns weapon black
~Blackflame	~+4 Min. Level ~+2 Fire Damage ~Fireburst ~+3 All Primary Stats ~Turns waepon black ~Adds black sparkles to weapon
~Red	~+2 Min. Level ~+1 Damage ~+3 Strength ~Turns weapon red
~Piercing	~+2 Min. Level ~+1-1 Melee Damage ~+5% Critical ~Armor Piercing
~Smith's	~+2 Min. Level ~+1 Damage ~+10% Critical

~Dark	~+2 Min. Level ~+3 Strength ~+5 Accuracy ~+3 Health ~-10 Courage ~Turns weapon black
~Mottled	~+2 Min. Level ~+1 Courage ~+5% Critical ~Knockback ~Turns weapon brown
~Amber	~+2 Min. Level ~+3 Defense ~Immobilize ~Turns weapon yellow
~Ember	~+2 Min. Level ~+1 Damage ~Fireburst
~Sorcerer's	~+2 Min. Level ~+4 Wisdom ~Adds gold sparkles
~Gil-Galad's	~+3 Min. Level ~+1 All Primary Stats
~Enormous	~+3 Min. Level ~+7 Damage ~-10% Speed
~Corrupt	~+4 Min. Level ~Nightburst ~Cursed ~+3 All Primary Stats
~Vorpal	~+4 Min. Level ~+4 Damage ~+15% Critical
~Ruby	~+3 Min. Level ~+1 Accuracy ~+2 Courage ~Sunburst ~Turns weapon red
~Furnace	~+3 Min. Level ~+1 Fire Damage ~+2 Damage ~+1 Strength ~Fireburst
~Slayer's	~+3 Min. Level ~+1 Damage ~+5% Critical ~Nightburst

~Perfect	~+3 Min. Level ~+1 All Primary Stats
~Shadowed	~+3 Min. Level ~Nightburst ~Cursed ~+2 All Primary Stats ~Turns weapon light purple
~Antique	~+3 Min. Level ~+1 Damage ~+3 Accuracy
~Molten	~+3 Min. Level ~-3 Hit Points per Slain Foe ~Sunburst ~Fireburst ~Turns weapon red ~Adds orange sparkles to weapon
~Fell	~+3 Min. Level ~+6 dmg to Animals ~Cursed ~+3 All Primary Stats
~Lord's	~+4 Min. Level ~+4 Strength
~Elrond's	~+4 Min. Level ~+5 Courage
~Isildur's	~+5 Min. Level ~+10 Strength ~-10 Courage ~+10% Critical
~Elendil's	~+5 Min. Level ~+50 Hit Points
~Tarnished	~+3 Damage ~Fragile ~Turns weapon brown
~Tainted	~+2 Damage ~Cursed
~Grunt's	~+1 Damage
~Ruddy	~+1 Strength ~Turns weapon light red
~Oversized	~+1 Damage ~-5% Speed
~Dirtied	~Cheap ~Turns weapon dark brown
~Warped	~+2 Damage ~+2 Strength ~-4 Accuracy

~Ent Trodden	~+10 Hit Points
~White	~+1 Min. Level ~+2 Courage ~+5 Hit Points
~Orthanc	~+1 Min. Level ~+3 Courage ~+20 Hit Points ~Cursed
~Orc Slaying	~+2 Min. Level ~+4 dmg to Orcs
~Lurtz's	~+2 Min. Level ~+2 Strength ~-2 Defense ~+10 Hit Points
~Wanderer's	~+1 Min. Level ~+10 Hit Points
~Ally's	~+1 Min. Level ~+1 Damage ~+1 Courage
~Lancer's	~+1 Min. Level ~+2 dmg to Orcs
~Blacksmith's	~+1 Min. Level ~+1 Damage ~+1 Health
~Maiden's	~+1 Min. Level ~+1 All Primary Stats
~Sharpened	~+1 Min. Level ~+2 Damage
~Polished	~+1 Min. Level ~+35% Experience Bonus ~Fragile
~Rohirrim	~+1 Min. Level ~+1 Courage ~+10 Hit Points
~Eomer's	~+2 Min. Level ~+2 Strength ~+1 Accuracy
~Eowyn's	~+2 Min. Level ~+3 Defense
~Fearless	~+3 Min. Level ~+50% Fear Resistance
~Exotic	~+3 Min. Level ~Valuable



	~+2 All Primary Stats ~Turns weapon yellow
~Miner's	~+1 Min. Level ~+2 dmg to Orcs ~+1 Health
~Brown	~+1 Min. Level ~+3 dmg to Animals ~Turns weapon brown
~Guidesman's	~+1 Min. Level ~+2 dmg to Animals ~+2 dmg to Orcs
~Sigiled	~+1 Min. Level ~+1 All Primary Stats
~Runic	~+1 Min. Level ~+1 Strength ~+1 Courage
~Harrowed	~+1 Min. Level ~-2 Damage ~+5 dmg to Nazgul
~Heavy	~+1 Min. Level ~+3 Damage ~-2 Defense
~Honed	~+1 Min. Level ~+1 Damage ~Valuable
~Storm-forged	~+2 Min. Level ~Sunburst ~Adds white sparkles to weapon
~Nightmare	~+2 Min. Level ~-20% Fear Resistance ~+2 All Primary Stats ~Turns weapon black ~Adds orange sparkles to weapon
~Elf Queen's	~+3 Min. Level ~+40 Spirit Points
~Warrior's	~+3 Min. Level ~+3 Strength ~+2 Accuracy
~Cursed	~+2 Min. Level ~+4 Damage ~-3 Melee Armor ~+3 Strength ~Cursed
~Jagged	~+2 Min. Level ~+2 Damage

