



# The Moria Spoiler

## Mike Marcelais

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# IN THE BEGINNING

## INTRODUCTION

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Once upon a time, there was a game called moria. It was a pretty good game, and a lot of people really enjoyed playing it. As time went by, more people suggested changes to the game, adding more items, more monsters, and more ways to die. This resulted in a difficult game to win.

As more time went by, news groups were created out of the murk with names like rec.games.moria where people could gloat over their victories and provide hints and answers to questions that the ignorant masses posed. However, once a question was asked and answered, the piece of advice was lost forever and would often be reasked in a matter of weeks. Within this file is a large collection of lore about the game of Moria. Some of it may not be true, but I have made the best effort possible to verify all of the information contained herein. Much of it has been verified, corrected, or added since the start of editing of this document before it was ever posted to the network.

Also, we would like to request that any corrections, modifications, suggestions, etc. be E-mailed directly to mrmarcel@eos.ncsu.edu and not posted to the net. We will attempt to verify any information sent us and then we will both add it to the spoiler file (for the next release) and post an official correction/addition to rec.games.moria.

Note: Please do not send E-mail to us asking for a copy of Moria itself (or the source code, etc). We do not honor these requests, and often just ignore them.

Be warned: If you use the knowledge contained herein, your game will never be the same. Your horizons will suddenly be expanded, but you may end up thinking that the game is less than it once was. That is the risk you must take if you choose to read this file.

Good luck, and happy adventuring!

## REVISION HISTORY

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In order to keep a decent idea of how the spoiler file is progressing, we have set up an official policy on how Revision Numbers will change. Any minor revisions, corrections, or amplifications will advance the revision number by .01. New sections added, or complete re-writes of existing sections will advance the revision number of .10. Any complete rewrite of the entire file (just in case - it might actually happen) will advance the revision number to the next integer.

A fairly recent version of the spoilers can be downloaded via FTP from ftp.cis.ksu.edu in the directory

`~/pub/Games/Moria/doc/spoilers*`

Because this FTP site is not under my control, minor changes to the spoilers file will be saved up. [FTP

administrators don't like it if you bug them with a new upload every few days.]

The MOST recent version can be found using WWW to browse through the spoilers online. This can be found at:

<http://www.piratehaven.org/beej/moria/spoilers1.2.html>

The Moria Spoilers file was converted to .HTML by 'Beej' and is updated continuously. The complete spoilers file can also be downloaded using a link at this WWW site. This link will download the newest version of the spoiler file. Click here to get the latest text version of the spoilers.

## CREDITS

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Well, this should actually be a very large list. Among others, it should include almost everyone who has posted any hints of value to the net within about the last decade. Some people who have made contributions to the cause of these spoilers above and beyond the call of duty, however, are listed here:

<i>Beej!</i>	<i>Michael Beresis</i>
<i>Sharon L. Casteel</i>	<i>William Chuang</i>
<i>Aaron M. Clements</i>	<i>James Frye</i>
<i>David Grabiner</i>	<i>Maarten Hazewinkel</i>
<i>Ben Hodson</i>	<i>Jeremy Seip</i>
<i>Kevin Souter</i>	<i>Jon Vessey</i>
<i>Boudewijn Wayers</i>	<i>Nicholas C. Weaver</i>
<i>io20084@maine.maine.edu</i>	<i>petite@rpi.edu</i>

If any of the rest of you out there know you contributed something to the cause, but don't see your name listed here - don't get us wrong. It's not that we're ungrateful! We probably just nuked your name by mistake! Note: All names are listed in alphabetical order by last name, and not by order of importance of contribution.

## USING THE SPOILERS

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There's really not much to say on this subject, other than a few intuitive pointers. How you use the spoilers is simple: You read them, and apply the knowledge contained within to your game of moria. The section titles tend to be fairly unique, and are always followed by a colon. This should make it very simple to get to whatever section you want quickly. Just load the file into your editor (or if you're on a unix system, even use 'more' for that matter), and use the search function to look for the section. For instance, from within more or vi, use the slash key ("/") and what you'd like to search for ("Armor:" for example)>

This technique is also very useful for finding every reference to a particular topic. If you'd like to know about speed in moria, just search for every occurrence of the word "speed" in the file.

There are many versions of moria. The most current is version 5.5.2.

# CHARACTER

## ATTRIBUTES

Moria characters have several attributes that affect how they their character can survive in the dungeon and interact with monsters. Many of these have cryptic relationships to their actual function. Below is a list of all the attributes and their contribution to the character.

The following six attributes, which are the most important, are on a scale of 3-18, with an additional 'exceptional' value after 18, designated by a slash, like 18/29. The maximum value of any attribute is 18/100. A plain 18 is the same as 18/00. If a second number is displayed next to the attribute (like STR: 18 18/29) the second number is your original value before it was drained by a attribute draining creature.

### STR: CHARACTER STRENGTH

STR Range	+HIT bonus	+Damage bonus
3	-3	-2
4	-2	-1
5 - 7	-1	0
8 -15	0	0
16	+0	+1
17	+0	+2
18 -18/74	+1	+3
18/75-18/90	+2	+4
18/91-18/99	+3	+5
18/100	+4	+6

Carry capacity is:  $STR * 13.0 + Weight$ , Maximum of 300.0 lbs. Weapon limit:  $STR * 1.5 < WeaponWt$ , then hit it  $str * 1.5 - wt$ .

### DEX: CHARACTER DEXTERITY AND AGILITY

DEX Range	+HIT bonus	+AC Bonus	+Disarm Bonus
3	-3	-4	-8
4	-2	-3	-6
5	-2	-2	-4
6	-1	-1	-2
7	-1	0	-1
8 -12	0	0	0
13 -15	0	0	+1
16	+1	+1	+2
17	+2	+1	+2
18 -18/49	+3	+2	+4
18/50-18/90	+4	+3	+5
18/91-18/99	+4	+4	+6
18/100	+5	+5	+8

The number of attacks/round it determined by the weight of the weapon, the STR, and DEX attributes.  $S/W = Str$  divided by the weight of the weapon in pounds. Exceptional strength, is added to the 18. ( $18/29 = 47$ )

S/W	3	10	10/01	10/50	10/90	
DEX	9	18	18/49	18/89	18/99	18/100
0-1.99	1	1	1	1	1	1
2-2.99	1	1	1	1	2	2
3-3.99	1	1	1	2	2	3
4-4.99	1	1	2	2	3	3
5-6.99	1	2	2	3	3	4
7-8.99	1	2	2	3	4	4
9-	2	2	3	3	4	4

### INT AND WIS: INTELLIGENCE AND WISDOM

These determine your spell casting ability. For Mages, Rangers and Rogues, use the INT stat, and for priests and paladins, use the WIS stat. Also, INT gives you a bonus for using devices, as shown in the table below. Note: This is for the INT stat, no matter what the class is. See the wand and staff section for a complete formula for the chance to use a device sucessfully.

INT/WIS	Mana Mult	Fail adjust	Device use	Spell lev.
3 - 7	0	No spells	0	None
8 -14	1	- 3%	1	1
15 -17	1	- 6%	2	1
18 -18/49	3/2	- 9%	3	1
18/50-18/69	2	-12%	4	3/2
18/70-18/89	5/2	-15%	5	3/2
18/90-18/99	3	-18%	6	2
18/100	4	-21%	7	5/2

### CON: CONSTITUTION

States how healthy the character is.

CON	HP Bonus	HP/turn poison damage
3	-4	4
4	-3	3
5	-2	3
6	-1	2
7 -16	0	1
17	+1	1/2
18 -18/74	+2	1/2
18/75-18/99	+3	1/2
18/100	+4	1/3

## CHA: CHARISMA

Describes you looks, personality, likeability. The only thing this effects is the prices in the ship. Unlike the other stats, nothing except a potion of Ugliness can lower your charisma.

CHA	% Base	CHA	% Base
3	130%	14	104%
4	125%	15	103%
5	122%	16	102%
6	120%	17	101%
7	118%	18	100%
8	116%	18/01-18/49	98%
9	114%	18/50-18/69	96%
10	112%	18/70-18/89	94%
11	110%	18/90-18/99	92%
12	108%	18/100	90%
13	106%		

## RACES

There are 8 races in standard moria. All but humans get modifiers to their attributes and many are limited in what classes they can become. See tables 2.1, 2.2 and 2.3.

Race	Infravision	Hit Die
Human	0'	10
Half-Elf	20'	9
Elf	30'	8
Halfling	40'	6
Gnome	40'	7
Dwarf	50'	9
Half-Orc	30'	10
Half-Trl	30'	12

## CLASSES

There are six classes in Moria. The Warrior, Mage, Priest, Rogue, Ranger, and Paladin. All of these classes get modifiers on their stats at the beginning and develop skills at a different rate per level. All but the warrior also gets spells. These spells are described in the Spells section at the end of this file. See tables 2.4 and 2.5.

Each level, the fighting, bows, device use, disarm, and saves go up. This chart describes the increase per level of the above numbers

Class	Fight	Bows	Device	Disarm	Save
Warrior	4	4	2	2	3
Mage	2	2	4	3	3
Priest	2	2	4	3	3
Rogue	3	4	3	4	3
Ranger	3	4	3	3	3
Paladin	3	3	3	2	3

## EXPERIENCE

All characters receive experience during the game. Experience determines your level, which determines hit points, mana points, spells, abilities, etc. The amount of experience required to advance a level is a base value (shown below) plus a penalty for race and class.

Base Experience

Lv	E. to Adv	Lv	E. to Adv	Lv	E. to Adv
1	10	14	1,400	27	35,000
2	25	15	1,800	28	50,000
3	45	16	2,300	29	75,000
4	70	17	2,900	30	100,000
5	100	18	3,600	31	150,000
6	140	19	4,400	32	200,000
7	200	20	5,400	33	300,000
8	280	21	6,800	34	400,000
9	380	22	8,400	35	500,000
10	500	23	10,200	36	750,000
11	650	24	12,500	37	1,500,000
12	850	25	17,500	38	2,500,000
13	1,100	26	25,000	39	5,000,000

Maximum level is 40 and maximum experience is 9,999,999 There are penalties to experience to help balance out the classes and races. These are listed above and are used to figure out your actual experience required.

*For example: For a 10<sup>th</sup> level Gnomish Mage to achieve 11<sup>th</sup> level needs:*

$$500 * 1.25 * 1.30 = 812.5$$

*(base) (gnome) (mage)*

*Note: Even for the worst case (Gnomish Ranger) it is still possible to achieve the 40<sup>th</sup> level. (5,000,000 \* 1.25 \* 1.40 = 8,750,000 experience) (Note: A Gnomish Ranger can't exist, this was just a worst cast scenario).*

The program internally keeps experience out to the second decimal place even though it only displays the integer portion on the screen.

There are many ways to gain experience. This list shows a few.

1. Defeating monsters.
2. Disarming traps.
3. Picking locks.
4. Using a scroll, potion, staff, wand, or rod for the first time and discovering what it did.
5. Casting a spell successfully for the first time.
6. Drinking a potion of gain experience .

Identifying objects will give (item level + char level/2) /char level experience points.

Each experience level has a title which is displayed under your name and class. Below is a listing of all the titles for each level and class. See table 2.6.

Race	STR	INT	WIS	DEX	CON	CHR	Classes	Exp Penalty
Human	0	0	0	0	0	0	WMPRRP	0%
Half-Elf	-1	+1	0	+1	-1	+1	WMPRRP	10%
Elf	-1	+2	+1	+1	-2	+1	WMPRR	20%
Halfling	-2	+2	+1	+3	+1	+1	WM R	10%
Gnome	-1	+2	0	+2	+1	-2	WMPR	25%
Dwarf	+2	-3	+1	-2	+2	-3	W P	20%
Half-Orc	+2	-1	+0	+0	+1	-4	W PR	10%
Half-Trl	+4	-4	-2	-4	+3	-6	W P	20%

Table 2.1: Race vs Classes. Classes is a bitmap of *WMPRRP* (Warrior, Mage, Priest, Rogue, Ranger, Paladin)

Race	Disarm	Search	Stealth	Precept	Fight	Bows	Device
Human	0	0	0	0	0	0	0
Half-Elf	2	6	1	-1	-1	5	3
Elf	5	8	1	-2	-5	15	6
Halfling	15	12	4	-5	-10	20	18
Gnome	10	6	3	-3	-8	12	12
Dwarf	2	7	-1	0	15	0	9
Half-Orc	-3	0	-1	3	12	-5	-3
Half-Trl	-5	-1	-2	5	20	-10	-8

Table 2.2: Race vs Abilities.

Race	Age	Height (M)	Weight (M)	Height (F)	Weight (F)
Human	14+1d6	72+1d6	180+1d25	66+1d4	150+1d20
Half-Elf	24+1d16	66+1d6	130+1d15	62+1d6	100+1d10
Elf	75+1d75	60+1d4	100+1d6	54+1d4	80+1d6
Halfling	21+1d12	36+1d3	60+1d3	33+1d3	50+1d3
Gnome	50+1d40	42+1d3	90+1d6	39+1d3	50+1d3
Dwarf	35+1d15	48+1d3	150+1d10	46+1d3	120+1d10
Half-Orc	11+1d4	67	150+1d5	63	120+1d5
Half-Trl	20+1d10	96+1d10	255+1d50	84+1d8	225+1d40

Table 2.3: Race vs Details. Note: Lower perception is better. Saving throw ability is the same as Device use.

Class	STR	INT	WIS	DEX	CON	CHA	Spells	Exp Pen.	HitDie
Warrior	+5	-2	-2	+2	+2	-1	NONE	0%	9
Mage	-5	+3	+0	+1	-2	+1	MAGE	30%	0
Priest	-3	-3	+3	-1	+0	+2	PRIEST	20%	2
Rogue	+2	+1	-2	+3	+1	-1	MAGE	0%	6
Ranger	+2	+2	+0	+1	+1	+1	MAGE	40%	4
Paladin	+3	-3	+1	+0	+2	+2	PRIEST	35%	6

Table 2.4: Race vs Bonus.

Class	Disarm	Search	Stealth	Percept	Fight	Bows	Save
Warrior	25	14	1	38	70	55	18
Mage	30	16	2	20	34	20	36
Priest	25	16	2	32	48	35	30
Rogue	45	32	5	16	60	66	30
Ranger	30	24	3	24	56	72	30
Paladin	20	12	1	38	68	40	24

Table 2.5: Race vs abilities.

