

## CSS4 Warcraft Source #2 Information

Posted by reacT - 16 Apr 2012 09:25

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Here is information regarding WCS2 shopmenu etc.

### OFFENSIVE ITEMS:

**Darkened Dagger** (Grants +4 Attack Damage per attack)

**Viasphere** (Grants +6 Attack Damage per attack, plus 25% chance to lift enemy into the air)

**Lich Blade** (Grants 10% Poison Damage on all attacks)

**Heart of Darkness** (Grants +8 Attack Damage per attack)

**Shadow Blade** (Grants +10 Attack Damage per attack and 25% to turn completely invisible for 1 second on attacking an enemy)

**Lightning Edge** (Gives 25% Chance to strike enemy with lightning, dealing 15 damage and lifting enemy into the air)

**Dragon Blade** (Grants 12%((approx)) Life steal on all attacks)

### DEFENSIVE ITEMS:

**Mole Protectant** (Immune to mole damage and reflects 1-5 damage per shot)

**Anti Serpent ward Potion**

(self explanatory, may be removed soon due to shadow hunter being removed)

**Thornmail (Gives 100 AP on buy and reflects 10% of incoming damage)** (REPLACED Sapphire Crystal)

**Medallion of Immunity** (Grants ultimate immunity)

**Life Crystal** (Grants +25HP, can be stacked twice)

**Seraphim Shield** (Grants 5% chance to evade incoming damage)

**Blessing of Frost** (Grants 10% chance to slow enemies beyond and back to normal who attack you)

### **MISC ITEMS:**

**Longjump** (Self-explanatory)

**Sock of the Feather** (50% lower gravity)

**Wallwalker** (allows you to walk up walls which are upto 200 units high)

**Stealth Detection** (grants 2 seconds of stealth detection on cloaked enemies per hit)

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### **MOVEMENT - BOOTS:**

**Boots of Speed** (Grants + 0.1 Speed)

**Boots of Swiftess** (Grants + 0.25 Speed)

**Boots of Strength** (Grants +0.2 Speed and +25HP)

**Boots of Celerity** (Grants + 0.3 Speed)

**Boots of Shadows** (Grants + 0.3 Speed and 25% to turn 50% invisible on spawn)

**Boots of the Aggressor** (Grants + 0.35 Speed and +50HP)

**Boots of Velocity** (Grants + 0.4 Speed)

### **EXPERIENCE ITEMS:**

**Kill Experience Training** (Grants 20XP for killing enemies)

**Survival Experience Training** (Get 75XP on buy and 30XP every round you survive)

**Training** (Gives 100xp or 25xp)

**Advanced Training** (Gives 100XP)

**Intense Training** (Gives 200XP)

**Extreme Training** (Gives 420XP)

**Gamble Supreme Training** (25% Chance for 1000XP)

**CONSUMABLES:**

**Potion of Immunity** (Grants Ultimate immunity for 1 round)

**Potion of Revival** (Respawn)

**Potion of the Shroud** (Grants 50% Invis for 1 round)

**Potion of Healing** (Heals to a maximum of 50HP over 5 seconds)

**Exlixir of Deception** (Disguise as enemy for 1 round)

**Exlixir of Infiltration** (Mole)

Questions / Comments / Bug Reports in this topic please.

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**Re: CSS4 Warcraft Source #2 Information**

Posted by Nemx - 16 Apr 2012 11:52

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Sapphire Crystal (Gives 100 Armour each round) Last time i checked it said 100 AP (im guessing it means armour points?)

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Re: CSS4 Warcraft Source #2 Information  
Posted by react - 16 Apr 2012 14:07

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yep, thats an abbreviation 😊

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Re: CSS4 Warcraft Source #2 Information  
Posted by react - 18 Apr 2012 09:10

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UPDATED.

Update History:

- Sapphire Crystal replaced by Thornmail
- Added Stealth Detection
- Added Potion of Healing
- Added Elixir of Deception
- Added Elixir of Infiltration

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