~Glowing	~+2 Min. Level ~+3 dmg to Orcs ~+1 Courage ~Adds white sparkles to weapon
~Vengeance	~+2 Min. Level ~+1 Courage ~Backstab
~Frog's	~+7 Min. Level ~+5 Hit Points ~+2 Hit Points Regen ~Turns weapon green ~Adds green sparkles to weapon
~Ruthless	~+2 Min. Level ~+2 Damage ~Backstab
~Cobalt	~+2 Min. Level ~+3 Defense ~Turns weapon blue
~Serpent's	~+2 Min. Level ~+1 Defense ~+15 Hit Points ~Adds green sparkles to weapon
~Azure	~+3 Min. Level ~+2 Damage ~+30 Hit Points ~Turns weapon light blue
~Ghostmetal	~+3 Min. Level ~+5 Damage ~-5 Hit Points per Slain Foe ~Armor Piercing ~Turns weapon yellow
~Ethereal	~+4 Min. Level ~+4 Damage ~Armor Piercing
~Platinum	~+4 Min. Level ~+3 Damage ~Gemfinder
~Engraved	~+2 Min. Level ~Valuable
~Dwarf Maiden	~+2 Min. Level ~+1 Strength ~+1 Accuracy ~+1 Courage
~Elder	~+2 Min. Level ~+1 dmg to Orcs ~+5% Experience Bonus
~Grey	~+2 Min. Level

	~+3 Courage ~Turns weapon grey
~Snowbird's	~+2 Min. Level ~+1 Strength ~+10% Speed ~Turns weapon blue ~Adds white sparkles to weapon
~Frozen	~+2 Min. Level ~+1 Damage ~+25 Hit Points ~Immobilize ~Adds white sparkles to weapon
~Crystalline	~+2 Min. Level ~+11 Damage ~Fragile ~Turns weapon translucent blue
~Hero's	~+2 Min. Level ~+1 Courage ~+5% Experience Bonus
~Old Dwarf's	~+3 Min. Level ~+1 Damage ~+5% Experience Bonus ~Gemfinder
~Goldsmith's	~+3 Min. Level ~Gemfinder ~+2 All Primary Stats ~Turns weapon gold ~Adds gold sparkles to weapon
~Legendary	~+4 Min. Level ~+6 Courage
~Ancient Mithril	~+4 Min. Level ~+4 Damage ~+5 dmg to Orcs ~Armor Piercing
~Warder's	~+3 Min. Level ~+3 Defense
~Keeper's	~+3 Min. Level ~+1 Strength ~+3 Defense
~General's	~+3 Min. Level ~+3 Courage ~+1 Wisdom
~Scoundrel's	~+3 Min. Level ~+7 Damage ~Backstab ~-3 All Primary Stats
~River's	~+3 Min. Level

	~+10% Speed ~Turns weapon blue
~Consecrated	~+3 Min. Level ~+5 Hit Points per Slain Foe ~Sunburst ~Valuable ~Adds white sparkles to weapon
~Cruel	~+3 Min. Level ~Backstab ~+1 All Primary Stats
~Knight's	~+3 Min. Level ~+50% Fear Resistance ~+50% Poison Resistance
~Troll's	~+4 Min. Level ~+5 Strength
~Historical	~+4 Min. Level ~+3 Damage ~Valuable ~+1 All Primary Stats
~Magnificent	~+5 Min. Level ~Valuable ~+5 All Primary Stats ~Turns weapon gold ~Adds yellow sparkles to weapon
~Tremendous	~+5 Min. Level ~+9 Strength
~Heavy Ithilien	~+3 Min. Level ~+2 Damage ~+3 Strength
~Flanged	~+3 Min. Level ~+3 Damage ~+1 Defense
~Black Metal	~+3 Min. Level ~+3 Damage ~Armor Piercing ~Turns weapon black
~Savage	~+3 Min. Level ~+4 Strength ~+1 Health ~Knockback
~Fierce	~+3 Min. Level ~+20 Hit Points ~Knockback ~Armor Piercing
~Wyrd	~+3 Min. Level ~+4 Wisdom

~Burning	~+3 Min. Level ~+1 Fire Damage ~+2 Damage ~-5 Hit Points per Slain Foe ~Fireburst ~Turns weapon red ~Adds red sparkles to weapon
~Deadly	~+3 Min. Level ~+4 Damage ~Turns weapon red ~Adds black sparkles to weapon
~Torturer's	~+4 Min. Level ~+5 Damage ~+80% Fear Resistance ~Cursed
~Executioner's	~+4 Min. Level ~+3 Damage ~+10% Critical ~Backstab ~Turns weapon black ~Adds orange sparkles to weapon
~Judgement's	~+5 Min. Level ~+5 Damage ~+3 All Primary Stats ~Turns weapon black ~Adds white sparkles to weapon
~Old Morgul	~+5 Min. Level ~+8 Damage ~+10% Critical ~Cursed

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Secondary Weapons  
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Secondary weapons include bows and staves, they have a smaller Prefix pool than the Primary weapons, but you still have a variety to choose from. There are very weird prefixes in this group, and among the best are: "Black Lord's", "Elrond's", "White Wizard" (for Gandalf), "Gollum's" (possibly), "Gemtudded", "Ebony", "Ethereal", and "High Wizard's" for Gandalf.