	<b>Warrior</b>	<b>Mage</b>	<b>Priest</b>	<b>Rogue</b>	<b>Ranger</b>	<b>Paladin</b>
1	Rookie	Novice	Believer	Vagabond	Runner(1st)	Gallant
2	Private	Apprentice	Acolyte(1st)	Footpad	Runner(2nd)	Keeper(1st)
3	Soldier	Trickster-1	Acolyte(2nd)	Cutpurse	Runner(3rd)	Keeper(2nd)
4	Mercenary	Trickster-2	Acolyte(3rd)	Robber	Strider(1st)	Keeper(3rd)
5	Veteran(1st)	Trickster-3	Adept(1st)	Burglar	Strider(2nd)	Keeper(4th)
6	Veteran(2nd)	Cabalist-1	Adept(2nd)	Filcher	Strider(3rd)	Keeper(5th)
7	Veteran(3rd)	Cabalist-2	Adept(3rd)	Sharper	Scout(1st)	Keeper(6th)
8	Warrior(1st)	Cabalist-3	Priest(1st)	Magsman	Scout(2nd)	Keeper(7th)
9	Warrior(2nd)	Visionist	Priest(2nd)	Common Rogue	Scout(3rd)	Keeper(8th)
10	Warrior(3rd)	Phantasmist	Priest(3rd)	Rogue(1st)	Scout(4th)	Keeper(9th)
11	Warrior(4th)	Shadowist	Priest(4th)	Rogue(2nd)	Scout(5th)	Protector-1
12	Swordsman-1	Spellbinder	Priest(5th)	Rogue(3rd)	Courser(1st)	Protector-2
13	Swordsman-2	Illusionist	Priest(6th)	Rogue(4th)	Courser(2nd)	Protector-3
14	Swordsman-3	Evoker(1st)	Priest(7th)	Rogue(5th)	Courser(3rd)	Protector-4
15	Hero	Evoker(2nd)	Priest(8th)	Rogue(6th)	Courser(4th)	Protector-5
16	Swashbuckler	Evoker(3rd)	Priest(9th)	Rogue(7th)	Courser(5th)	Protector-6
17	Myrmidon	Evoker(4th)	Curate(1st)	Rogue(8th)	Tracker(1st)	Protector-7
18	Champion-1	Conjurer	Curate(2nd)	Rogue(9th)	Tracker(2nd)	Protector-8
19	Champion-2	Theurgist	Curate(3rd)	Master Rogue	Tracker(3rd)	Defender-1
20	Champion-3	Thaumaturge	Curate(4th)	Expert Rogue	Tracker(4th)	Defender-2
21	Superhero	Magician	Curate(5th)	Senior Rogue	Tracker(5th)	Defender-3
22	Knight	Enchanter	Curate(6th)	Chief Rogue	Tracker(6th)	Defender-4
23	Superior Knt	Warlock	Curate(7th)	Prime Rogue	Tracker(7th)	Defender-5
24	Gallant Knt	Sorcerer	Curate(8th)	Low Thief	Tracker(8th)	Defender-6
25	Knt Errant	Necromancer	Curate(9th)	Thief(1st)	Tracker(9th)	Defender-7
26	Guardian Knt	Mage(1st)	Canon(1st)	Thief(2nd)	Guide(1st)	Defender-8
27	Baron	Mage(2nd)	Canon(2nd)	Thief(3rd)	Guide(2nd)	Warder(1st)
28	Duke	Mage(3rd)	Canon(3rd)	Thief(4th)	Guide(3rd)	Warder(2nd)
29	Lord(1st)	Mage(4th)	Canon(4th)	Thief(5th)	Guide(4th)	Warder(3rd)
30	Lord(2nd)	Mage(5th)	Canon(5th)	Thief(6th)	Guide(5th)	Warder(4th)
31	Lord(3rd)	Wizard(1st)	Low Lama	Thief(7th)	Guide(6th)	Warder(5th)
32	Lord(4th)	Wizard(2nd)	Lama-1	Thief(8th)	Guide(7th)	Warder(6th)
33	Lord(5th)	Wizard(3rd)	Lama-2	Thief(9th)	Guide(8th)	Warder(7th)
34	Lord(6th)	Wizard(4th)	Lama-3	High Thief	Guide(9th)	Warder(8th)
35	Lord(7th)	Wizard(5th)	High Lama	Master Thief	Pathfinder-1	Warder(9th)
36	Lord(8th)	Wizard(6th)	Great Lama	Executioner	Pathfinder-2	Guardian
37	Lord(9th)	Wizard(7th)	Patriarch	Low Assassin	Pathfinder-3	Chevalier
38	Lord Gallant	Wizard(8th)	High Priest	Assassin	Ranger	Justiciar
39	Lord Keeper	Wizard(9th)	Great Priest	High Assassin	High Ranger	Paladin
40	Lord Noble	Wizard Lord	Noble Priest	Guildmaster	Ranger Lord	High Lord

Table 2.6: Titles for each level and class.



# THE DUNGEON

## THE CITY

---

The city is a special part of the game of moria. You start the game here. Unlike other levels of the dungeon, the town is only one screen big and it has stores that will buy and sell items you find in the store. There are monsters on this level, but since it is assumed that you grew up in an environment like this, you will get zero experience points for killing town creatures.

## STORES

---

There are six kinds of stores on the town level:

- **General stores:** sell food, water, cloaks, picks, light sources, and spikes
- **Weapon shop:** sells weapons
- **Armor shop:** sells armor
- **Temple:** Sells potion, scrolls, prayer books, and some bashing weapons
- **Alchemists shop:** Sells potions, scrolls
- **Magic shop:** Sells magic books, wands, staffs, rings, amulets

Each store can have a different shopkeeper that will determine base prices, haggling difficulty, and overall pleasantness. See table 3.1

- **Max\$:** Amount of gold they can buy items for. Hence, you can't sell a 3000 gp cloak to most general stores, because they can't afford it.
- **First:** Percent Markup of the base price used in the first offer.
- **Final:** Percent Markup of the base price used in their Final Offer.
- **Haggle%:** What percent you must increase your offer by and not insult keeper.
- **Race:** What race the shopkeeper is:
 

Hu	Human	Hl	Halfling
El	Elf	HE	Half-Elf
Gn	Gnome	HO	Half-Orc
Dw	Dwarf	HT	Half-Troll
- **Insult:** The number of times you can insult the shopkeeper before he kicks you out of his store.

## HAGGLING

---

Haggling is one of the most irritating skills in the game, according to most people. There are been methods of eliminating haggling, or making it an option in the game. Here is a detailed method of how to haggle and get the best price on an item.

Final offer price

Base cost of item  
 \* Final offer markup  
 \* Race adjustment  
 \* CHA adjustment  
 -----  
 Final offer price

The initial offer price is the same, except substitute the First instead of Final in the second line.

If the item is unidentified, the price is determined by the table below. Using the real price would allow players to identify the relative value of items by offering to sell them.

Unident. Item	Price	Unident. Item	Price
Weapon	Base	Armor	Base
Diggers	Base	Food	1
Potion	20	Scrolls	20
Amulet	45	Ring	45
Wand	50	Staff	70

If a wand or staff whose type is known, but not the number of charges, the base price for the wand/staff is used.

If a non-cursed type of ring or amulet is known, but not the bonus, then the price is still the base price of the ring/amulet. Ration type foods are always identified. Only molds and mushrooms are above.

Race adjustment is how well members of two races get along. The table below is the percent markup based on the race of the player and the shopkeeper. See table 3.2

When offering a price, if you didn't increase (decrease for selling) you offer by the Haggle

If the number of good haggles - 3\* bad haggles - 5 is greater than zero and it's square is greater than the price/50, haggling is not necessary for that item.

## THE UNDERGROUND

---

Each level of the underground is filled with rooms, monsters, and treasure. These levels are much bigger than the town level, typically 66 high and 198 characters wide. When you pass through a stair, the old level is destroyed and a new one created. There will not be a staircase for you to return to the old level, after going through a staircase. You will have to find one on the level.

## TRAPS

---

There are many traps to be found in the dungeons. Some of these traps are just natural occurrences, but others are set by monsters to try and kill the adventurer. See table 3.3.

Shop Keeper	Max\$	First	Final	Haggle %	Race	nsults
<b>General Store</b>						
Erick the Honest	250	175	108	4	Hu	12
Andy the Friendly	200	170	108	5	Hl	15
Lyar-el the Comley	300	165	107	6	El	18
<b>Armory</b>						
Mauglin the Grumpy	32000	200	112	4	Dw	5
Darg-Low the Grim	10000	190	111	4	Hu	9
Mauglim the Horrible	3000	200	113	5	HO	9
<b>Weaponsmith</b>						
Arndal Best-Slayer	10000	185	110	5	HE	8
Oglight Dragon-Slayer	32000	195	112	4	Dw	8
Ithyl-Mak the Beastly	3000	210	115	6	HT	8
<b>Temple</b>						
Hardblow the Humble	3500	175	109	6	Hu	15
Gunnar the Paladin	5000	185	110	5	Hu	23
Delilah the Pure	25000	180	107	6	HE	20
<b>Alchemist</b>						
Ga-nat the Greedy	12000	220	115	4	Gn	9
Muaser the Chemist	10000	190	111	5	HE	8
Wizzle the Chaotic	10000	190	110	6	Hl	8
<b>Magic Shop</b>						
Valeria Starshine	32000	175	110	5	El	11
Gopher the Great!	20000	215	113	6	Gn	10
Inglorian the Mage	32000	200	110	7	Hu	10

Table 3.1: Store description.

Player	Shopkeeper Race							
	Human	H-Elf	Elf	H-ling	Gnome	Dwarf	H-Orc	H-Troll
Human	100	105	105	110	113	115	120	125
Half-Elf	110	100	100	105	110	120	125	130
Elf	110	105	100	105	110	120	125	130
Halfling	115	110	105	95	105	110	115	130
Gnome	115	115	110	105	95	110	115	130
Dwarf	115	120	120	110	110	95	125	135
Half-Orc	115	120	125	115	115	130	110	115
Half-Troll	110	115	115	110	110	130	110	110

Table 3.2: Race adjustment in stores.

Trap Desc	Exp	Description	Trap Desc	Exp	Description
open pit	1	Fall for 2d6 damage. Visible trap	arrow trap	3	Arrow doing 1d8 damage
covered pit	2	Fall for 2d6 damage.	trap door	5	Fall for 2d8 damage. Go dw one lv.
gas trap	3	Fall asleep for 1d10+4 turns.	gas trap	10	Corrodes a piece of armor
dart trap	5	Lowers Strength by 1	strange rune	5	Teleport trap
loose rock	5	Falling rock hits for 2d6 damage. Leaves rubble	loose rock	0	Hidden object under a rock. Not really a trap
strange rune	5	Summon 1d3+2 monsters	blackened spot	10	Fire trap doing 4d6 damage
corroded rock	10	Acid trap doing 4d6 damage	gas trap	5	Blinded for 1d50+50 turns
gas trap	5	Confused for 1d15+15 turns	dart trap	5	Slowed for 1d20+10 turns
a strange rune	0	Glyph of warding, rune of protection. Harmless	gas trap	5	Posion gas going 2d6 damage + poisoned
dart trap	5	Lowers Constitution by 1			

Table 3.3: Traps description.

# COMBAT

(Get ready!)

## MONSTER DESCRIPTIONS

Notice is the number of turns he will sleep - distance from you when the sleep count starts. For every three points of stealth you have, the sleep time is doubled. Also, if you attack, that wakes the monster up.

The experience given above is for a character the same level as the monster. To convert this to a different level:

$$\frac{(base\ exp)*(monster\ level)}{(char\ level)} = real\ experience$$

Hence the Balrog for a 40th level character would be worth:

$$\frac{55000*100}{40} = 137500\ experience\ points$$

## MONSTER ATTACKS

Code	Description
ATCK	No special attack, just damage
CONF	Confuses character
FEAR	Makes character afraid
FIRE	Fire based attack
ACID	Acid based attack
COLD	Cold/Frost based attack
LIGT	Lightning based attack
CORR	Corrosion attack
BLND	Blinds character
PARA	Paralyzes character
STL\$	Steals money
STLO	Steal object
POIS	Posions
STR	Reduces strength
DEX	Reduces dexterity
CON	Reduces constitution
INT	Reduces intelligence
WIS	Reduces wisdom
EXP	Drains experience
AGGR	Aggravates monsters on that level
DENC	Disenchant an item
FOD	Consumes food
LIT	Drains light
CHG	Drains charges

## HIT PROBABILITY

$$\begin{aligned} & Hit\ bonus\ on\ weapon \\ + & Hit\ bonus\ on\ items \\ + & Hit\ bonus\ for\ DEX \\ + & Hit\ bonus\ for\ STR \\ * & 3 \\ + & Fighting\ ability\ (or\ Bow\ ability\ for\ missiles) \\ - & \text{-----} \\ & Total\ to\ hit\ bonus. \end{aligned}$$

A random number between 1 and that hit number must be greater than the monster's AC. In addition, a 1d20 is rolled. A 1 on this die forces a miss and a 20 forces a hit.

Critical hits:

$$\begin{aligned} & Hit\ bonus\ on\ weapon \\ + & Hit\ bonus\ on\ items \\ + & Hit\ bonus\ for\ DEX \\ + & Hit\ bonus\ for\ STR \\ * & 5 \\ + & Fighting\ ability \\ + & Weight\ of\ weapon*10 \\ - & Fighting\ ability\ at\ 0th\ level. \\ - & \text{-----} \\ & Total\ chance\ to\ critical \end{aligned}$$

If a number between 1 and 5000 is less than the critical chance, you have scored a critical hit.

## DAMAGE CALCULATION

Assuming you hit, the damage calculation is relatively straight-forward.

$$\begin{aligned} & Damage\ of\ weapon \\ * & EGO\ Bonus \\ * & Critical\ hit\ bonus \\ + & To\ Dam\ Bonus\ on\ weapon \\ + & To\ Dam\ Bonus\ on\ items \\ + & To\ Dam\ Bonus\ from\ STR \\ - & \text{-----} \\ & Total\ damage \end{aligned}$$

If you scored a critical hit, the bonus is calculated below:

$$\begin{aligned} & Weight\ of\ weapon \\ * & 10 \\ + & Random\ number\ between\ 1\ and\ 650 \\ - & \text{-----} \\ & Severity\ level \end{aligned}$$

Monster	Exp	Move only to attack	Move and attack normal	No physical movement	20% random movement	40% random movement	75% random movement	Invisible	Move through door	Move through walls	Move through creatures	Pickup objects	Multiply Monster	Carries small objects	Carries objects	Carries gold	60% time has treasure	90% time has treasure	1d2 objects/gold	2d2 objects/gold	4d2 objects/gold	Win-the-Game Creatures
Filthy Street Urchin	0	x	x					x				x										
Blubbering Idiot	0	x	x					x				x										
Pitiful-Looking Beggar	0	x	x					x				x										
Mangy-Looking Leper	0	x	x					x				x										
Squint-Eyed Rogue	0	x						x				x			x	x	x					
Singing, Happy Drunk	0			x	x	x		x				x				x	x					
Mean-Looking Mercenary	0	x	x					x				x			x	x		x				
Battle-Scarred Veteran	0	x	x					x				x			x	x		x				
Grey Mushroom patch	1	x																				
Giant Yellow Centipede	2	x																				
Giant White Centipede	2	x	x																			
White Icky-Thing	2	x		x																		
Clear Icky-Thing	1	x		x		x																
Giant White Mouse	1	x	x										x									
Large Brown Snake	3	x	x																			
Large White Snake	2	x		x																		
Kobold	5	x						x						x	x	x	x					
White Worm mass	2	x				x							x									
Floating Eye	1	x																				
Shrieker Mushroom patch	1	x																				
Blubbering Icky-Thing	8	x		x						x	x			x	x	x		x				
Metallic Green Centipede	3	x		x																		
Novice Warrior	6	x						x							x	x	x					
Novice Rogue	6	x						x				x			x	x	x					
Novice Priest	7	x						x							x	x	x					
Novice Mage	7	x						x							x	x	x					
Yellow Mushroom patch	2	x																				
White Jelly	10	x																				
Giant Green Frog	6	x	x																			
Giant Black Ant	8	x	x																			
White Harpy	5	x		x																		
Blue Yeek	4	x						x							x	x	x					
Green Worm mass	3	x				x							x									
Large Black Snake	9	x	x																			
Poltergeist	6	x	x	x	x	x			x			x		x	x	x	x	x				
Metallic Blue Centipede	7	x		x																		
Giant White Louse	1	x				x							x									
Black Naga	20	x	x									x			x	x	x					
Spotted Mushroom patch	3	x																				
Yellow Jelly	12	x																				
Scruffy-Looking Hobbit	4	x						x				x		x	x	x	x					
Huge Brown Bat	4	x				x																
Giant White Ant	7	x																				
Yellow Mold	9	x																				
Metallic Red Centipede	12	x	x																			
Yellow Worm mass	4	x				x							x									

Monster	Exp	Move only to attack	Move and attack normal	No physical movement	20% random movement	40% random movement	75% random movement	Invisible	Move through door	Move through walls	Move through creatures	Pickup objects	Multiply Monster	Carries small objects	Carries objects	Carries gold	60% time has treasure	90% time has treasure	1d2 objects/gold	2d2 objects/gold	4d2 objects/gold	Win-the-Game Creatures
Large Green Snake	10	x	x																			
Radiation Eye	6	x																				
Drooling Harpy	7	x		x																		
Silver Mouse	1	x	x										x									
Black Mushroom patch	8	x																				
Blue Jelly	14	x																				
Creeping Copper Coins	9	x														x			x			
Giant White Rat	1	x	x										x									
Giant Black Centipede	11	x	x																			
Giant Blue Centipede	10	x																				
Blue Worm mass	5	x				x							x									
Large Grey Snake	14	x	x																			
Jackal	8	x		x																		
Green Naga	30	x	x									x			x	x	x					
Green Glutton Ghost	15	x		x	x	x		x		x		x	x	x	x	x	x					
White Mushroom patch	5	x																				
Green Jelly	18	x																				
Skeleton Kobold	12	x							x													
Silver Jelly	15	x																				
Giant Black Frog	12	x	x																			
Grey Icky-Thing	10	x		x																		
Disenchanter Eye	20	x																				
Black Yeek	8	x							x						x	x	x					
Red Worm mass	6	x				x							x									
Giant House Fly	10	x				x																
Copperhead Snake	15	x		x																		
Rot Jelly	15	x																				
Purple Mushroom patch	12	x																				
Brown Mold	20	x																				
Giant Brown Bat	10	x	x	x																		
Creeping Silver Coins	18	x														x	x		x			
Orc	16	x							x						x	x		x				
Grey Harpy	14	x		x																		
Blue Icky-Thing	12	x		x																		
Rattlesnake	20	x		x																		
Bloodshot Eye	15	x																				
Red Naga	40	x	x									x			x	x	x					
Red Jelly	26	x																				
Giant Red Frog	16	x	x																			
Green Icky-Thing	18	x		x																		
Zombie Kobold	14	x							x													
Lost Soul	18	x	x	x		x		x		x		x	x	x	x	x	x					
Greedy Little Gnome	13	x							x			x	x	x					x			
Giant Green Fly	15	x				x																
Brown Yeek	11	x							x						x	x	x					
Green Mold	28	x																				