~Servant's	~+5 Hit Points
~Retainer's	~+1 Health
~Mirkwood	~+1 Defense ~+1 Wisdom
~Captive's	~-1 Defense ~+2 Courage
~Cumbersome	~+3 Damage ~-3 Accuracy
~Uruk Hai	~+2 Strength

	~-3 Accuracy
~Rotting	~+9 Strength ~Fragile
~Dried	~Fragile ~+4 All Primary Stats
~Overseer's	~+1 Min. Level ~+15 Hit Points ~+2 Wisdom
~Dark Archer's	~+1 Min. Level ~+2 Damage ~+15% Critical ~Cursed
~Bloodwood	~+2 Min. Level ~+3 Strength ~+10% Critical ~Turns weapon light orange
~Ungol	~+2 Min. Level ~+7 Strength ~Cursed
~Oiled	~+1 Min. Level ~+2 Defense
~Strength	~+1 Min. Level ~+1 Damage ~+2 Strength
~Fell	~+1 Min. Level ~+4 Damage ~Cursed
~Thorny	~+1 Min. Level ~+2 Damage ~-1 Hit Points per Slain Foe ~Turns weapon purple
~Blackwood	~+1 Min. Level ~+1 Damage ~+2 Wisdom ~Turns weapon dark blue
~Rotwood	~+1 Min. Level ~+4 Damage ~Fragile ~Venomous
~Putrid	~+1 Min. Level ~Cursed ~Venomous ~Adds purple sparkles to weapon
~Russet	~+1 Min. Level ~+1 Strength ~+1 Health

~Webwood	~+2 Min. Level ~+2 Strength ~Immobilize
~Oozing	~+2 Min. Level ~+2 Defense ~+30% Poison Resistance ~Venomous
~Spiderleg	~+3 Min. Level ~-10 Accuracy ~+5 Hit Points per Slain Foe ~+30% Poison Resistance ~Venomous ~Turns weapon purple
~Jade	~+3 Min. Level ~Knockback ~+4 Wisdom ~Turns weapon light green
~Unnatural	~+3 Min. Level ~-50 Hit Points ~+2 Wisdom ~+3 All Primary Stats
~Coal Black	~+3 Min. Level ~+1 Fire Damage ~+2 Strength ~Turns weapon dark blue
~Burnt	~+3 Min. Level ~+1 Fire Damage ~+1 Damage ~+1 Accuracy ~Turns weapon dark blue
~Ash	~+3 Min. Level ~+3 Defense
~Sacrificial	~+3 Min. Level ~+3 Damage ~Armor Piercing ~Backstab
~Onyx	~+3 Min. Level ~+1 Damage ~+1 Accuracy ~+1 Defense ~+2 Wisdom
~Fossil	~+3 Min. Level ~+2 Damage ~+3 Wisdom
~Black Bone	~+3 Min. Level ~+2 Damage ~+6 Wisdom ~Cursed

	~Turns weapon black
~White Ash	~4 Min. Level ~+3 Courage ~+3 Wisdom
~Gollum's	~+4 Min. Level ~+3 Strength ~+1 Courage ~+15% Speed
~Tainted	~+5 Min. Level ~Cursed ~+4 All Primary Stats
~Black Lord's	~+5 Min. Level ~+5 Damage ~+5 Hit Points per Slain Foe, ~Cursed ~+2 All Primary Stats
~Bony	~+1 Min. Level ~+1 Damage ~+1 Defense
~Knobbed	~+1 Min. Level ~+1 Damage ~Cheap
~Warped	~+1 Min. Level ~-1 Accuracy ~+2 Defense
~Hobbit	~+1 Min. Level ~+1 Health ~+1 Courage
~Puissant	~+1 Accuracy
~Fine	~+1 Damage
~Sturdy	~+1 Strength ~+5 Hit Points
~Ivory	~+1 Courage
~Sorcerer's	~+1 Min. Level ~+2 Wisdom ~Adds gold sparkles to weapon
~Dark Etched	~+1 Min. Level ~+35 Spirit Points ~Cursed
~Silverleaf	~+2 Min. Level ~+3 dmg to Animals ~+1 All Primary Stats
~White Wizard	~+2 Min. Level ~+4 Courage



	~+3 Wisdom ~Adds white sparkles to weapon
~Pine	~+1 Min. Level ~+1 Accuracy ~+5 Hit Points
~Mahogany	~+1 Min. Level ~+2 Damage
~Elven	~+1 Min. Level ~+3 dmg to Orcs
~Prince's	~+1 Min. Level ~+1 Courage
~Gamekeeper's	~+1 Min. Level ~+3 dmg to Animals
~Shepherd's	~+1 Min. Level ~+1 dmg to Animals ~+1 Courage
~Prairie	~+1 Min. Level ~+10 Hit Points ~+10 Spirit Points
~Branded	~+1 Min. Level ~+1 Damage ~+1 Courage ~Valuable
~Staghorn	~+2 Min. Level ~+3 Strength ~Armor Piercing ~Turns weapon light brown
~Eomer's	~+2 Min. Level ~+2 Strength ~+1 Courage
~Vulture's	~+3 Min. Level ~+1 Damage ~+10% Hit Points per Slain Foe
~Olive	~+3 Min. Level ~+3 Defense
~Elm	~+1 Min. Level ~+2 Defense
~Walnut	~+1 Min. Level ~-1 Strength ~+1 Wisdom ~+1 All Primary Stats ~Turns weapon light brown
~Cherry	~+1 Min. Level ~+25 Hit Points ~Turns weapon light orange

~Etched	~+1 Min. Level ~Valuable ~+1 All Primary Stats
~Masterwork	~+1 Min. Level ~+1 Damage ~+2 Accuracy
~Woodworker's	~+1 Min. Level ~-1 Damage ~+2 Accuracy ~Turns weapon brown
~Heavy	~+1 Min. Level ~+2 Damage ~Knockback
~Wildman's	~+1 Min. Level ~+3 Damage ~-2 Accuracy
~Unbreakable	~+2 Min. Level ~+35 Hit Points
~Celeborn's	~+2 Min. Level ~+1 Strength ~+3 Courage
~Elrond's	~+3 Min. Level ~+2 Strength ~+5 Accuracy ~+4 Courage
~Courageous	~+3 Min. Level ~+5 Courage
~Ebony	~+2 Min. Level ~+12 Damage ~+10 dmg to Nazgul ~Turns weapon dark blue
~Old	~+2 Min. Level ~+8 Damage
~Age Old	~+2 Min. Level ~Armor Piercing ~+1 All Primary Stats
~Blemished	~+2 Min. Level ~+5 Defense ~+5 Courage
~Rattling	~+2 Min. Level ~+7 Courage ~Venomous
~Cavefish	~+2 Min. Level ~+50% Poison Resistance