Monster	Exp	Move only to attack	Move and attack normal	No physical movement	20% random movement	40% random movement	75% random movement	Invisible	Move through door	Move through walls	Move through creatures	Pickup objects	Multiply Monster	Carries small objects	Carries objects	Carries gold	60% time has treasure	90% time has treasure	1d2 objects/gold	2d2 objects/gold	4d2 objects/gold	Win-the-Game Creatures
Skeleton Orc	26	x						x														
Seedy Looking Human	22	x						x							x	x			x			
Red Icky-Thing	22	x			x																	
Bandit	26	x						x				x			x	x			x			
Yeti	30	x						x														
Bloodshot Icky-Thing	24	x			x																	
Giant Grey Rat	2	x		x									x									
Black Harpy	19	x		x																		
Giant Black Bat	16	x			x																	
Clear Yeek	14	x						x	x						x	x	x					
Orc Shaman	30	x						x							x	x		x				
Giant Red Ant	22	x																				
King Cobra	28	x			x																	
Clear Mushroom patch	1	x						x					x									
Giant White Tick	27	x		x																		
Hairy Mold	32	x																				
Disenchanter Mold	40	x																				
Giant Red Centipede	24	x																				
Creeping Gold Coins	32	x														x		x	x			
Giant Fruit Fly	4	x				x							x									
Brigand	35	x						x				x			x	x			x			
Orc Zombie	30	x						x														
Orc Warrior	34	x						x							x	x		x				
Vorpal Bunny	2	x		x									x									
Nasty Little Gnome	32	x						x						x	x	x			x			
Hobgoblin	38	x						x							x	x	x	x				
Black Mamba	40	x			x																	
Grape Jelly	60	x																				
Master Yeek	28	x						x							x	x	x					
Priest	36	x						x							x	x			x			
Giant Clear Ant	24	x						x														
Air Spirit	40	x				x	x	x														
Skeleton Human	38	x						x														
Human Zombie	34	x						x														
Moaning Spirit	44	x		x			x		x		x				x	x	x	x				
Swordsman	40	x						x							x	x			x			
Killer Brown Beetle	38	x		x																		
Ogre	42	x						x							x	x	x					
Giant Red Speckled Frog	32	x		x																		
Magic User	35	x						x							x	x			x			
Black Orc	40	x						x							x	x		x				
Giant Long-Eared Bat	20	x			x																	
Giant Gnat	1	x				x							x									
Killer Green Beetle	46	x		x																		
Giant Flea	1	x				x							x									
Giant White Dragon Fly	54	x			x																	

Monster	Exp	Move only to attack	Move and attack normal	No physical movement	20% random movement	40% random movement	75% random movement	Invisible	Move through door	Move through walls	Move through creatures	Pickup objects	Multiply Monster	Carries small objects	Carries objects	Carries gold	60% time has treasure	90% time has treasure	1d2 objects/gold	2d2 objects/gold	4d2 objects/gold	Win-the-Game Creatures
Hill Giant	52	x						x						x	x	x						
Skeleton Hobgoblin	46	x						x														
Flesh Golem	48	x																				
White Dragon Bat	40	x			x																	
Giant Black Louse	1	x			x								x									
Guardian Naga	60	x	x									x		x	x	x			x			
Giant Grey Bat	22	x			x																	
Giant Clear Centipede	30	x						x														
Giant Yellow Tick	48	x	x																			
Giant Ebony Ant	3	x											x									
Frost Giant	54	x						x							x	x	x					
Clay Golem	50	x																				
Huge White Bat	3	x			x								x									
Giant Tan Bat	18	x			x																	
Violet Mold	50	x																				
Umber Hulk	75	x						x														
Gelatinous Cube	36	x	x							x	x		x	x	x	x	x		x			
Giant Black Rat	3	x	x										x									
Giant Green Dragon Fly	58	x			x																	
Fire Giant	62	x						x							x	x	x					
Green Dragon Bat	44	x			x																	
Quasit	48	x	x				x	x					x	x						x		
Troll	64	x						x							x	x	x	x				
Water Spirit	58	x	x																			
Giant Brown Scorpion	62	x	x																			
Earth Spirit	64	x	x					x	x		x											
Fire Spirit	66	x	x																			
Uruk-Hai Orc	68	x						x							x	x		x				
Stone Giant	80	x						x							x	x	x					
Stone Golem	100	x																				
Grey Ooze	40	x					x				x	x		x	x	x	x					
Disenchanter Ooze	50	x					x				x	x		x	x	x	x					
Giant Spotted Rat	3	x	x										x									
Mummified Kobold	46	x						x						x	x	x		x				
Killer Black Beetle	75	x	x																			
Red Mold	64	x																				
Quylthulg	200		x					x														
Giant Red Bat	40	x			x																	
Giant Black Dragon Fly	58	x			x																	
Cloud Giant	125	x						x							x	x	x					
Black Dragon Bat	50	x			x																	
Blue Dragon Bat	54	x			x																	
Mummified Orc	56	x						x							x	x		x				
Killer Boring Beetle	70	x	x																			
Killer Stag Beetle	80	x	x																			
Black Mold	68	x																				

Monster	Exp	Move only to attack	Move and attack normal	No physical movement	20% random movement	40% random movement	75% random movement	Invisible	Move through door	Move through walls	Move through creatures	Pickup objects	Multiply Monster	Carries small objects	Carries objects	Carries gold	60% time has treasure	90% time has treasure	1d2 objects/gold	2d2 objects/gold	4d2 objects/gold	Win-the-Game Creatures
Iron Golem	160	x																				
Giant Yellow Scorpion	60	x	x																			
Green Ooze	6	x		x				x	x	x	x	x	x	x	x	x	x					
Black Ooze	7	x		x				x	x	x	x	x	x	x	x	x	x					
Warrior	60	x						x							x	x			x			
Red Dragon Bat	60	x		x																		
Killer Blue Beetle	85	x	x																			
Giant Silver Ant	45	x	x																			
Crimson Mold	65	x																				
Forest Wight	140	x	x					x							x	x	x	x				
Berzerker	65	x						x							x	x			x			
Mummified Human	70	x						x							x	x		x				
Banshee	60	x	x	x			x	x	x						x	x	x	x				
Giant Troll	85	x						x							x	x	x	x				
Giant Brown Tick	70	x	x																			
Killer Red Beetle	85	x	x																			
Wooden Mold	100	x																				
Giant Blue Dragon Fly	75	x		x																		
Giant Grey Ant Lion	90	x	x							x												
Disenchanter Bat	75	x		x																		
Giant Fire Tick	90	x	x																			
White Wraith	165	x	x					x							x	x	x	x				
Giant Black Scorpion	85	x	x																			
Clear Ooze	12	x	x					x	x	x					x	x	x					
Killer Fire Beetle	95	x	x																			
Vampire	175	x						x							x	x	x		x			
Giant Red Dragon Fly	75	x		x																		
Shimmering Mold	180	x																				
Black Knight	140	x						x							x	x			x			
Mage	150	x						x							x	x			x			
Ice Troll	160	x						x							x	x	x	x				
Giant Purple Worm	400	x	x																			
Young Blue Dragon	300	x	x												x	x	x	x	x			
Young White Dragon	275	x	x												x	x	x	x	x			
Young Green Dragon	290	x	x												x	x	x	x	x			
Giant Fire Bat	85	x		x																		
Giant Glowing Rat	4	x	x										x									
Skeleton Troll	225	x						x														
Giant Lightning Bat	80	x		x																		
Giant Static Ant	80	x	x																			
Grave Wight	325	x	x					x							x	x	x	x				
Killer Slicer Beetle	200	x	x																			
Giant White Ant Lion	175	x	x							x												
Ghost	350	x	x				x	x	x						x	x	x		x			
Giant Black Ant Lion	170	x	x							x												
Death Watch Beetle	190	x	x																			



Monster	Exp	Move only to attack	Move and attack normal	No physical movement	20% random movement	40% random movement	75% random movement	Invisible	Move through door	Move through walls	Move through creatures	Pickup objects	Multiply Monster	Carries small objects	Carries objects	Carries gold	60% time has treasure	90% time has treasure	1d2 objects/gold	2d2 objects/gold	4d2 objects/gold	Win-the-Game Creatures
Ogre Mage	250	x							x						x	x		x				
Two-Headed Troll	275	x							x						x	x	x	x				
Invisible Stalker	200	x				x	x	x														
Giant Hunter Ant	150	x																				
Ninja	300	x							x						x	x			x			
Barrow Wight	375	x	x						x						x	x	x	x				
Skeleton 2-Headed Troll	325	x							x													
Water Elemental	325	x	x								x											
Fire Elemental	350	x	x								x											
Lich	750	x							x						x	x	x	x	x			
Master Vampire	700	x							x						x	x	x		x			
Spirit Troll	425	x						x		x		x			x	x	x		x			
Giant Red Scorpion	275	x	x																			
Earth Elemental	375	x	x						x	x	x	x										
Young Black Dragon	600	x	x												x	x	x	x	x			
Young Red Dragon	650	x	x												x	x	x	x	x			
Necromancer	600	x							x						x	x			x			
Mummified Troll	400	x							x						x	x	x	x				
Giant Red Ant Lion	350	x	x								x											
Mature White Dragon	1000	x	x												x	x	x	x		x		
Xorn	650	x							x	x		x										
Giant Mottled Ant Lion	350	x	x								x											
Grey Wraith	700	x	x						x						x	x	x	x				
Young Multi-Hued Dragon	1250	x	x												x	x	x	x			x	
Mature Blue Dragon	1200	x	x												x	x	x	x		x		
Mature Green Dragon	1100	x	x												x	x	x	x		x		
Iridescent Beetle	850	x	x																			
King Vampire	1000	x							x						x	x	x		x			
King Lich	1400	x							x						x	x	x	x	x			
Mature Red Dragon	1400	x	x												x	x	x	x		x		
Mature Black Dragon	1350	x	x												x	x	x	x		x		
Mature Multi-Hued Dragon	1650	x	x												x	x	x	x		x	x	
Ancient White Dragon	1500	x													x	x	x	x			x	
Emperor Wight	1600	x	x						x						x	x		x	x			
Black Wraith	1700	x	x						x						x	x	x	x	x			
Nether Wraith	2100	x	x					x	x	x					x	x	x	x	x			
Sorcerer	2150	x							x						x	x	x	x	x			
Ancient Blue Dragon	2500	x													x	x	x	x			x	
Ancient Green Dragon	2400	x													x	x	x	x			x	
Ancient Black Dragon	2500	x													x	x	x	x			x	
Crystal Ooze	8	x	x					x	x		x	x	x	x	x	x	x					
Disenchanter Worm	30	x					x							x								
Rotting Quylthulg	1000		x					x														
Ancient Red Dragon	2750	x													x	x	x	x		x	x	
Death Quasit	1000	x	x					x	x						x				x			
Emperor Lich	10000	x							x						x	x	x	x		x		
Ancient MultiHued Dragon	12000	x													x	x	x	x	x	x	x	
Evil Iggy	18000	x						x	x			x			x	x	x	x	x	x	x	
Balrog	55000	x						x	x	x	x	x			x	x	x	x	x	x	x	x

Monster	Casting amount (1 time in x)	Teleport Short	Teleport Long	Teleport to monster	Cause Light Wounds	Cause Serious Wounds	Hold Person	Cause Blindness	Cause Confusion	Cause Fear	Summon Monsters	Summon Undead	Slow Person	Drain Mana	Breathe/Resist Lightning	Breathe/Resist Gas	Breathe/Resist Acid	Breathe/Resist Frost	Breathe/Resist Fire
Filthy Street Urchin	0																		
Blubbering Idiot	0																		
Pitiful-Looking Beggar	0																		
Mangy-Looking Leper	0																		
Squint-Eyed Rogue	0																		
Singing, Happy Drunk	0																		
Mean-Looking Mercenary	0																		
Battle-Scarred Veteran	0																		
Grey Mushroom patch	0																		
Giant Yellow Centipede	0																		
Giant White Centipede	0																		
White Icky-Thing	0																		
Clear Icky-Thing	0																		
Giant White Mouse	0																		
Large Brown Snake	0																		
Large White Snake	0																		
Kobold	0																		
White Worm mass	0																		
Floating Eye	3													x					
Shrieker Mushroom patch	0																		
Blubbering Icky-Thing	0																		
Metallic Green Centipede	0																		
Novice Warrior	0																		
Novice Rogue	0																		
Novice Priest	2				x				x										
Novice Mage	2	x			x				x										
Yellow Mushroom patch	0																		
White Jelly	0																		
Giant Green Frog	0																		
Giant Black Ant	0																		
White Harpy	0																		
Blue Yeek	0																		
Green Worm mass	0																		
Large Black Snake	0																		
Poltergeist	5	x																	
Metallic Blue Centipede	0																		
Giant White Louse	0																		
Black Naga	0																		
Spotted Mushroom patch	0																		
Yellow Jelly	5														x				
Scruffy-Looking Hobbit	0																		
Huge Brown Bat	0																		
Giant White Ant	0																		
Yellow Mold	0																		
Metallic Red Centipede	0																		
Yellow Worm mass	0																		

Monster	Casting amount (1 time in x)	Teleport Short	Teleport Long	Teleport to monster	Cause Light Wounds	Cause Serious Wounds	Hold Person	Cause Blindness	Cause Confusion	Cause Fear	Summon Monsters	Summon Undead	Slow Person	Drain Mana	Breathe/Resist Lightning	Breathe/Resist Gas	Breathe/Resist Acid	Breathe/Resist Frost	Breathe/Resist Fire
Large Green Snake	0																		
Radiation Eye	1													x					
Drizzling Harpy	0																		
Silver Mouse	0																		
Black Mushroom patch	0																		
Blue Jelly	0																x		
Creeping Copper Coins	0																		
Giant White Rat	0																		
Giant Black Centipede	0																		
Giant Blue Centipede	0																		
Blue Worm mass	0																x		
Large Grey Snake	0																		
Jackal	0																		
Green Naga	0																x		
Green Glutton Ghost	5	x	x																
White Mushroom patch	0																		
Green Jelly	0																x		
Skeleton Kobold	0																		
Silver Jelly	0																		
Giant Black Frog	0																		
Grey Icky-Thing	0																		
Disenchanter Eye	9													x					
Black Yeek	0																		
Red Worm mass	0																	x	
Giant House Fly	0																		
Copperhead Snake	0																		
Rot Jelly	0																		
Purple Mushroom patch	0																		
Brown Mold	0																		
Giant Brown Bat	0																		
Creeping Silver Coins	0																		
Orc	0																		
Grey Harpy	0																		
Blue Icky-Thing	0																	x	
Rattlesnake	0																		
Bloodshot Eye	7													x					
Red Naga	0																		
Red Jelly	0																		
Giant Red Frog	0																		
Green Icky-Thing	0																		
Zombie Kobold	0																		
Lost Soul	5		x											x					
Greedy Little Gnome	0																		
Giant Green Fly	0																		
Brown Yeek	0																		
Green Mold	0																		

Monster	Casting amount (1 time in x)																		
		Teleport Short	Teleport Long	Teleport to monster	Cause Light Wounds	Cause Serious Wounds	Hold Person	Cause Blindness	Cause Confusion	Cause Fear	Summon Monsters	Summon Undead	Slow Person	Drain Mana	Breathe/Resist Lightning	Breathe/Resist Gas	Breathe/Resist Acid	Breathe/Resist Frost	Breathe/Resist Fire
Skeleton Orc	0																		
Seedy Looking Human	0																		
Red Icky-Thing	0															x			
Bandit	0																		
Yeti	0																	x	
Bloodshot Icky-Thing	1												x						
Giant Grey Rat	0																		
Black Harpy	0																		
Giant Black Bat	0																		
Clear Yeek	0																		
Orc Shaman	5				x								x						
Giant Red Ant	0																		
King Cobra	0																		
Clear Mushroom patch	0																		
Giant White Tick	0																		
Hairy Mold	0																		
Disenchanter Mold	1													x					
Giant Red Centipede	0																		
Creeping Gold Coins	0																		
Giant Fruit Fly	0																		
Brigand	0																		
Orc Zombie	0																		
Orc Warrior	0																		
Vorpal Bunny	0																		
Nasty Little Gnome	5	x	x		x						x								
Hobgoblin	0																		
Black Mamba	0																		
Grape Jelly	1														x				
Master Yeek	8	x											x						
Priest	5				x		x												
Giant Clear Ant	0																		
Air Spirit	0																		
Skeleton Human	0																		
Human Zombie	0																		
Moaning Spirit	5		x												x				
Swordsman	0																		
Killer Brown Beetle	0																		
Ogre	0																		
Giant Red Speckled Frog	0																		
Magic User	3	x							x		x								
Black Orc	0																		
Giant Long-Eared Bat	0																		
Giant Gnat	0																		
Killer Green Beetle	0																		
Giant Flea	0																		
Giant White Dragon Fly	0																		x

Monster	Casting amount (1 time in x)	Teleport Short	Teleport Long	Teleport to monster	Cause Light Wounds	Cause Serious Wounds	Hold Person	Cause Blindness	Cause Confusion	Cause Fear	Summon Monsters	Summon Undead	Slow Person	Drain Mana	Breathe/Resist Lightning	Breathe/Resist Gas	Breathe/Resist Acid	Breathe/Resist Frost	Breathe/Resist Fire
Hill Giant	0																		
Skeleton Hobgoblin	0																		
Flesh Golem	0																		
White Dragon Bat	4																	x	
Giant Black Louse	0																		
Guardian Naga	0																		
Giant Grey Bat	0																		
Giant Clear Centipede	0																		
Giant Yellow Tick	0																		
Giant Ebony Ant	0																		
Frost Giant	0																	x	
Clay Golem	0																		
Huge White Bat	0																		
Giant Tan Bat	0																		
Violet Mold	9													x					
Umber Hulk	0																		
Gelatinous Cube	0																x		
Giant Black Rat	0																		
Giant Green Dragon Fly	0															x			
Fire Giant	0																		x
Green Dragon Bat	4															x			
Quasit	0	x	x	x	x					x									
Troll	0																		
Water Spirit	0																		
Giant Brown Scorpion	0																		
Earth Spirit	0																		
Fire Spirit	0																		x
Uruk-Hai Orc	0																		
Stone Giant	0																		
Stone Golem	0																		
Grey Ooze	0																	x	
Disenchanter Ooze	0																		
Giant Spotted Rat	0																		
Mummified Kobold	0																		
Killer Black Beetle	0																		
Red Mold	0																		x
Quylthulg	7	x									x								
Giant Red Bat	0																		
Giant Black Dragon Fly	9																x		
Cloud Giant	0														x				
Black Dragon Bat	4																x		
Blue Dragon Bat	4														x				
Mummified Orc	0																		
Killer Boring Beetle	0																		
Killer Stag Beetle	0																		
Black Mold	0																		

Monster	Casting amount (1 time in x)	Teleport Short	Teleport Long	Teleport to monster	Cause Light Wounds	Cause Serious Wounds	Hold Person	Cause Blindness	Cause Confusion	Cause Fear	Summon Monsters	Summon Undead	Slow Person	Drain Mana	Breathe/Resist Lightning	Breathe/Resist Gas	Breathe/Resist Acid	Breathe/Resist Frost	Breathe/Resist Fire
Iron Golem	0																		
Giant Yellow Scorpion	0																		
Green Ooze	0																x		
Black Ooze	1													x					
Warrior	0																		
Red Dragon Bat	4																		x
Killer Blue Beetle	0																		
Giant Silver Ant	0																x		
Crimson Mold	0																		
Forest Wight	5								x										
Berzerker	0																		
Mummified Human	0																		
Banshee	5	x												x					
Giant Troll	0																		
Giant Brown Tick	0																		
Killer Red Beetle	0																		
Wooden Mold	0																		
Giant Blue Dragon Fly	9														x				
Giant Grey Ant Lion	0																		
Disenchanter Bat	0																		
Giant Fire Tick	0																		x
White Wraith	2								x										
Giant Black Scorpion	0																		
Clear Ooze	0																		
Killer Fire Beetle	0																		x
Vampire	9						x		x										
Giant Red Dragon Fly	8																		x
Shimmering Mold	0														x				
Black Knight	5					x													
Mage	3	x	x	x				x	x		x								
Ice Troll	0																		x
Giant Purple Worm	0																x		
Young Blue Dragon	1									x					x				
Young White Dragon	1									x									x
Young Green Dragon	1									x					x				
Giant Fire Bat	0																		x
Giant Glowing Rat	0														x				
Skeleton Troll	0																		
Giant Lightning Bat	0														x				
Giant Static Ant	0														x				
Grave Wight	0					x			x										
Killer Slicer Beetle	0																		
Giant White Ant Lion	0																		x
Ghost	5	x												x					
Giant Black Ant Lion	0																x		
Death Watch Beetle	0																		

Monster	Casting amount (1 time in x)	Teleport Short	Teleport Long	Teleport to monster	Cause Light Wounds	Cause Serious Wounds	Hold Person	Cause Blindness	Cause Confusion	Cause Fear	Summon Monsters	Summon Undead	Slow Person	Drain Mana	Breathe/Resist Lightning	Breathe/Resist Gas	Breathe/Resist Acid	Breathe/Resist Frost	Breathe/Resist Fire
Ogre Mage	5	x		x		x	x				x		x						
Two-Headed Troll	0																		
Invisible Stalker	0																		
Giant Hunter Ant	0																		
Ninja	0																		
Barrow Wight	8					x	x			x									
Skeleton 2-Headed Troll	0																		
Water Elemental	0																		
Fire Elemental	0																		x
Lich	5	x	x	x		x	x	x	x	x				x	x				
Master Vampire	7					x	x			x									
Spirit Troll	0																		
Giant Red Scorpion	0																		
Earth Elemental	0																		
Young Black Dragon	1										x						x		
Young Red Dragon	0										x								x
Necromancer	3		x	x		x	x	x		x		x							
Mummified Troll	0																		
Giant Red Ant Lion	0																		x
Mature White Dragon	0									x									x
Xorn	0																		
Giant Mottled Ant Lion	0																		
Grey Wraith	8					x	x			x									
Young Multi-Hued Dragon	5									x					x	x	x	x	x
Mature Blue Dragon	9									x					x				
Mature Green Dragon	0									x							x		
Iridescent Beetle	0																		
King Vampire	7					x	x			x									
King Lich	3	x	x	x		x	x	x	x	x				x	x				
Mature Red Dragon	8									x	x								x
Mature Black Dragon	9									x							x		
Mature Multi-Hued Dragon	5					x		x	x						x	x	x	x	x
Ancient White Dragon	9					x		x	x										x
Emperor Wight	6					x	x			x									
Black Wraith	7					x	x			x									
Nether Wraith	6	x				x	x			x		x							
Sorcerer	3	x	x	x		x	x	x	x	x	x	x	x						
Ancient Blue Dragon	8							x	x	x						x			
Ancient Green Dragon	9							x	x	x							x		
Ancient Black Dragon	7							x	x	x								x	
Crystal Ooze	0																		x
Disenchanter Worm	0																		
Rotting Quylthulg	4	x										x							
Ancient Red Dragon	6							x	x	x	x								x
Death Quasit	0	x	x	x	x					x									
Emperor Lich	2	x	x	x		x	x	x	x	x				x	x				
Ancient MultiHued Dragon	5							x	x	x	x			x		x	x	x	x
Evil Iggy	3	x				x	x	x		x		x	x	x					
Balrog	3			x		x	x	x				x	x	x					x

<b>Monster</b>	<b>Spd</b>	<b>Attacks</b>	
Filthy Street Urchin	1	ATCK 0d 0	STL\$ 0d 0
Blubbering Idiot	1	ATCK 0d 0	
Pitiful-Looking Beggar	1	ATCK 0d 0	
Mangy-Looking Leper	1	ATCK 0d 0	
Squint-Eyed Rogue	1	ATCK 1d 6	STLO 0d 0
Singing, Happy Drunk	1	ATCK 0d 0	
Mean-Looking Mercenary	1	ATCK 1d10	
Battle-Scarred Veteran	1	ATCK 2d 6	
Grey Mushroom patch	1	CONF 1d 4	
Giant Yellow Centipede	1	ATCK 1d 3	ATCK 1d 3
Giant White Centipede	1	ATCK 1d 2	ATCK 1d 2
White Icky-Thing	1	ATCK 1d 2	
Clear Icky-Thing	1	ATCK 1d 2	
Giant White Mouse	1	ATCK 1d 2	
Large Brown Snake	0	ATCK 1d 3	ATCK 1d 4
Large White Snake	1	ATCK 1d 1	
Kobold	1	ATCK 1d 6	
White Worm mass	0	POIS 1d 2	
Floating Eye	1	PARA 0d 0	
Shrieker Mushroom patch	1	AGGR 0d 0	
Blubbering Icky-Thing	1	POIS 1d 4	FOD- 0d 0
Metallic Green Centipede	2	ATCK 1d 1	
Novice Warrior	1	ATCK 1d 7	
Novice Rogue	1	ATCK 1d 6	STL\$ 0d 0
Novice Priest	1	ATCK 1d 5	
Novice Mage	1	ATCK 1d 4	
Yellow Mushroom patch	1	FEAR 1d 6	
White Jelly	2	POIS 1d 2	
Giant Green Frog	1	ATCK 1d 3	
Giant Black Ant	1	ATCK 1d 4	
White Harpy	1	ATCK 1d 1	ATCK 1d 1 ATCK 1d 2
Blue Yeek	1	ATCK 1d 5	
Green Worm mass	0	CORR 1d 3	
Large Black Snake	0	ATCK 1d 4	ATCK 1d 6
Poltergeist	3	FEAR 1d 1	
Metallic Blue Centipede	2	ATCK 1d 2	
Giant White Louse	2	ATCK 1d 1	
Black Naga	1	ATCK 1d 8	
Spotted Mushroom patch	1	POIS 2d 4	
Yellow Jelly	2	POIS 1d 3	
Scruffy-Looking Hobbit	1	ATCK 1d 4	STL\$ 0d 0
Huge Brown Bat	3	ATCK 1d 2	
Giant White Ant	1	ATCK 1d 4	
Yellow Mold	1	ATCK 1d 4	
Metallic Red Centipede	2	ATCK 1d 2	
Yellow Worm mass	0	DEX- 1d 3	



<b>Monster</b>	<b>Spd</b>	<b>Attacks</b>
Large Green Snake	0	ATCK 1d 4 ATCK 1d 6
Radiation Eye	1	STR- 1d 6
Drooling Harpy	1	ATCK 1d 1 ATCK 1d 1 ATCK 1d 2 ATCK 0d 0
Silver Mouse	1	LIT- 1d 1
Black Mushroom patch	1	ATCK 1d 3
Blue Jelly	1	COLD 1d 6
Creeping Copper Coins	0	ATCK 1d 4 POIS 2d 4
Giant White Rat	1	POIS 1d 3
Giant Black Centipede	1	ATCK 1d 2 ATCK 1d 2
Giant Blue Centipede	1	ATCK 1d 3 ATCK 1d 4
Blue Worm mass	0	COLD 1d 4
Large Grey Snake	0	ATCK 1d 5 ATCK 1d 8
Jackal	1	ATCK 1d 6
Green Naga	1	ATCK 1d 8 ACID 2d 6
Green Glutton Ghost	3	FOD- 1d 1
White Mushroom patch	1	PARA 2d 4
Green Jelly	2	CORR 1d 2
Skeleton Kobold	1	ATCK 1d 6
Silver Jelly	1	LIT- 1d 3
Giant Black Frog	1	ATCK 1d 6
Grey Icky-Thing	1	ATCK 1d 5
Disenchanter Eye	0	DENC 0d 0
Black Yeek	1	ATCK 1d 5
Red Worm mass	0	FIRE 1d 6
Giant House Fly	3	ATCK 1d 2
Copperhead Snake	1	POIS 2d 4
Rot Jelly	1	FOD- 2d 3
Purple Mushroom patch	2	CON- 1d 2
Brown Mold	1	CONF 1d 4
Giant Brown Bat	3	ATCK 1d 3
Creeping Silver Coins	0	ATCK 1d 6 POIS 2d 6
Orc	1	ATCK 1d 8
Grey Harpy	2	ATCK 1d 2 ATCK 1d 2 ATCK 1d 2
Blue Icky-Thing	1	COLD 2d 3
Rattlesnake	1	POIS 2d 5
Bloodshot Eye	1	BLND 2d 6
Red Naga	1	ATCK 1d10 STR- 1d 4
Red Jelly	1	STR- 1d 5
Giant Red Frog	1	STR- 2d 4
Green Icky-Thing	1	CORR 2d 5
Zombie Kobold	1	ATCK 1d 2 ATCK 1d 2
Lost Soul	1	ATCK 2d 2 WIS- 0d 0
Greedy Little Gnome	1	ATCK 1d 7 STLO 0d 0
Giant Green Fly	2	ATCK 1d 4
Brown Yeek	1	ATCK 1d 6
Green Mold	1	FEAR 1d 4

<b>Monster</b>	<b>Spd</b>	<b>Attacks</b>
Skeleton Orc	1	ATCK 2d 5
Seedy Looking Human	1	ATCK 3d 4
Red Icky-Thing	2	ATCK 1d 3 ACID 1d 5
Bandit	1	ATCK 2d 4 STL\$ 0d 0
Yeti	1	ATCK 1d 3 ATCK 1d 3 ATCK 1d 4
Bloodshot Icky-Thing	1	ATCK 1d 4 CORR 2d 4
Giant Grey Rat	1	POIS 1d 4
Black Harpy	2	ATCK 1d 2 ATCK 1d 2 ATCK 1d 3
Giant Black Bat	3	ATCK 1d 6
Clear Yeek	1	ATCK 1d 5
Orc Shaman	1	ATCK 1d 6
Giant Red Ant	1	ATCK 1d 4 STR- 1d 4
King Cobra	1	BLND 1d 2 POIS 3d 4
Clear Mushroom patch	2	ATCK 1d 1
Giant White Tick	0	POIS 2d 6
Hairy Mold	1	POIS 1d 3
Disenchanter Mold	1	DENC 1d 6
Giant Red Centipede	2	ATCK 1d 2 POIS 1d 2
Creeping Gold Coins	0	ATCK 2d 5 POIS 3d 5
Giant Fruit Fly	2	ATCK 1d 2
Brigand	1	ATCK 2d 4 STLO 0d 0
Orc Zombie	1	ATCK 1d 4 ATCK 1d 4
Orc Warrior	1	ATCK 2d 6
Vorpal Bunny	2	ATCK 1d 5
Nasty Little Gnome	1	ATCK 1d 5
Hobgoblin	1	ATCK 1d10
Black Mamba	2	POIS 4d 4
Grape Jelly	1	EXP- 5d 8
Master Yeek	1	ATCK 1d 8
Priest	1	ATCK 2d 3
Giant Clear Ant	1	ATCK 1d 4
Air Spirit	3	ATCK 1d 3
Skeleton Human	1	ATCK 1d 8
Human Zombie	1	ATCK 1d 4 ATCK 1d 4
Moaning Spirit	1	FEAR 0d 0 DEX- 1d 8
Swordsman	1	ATCK 3d 5
Killer Brown Beetle	1	ATCK 3d 4
Ogre	1	ATCK 2d 8
Giant Red Speckled Frog	1	ATCK 3d 4
Magic User	1	ATCK 2d 2
Black Orc	1	ATCK 3d 4
Giant Long-Eared Bat	3	ATCK 1d 4 ATCK 1d 2 ATCK 1d 2
Giant Gnat	3	ATCK 1d 1
Killer Green Beetle	1	ATCK 4d 4
Giant Flea	2	ATCK 1d 2
Giant White Dragon Fly	1	COLD 1d 6