~Carved	~+2 Min. Level ~Valuable ~+1 All Primary Stats
~Terrible	~+2 Min. Level ~+3 Strength ~+10 Hit Points per Slain Foe
~Ghostwood	~+3 Min. Level ~+2 Damage ~+6 Melee Armor ~+2 Hit Points per Slain Foe ~Turns weapon translucent
~Black Rune	~+3 Min. Level ~+7 Damage ~Nightburst ~Cursed ~Adds black sparkles to weapon
~Ethereal	~+4 Min. Level ~+12 Melee Armor ~+20% Fear Resistance ~+20% Poison Resistance ~Turns weapon light blue
~Gemstudded	~+4 Min. Level ~+4 All Primary Stats
~Oak	~+2 Min. Level ~+3 Strength ~Knockback
~Dogwood	~+2 Min. Level ~+1 Courage ~+2 Wisdom
~Icy	~+2 Min. Level ~Immobilize ~Armor Piercing ~Turn weapon blue ~Adds white sparkles to weapon
~Navigator's	~+2 Min. Level ~+2 Accuracy ~+2 Courage ~Gemfinder
~Ivy	~+7 Min. Level ~+3 Hit Points Regen ~Turns weapon green ~Adds green sparkles to weapon
~Wilderness	~+2 Min. Level ~+4 dmg to Animals ~+2 dmg to Orcs ~Turns weapon light brown ~Adds green sparkles to weapon
~Preserved	~+2 Min. Level

	~+25 Hit Points ~+20 Spirit Points
~Strengthened	~+2 Min. Level ~+2 Damage ~+3 Strength
~Glass	~+3 Min. Level ~+11 Damage ~Fragile ~Turns weapon trnaslucent blue
~Dungeoneer's	~+3 Min. Level ~+3 Strength ~+3 Courage ~Gemfinder
~Crystal Rune	~+4 Min. Level ~+4 Damage ~+1 All Primary Stats
~Stone-etched	~+4 Min. Level ~+5 Damage ~Turns weapon light blue
~Applewood	~+8 Min. Level ~+4 Hit Points Regen ~Turns weapon light brown
~Purpleheart	~+8 Min. Level ~+3 Spirit Regen ~Turns weapon purple ~Adds gold sparkles to weapon
~Holly	~+3 Min. Level ~+3 Strength ~+1 Courage ~Turns weapon light green ~Adds orange sparkles to weapon
~Teak	~+3 Min. Level ~+30 Hit Points
~Mithrilstone	~+3 Min. Level ~+2 Damage ~+1 Strength ~+3 Courage
~Sage's	~+3 Min. Level ~+3 Courage ~+10 Spirit Points ~+1 Wisdom ~Adds blue sparkles to weapon
~Storm	~+3 Min. Level ~+2 Damage ~Nightburst ~Turns weapon light blue ~Adds white sparkles to weapon

~Orc Slaying	~+3 Min. Level ~+4 dmg to Orcs
~Heroic	~+4 Min. Level ~+4 Strength ~+1 Accuracy ~+3 Courage
~Denethor's	~+4 Min. Level ~+5 Strength ~+25 Hit Points ~Cursed
~High Wizard's	~+5 Min. Level ~+5 Courage ~+5 Wisdom ~Turns weapon gold ~Adds gold sparkles to weapon
~High Elven	~+5 Min. Level ~+6 dmg to Orcs ~Turns weapon light green ~Adds white sparkles to weapon

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Tertiary Items  
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Tertiary items include all Arrows and Unique items. At first, these items look good, but they're the only ones that can't get prefixes or suffixes, making only a few still stand out, like Narsil. As mentioned before, nothing in this group at all.

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Armor  
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Armor applies to all three groups of Armor (Cloth Shirt - Full Corselet), all Shields and all Helms, including the Crown. Some of the coolest prefixes here, nothing for Magic users or treasure-hunters, but great for Melee characters. The best here are "Isildur's", "Elendil's", "Radiant", "Adamant", and of course "Boromir's" (w00t +100 HP).

~Shoddy	~-1 Damage ~Cheap
~Cumbersome	~+1 Melee Armor ~-3 Accuracy
~Goblin	~-1 Melee Armor ~+1 Accuracy
~Black	~+1 Strength
~Thief's	~-5 Courage ~Backstab
~Hardened	~+1 Melee Armor
~Inferior	~-5 Defense

	~Cheap
~Bloody	~+5 Hit Points
~Hero's	~+1 Min. Level ~+1 Melee Armor ~+1 Strength
~Burglar's	~+1 Min. Level ~Backstab ~Gemfinder
~Smeagol's	~+2 Min. Level ~+2 Defense ~+15 Hit Points
~Torturer's	~+2 Min. Level ~+3 Accuracy ~+5% Critical
~Thug's	~+1 Min. Level ~+1 Melee Armor ~+5 Hit Points
~Ancient	~+1 Min. Level ~+1 Melee Armor
~Studded	~+1 Min. Level ~+1 Melee Armor ~+1 Defense
~Brown	~+1 Min. Level ~+1 Defense
~Bladed	~+1 Min. Level ~+1 Damage
~Miner's	~+1 Min. Level ~+2 Critical Armor
~Hunter's	~+1 Min. Level ~+1 Accuracy
~Raging	~+1 Min. Level ~+0-1 Melee Damage ~+6 Strength ~-5 Accuracy
~Mornie	~+2 Min. Level ~+1 All Primary Stats
~Crested	~+2 Min. Level ~+3 Courage ~Valuable
~Warg Leader's	~+3 Min. Level ~+4 dmg to Animals ~+1 Strength
~Sergeant's	~+3 Min. Level