<b>Monster</b>	<b>Spd</b>	<b>Attacks</b>
Hill Giant	1	ATCK 3d 6
Skeleton Hobgoblin	1	ATCK 2d 5
Flesh Golem	1	ATCK 1d 6 ATCK 1d 6
White Dragon Bat	3	COLD 1d 3
Giant Black Louse	2	ATCK 1d 2
Guardian Naga	1	ATCK 2d 8 ATCK 1d 8
Giant Grey Bat	3	ATCK 1d 6 ATCK 1d 2 ATCK 1d 2
Giant Clear Centipede	1	ATCK 2d 4 ATCK 2d 4
Giant Yellow Tick	0	POIS 3d 9
Giant Ebony Ant	1	ATCK 2d 3
Frost Giant	1	COLD 3d 6
Clay Golem	1	ATCK 1d 8 ATCK 1d 8
Huge White Bat	2	ATCK 1d 6
Giant Tan Bat	2	FEAR 1d 2 ATCK 1d 1 ATCK 1d 1
Violet Mold	1	PARA 1d 2
Umber Hulk	1	CONF 0d 0 ATCK 1d 6 ATCK 1d 6 ATCK 2d 6
Gelatinous Cube	0	ACID 1d10
Giant Black Rat	1	POIS 1d 5
Giant Green Dragon Fly	1	POIS 1d 6
Fire Giant	1	FIRE 3d 7
Green Dragon Bat	3	POIS 1d 3
Quasit	1	DEX- 1d 6 ATCK 1d 3 ATCK 1d 3
Troll	1	ATCK 1d 4 ATCK 1d 4 ATCK 1d 6
Water Spirit	2	ATCK 2d 4
Giant Brown Scorpion	1	ATCK 2d 4 STR- 1d 7
Earth Spirit	1	ATCK 1d 8 ATCK 1d 8
Fire Spirit	2	FIRE 2d 6
Uruk-Hai Orc	1	ATCK 3d 5
Stone Giant	1	ATCK 3d 8
Stone Golem	0	ATCK 1d10 ATCK 1d10
Grey Ooze	1	COLD 2d 6
Disenchanter Ooze	1	DENC 0d 0
Giant Spotted Rat	1	POIS 1d 5
Mummified Kobold	1	ATCK 1d 6 ATCK 1d 6
Killer Black Beetle	1	ATCK 4d 5
Red Mold	1	FIRE 4d 4
Quylthulg	1	
Giant Red Bat	2	ATCK 1d 7 ATCK 1d 3 ATCK 1d 3
Giant Black Dragon Fly	1	BLND 1d 6
Cloud Giant	1	LIGT 3d 8
Black Dragon Bat	3	ACID 1d 3
Blue Dragon Bat	3	LIGT 1d 3
Mummified Orc	1	ATCK 2d 4 ATCK 2d 4
Killer Boring Beetle	1	ATCK 4d 5
Killer Stag Beetle	1	ATCK 3d 4 ATCK 1d12
Black Mold	1	ATCK 4d 3

<b>Monster</b>	<b>Spd</b>	<b>Attacks</b>		
Iron Golem	-1	ATCK 1d12	ATCK 1d12	
Giant Yellow Scorpion	1	ATCK 1d 8	POIS 2d 5	
Green Ooze	0	ACID 2d 3		
Black Ooze	-1	CORR 2d 6		
Warrior	1	ATCK 3d 5		
Red Dragon Bat	3	FIRE 1d 3		
Killer Blue Beetle	1	ATCK 4d 5		
Giant Silver Ant	1	ACID 4d 4		
Crimson Mold	1	ATCK 1d 3	FEAR 0d 0	
Forest Wight	1	ATCK 1d 6	ATCK 1d 6	EXP- 12d 8
Berzerker	1	ATCK 1d 8	ATCK 1d 8	
Mummified Human	1	ATCK 2d 4	ATCK 2d 4	
Banshee	2	FEAR 0d 0	EXP- 14d 8	
Giant Troll	1	ATCK 1d 6	ATCK 1d 6	ATCK 3d 4
Giant Brown Tick	0	POIS 1d10	BLND 1d 1	
Killer Red Beetle	1	STR- 4d 4		
Wooden Mold	1	POIS 2d 6		
Giant Blue Dragon Fly	1	ATCK 1d 6		
Giant Grey Ant Lion	1	ATCK 2d12		
Disenchanter Bat	3	DENC 0d 0		
Giant Fire Tick	1	FIRE 3d 7		
White Wraith	1	ATCK 1d 6	ATCK 1d 6	EXP- 15d 8
Giant Black Scorpion	1	ATCK 1d10	POIS 2d 5	
Clear Ooze	1	CONF 1d 8		
Killer Fire Beetle	1	ATCK 3d 4	FIRE 4d 5	
Vampire	1	ATCK 1d 6	ATCK 1d 6	EXP- 18d 8
Giant Red Dragon Fly	1	FEAR 1d 6		
Shimmering Mold	1	LIGT 5d 4		
Black Knight	1	ATCK 5d 5		
Mage	1	ATCK 2d 5		
Ice Troll	1	ATCK 1d 5	ATCK 1d 5	COLD 3d 6
Giant Purple Worm	1	ATCK 1d 8	ACID 2d 8	POIS 1d 8
Young Blue Dragon	1	ATCK 1d 4	ATCK 1d 4	ATCK 1d 6
Young White Dragon	1	ATCK 1d 4	ATCK 1d 4	ATCK 1d 6
Young Green Dragon	1	ATCK 1d 4	ATCK 1d 4	ATCK 1d 6
Giant Fire Bat	2	FIRE 3d 6	ATCK 1d 4	ATCK 1d 4
Giant Glowing Rat	1	LIGT 2d 6		
Skeleton Troll	1	ATCK 1d 6	ATCK 1d 6	ATCK 3d 4
Giant Lightning Bat	2	LIGT 3d 8	ATCK 1d 5	ATCK 1d 5
Giant Static Ant	1	LIGT 5d 5		
Grave Wight	1	ATCK 1d 7	ATCK 1d 7	EXP- 20d 8
Killer Slicer Beetle	1	ATCK 5d 8		
Giant White Ant Lion	1	COLD 3d10		
Ghost	2	FEAR 0d 0	EXP- 22d 8	INT- 1d10
Giant Black Ant Lion	1	ATCK 2d12	ACID 3d 6	
Death Watch Beetle	1	ATCK 5d 4	ATCK 5d 6	

<b>Monster</b>	<b>Spd</b>	<b>Attacks</b>			
Ogre Mage	1	ATCK 3d 6			
Two-Headed Troll	1	ATCK 1d 8	ATCK 1d 8	ATCK 1d 6	ATCK 1d 6
Invisible Stalker	3	ATCK 1d 6			
Giant Hunter Ant	1	ATCK 4d 8			
Ninja	1	POIS 3d 4	STR- 3d 4		
Barrow Wight	1	ATCK 1d 8	ATCK 1d 8	EXP- 26d 8	
Skeleton 2-Headed Troll	1	ATCK 1d 9	ATCK 1d 9	ATCK 1d 5	ATCK 1d 5
Water Elemental	1	ATCK 1d10 ATCK 1d10			
Fire Elemental	0	FIRE 4d 6			
Lich	1	DEX- 2d 8	EXP- 30d 8	CHG- 0d 0	
Master Vampire	1	ATCK 1d 6	ATCK 1d 6	EXP- 32d 8	
Spirit Troll	1	ATCK 1d 5	ATCK 1d 5	ATCK 1d 6	WIS- 0d 0
Giant Red Scorpion	2	ATCK 1d 6	POIS 1d 4		
Earth Elemental	0	ATCK 4d 6 ATCK 4d 6			
Young Black Dragon	1	ATCK 1d 5	ATCK 1d 5	ATCK 1d 6	
Young Red Dragon	1	ATCK 1d 8	ATCK 1d 8	ATCK 2d 8	
Necromancer	1	ATCK 2d 6			
Mummified Troll	1	ATCK 2d 6 ATCK 2d 6			
Giant Red Ant Lion	1	FIRE 3d12			
Mature White Dragon	1	ATCK 1d 8	ATCK 1d 8	ATCK 2d 8	
Xorn	1	ATCK 1d 6	ATCK 1d 6	ATCK 1d 6	
Giant Mottled Ant Lion	2	ATCK 2d10			
Grey Wraith	1	ATCK 1d10	ATCK 1d10	EXP- 34d 8	
Young Multi-Hued Dragon	1	ATCK 1d 9	ATCK 1d 9	ATCK 2d10	
Mature Blue Dragon	1	ATCK 1d 8	ATCK 1d 8	ATCK 2d10	
Mature Green Dragon	1	ATCK 1d 4	ATCK 1d 4	ATCK 1d 6	
Iridescent Beetle	1	ATCK 4d 6	ATCK 1d12	PARA 0d 0	
King Vampire	1	ATCK 1d 6	ATCK 1d 6	EXP- 38d 8	
King Lich	1	DEX- 2d10	EXP- 36d 8	CHG- 0d 0	
Mature Red Dragon	1	ATCK 1d10	ATCK 1d10	ATCK 2d12	
Mature Black Dragon	1	ATCK 1d 8	ATCK 1d 8	ATCK 2d10	
Mature Multi-Hued Dragon	1	ATCK 1d10	ATCK 1d10	ATCK 2d12	
Ancient White Dragon	2	ATCK 1d 8	ATCK 1d 8	ATCK 2d 8	
Emperor Wight	2	ATCK 1d12	ATCK 1d12	EXP- 42d 8	
Black Wraith	1	ATCK 1d12	ATCK 1d12	EXP- 44d 8	
Nether Wraith	1	ATCK 1d12	ATCK 1d12	EXP- 52d 8	
Sorcerer	2	ATCK 2d 8			
Ancient Blue Dragon	2	ATCK 1d 9	ATCK 1d 9	ATCK 2d12	
Ancient Green Dragon	2	ATCK 1d 8	ATCK 1d 8	ATCK 2d10	
Ancient Black Dragon	2	ATCK 1d 9	ATCK 1d 9	ATCK 2d10	
Crystal Ooze	-1	COLD 4d 4			
Disenchanter Worm	0	DENC 1d 4			
Rotting Quylthulg	2				
Ancient Red Dragon	2	ATCK 1d10	ATCK 1d10	ATCK 2d14	
Death Quasit	3	DEX- 3d 6	ATCK 3d 3	ATCK 3d 3	
Emperor Lich	2	DEX- 2d12	EXP- 46d 8	CHG- 0d 0	
Ancient MultiHued Dragon	2	ATCK 1d12	ATCK 1d12	ATCK 3d12	
Evil Iggy	2	STR- 4d 6	STLO 0d 0		
Balrog	3	FIRE 10d12	ATCK 8d12	CHG- 0d 0	

Monster	Ch	Lv	HP	AC	Notice	Is Dragon	Is an Animal	Is Evil	Is Undead	Vulnerable to Frost	Vulnerable to Fire	Vulnerable to Poison	Vulnerable to Acid	Vulnerable to light	Vulnerable to rock remover	Cannot be Slept	Intrusion
Filthy Street Urchin	p	0	1d 4	1	40- 4			x		x	x						x
Blubbering Idiot	p	0	1d 2	1	0- 6					x	x						x
Pitiful-Looking Beggar	p	0	1d 4	1	40- 10					x	x						x
Mangy-Looking Leper	p	0	1d 1	1	50- 10					x	x						x
Squint-Eyed Rogue	p	0	2d 8	8	99- 10			x		x	x						x
Singing, Happy Drunk	p	0	2d 3	1	0- 10					x	x						x
Mean-Looking Mercenary	p	0	5d 8	20	250- 10			x		x	x						x
Battle-Scarred Veteran	p	0	7d 8	30	250- 10					x	x						x
Grey Mushroom patch	,	1	1d 2	1	0- 2						x		x			x	
Giant Yellow Centipede	c	1	2d 6	12	30- 8		x										
Giant White Centipede	c	1	3d 5	10	40- 7		x										
White Icky-Thing	i	1	3d 5	7	10- 12						x						
Clear Icky-Thing	i	1	2d 5	6	10- 12						x						
Giant White Mouse	r	1	1d 3	4	20- 8		x			x	x	x					x
Large Brown Snake	R	1	4d 6	35	99- 4		x			x	x		x				
Large White Snake	R	1	3d 6	30	99- 4		x			x	x		x				
Kobold	k	1	3d 7	16	10- 20					x	x						x
White Worm mass	w	1	4d 4	1	10- 7		x			x	x		x	x			
Floating Eye	e	1	3d 6	6	10- 2									x			x
Shrieker Mushroom patch	,	2	1d 1	1	0- 2						x		x			x	
Blubbering Icky-Thing	i	2	5d 8	4	10- 14						x						
Metallic Green Centipede	c	2	4d 4	4	10- 5		x										
Novice Warrior	p	2	9d 4	16	5- 20					x	x						x
Novice Rogue	p	2	8d 4	12	5- 20			x		x	x						x
Novice Priest	p	2	7d 4	10	5- 20					x	x						x
Novice Mage	p	2	6d 4	6	5- 20					x	x						x
Yellow Mushroom patch	,	2	1d 1	1	0- 2						x		x			x	
White Jelly	J	2	8d 8	1	99- 2						x		x	x		x	
Giant Green Frog	f	2	2d 8	8	30- 12		x			x	x						
Giant Black Ant	a	2	3d 6	20	80- 8		x										
White Harpy	h	2	2d 5	17	10- 16			x		x	x						x
Blue Yeek	y	2	2d 6	14	10- 18					x	x						x
Green Worm mass	w	2	6d 4	3	10- 7		x			x	x			x			
Large Black Snake	R	2	4d 8	38	75- 5		x			x	x		x				
Poltergeist	G	3	2d 5	15	10- 8			x	x					x		x	
Metallic Blue Centipede	c	3	4d 5	6	15- 6		x										
Giant White Louse	l	3	1d 1	5	10- 6		x			x	x	x	x	x			
Black Naga	n	3	6d 8	40	120- 16			x		x	x	x					x
Spotted Mushroom patch	,	3	1d 1	1	0- 2						x		x			x	
Yellow Jelly	J	3	10d 8	1	99- 2						x		x	x		x	
Scruffy-Looking Hobbit	p	3	3d 5	8	10- 16			x		x	x						x
Huge Brown Bat	b	3	2d 6	12	40- 8			x			x	x		x			x
Giant White Ant	a	3	3d 6	16	80- 8			x									
Yellow Mold	m	3	8d 8	10	99- 2						x		x			x	
Metallic Red Centipede	c	3	4d 8	9	20- 8			x									
Yellow Worm mass	w	3	4d 8	4	10- 7			x		x	x		x	x			

Monster	Ch	Lv	HP	AC	Notice	Is Dragon	Is an Animal	Is Evil	Is Undead	Vulnerable to Frost	Vulnerable to Fire	Vulnerable to Poison	Vulnerable to Acid	Vulnerable to light	Vulnerable to rock remover	Cannot be Slept	Intravision
Large Green Snake	R	3	6d 8	40	70- 5		x			x	x	x					
Radiation Eye	e	3	3d 6	6	10- 2									x			x
Drooling Harpy	h	3	2d 8	22	10- 16			x		x	x						x
Silver Mouse	r	4	1d 1	5	10- 8		x			x	x	x					
Black Mushroom patch	,	4	8d 8	1	0- 2							x	x				x
Blue Jelly	J	4	12d 8	1	99- 2						x		x	x			x
Creeping Copper Coins	\$	4	7d 8	24	10- 3												x
Giant White Rat	r	4	2d 2	7	30- 8		x			x	x	x					x
Giant Black Centipede	c	4	5d 8	20	30- 8		x										
Giant Blue Centipede	c	4	4d 8	20	50- 8		x										
Blue Worm mass	w	4	5d 8	12	10- 7		x			x		x	x				
Large Grey Snake	R	4	6d 8	41	50- 6		x			x	x		x				
Jackal	j	4	3d 8	16	30- 12		x			x	x						x
Green Naga	n	5	9d 8	40	120- 18			x		x	x						x
Green Glutton Ghost	G	5	3d 6	20	10- 10			x	x					x			x
White Mushroom patch	,	5	1d 1	1	0- 2						x	x					x
Green Jelly	J	5	22d 8	1	99- 2						x		x				x
Skeleton Kobold	s	5	5d 8	26	40- 20			x	x								x
Silver Jelly	J	5	20d 8	25	40- 2						x	x					x
Giant Black Frog	f	5	4d 8	18	40- 12		x			x		x					
Grey Icky-Thing	i	5	4d 8	12	15- 14						x						
Disenchanter Eye	e	5	7d 8	10	10- 2									x			x
Black Yeek	y	5	2d 8	16	10- 18					x	x						x
Red Worm mass	w	5	5d 8	12	10- 7		x			x		x	x				x
Giant House Fly	F	5	3d 8	16	20- 12		x			x	x						
Copperhead Snake	R	5	4d 6	20	1- 6		x			x	x		x				
Rot Jelly	J	5	20d 8	30	99- 2						x	x					x
Purple Mushroom patch	,	6	1d 1	1	0- 2						x	x					x
Brown Mold	m	6	15d 8	12	99- 2						x	x					x
Giant Brown Bat	b	6	3d 8	15	30- 10		x			x	x		x				x
Creeping Silver Coins	\$	6	12d 8	30	10- 4												x
Orc	o	6	9d 8	32	30- 20			x		x	x						x
Grey Harpy	h	6	3d 8	20	10- 16			x		x	x						x
Blue Icky-Thing	i	6	4d 8	14	20- 14						x						
Rattlesnake	R	6	6d 7	24	1- 6		x			x	x		x				
Bloodshot Eye	e	7	4d 8	6	10- 2									x			x
Red Naga	n	7	11d 8	40	120- 20			x		x	x	x					x
Red Jelly	J	7	26d 8	1	99- 2						x	x	x				x
Giant Red Frog	f	7	5d 8	16	50- 12		x			x		x					
Green Icky-Thing	i	7	5d 8	12	20- 14						x						
Zombie Kobold	z	7	6d 8	14	30- 20			x	x		x						x
Lost Soul	G	7	2d 8	10	10- 12			x	x					x			x
Greedy Little Gnome	p	7	3d 8	14	10- 18			x		x	x						x
Giant Green Fly	F	7	3d 8	14	20- 12		x			x	x						
Brown Yeek	y	8	3d 8	18	10- 18					x	x						x
Green Mold	m	8	21d 8	14	75- 2						x	x					x