	~+2 Strength
	~+2 Accuracy
	~+1 Defense
~Fetid	~+1 Min. Level
	~+6 Strength
	~-5 Health
	~+2 Defense
~Arachnid	~+1 Min. Level
	~+1 Accuracy
	~+1 Defense
~Venomous	~+1 Min. Level
	~+1 Damage
	~-20 Hit Points
	~Venomous
~Putrid	~+1 Min. Level
	~-20 Hit Points
	~+1 All Primary Stats
~Thorin's	~+1 Min. Level
	~+2 Strength
	~+1 Accuracy
	~+1 Courage
~Elven	~+1 Min. Level
	~+2 Accuracy
	~+1 Defense
~Green	~+1 Min. Level
	~+1 Melee Armor
	~+20% Poison Resistance
~Dwarf Etched	~+1 Min. Level
	~+1 Melee Armor
	~+1 Hit Point
~Opal	~+2 Min. Level
	~+2 Wisdom
~Vile	~+2 Min. Level
	~+1 Melee Armor
	~Nightburst
	~Cursed
	~Backstab
~Decomposing	~+3 Min. Level
	~+1 Health
	~Nightburst
	~Venomous
~Mithril	~+3 Min. Level
	~+4 Melee Armor
~Dark Fae	~+2 Min. Level
	~Nightburst
~Olog's	~+2 Min. Level

	~+2 Strength
~Sooty	~+2 Min. Level ~+2 Fire Protection ~+10% Fear Resistance
~Maggot's	~+2 Min. Level ~+50% Poison Resistance
~Spiked	~+2 Min. Level ~+1 Damage
~Dunlending	~+2 Min. Level ~+1 Strength ~+1 Defense
~Half-Troll	~+2 Min. Level ~+3 Strength ~+1 Defense
~Easterling	~+2 Min. Level ~+1 Health ~+2 Defense
~Minion's	~+3 Min. Level ~+30 Hit Points
~Blood Eye	~+3 Min. Level ~+3 Accuracy ~+10 Spirit Points ~Cursed
~Ringwraith's	~+4 Min. Level ~+5 Melee Armor ~Cursed
~Warrior's	~+4 Min. Level ~+4 Melee Armor ~+2 Strength ~+1 Health
~Fire Red	~+2 Min. Level ~+5 Fire Protection ~+1 Strength
~Jeweled	~+2 Min. Level ~+2 Melee Armor ~Valuable
~Prince's	~+2 Min. Level ~+2 Melee Armor ~+1 Courage ~Valuable
~Coal Black	~+2 Min. Level ~+1 Melee Armor ~+4 Fire Protection ~+1 Health
~Spotted	~+2 Min. Level



	~+3 Defense
~Amber	~+2 Min. Level ~+15 Hit Points ~+3 Wisdom
~Forgotten	~+2 Min. Level ~+1 All Primary Stats
~Smith's	~+2 Min. Level ~+3 Melee Armor
~Gil-Galad's	~+3 Min. Level ~+3 Melee Armor ~+1 All Primary Stats
~Healthy	~+3 Min. Level ~+3 Health ~+35 Hit Points
~Corrupt	~+4 Min. Level ~+4 dmg to Orcs ~+60 Hit Points ~Cursed
~Hearty	~+4 Min. Level ~+90 Hit Points
~Crystalline	~+3 Min. Level ~+1 Defense ~+1 All Primary Stats
~Magma	~+3 Min. Level ~+2 Melee Armor ~+2 Strength
~Slayer's	~+3 Min. Level ~+1 Damage ~+5% Critical
~Flawless	~+3 Min. Level ~+4 Melee Armor ~Valuable
~Shadowed	~+3 Min. Level ~+1 Melee Armor ~+4 Defense
~Antique	~+3 Min. Level ~+3 Melee Armor ~+2 Defense ~Valuable
~Molten	~+3 Min. Level ~+6 Fire Protection ~+10 Spirit Points
~Fell	~+3 Min. Level ~+15 Hit Points ~Cursed

	~+2 All Primary Stats
~Elf King's	~+4 Min. Level ~+3 Courage ~+4 Wisdom
~Elrond's	~+4 Min. Level ~+3 Strength ~+3 Defense ~+3 Courage
~Isildur's	~+5 Min. Level ~+4 Strength ~+12 Defense
~Elendil's	~+5 Min. Level ~+8 Accuracy ~+5 Health ~+2 Defense
~Uruk	~+1 Strength
~Oversized	~+2 Melee Armor ~-3 Strength
~Sloppy	~+1 Melee Armor ~-3 Defense ~Cheap
~Smelly	~-1 Accuracy ~+1 Defense ~Cheap
~Oiled	~+1 Defense
~Gold Trimmed	~Valuable
~Ruddy	~+1 Health
~Sharku's	~+5 Hit Points
~Ugluk's	~+1 Min. Level ~+2 Health
~Grishnakh's	~+1 Min. Level ~+1 Strength ~+1 Health
~Arcane	~+2 Min. Level ~+1 Courage ~+3 Wisdom
~Lurtz's	~+2 Min. Level ~+1 Strength ~+1 Health ~+1 Defense
~Rohirrim	~+1 Min. Level ~+1 Defense