Monster	Ch	Lv	HP	AC	Notice	Is Dragon	Is an Animal	Is Evil	Is Undead	Vulnerable to Frost	Vulnerable to Fire	Vulnerable to Poison	Vulnerable to Acid	Vulnerable to light	Vulnerable to rock remover	Cannot be Slept	Intravision
Skeleton Orc	s	8	10d 8	36	40- 20			x	x							x	
Seedy Looking Human	p	8	8d 8	26	20- 20			x		x	x						x
Red Icky-Thing	i	8	4d 8	18	20- 14					x							
Bandit	p	8	8d 8	24	10- 20			x		x	x						x
Yeti	Y	9	11d 8	24	10- 20			x		x							x
Bloodshot Icky-Thing	i	9	7d 8	18	20- 14					x							
Giant Grey Rat	r	9	2d 3	12	20- 8		x			x	x	x					x
Black Harpy	h	9	3d 8	22	10- 16			x		x	x						x
Giant Black Bat	b	9	2d 8	18	25- 12		x			x	x		x				x
Clear Yeek	y	9	3d 6	24	10- 18					x	x						
Orc Shaman	o	9	7d 8	15	20- 20			x		x	x						x
Giant Red Ant	a	9	4d 8	34	60- 12		x										
King Cobra	R	9	8d 8	30	1- 8		x			x	x		x				
Clear Mushroom patch	,	10	1d 1	1	0- 4						x	x				x	
Giant White Tick	t	10	15d 8	40	20- 12		x			x							
Hairy Mold	m	10	15d 8	15	70- 2					x	x					x	
Disenchanter Mold	m	10	16d 8	20	70- 2					x	x					x	
Giant Red Centipede	c	10	3d 8	26	50- 12		x										
Creeping Gold Coins	\$	10	18d 8	36	10- 5											x	
Giant Fruit Fly	F	10	2d 2	14	10- 8		x			x	x						
Brigand	p	10	9d 8	32	10- 20			x		x	x						x
Orc Zombie	z	11	11d 8	24	25- 20			x	x	x						x	
Orc Warrior	o	11	11d 8	36	25- 20			x		x	x						x
Vorpal Bunny	r	11	2d 3	10	30- 8		x			x	x	x					x
Nasty Little Gnome	p	11	4d 8	10	10- 18			x		x	x						x
Hobgoblin	H	11	12d 8	38	30- 20			x		x	x						x
Black Mamba	R	12	10d 8	32	1- 10		x			x	x		x				
Grape Jelly	J	12	52d 8	1	99- 2					x		x	x			x	
Master Yeek	y	12	5d 8	24	10- 18					x	x						x
Priest	p	12	7d 8	22	40- 20					x	x						x
Giant Clear Ant	a	12	3d 7	18	60- 12		x										
Air Spirit	E	12	5d 8	20	20- 12											x	
Skeleton Human	s	12	12d 8	30	30- 20			x	x								x
Human Zombie	z	12	11d 8	24	20- 20			x	x	x							x
Moaning Spirit	G	12	4d 8	20	10- 14			x	x				x			x	
Swordsman	p	12	11d 8	34	20- 20					x	x						x
Killer Brown Beetle	K	13	13d 8	40	30- 10		x										
Ogre	o	13	13d 8	32	30- 20			x		x	x						x
Giant Red Speckled Frog	f	13	6d 8	20	30- 12		x			x		x					
Magic User	p	13	7d 8	10	10- 20					x	x						x
Black Orc	o	13	12d 8	36	20- 20			x		x	x						x
Giant Long-Eared Bat	b	13	5d 8	20	20- 12		x			x	x		x				x
Giant Gnat	F	13	1d 2	4	10- 8		x			x	x						
Killer Green Beetle	K	14	16d 8	45	30- 12		x										
Giant Flea	F	14	2d 2	25	10- 8		x			x	x						
Giant White Dragon Fly	F	14	5d 8	20	50- 20		x			x	x						



Monster	Ch	Lv	HP	AC	Notice	Is Dragon	Is an Animal	Is Evil	Is Undead	Vulnerable to Frost	Vulnerable to Fire	Vulnerable to Poison	Vulnerable to Acid	Vulnerable to light	Vulnerable to rock remover	Cannot be Slept	Intravision
Hill Giant	P	14	16d 8	36	50- 20			x		x	x						x
Skeleton Hobgoblin	s	14	13d 8	34	30- 20			x	x							x	
Flesh Golem	g	14	12d 8	10	10- 12					x	x						x
White Dragon Bat	b	14	2d 6	20	50- 12		x			x	x			x			
Giant Black Louse	l	14	1d 1	7	10- 6		x			x	x	x	x	x			
Guardian Naga	n	15	24d 8	50	120- 20			x		x	x	x					x
Giant Grey Bat	b	15	4d 8	22	15- 12		x			x	x			x			x
Giant Clear Centipede	c	15	5d 8	30	30- 12		x										
Giant Yellow Tick	t	15	20d 8	48	20- 12		x			x							
Giant Ebony Ant	a	15	3d 4	24	60- 12		x										
Frost Giant	P	15	17d 8	38	50- 20			x		x							
Clay Golem	g	15	14d 8	20	10- 12										x	x	
Huge White Bat	b	15	3d 8	12	40- 7		x			x	x			x			x
Giant Tan Bat	b	15	3d 8	18	40- 12		x			x	x			x			x
Violet Mold	m	15	17d 8	15	70- 2					x			x				x
Umber Hulk	U	16	20d 8	20	10- 20			x		x				x			x
Gelatinous Cube	C	16	45d 8	18	1- 12					x							x
Giant Black Rat	r	16	3d 4	16	20- 8		x			x	x	x					x
Giant Green Dragon Fly	F	16	5d 8	20	50- 20		x			x	x						
Fire Giant	P	16	20d 8	40	50- 20			x		x							x
Green Dragon Bat	b	16	2d 7	22	50- 12		x			x				x			x
Quasit	q	16	5d 8	30	20- 20			x									x
Troll	T	17	17d 8	40	40- 20			x		x							x
Water Spirit	E	17	8d 8	28	40- 12					x							x
Giant Brown Scorpion	S	17	11d 8	44	20- 12		x										
Earth Spirit	E	17	13d 8	40	50- 10										x	x	
Fire Spirit	E	18	10d 8	30	20- 16					x							x x
Uruk-Hai Orc	o	18	14d 8	42	20- 20			x		x	x						x
Stone Giant	P	18	22d 8	40	50- 20			x							x		x
Stone Golem	g	19	28d 8	75	10- 12										x	x	
Grey Ooze	O	19	6d 8	10	1- 15					x			x				x
Disenchanter Ooze	O	19	6d 8	15	1- 15					x	x		x				x
Giant Spotted Rat	r	19	4d 3	20	20- 8		x			x	x	x					x
Mummified Kobold	M	19	13d 8	24	75- 20			x	x		x						x
Killer Black Beetle	K	19	18d 8	46	30- 12		x										
Red Mold	m	19	17d 8	16	70- 2					x			x				x x
Quylthulg	Q	20	32	1	0- 10												x
Giant Red Bat	b	20	5d 8	24	20- 12		x			x	x			x			x
Giant Black Dragon Fly	F	20	4d 8	22	50- 20		x			x	x	x					
Cloud Giant	P	20	24d 8	44	50- 20			x		x	x						x
Black Dragon Bat	b	21	2d 8	24	50- 12		x			x		x		x			x
Blue Dragon Bat	b	21	3d 6	26	50- 12		x			x		x					x
Mummified Orc	M	21	14d 8	28	75- 20			x	x		x						x
Killer Boring Beetle	K	21	18d 8	48	30- 12		x										
Killer Stag Beetle	K	22	20d 8	50	30- 12		x										
Black Mold	m	22	15d 8	18	50- 2						x		x				x

Monster	Ch	Lv	HP	AC	Notice	Is Dragon	Is an Animal	Is Evil	Is Undead	Vulnerable to Frost	Vulnerable to Fire	Vulnerable to Poison	Vulnerable to Acid	Vulnerable to light	Vulnerable to rock remover	Cannot be Slept	Intravision
Iron Golem	g	22	80d 8	99	10- 12								x			x	
Giant Yellow Scorpion	S	22	12d 8	38	20- 12		x										
Green Ooze	O	22	4d 8	5	1- 15					x	x					x	
Black Ooze	O	23	6d 8	6	1- 10					x	x					x	
Warrior	p	23	15d 8	40	40- 20					x	x						x
Red Dragon Bat	b	23	3d 8	28	50- 12		x			x		x		x			x
Killer Blue Beetle	K	23	20d 8	50	30- 14		x										
Giant Silver Ant	a	23	6d 8	38	60- 10		x										
Crimson Mold	m	23	16d 8	18	50- 2						x	x				x	
Forest Wight	W	24	12d 8	30	30- 20			x	x		x			x		x	
Berzerker	p	24	15d 8	20	10- 20					x	x						x
Mummified Human	M	24	17d 8	34	60- 20			x	x		x					x	
Banshee	G	24	6d 8	24	10- 20			x	x					x		x	
Giant Troll	T	25	19d 8	40	50- 20			x			x						x
Giant Brown Tick	t	25	18d 8	50	20- 12		x				x						
Killer Red Beetle	K	25	20d 8	50	30- 14		x										
Wooden Mold	m	25	25d 8	50	50- 2						x	x				x	
Giant Blue Dragon Fly	F	25	6d 8	24	50- 20		x			x	x	x					
Giant Grey Ant Lion	A	26	19d 8	40	40- 10		x			x	x						
Disenchanter Bat	b	26	4d 8	24	1- 14		x				x	x		x			x
Giant Fire Tick	t	26	16d 8	54	20- 14		x				x						x
White Wraith	W	26	15d 8	40	10- 20			x	x		x			x		x	
Giant Black Scorpion	S	26	13d 8	50	20- 12		x										
Clear Ooze	O	26	4d 8	14	1- 10						x	x	x			x	
Killer Fire Beetle	K	27	13d 8	45	30- 14		x				x						x
Vampire	V	27	20d 8	45	10- 20			x	x		x			x		x	
Giant Red Dragon Fly	F	27	7d 8	24	50- 20		x				x	x					x
Shimmering Mold	m	27	32d 8	24	50- 2							x	x			x	
Black Knight	p	28	25d 8	60	10- 20			x			x	x					x
Mage	p	28	10d 8	30	10- 20						x	x					x
Ice Troll	T	28	22d 8	46	50- 20			x			x						
Giant Purple Worm	w	29	65d 8	65	30- 14		x				x	x					x
Young Blue Dragon	d	29	33d 8	50	70- 20		x	x									x
Young White Dragon	d	29	32d 8	50	70- 20		x	x			x						
Young Green Dragon	d	29	32d 8	50	70- 20		x	x									x
Giant Fire Bat	b	29	5d 8	30	10- 14		x				x		x	x			x
Giant Glowing Rat	r	29	3d 3	24	20- 8		x				x	x	x				x
Skeleton Troll	s	30	112	55	20- 20			x	x								x
Giant Lightning Bat	b	30	8d 8	34	10- 15		x					x					x
Giant Static Ant	a	30	8d 8	40	60- 10		x										
Grave Wight	W	30	96	35	30- 20			x	x		x			x		x	
Killer Slicer Beetle	K	30	22d 8	55	30- 14		x										
Giant White Ant Lion	A	30	20d 8	45	40- 12		x				x						
Ghost	G	31	104	30	10- 20			x	x					x		x	
Giant Black Ant Lion	A	31	23d 8	45	40- 14		x				x	x					
Death Watch Beetle	K	31	25d 8	60	30- 16		x										

Monster	Ch	Lv	HP	AC	Notice	Is Dragon	Is an Animal	Is Evil	Is Undead	Vulnerable to Frost	Vulnerable to Fire	Vulnerable to Poison	Vulnerable to Acid	Vulnerable to light	Vulnerable to rock remover	Cannot be Slept	Intravision
Ogre Mage	o	31	112	42	30-20			x		x	x						x
Two-Headed Troll	T	32	112	48	50-20			x			x						x
Invisible Stalker	E	32	19d 8	46	20-20											x	
Giant Hunter Ant	a	32	12d 8	40	1-16		x										
Ninja	p	32	120	65	10-20			x		x	x						x
Barrow Wight	W	33	104	40	10-20			x	x		x			x			x
Skeleton 2-Headed Troll	s	33	160	48	20-20			x	x								x
Water Elemental	E	33	25d 8	36	50-12						x						x
Fire Elemental	E	33	25d 8	40	70-16					x							x x
Lich	L	34	200	50	60-20			x	x					x			x
Master Vampire	V	34	184	55	10-20			x	x		x			x			x
Spirit Troll	G	34	120	40	10-20			x	x					x			x
Giant Red Scorpion	S	34	18d 8	50	40-12		x										
Earth Elemental	E	34	30d 8	60	90-10										x		x
Young Black Dragon	d	35	256	55	50-20	x		x									x
Young Red Dragon	d	35	288	60	50-20	x		x		x							x
Necromancer	p	35	136	40	10-20					x	x						x
Mummified Troll	M	35	144	38	50-20			x	x		x						x
Giant Red Ant Lion	A	35	23d 8	48	40-14		x			x							x
Mature White Dragon	d	35	384	65	70-20	x		x			x						
Xorn	X	36	160	80	10-20										x		
Giant Mottled Ant Lion	A	36	24d 8	50	40-14		x			x	x						
Grey Wraith	W	36	184	50	10-20			x	x		x			x			x
Young Multi-Hued Dragon	d	36	320	55	50-20	x		x									x
Mature Blue Dragon	d	36	384	75	70-20	x		x									x
Mature Green Dragon	d	36	384	70	70-20	x		x									x
Iridescent Beetle	K	37	32d 8	60	30-16		x										
King Vampire	V	37	304	65	10-20			x	x		x			x			x
King Lich	L	37	416	65	50-20			x	x					x			x
Mature Red Dragon	d	37	480	80	30-20	x		x		x							x
Mature Black Dragon	d	37	464	55	30-20	x		x									x
Mature Multi-Hued Dragon	d	38	640	65	50-20	x		x									x
Ancient White Dragon	D	38	704	80	80-20	x		x			x						
Emperor Wight	W	38	384	40	10-20			x	x		x			x			x
Black Wraith	W	38	400	55	10-20			x	x		x			x			x
Nether Wraith	W	39	464	55	10-20			x	x		x			x			x
Sorcerer	p	39	240	50	10-20					x	x						x
Ancient Blue Dragon	D	39	696	90	80-20	x		x									x
Ancient Green Dragon	D	39	720	85	80-20	x		x									x
Ancient Black Dragon	D	39	720	90	70-20	x		x									x
Crystal Ooze	O	40	12d 8	30	1-10						x		x				x
Disenchanter Worm	w	40	10d 8	5	10-7		x			x	x		x	x			
Rotting Quylthulg	Q	40	96	1	0-20												x
Ancient Red Dragon	D	40	840	100	70-20	x		x		x							x
Death Quasit	q	40	55d 8	80	0-20			x									x
Emperor Lich	L	40	1520	75	50-20			x	x					x			x
Ancient Multi-Hued Dragon	D	40	2080	100	70-20	x		x									x
Evil Iggy	p	50	2400	80	0-30			x									x
Balrog	B	100	3000	125	0-40			x									x

Severity	Multiplier
0-399	2x+5 (good)
400-699	3x+10 (excellent)
700-899	4x+15 (superb)
900+	5x+20 (*GREAT*)

## BASHING

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The chance of bashing a monster is significantly lower than hitting it with a weapon, even your fists.

$$\begin{array}{r}
 \textit{Bonus to hit on STR} \\
 + \textit{ Weight of shield*5} \\
 + \textit{ Weight of player/10} \\
 \hline
 \textit{Chance to hit.}
 \end{array}$$

You check to hit as above, but the chance for critical hits uses the weight of the shield/4 as the weapon weight above. Damage is calculated the same with the damage caused being 1d1 or 1d2 depending on the shield. Also, an additional bonus of character weight/60 +3 is added due to the force of your body ramming into whatever you hit. The usefulness of basing is the chance to stun an opponent. This has the effect of a paralyze for 1d3 turns. If  $100+2d400 > \text{HP} + \text{AverageHP}$  then the monster is stunned. Note: The Balrog can never be stunned. If  $1d150 > \text{your dexterity (exceptional added to rest, so } 18/29=47)$  then you are stunned for 1+1d2 rounds. AC Calculation:

$$\begin{array}{r}
 \textit{Sum of Armor AC} \\
 + \textit{ Bonus on AC} \\
 + \textit{ Bonus on Items} \\
 + \textit{ Bonus from DEX} \\
 + \textit{ Bonus from spells (Bless, etc)} \\
 \hline
 \textit{Total AC.}
 \end{array}$$

Simple enough, wasn't it...