~Reinforced	~+1 Min. Level ~+1 Melee Armor ~+1 Defense
~Armourer's	~+1 Min. Level ~+2 Melee Armor
~Cavalry	~+1 Min. Level ~+1 Melee Armor ~+1 Accuracy
~Maiden's	~+1 Min. Level ~+1 Defense ~+1 Courage
~Madril's	~+1 Min. Level ~+1 Melee Armor ~+1 Strength
~Worn	~+1 Min. Level ~+1 Defense ~Cheap
~Bull's	~+1 Min. Level ~+1 Strength ~+1 Health
~Eomer's	~+2 Min. Level ~+1 Melee Armor ~+2 Strength ~+2 Health
~Eowyn's	~+2 Min. Level ~+1 Melee Armor ~+2 Accuracy ~+2 Defense
~Fearless	~+3 Min. Level ~+1 Strength ~+3 Defense ~+30% Fear Resistance
~Brush Lord's	~+3 Min. Level ~+1 Defense ~+10% Speed
~Gatekeeper's	~+1 Min. Level ~+2 Defense
~Slaver's	~+1 Min. Level ~+4 Critical Armor
~Guardsmen's	~+1 Min. Level ~+2 Melee Armor
~Bladesman's	~+1 Min. Level ~+1 Damage ~+1 Melee Armor
~Heavy	~+1 Min. Level

	~+2 Melee Armor
	~+2 Critical Armor
~Stealthy	~+1 Min. Level
	~+2 Defense
	~Backstab
~Baron's	~+1 Min. Level
	~-1 Melee Armor
	~Valuable
	~+1 All Primary Stats
~Expert	~+1 Min. Level
	~+3 Accuracy
~Fortune's	~+2 Min. Level
	~+3 Courage
	~Gemfinder
	~Valuable
~Glimmering	~+2 Min. Level
	~+1 Melee Armor
	~+3 Defense
~Mithrilstone	~+3 Min. Level
	~+3 Melee Armor
	~+3 Defense
	~Valuable
~Decorated	~+3 Min. Level
	~+1 Courage
	~Valuable
~Surveyor's	~+2 Min. Level
	~+2 Accuracy
	~Gemfinder
~Wolfskin	~+2 Min. Level
	~+1 Melee Armor
	~+3 Missile Armor
	~+1 Health
~Spectral	~+2 Min. Level
	~+2 Defense
	~Nightburst
~Wisp's	~+2 Min. Level
	~+1 Defense
	~Sunburst
	~Backstab
~Dark	~+2 Min. Level
	~+2 Strength
	~+3 Health
	~Cursed
~Dull Grey	~+2 Min. Level
	~+1 Strength
	~+1 Courage
	~+1 Wisdom

~Raven's	~+2 Min. Level ~+1 Spirit Regen ~+2 Wisdom
~Ghoulish	~+7 Min. Level ~+3 Melee Armor ~Cursed
~Cavemaster	~+3 Min. Level ~+1 Melee Armor ~+3 Strength
~Dead Hero's	~+3 Min. Level ~-3 Melee Armor ~+7 Health
~Radiant	~+4 Min. Level ~+50% Fear Resistance ~+50% Poison Resistance ~+1 All Primary Stats
~Ethereal	~+4 Min. Level ~+4 Defense ~+1 Courage
~Coral	~+2 Min. Level ~+2 Melee Armor ~+40% Poison Resistance
~Sailor's	~+2 Min. Level ~+2 Accuracy ~+1 Defense
~Pirate's	~+2 Min. Level ~+1 Strength ~+1 Accuracy ~+3 Health
~Raftsman's	~+2 Min. Level ~+4 Strength
~Aquamarine	~+2 Min. Level ~+1 Melee Armor ~+2 Wisdom
~Fishscale	~+2 Min. Level ~+1 Melee Armor ~+2 Missile Armor
~Captain's	~+2 Min. Level ~+2 Melee Armor ~+1 Courage
~Shipman's	~+2 Min. Level ~+1 Melee Armor ~+15 Hit Points
~Scurvy	~+3 Min. Level ~+4 Health

~+30% Poison Resistance

~Custom	~+3 Min. Level ~+3 Melee Armor ~+1 Accuracy ~+1 Defense
~Adamant	~+4 Min. Level ~+9 Melee Armor ~+6 Strength
~Sharkskin	~+4 Min. Level ~+2 Melee Armor ~+1 Missile Armor ~+3 Strength
~Frozen	~+3 Min. Level ~+1 Melee Armor ~+8 Fire Protection
~Toughened	~+3 Min. Level ~+3 Melee Armor
~Burly	~+3 Min. Level ~+3 Melee Armor ~+1 Strength
~Snow Grey	~+3 Min. Level ~+4 Defense
~Camouflage	~+3 Min. Level ~+2 Melee Armor ~+1 Defense ~Sunburst
~Extra Heavy	~+3 Min. Level ~+4 Melee Armor ~+2 Strength ~-5% Speed
~Glacial	~+3 Min. Level ~+2 Melee Armor ~+6 Fire Protection ~+1 Defense
~Balin's	~+3 Min. Level ~+4 Strength ~+1 Courage
~Polar	~+4 Min. Level ~+3 Melee Armor ~+5 Fire Protection ~+1 Strength
~White Runic	~+4 Min. Level ~+5 Accuracy
~Dwarf Butcher	~+5 Min. Level ~+1 Strength ~+7 Health

~Massive	~+5 Min. Level ~+5 Melee Armor ~+4 Strength
~Courageous	~+3 Min. Level ~+5 Melee Armor ~+2 Strength ~+3 Courage
~Elf Runed	~+3 Min. Level ~+1 Melee Armor ~+5 Defense
~Beryl	~+3 Min. Level ~+4 Melee Armor ~+1 Defense ~Valuable
~Artisan's	~+3 Min. Level ~+1 Melee Armor ~Valuable
~Noble	~+3 Min. Level ~+3 Melee Armor ~+2 Courage ~Valuable
~Strengthened	~+3 Min. Level ~+4 Melee Armor ~+2 Strength
~Fine Runed	~+3 Min. Level ~+5 Melee Armor
~Rearguard's	~+3 Min. Level ~+4 Melee Armor ~+3 Courage
~Fine Elven	~+4 Min. Level ~+6 Melee Armor ~+2 Defense
~Denethor's	~+4 Min. Level ~+3 Melee Armor ~+5 Strength ~+4 Accuracy ~-5 Courage
~Heroic	~+5 Min. Level ~+5 Strength ~+5 Health ~+5 Courage
~Boromir's	~+5 Min. Level ~+5 Melee Armor ~+1 Accuracy ~+100 Hit Points

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## Neckwear

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These prefixes are for all the neckwear, like Firinga and Medallion. Great for Treasure-hunting, with things like Black Sapphire and Diamond. There are just as many prefixes here as in the Primary weapons, and as this is only 1 type of item, it shows that the most prefixes go to the Neckwear group. Some good ones here are "Aragorn's", "Black Sapphire", "Vein Crystal", "Necromancer's", and for Gandalf: "Peculiar" and "Lordstone".

~Cheap	~-5 Spirit Points ~Cheap
~Tarnished	~+3 Strength ~Cursed ~Cheap
~Brass	~+1 Damage ~+1 Critical Armor
~Ebony	~+1 Health ~+1 Courage
~Rusty	~+1 Accuracy ~+1 Defense
~Iron	~+1 Strength ~+3 Courage
~Green Copper	~+5% Speed
~Wrought	~+1 Strength ~+1 Health
~Stone	~+1 Min. Level ~+1 Strength ~-5% Speed ~+5% Critical
~Granite	~+1 Min. Level ~+2 Strength ~+5 Spirit Points
~Raging	~+2 Min. Level ~+10 Hit Points ~+5% Critical
~Black Glass	~+2 Min. Level ~+15% Extra Treasure ~Gemfinder
~Copper	~+1 Min. Level ~-1 Strength ~+2 Defense
~Ivory	~+1 Min. Level ~+1 Defense
~Hobbit	~+1 Min. Level



	~+1 Health, ~Backstab
~Uruk	~+1 Min. Level ~+1 Accuracy ~+5 Hit Points
~Troll Glass	~+1 Min. Level ~+3 Fire Damage
~Sharded	~+1 Min. Level ~+1 Defense ~+5% Speed
~Bronze	~+1 Min. Level ~-1 Accuracy ~+5% Dodge
~Heavy	~+1 Min. Level ~+1 Strength ~+1 Courage
~Silverstar	~+2 Min. Level ~+2 Missile Armor ~+1 Health
~Elven	~+2 Min. Level ~+5 Spirit Points ~+5% Critical
~Speckled	~+3 Min. Level ~+1 Damage ~Knockback
~Glittering	~+3 Min. Level ~+3 Courage ~+25% Extra Treasure
~Spidersilver	~+1 Min. Level ~+2 Health ~+1 Courage
~Spider's	~+1 Min. Level ~+1 Strength ~+5% Critical
~Ancient	~+1 Min. Level ~+3 Fire Protection ~+5% Critical
~Forgotten	~+1 Min. Level ~+1 Accuracy ~+20% Extra Treasure
~Half-Eaten	~+1 Min. Level ~-1 Accuracy ~+15 Spirit Points
~Bloody	~+1 Min. Level ~+1 Health

	~+1 Defense
~Webbed	~+1 Min. Level ~+10 Hit Points ~Immobilize
~Venomous	~+1 Min. Level ~+20% Poison Resistance ~Venomous
~Dwarf Etched	~+2 Min. Level ~+2 Damage ~+1 Melee Armor
~Old Dwarf's	~+2 Min. Level ~+2 Courage ~Knockback
~Mummified	~+3 Min. Level ~+3 Courage ~Immobilize
~Spiderskin	~+3 Min. Level ~+1 Strength ~+10% Dodge
~Trollbone	~+2 Min. Level ~-5% Speed ~Nightburst
~Olog's	~+2 Min. Level ~+2 Strength ~+5% Critical
~Bloodstone	~+2 Min. Level ~-5 Health ~+25 Spirit Points
~Golden	~+2 Min. Level ~+10 Spirit Points ~Sunburst ~Valuable
~Opal	~+2 Min. Level ~+5% Speed ~+5% Dodge
~Amethyst	~+2 Min. Level ~+1 Accuracy ~+2 Defense
~Jade	~+2 Min. Level ~+3 Critical Armor ~-5 Hit Points
~Electrum	~+2 Min. Level ~+1 Courage ~+5% Speed
~Eldarstone	~+3 Min. Level

	~+15 Hit Points ~+2 Wisdom
~Fellstone	~+3 Min. Level ~+8 Health ~Cursed ~Valuable
~Nazgul's	~+4 Min. Level ~+25 Melee Armor ~+3% Extra Treasure ~-50% Corruption Resistance
~Haven Stone	~+4 Min. Level ~+10% Critical ~Armor Piercing
~Platinum	~+2 Min. Level ~+3 Courage ~+5% Critical ~Valuable
~Ruby	~+2 Min. Level ~+1 Strength ~+10 Hit Points
~Emerald	~+2 Min. Level ~+2 Damage ~+1 Health
~Darkstone	~+2 Min. Level ~+1 Strength ~+2 Accuracy
~Fossil	~+2 Min. Level ~-1 Strength ~+15% Extra Treasure
~Onyx	~+2 Min. Level ~+1 Damage ~-2 Courage ~Backstab
~Steel	~+2 Min. Level ~+1 Damage ~+2 Missile Armor
~Gleaming	~+2 Min. Level ~+20 Spirit Points
~Glowing	~+3 Min. Level ~+5 Fire Protection ~+5% Dodge
~Dragon's	~+3 Min. Level ~+2 Defense ~+25 Spirit Points
~Tainted	~+4 Min. Level ~Nightburst