# THE ITEMS

Following is a complete description of every item in the game. Note that it is difficult to identify any of the items without just trying them out.

The Perception skill will allow you to notice magical armor and weapons. They will appear as magik and you will get a message about something in your pack or something that you're wearing/wielding.

The names (like metallic green potion, and scroll named "xj dsy") are generated differently every time, but in the same game of Moria will always represent the same object.

Items preceded by an \* are always damned. Any item with a negative enchantment is also damned. Items preceded by a + are never damned and never have negative enchantments.

All Chests, Bows, Polearms, Body armor, Staves are considered large. All other weapons and diggers weighing more than 15lbs are large. All other items are small. Large items will not be dropped by monsters carrying 'small' items and will not be found in chests.

When a range of charges or enchantments is given, the distribution in the game is in the shape of a bell curve. Therefore, the vast majority of items will be in the middle of this range, and not at the ends. For example: An amulet of searching has a range from -100 to +50, but both of these will be very rare. Much more common are amulets in the range -50 to +30 with values in the middle generated quite often.

Note: No generated item will have an enchantment of zero except for weapon +to hit, +to dam and armor +to AC

## AMULETS

Amulet	Level	+ Rng	Cost	Cost +
Searching	14	-100..50	250	50
+ Slow Digestion	14		200	
* Teleportation	14		0	
+ Adornment	16		20	
Charisma	20	-20..10	250	100
Wisdom	20	-20..10	300	100
+ Resist Acid	24		250	
* DOOM	50	-5	0	0
+ the Magi	50	5..125	5000	20

## DESCRIPTIONS

- **Amulet of Searching:** Adds the enchantment to your searching attribute
- **Amulet of Slow Digestion:** Reduces food consumption by 1 (see Food)
- **Amulet of Teleportation:** Randomly does a long range teleport on the level.
- **Amulet of Adornment:** No effect
- **Amulet of Charisma:** Raises/lowers charisma by enchantment

- **Amulet of Wisom:** Raises/lowers wisdom by enchantment
- **Amulet of Resist Acid:** Gives you a permanent resistance to acid.
- **Amulet of DOOM:** Reduces all of your attributes by 5.
- **Amulet of the Magi:** Increases searching by bonus, and grants free action and see invisible

## ARMOR

Each plus to AC increases the value by 100. See table 5.1 for armors and table 5.2 for shields.

Helms	Level	Weight	AC	Cost
Soft Leather Cap	2	1.0	1	4
Hard Leather Cap	4	1.5	2	12
Metal Cap	7	2.0	3	30
Iron Helm	20	7.5	5	75
Steel Helm	40	6.0	6	200
Silver Crown	44	2.0	0	500
Golden Crown	47	3.0	0	1000
Jewel-Encrused Crown	50	4.0	0	2000

  

Gloves	Level	Weight	AC	Cost
Set of Leather Gloves	1	0.5	1	3
Set of Gauntlets	12	2.5	2	35

Boots	Level	Weight	AC	Cost
Pair Soft Leather Shoes	1	0.5	1	4
Pair Soft Leather Boots	4	2.0	2	7
Pair Hard Leather Boots	6	4.0	3	12

Cloak	Level	Weight	AC	Cost
Cloak	1	1.0	1	3

## ARMOR ARTIFACTS

### SHIELDS AND ARMOR

- **(RA)** Resist Acid. Acid does 1/2 damage if an item is corroded (or resist corrosion), 1/3 damage if you have an item of Resist Acid, or 1/4 if both. Cost +1000.
  - **(RC)** Resist Cold. 1/3 damage to cold attacks. Cost +600
  - **(RF)** Resist Fire. 1/3 damage to fire attacks. Cost +600
  - **(RL)** Resist Lightning. 1/3 damage to lightning. Cost +500
  - **(R)** Resist Acid, Cold, Fire, Lightning. Cost +2500
- Temporary Resist Fire and Cold combined with (RC), (RF), or (R) will give 1/9 resistance to fire or cold.**

Armor	Level	Weight	AC	- Hit	Cost
Robe	1	2.0	2	0	4
Soft Leather Armor	2	8.0	4	0	18
Soft Studded Leather	3	9.0	5	0	35
Hard Leather Armor	5	10.0	6	-1	55
Hard Studded Leather	7	11.0	7	-1	100
Woven Cord Armor	7	15.0	6	-1	45
Soft Leather Ring Mail	10	13.0	6	-1	160
Hard Leather Ring Mail	12	15.0	8	-2	230
Leather Scale Mail	14	14.0	11	-1	330
Metal Scale Mail	24	25.0	13	-2	430
Chain Mail	26	22.0	14	-2	530
Rusty Chain Mail	26	22.0	14	-5	0
Double Chain Mail	28	26.0	15	-2	630
Augmented Chain Mail	30	27.0	16	-2	675
Bar Chain Mail	34	28.0	18	-2	720
Metal Brigandine Armor	36	29.0	19	-3	775
Laminated Armor	38	30.0	20	-3	825
Partial Plate Armor	42	32.0	22	-3	900
Metal Lamellar Armor	44	34.0	23	-3	950
Full Plate Armor	48	38.0	25	-3	1050
Ribbed Plate Armor	50	38.0	28	-3	1200

Table 5.1: Armors

Shields	Level	Weight	AC	Cost	Bash Dam
Small Leather Shield	3	5.0	2	30	1
Medium Leather Shield	8	7.5	3	60	1d2
Large Leather Shield	15	10.0	4	120	1d2
Small Metal Shield	10	6.5	3	50	1d2
Medium Metal Shield	20	9.0	4	125	1d3
Large Metal Shield	30	12.0	5	200	1d3

Table 5.2: Shield.

## HELMS

- **Intelligence:** Increases INT by 1-2 points. Cost +500\*bonus
- **Wisdom:** Increases WIS by 1-2 points. Cost +500\*bonus
- **Infravision:** Adds 10-40' to infravision Cost 25\*ft'
- **\*Stupidity:** Lowers INT by 1d5 points.
- **\*Dullness:** Lowers WIS by 1d5 points.
- **\*Blindness:** Blinds the wearer. (Can be cured by normal means)
- **\*Timidness:** Wearer is always afraid.
- **\*Weakness:** Lowers STR by 1d5 points.
- **\*Teleportation:** Randomly teleports the wearer.
- **\*Ugliness:** Lowers CHR by 1d5 points.

## CROWNS

(can also be the cursed items above)

- **Might:** Increases CON, DEX, STR by 1d3, Free Action Cost +1000 + 500 \* bonus
- **Lordiness:** Increases CHR, WIS by 1d3 points. Cost +1000

+ 500 \* bonus

- **Magi :**] Increases INT by 1d3 points, (R), Cost +3000+500 \* bonus
- **Beauty:** Increases CHR by 1d3 points, Cost +750
- **Seeing:** See invisible, 5-20 search bonus. Cost +1000 +100 \* bonus
- **Regeneration:** Regeneration occurs 1.5 times as fast. Cost +1500

## GLOVES

- **Free Action:** Cannot be paralyzed, slept, charmed, or stunned. Cost +1000
- **Slaying:** Bonus To hit, To Dam. Cost +250\*(hit+dam)
- **\*Clumsiness:** Dex lowered by 1-10 points
- **\*Weakness:** Str lowered by 1-10 points

## BOOTS

- **Slow Descent:** Feather falling. Cost +250
- **Speed:** Increases speed by 1. Cost +5000
- **Stealth:** Increases stealth by 1d3. Cost +500

- **\*Slowness:** Decreases speed by 1
- **\*Noise:** Aggravate monster
- **\*Great Mass:** Weight\*5, -2..45 AC

2 (base)  
 + speed squared  
 + 3 for regeneration  
 - 1 if resting

## CLOAKS

- **\*Protection:** 2..40 AC bonus. Cost +250
- **\*Stealth:** 1..20 Stealth bonus. Cost +500
- **\*Irritation:** Aggravate Monster
- **\*Vulnerab.:** AC = -10..-100
- **\*Enveloping:** -2..-40 hit, damage

## DIGGERS

Each plus to digging above the Dig ability increases the price by 100.

Diggers	Dig	Dmg	Weight	Level	Cost
Shovel	0	1d2	6.0	0	15
Pick	1	1d3	15.0	0	50
Gnomish Shovel	1	1d2	5.0	20	100
Orcish Pick	2	1d3	18.0	20	500
Dwarven Shovel	2	1d3	12.0	40	250
Dwarven Pick	3	1d4	20.0	50	1200

Chance to knock down a wall by digging is:  
 With a shovel/pick

*Strength*  
 + *to Dig bonus \* 50*  
 + *25*  
 - *item too heavy penalty*  
 - -----  
*Digging ability*

Without a shovel/pick

*Strength*  
 + *Max damage of weapon*  
 + *To hit bonus*  
 + *to damage bonus*  
 / *2, digging penalty*  
 - *Weapon too heavy penalty*  
 - -----  
*Digging ability*

Wall hardnesses: Granite 1d1200+80, Magma 1d600+10, Quartz 1d400+10

If there is a monster in the wall, it is treated as an attack against that monster. Note: If you do not have see invisible, the only way to attack invisible monsters in walls is to tunnel.

If the hardness < digging ability, then tunnel is completed.

## FOOD

Note: rations are always identified.

Food consumption per move is:

Food	Val	Level	Cost
Pint of Fine Wine	400	0	2
Pint of Fine Ale	500	0	2
Hard Biscuit	500	0	1
Strip of Beef Jerkey	1750	0	4
Ration of Food	5000	0	3
Pint of fine grade mush	1500	1	1
Slime Mold	3000	1	2
Mushroom of First-Aid	500	5	5
Mushroom of Cure Confusion	500	6	50
Piece of Elvish Waybread	7500	6	25
Mushroom of Posion	500	7	0
Mushroom of Confusion	500	7	0
Mushroom of Weakness	500	7	0
Mushroom of Minor Cures	500	7	20
Mushroom of Cure Poison	500	8	60
Mushroom of Blindness	500	9	0
Mushroom of Paranoia	500	9	0
Mushroom of Light Cures	500	10	30
Mushroom of Cure Blindness	500	10	50
Mushroom of Cure Paranoia	500	12	25
Mushroom of Hallucination	500	13	0
Mushroom of Unhealth	500	15	75
Mold of Poison	1200	15	0
Mold of Major Cures	1200	16	75
Mold of Hallucinations	1200	18	0
Mold of Cure Poison	1200	19	75
Mushroom of Restore Const.	500	20	350
Mold of Unhealth	1200	28	25
Mushroom of Restoration	500	30	1000

## SPECIAL EFFECTS OF FOOD

- **Cure Confusion:** Cures confusion
- **Elvish Waybread:** Cure poison, heal 3d12 damage
- **First-Aid:** Heals 1d6 damage
- **Poison:** Poisoned for 1d10+itemlevel
- **Confusion:** Confused for 1d10+itemlevel
- **Weakness:** Lowers STR by 1, 1d18 dam
- **Minor Cures:** Heals 1d12 damage
- **Cure Poison:** Removes poison
- **Blindness:** Blinds for 1d250+100+10\*itemlev
- **Paranoia:** Fear for 1d10+itemlevel
- **Light Cures:** Heals 1d18 damage
- **Cure Blindness:** Cures Blindness
- **Cure Paranoia:** Cures Fear
- **Hallucination:** Hallucination for 1d200+25\*itemlev+200
- **Unhealth:** Lose CON point, 1d18 dam. If thrown at a monster a hairy mold does 10d10 and a mushroom does 10d12 (if hits)
- **Restoration:** Restores all lost attribute points
- **Major Cures:** Heals 3d12 damage.

## GOLD AND GEMS

Types	Value	Type
Copper	3	\$
Copper	4	\$
Copper	5	\$
Silver	6	\$
Silver	7	\$
Silver	8	\$
Garnets	9	*
Garnets	10	*
Gold	12	\$
Gold	14	\$
Gold	16	\$
Opals	18	*
Sapphires	20	*
Gold	24	\$
Rubies	28	*
Diamonds	32	*
Emeralds	40	*
Mithril	80	\$

Generated gold piece value will be from value + 9 to 9 \* value + 8.

## POTIONS

Potion	Level	Cost	Food
Blindness	0	0	0
Confusion	0	0	0
Salt Water	0	0	0
Sleep	0	0	50
Water	0	0	200
Apple Juice	0	1	250
Slime Mold Juice	0	2	400
Cure Light Wounds	0	15	50
Slowness	1	0	0
Boldness	1	10	0
Slow Poison	1	25	0
Resist Heat	1	30	0
Resist Cold	1	30	0
Heroism	1	35	0
Haste Self	1	75	0
Poison	3	0	0
Weakness	3	0	0
Infra-Vision	3	20	0
Cure Serious Wounds	3	40	100
Detect Invisible	3	50	0
Super Heroism	3	100	0
Neutralize Poison	5	75	0
Cure Critical Wounds	5	100	100
Lose Experience	10	0	0
Healing	12	200	200
Lose Intelligence	25	0	0
Lose Wisdom	25	0	0
Ugliness	25	0	0

Potion	Level	Cost	Food
Charisma	25	300	0
Constitution	25	300	50
Dexterity	25	300	0
Intelligence	25	300	0
Strength	25	300	50
Wisdom	25	300	0
Restore Mana	25	350	0
Invulnerability	40	1000	0
Restore Charisma	40	300	0
Restore Constitution	40	300	0
Restore Dexterity	40	300	0
Restore Intelligence	40	300	0
Restore Strength	40	300	0
Restore Wisdom	40	300	0
Restore Life Levels	40	400	0
Gain Experience	50	2500	0

## POTION EFFECTS

- **Blindness:** Blinded 1d100+100 turns
- **Confusion:** Confused for 1d20+12 turns
- **Salt Water:** Vomit, go down to 150 food, paralyzed for 4 turns, cures poison
- **Sleep:** Fall asleep for 1d4+4 turns
- **Water:** Nothing
- **Apple Juice:** Nothing
- **Slime Mold J.:** Cures blindness and confusion
- **Cure Light:** Heal 2d7 HP, cure blindness
- **Slowness:** Reduce speed for 1d25+15 turns
- **Boldness:** Cures Fear
- **Slow Poison:** Cuts poison time in half
- **Resist Heat:** (RF) for 1d10+10 turns
- **Resist Cold:** (RC) for 1d10+10 turns
- **Heroism:** +10 HP, +12 to fight and bow skill for 1d25+25 turns
- **Haste Self:** +1 speed for 1d25+15 turns
- **Poison:** Poison for 1d15+10 turns
- **Weakness:** Lower STR by 1
- **Infra-vision:** 10' infra-vision for 1d100+100 turns
- **Cure Serious:** Heals 4d7 HP, cure blindness, cure confusion
- **Detect Invis:** Detect invisible for 1d12+12 turns
- **Super Heroism:** +20 HP, +24 to fight and bow skill for 1d25+25 turns
- **Neutral. Pos.:** Cures poison
- **Cure Critical:** Heals 6d7 HP, cure blindness, confusion, poison
- **Lose EXP:** Drains 20-40
- **Healing:** Heals 1000 HP, cure blindness, confusion, poison
- **Lose Intel.:** -1 INT
- **Lose Wisdom:** -1 WIS
- **Ugliness:** -1 CHA
- **Charisma:** +1 CHA
- **Gain Con:** +1 CON
- **Gain Dex:** +1 DEX
- **Gain Intel:** +1 INT
- **Gain Strength:** +1 STR



- **Gain Wisdom:** +1 WIS
- **Restore Mana:** Mana reset to max mana
- **Invulnerab.:** +100 AC, immunity to all physical attacks (including breath) You can still have items burned, lose experience, etc
- **Restore \*:** Restores attribute to maximum value Restore constitution also cures confusion and poison
- **Gain exp.:** Experience\*1.5, max 100,000 added.