	~Cursed ~+1 All Primary Stats
~Isildur's	~+4 Min. Level ~+35 Spirit Points ~+10% Dodge
~Crystal	~+3 Min. Level ~+35% Extra Treasure ~Gemfinder
~Miriel	~+3 Min. Level ~+2 Melee Armor ~+5% Critical
~Mithril	~+3 Min. Level ~+2 Melee Armor ~+2 Defense
~Diamond	~+3 Min. Level ~+2 Damage ~+50% Extra Treasure
~Radiant	~+3 Min. Level ~+3 Defense ~+20 Spirit Points
~Fiery	~+3 Min. Level ~+3 Fire Damage ~+1 Accuracy
~Wraith Gem	~+3 Min. Level ~+10% Speed ~Nightburst
~Blackrock	~+3 Min. Level ~+1 Damage ~+25 Hit Points
~Elendil's	~+4 Min. Level ~+3 Missile Armor ~+4 Health
~Gil-Galad's	~+4 Min. Level ~+4 Damage ~+3 Health
~Terrible	~+5 Min. Level ~+15% Critical ~Valuable
~Doomrock	~+5 Min. Level ~+5 Damage ~+1 Strength
~Ugluk's	~+3 Hit Points
~Towerstone	~+1 Strength ~Valuable

~White Opal	~+1 Wisdom
~Eothain's	~+1 Courage ~Valuable
~Corroded	~+2 Damage ~-2 Accuracy ~Cheap
~Waterstone	~+1 Health ~Gemfinder
~Lurtz's	~+1 Strength
~Palestone	~+1 Defense ~+3 Hit Points
~Gandalf's	~+1 Min. Level ~+1 Accuracy ~+1 Defense ~+1 Courage ~+1 Wisdom
~Ent Eye	~+1 Min. Level ~+1 Defense ~+30% Fear Resistance ~+30% Poison Resistance ~Valuable
~Arcane	~+7 Min. Level ~+1 Strength ~+3 Spirit Regen
~Palantir-chip	~+2 Min. Level ~+3 Damage ~+3 Health ~Cursed
~Morwen's	~+1 Min. Level ~+1 Melee Armor
~Refugee's	~+1 Min. Level ~+1 Courage
~Beaded	~+1 Min. Level ~+1 Health ~+5 Spirit Points
~Gemstone	~+1 Min. Level ~+3 Accuracy ~+5 Spirit Points ~Gemfinder
~Blue Sapphire	~+1 Min Level ~+1 Health ~+5 Spirit Points
~Topaz	~+1 Min. Level ~+1 Strength ~+5 Spirit Points

	~Gemfinder
~Rare	~+1 Min. Level ~+1 Health ~+8 Spirit Points ~Valuable
~Fieldstone	~+1 Min. Level ~+1 Strength ~+1 Health
~Eowyn's	~+2 Min. Level ~+1 dmg to Orcs ~+1 Defense ~+2 Courage
~Starlit	~+2 Min. Level ~+1 Melee Armor ~+2 Defense
~Tourmaline	~+8 Min. Level ~+1 Strength ~+1 Accuracy ~+3 Hit Points Regen
~Yellow Sapphire	~+3 Min. Level ~+2 Melee Armor ~+3 Strength ~+1 Accuracy ~Valuable
~Spinel	~+1 Min. Level ~+2 Strength
~Iolite	~+6 Min. Level ~+2 Hit Points Regen
~White Sapphire	~+1 Min. Level ~+2 Courage ~Valuable
~Precious	~+1 Min. Level ~+5% Experience Bonus
~Silver	~+1 Min. Level ~Gemfinder
~Elfstone	~+1 Min. Level ~+2 Accuracy ~+5 Spirit Points ~+15% Extra Treasure
~Azure	~+1 Min. Level ~+1 Melee Armor ~+1 Strength
~Warrior's	~+1 Min. Level ~+1 Melee Armor ~+2 Missile Armor ~+3 Critical Armor

~Cavalier's	~+2 Min. Level ~+10% Poison Resistance ~+1 All Primary Stats
~Princess	~+2 Min. Level ~+5% Experience Bonus ~+10% Fear Resistance ~+10% Poison Resistance
~Prismatic	~+3 Min. Level ~+2 All Primary Stats
~Elrond's	~+3 Min. Level ~+5% Experience Bonus
~Moonstone	~+2 Min. Level ~+20 Spirit Points ~+10% Fear Resistance ~Valuable
~Smoky Topaz	~+2 Min. Level ~+1 Courage ~Valuable
~Amber	~+2 Min. Level ~Immobilize
~Citrine	~+2 Min. Level ~+1 Defense ~+2 Courage
~Bloodveined	~+7 Min. Level ~+1 Damage ~+1 Strength ~+3 Hit Points Regen
~Peridot	~+2 Min. Level ~+1 Strength ~+2 Defense ~+5 Spirit Points
~Orbed	~+2 Min. Level ~+1 Health ~+1 Defense ~+2 Wisdom
~Brittle	~+2 Min. Level ~+1 Courage ~+2 Wisdom
~Glowstone	~+3 Min. Level ~+1 Damage ~+2 Courage ~+20% Fear Resistance
~Spectral	~+3 Min. Level ~+1 Damage ~+1 Wisdom

~Ghoststone	~+4 Min. Level ~+3 Strength ~+2 Courage ~+20% Fear Resistance
~Ethereal	~+4 Min. Level ~+5 Accuracy ~+7 Defense ~-10% Experience Bonus
~White Diamond	~+2 Min. Level ~+3 Strength ~+1 Defense ~Valuable
~Ice Gem	~+2 Min. Level ~+3 Fire Protection ~+2 Critical Armor ~+1 Defense
~Snow Crystal	~+7 Min. Level ~+1 Accuracy ~+2 Health ~+2 Spirit Regen
~Dwarf Maiden	

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