## RINGS

Rings	Lev.	Bonus	Cost	Bonus
Aggravate Monster	7		0	
Stupidity	7	-5	0	0
Teleportation	7		0	
Weakness	7	-5	0	0
+Adornment	7		20	
Protection	7	-20..20	100	100
+Feather Falling	7		200	
Searching	7	-100..100	250	50
+Slow Digestion	7		200	
+Resist Cold	14		250	
+Resist Fire	14		250	
Increase Damage	20	-20..20	100	100
Increase To-Hit	20	-20..20	100	100
Constitution	30	-20..10	400	100
Dexterity	30	-20..10	400	100
Intelligence	30	-20..10	400	100
Strength	30	-20..10	400	100
+See invisible	40		500	
+Sustain Charisma	44		500	
+Sustain Intellig.	44		600	
+Sustain Wisdom	44		600	
+Sustain Constitut.	44		750	
+Sustain Dexterity	44		750	
+Sustain Strength	44		750	
WOE	50	-5	0	0
Slaying	50	-25..25	1000	100
+Lordly Prot (Acid)	50	+5	1200	0
+Lordly Prot (Cold)	50	+5	1200	0
+Lordly Prot (Fire)	50	+5	1200	0
Speed	50	-3..1	3000	0

## RING EFFECTS

- **Aggravate Monster:** No stealth, wakes all monsters on level
- **Stupidity:** Lowers INT
- **Teleportation:** Randomly teleports wearer
- **Weakness:** Lowers STR
- **Adornment:** Nothing
- **Protection:** Adds to AC
- **Feather Falling:** No damage from pits/trap doors
- **Searching:** Adds to search attribute
- **Slow Digestion:** Reduces digestion by 1. (See food.)
- **Resist Cold/Fire:** (RC)/(RF)
- **Increase Damage:** Adds to weapon damage as 'item bonus'

- **Increase To-Hit:** Adds to hit formula as 'item bonus'
- **Gain Con/Dex/Int/Str:** Adds bonus to that attribute
- **See Invisible:** Invisible monsters are now lit
- **Sustain \*:** That attribute can never be drained.
- **WOE:** -3 to AC, -5 to WIS, searching
- **Slaying:** Bonus to hit and damage, as 'item bonus'
- **Lordly protection:** +5 to AC, and resistance to Acid, Cold, or Fire
- **Speed:** Hastens the wearer by the amount.

## SCROLLS

Note: You cannot read scrolls while blind or confused.

Scroll	Level	Cost
Light	0	15
Object Detection	0	15
Treasure Detection	0	15
Darkness	1	0
Summon Monster	1	0
Blessing	1	15
Detect Invisible	1	15
Phase Door	1	15
Identify	1	50
Aggravate Monster	5	0
Create Food	5	10
Monster Confusion	5	30
Door/Stair Location	5	35
Sleep Monster	5	35
Trap Detection	5	35
Magic Mapping	5	40
Word of Recall	5	150
Remove Curse	7	100
Teleport	10	40
Trap Creation	12	0
Holy Chant	12	40
Trap/Door Destruction	12	50
Door Creation	12	100
Enchant Weapon To-Hit	12	125
Enchant Weapon To-Dam	12	125
Enchant Armor	12	125
Summon Undead	15	0
Teleport Level	20	50
Holy Prayer	24	80
Protection from Evil	30	100
Genocide	35	750
Dispel Undead	40	200
Recharging	40	200
Destruction*	40	750
Curse Armor	50	0
Curse Weapon	50	0
Enchant Armor*	50	500
Enchant Weapon*	50	500
Rune of Protection	50	500
Mass Genocide	50	1000

## SCROLL EFFECTS

- **Light:** Lights area

- **Obj. Detect:** Lights all objects on the screen
- **Trea. Detect:** Lights all \* and \$ on the screen
- **Darkness:** Unlights area
- **Summon Monst.:** Creates 1d8 monsters appropriate for the level 100' deeper
- **Blessing:** +2 AC, +5 to fight and bow skill for 1d12+6 turns
- **Detect Invis.:** Lights all invisible creatures for 1 turn
- **Phase Door:** Short range teleport
- **Identify:** Displays the type and bonuses on an item
- **Aggravate:** Wakes all monsters on the level.
- **Create Food:** Pint of fine grade mush created at your feet
- **Monster Conf.:** Next monster you hit will become confused.
- **Door/Stair:** Lights all doors and stairs on the screen
- **Sleep Monster:** Sleeps all visible monsters
- **Trap Detect:** Lights all traps on the screen
- **Magic Mapping:** Maps the entire screen
- **Word-Recall:** Teleports you to the town from the dungeon and to the deepest level you've been in the dungeon from the town.
- **Remove Curse:** Removes the damned attribute from everything you're wearing
- **Teleport:** Teleports you anywhere on the level
- **Trap Creation:** Creates traps on all eight squares around you. No experience for these traps
- **Door Creation:** Creates 8 doors around you :]
- **Enchant \*:** Tries to add +1 to a worn armor or wielded weapon.
- **Summon undead:** Creates 1d8 undead creatures around you.
- **Teleport Lev.:** Teleports you up 3 to down 2 levels.
- **Holy Prayer:** +2 AC, +5 to fight and bow skill for 1d24+12 turns
- **Protect/Evil:** Evil creatures that are lower level than you can't attack.
- **Genocide:** Removes all of one letter of monster from the level. The Balrog is immune to this.
- **Dispel Undead:** Does 60 damage to all undead on panel
- **Recharging:** Adds 1.((60/(lev+2))+1) charges
- **\*Destruction\*:** Tactical nuke on ground zero. Kills all monsters (no exp)
- **Curse A/W:** -2d5 to hit/dam/AC, lose all ego bonus.
- **\*Enc. Armor\*:** Tries to add +2 or +3 (chosen randomly) to one piece of armor
- **\*Enc. Weapon\*:** Tries to add +1 to hit and +1 to dam to current weapon
- **Rune of Prot.:** Nothing can attack you. If 1d3000 < monster level, rune breaks
- **Mass Genocide:** Kills all monsters within 20 squares. Balrog is immune.

The chance that something will successfully enchant is related to the current enchantment and the type of equipment. First, take the current enchantment on the item. One time in 100, this value will be reduced by selecting a random number between 0 and the enchantment. This means that there is always a 1 in 100 chance of succeeding. Next, take this value and compare it to a random number between 0 and the enchantment limit. If this random

number is larger than the enchantment chance, the enchantment succeeds. The \*Enchant Weapon\* and \*Enchant Armor\* attempts to enchant it multiple times, not one time for the large bonus.

The enchantment limit is +10 to AC for armor, +10 'to hit' for weapons and the weapon's maximum damage for the 'to damage' for melee weapons and +10 to damage for missiles and missile weapons.

## STAVES

Your chance to use a staff correctly relies on the following formula:

$$\begin{aligned}
 &+ \text{ Saving throw number (see races/classes)} \\
 &+ \text{ INT bonus for devices (See INT table)} \\
 &- \text{ Level of staff} \\
 &- 5 \\
 &+ \text{ Device use number (see races/classes)} \\
 &/ \text{ 2 if confused} \\
 &= \text{-----} \\
 &\text{Chance number.}
 \end{aligned}$$

If a random number between 1 and chance < 3 then you fail. If your chance is < 3 then you have one chance in 3\* (4-chance) to succeed.

(All staves add 5% per charge to the base cost. If the cost = 0, then the stores will not buy/sell that staff.)

Staff	Level	Charges	Cost
Cure Light Wounds	5	1d5+6	200
Darkness	5	1d10+6	0
Detect Invisible	5	1d10+12	200
Light	5	1d20+12	250
Object Location	5	1d15+6	200
Treasure Location	5	1d20+12	200
Door/Stair Location	10	1d8+6	350
Haste Monsters	10	1d10+12	0
Sleep Monsters	10	1d5+6	700
Slow Monsters	10	1d5+6	800
Summoning	10	1d3+1	0
Trap Location	10	1d5+6	350
Detect Evil	20	1d10+12	350
Starlight	20	1d5+6	400
Teleportation	20	1d4+5	800
Curing	25	1d3+4	1000
Earthquakes	40	1d5+3	350
Slowness	40	1d5+6	0
Speed	40	1d3+4	1000
Mass Polymorph	46	1d5+6	750
Remove Curse	47	1d3+4	500
Dispel Evil	49	1d3+4	1200
Destruction*	50	1d3+1	2500

## STAFF EFFECTS

- **Cure Light Wounds:** Heals 1d8 HP.
- **Curing:** Cures blindness, poison, confusion
- **Darkness:** unlights the current room.

- **\*Destruction\***: Blind 1d12 turns, kill all monsters on screen, melts cavern.
- **Detect Evil**: Lights all evil creatures on the screen.
- **Detect Invisible**: Lights all invisible creatures on screen.
- **Dispel Evil**: 1d60 HP damage to all visible evil creatures within 20 squares
- **Door/Stair Location**: Lights all the doors and stairs on the screen.
- **Earthquakes**: Turns some walls into passageways, and vice versa.
- **Haste Monsters**: Speeds up all visible monsters within 20 squares.
- **Light**: Lights the room you are in.
- **Mass Polymorph**: Polymorphs all monsters within 20 squares randomly.
- **Object Location**: Lights all objects on the screen.
- **Remove Curse**: Removes any {damned} items that you're wearing
- **Sleep Monsters**: Puts all visible monsters within 20 squares to sleep.
- **Slow Monsters**: Slows down all visible monsters within 20 squares.
- **Slowness**: Slows you down for 1d30+15 turns.
- **Starlight**: Bolt of light all six directions, 2d8 dam to light sensitive mon.
- **Speed**: Speeds you up for 1d30+15 turns.
- **Summoning**: Creates 1d4 monsters around you.
- **Trap Location**: Detect all the traps on the screen.
- **Treasure Location**: Lights all the \$ and \* treasure on the screen.
- **Teleportation**: Teleports user to random location on the level.

## WANDS

Your chance to use a wand correctly relies on the following formula:

$$\begin{array}{r}
 + \text{ Saving throw number (see races/classes)} \\
 + \text{ INT bonus for devices (See INT table)} \\
 - \text{ Level of wand} \\
 - \text{ 5} \\
 + \text{ Device use number (see races/classes)} \\
 / \text{ 2 if confused} \\
 \hline
 \text{Chance number.}
 \end{array}$$

If a random number between 1 and chance < 3 then you fail.

If chance < 3 then you still have 1 chance in 3 \* (4-chance) to succeed. If you are confused, then the wand will zap in a random direction.

(All wands add 5% per charge to the base cost. If the cost = 0, then the stores will not buy/sell that wand.)

Wand	Level	Charges	Cost
Confuse Monster	2	1d12+6	400
Haste Monster	2	1d20+12	0
Heal Monster	2	1d20+12	0
Light	2	1d10+6	200
Magic Missile	2	1d10+6	200
Slow Monster	2	1d10+6	500
Wonder	2	1d12+12	250
Stinking Cloud	5	1d8+6	400
Wand	Level	Charges	Cost
Sleep Monster	7	1d10+12	500
Stone-to-Mud	12	1d4+3	300
Trap/Door Destruction	12	1d8+6	500
Lightning Bolts	15	1d8+6	600
Clone Monster	15	1d5+3	0
Disarming	20	1d5+4	500
Frost Bolts	20	1d5+6	800
Polymorph	20	1d8+6	400
Teleport Away	20	1d5+6	350
Wall Building	25	1d5+3	400
Fire Bolts	30	1d8+6	1000
Lightning Balls	35	1d8+4	1200
Cold Balls	40	1d6+2	1500
Acid Balls	48	1d5+2	1650
Drain Life	50	1d3+3	1200
Fire Balls	50	1d8+6	1800

## WAND EFFECTS:

- **Acid Ball**: 60 HP acid damage in a ball
- **Clone Monster**: Makes a duplicate of a monster
- **Cold Ball**: 48 HP cold damage in a ball
- **Confuse Monsters**: Monster walks/attacks randomly
- **Disarming**: Removes trap, or trap on chest.
- **Drain Life**: 75 HP damage to non-undead creatures
- **Fire Bolt**: 9d8 HP fire damage to a monster
- **Fire Ball**: 72 HP fire damage in a ball
- **Frost Bolt**: 6d8 HP cold damage to a monster
- **Haste Monster**: Speed up monster.
- **Heal Monster**: Heals 4d6 HP on a monster
- **Light**: Line of light, does 2d8 damage to light sensitive creatures
- **Lightning Ball**: 32 HP lightning damage in a ball
- **Lightning Bolt**: 4d8 HP lightning damage to a monster
- **Magic Missile**: 2d6 magic damage to monster
- **Polymorph**: Turns monster into a new random monster.
- **Sleep Monster**: puts monster to sleep.
- **Slow Monster**: Slows down monster
- **Stinking Cloud**: 12 HP poison ball.
- **Stone to Mud**: Dissolves wall. Does 100 HP to rock based monsters
- **Teleport Away**: Teleports monster short distance away.
- **Trap/Door Destruction**: Removes traps and doors in a line
- **Wall Building**: Builds walls. Kills immobile creatures, else 4d8 damage Earth Elementals and Earth Spirits get healed by 4d8 HP.
- **Wonder**: Random wand effect.

All balls do full damage to target, 1/2 damage 1 square away,

and 1/3 damage 2 squares away.

## WEAPONS

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Each plus to Hit and to Dam increases the cost by 100. See tables 5.3 and 5.4

Each plus on ammo increases the cost by 5/piece of ammo.

## EGO WEAPONS

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### MELEE WEAPONS:

(bonuses to hit and damage are added in when generated.  
An identified HA (+7, +9) already includes the +5 to hit and damage listed below.)

- **(HA) Holy Avenger:** See Invisible, Sustain stat, Slay Undead, Slay Evil +5 to Hit, +5 to Dam, +1d4 to STR, +1d4 to AC, +10000+500\*[STR] to cost.  
Stat sustained is based on the bonus to strength:  
1=STR, 2=INT, 3=WIS, 4=CON
- **(DF) Defender:** Feather Fall, Resist Lightning, See Invisible, Free Action Resist Cold, Resist Acid, Resist Fire, Regeneration +1d3 to stealth, +3 to hit, +3 to dam, +1d5+5 to AC +7500+500\*[Stealth] to cost
- **(SA) Slay Animal:** \*2 Damage to animals, +2 to Hit, +2 to Dam, +3000 to cost
- **(SD) Slay Dragon:** \*4 Damage to dragons, +3 to Hit, +3 to Dam, +4000 to cost
- **(SE) Slay Evil:** \*2 Damage to evil monsters, +3 to Hit, +3 to Dam +4000 to cost
- **(SU) Slay Undead:** \*3 to undead, See invisible, +3 to hit, +3 to dam, +5000 to cost
- **(FT) Flame Tounge:** \*1.5 damage to monsters vulnerable to fire, +1 to Hit, +3, to Damage, +2000 to cost
- **(FB) Frost Brand:** \*1.5 damage to monsters vulnerable to cold, +1 to hit, +1 to damage, +1200 to cost

### AMMUNITION:

(cost is per ammo. Usually comes in packets of 20)

- **Slaying:** +5 to Hit, +5 to damage, +20 to cost
- **Fire:** +2 to Hit, +4 to Damage, \*1.5 dam to monsters vul. to fire
- **Slay Evil:** +3 to Hit, +3 to Dam, \*2 to evil, +25 to cost
- **Slay Animal:** +2 to hit, +2 to dam, \*2 to animal, +30 to cost
- **Dragon Slaying:** +3 to hit, +3 to dam, \*4 to dragon, +35 to cost

<b>Melee Weapon</b>	<b>Damage</b>	<b>Weight</b>	<b>Level</b>	<b>Cost</b>	
Broken Sword	1d1	7.5	0	24	(-2, -2)
Broken Dagger	1d1	1.5	0	0	(-2, -2)
Dagger (Misericorde)	1d4	1.5	0	10	
Dagger (Stiletto)	1d4	1.2	0	10	
Hands (ie No weapon)	1d2	0.0	0	0	(-2, -2)
Wooden Club	1d3	10.0	0	10	
Dagger (Bodkin)	1d4	2.0	1	10	
Dagger (Main Gauche)	1d5	3.0	2	25	
Cat-o'-Nine Tails	1d4	4.0	3	14	
Javelin	1d4	3.0	4	18	
Rapier	1d6	4.0	4	42	
Thrusting Sword (Bilbo)	1d6	8.0	4	60	
Sabre	1d7	5.0	5	50	
Small Sword	1d6	7.5	5	48	
Spear	1d6	5.0	5	36	
Thrusting Sword (Baselard)	1d7	10.0	5	80	
War Hammer	3d3	12.0	5	225	
Mace	2d4	12.0	6	130	
Backsword	1d9	9.5	7	150	
Cutlass	1d7	11.0	7	85	
Awl-Pike	1d8	16.0	8	200	
Broadsword	2d5	15.0	9	255	
Lance	2d8	30.0	10	230	
Morningstar	2d6	15.0	10	396	
Lucerne Hammer	2d5	12.0	11	376	
Flail	2d6	15.0	12	353	
Longsword	1d10	13.0	12	200	
Battle Axe (European)	3d4	17.0	13	334	
Bastard Sword	3d4	14.0	14	350	
Beaked Axe	2d6	18.0	15	408	
Lead-filled Mace	3d4	18.0	15	502	
Pike	2d5	16.0	15	358	
Broad Axe	2d6	16.0	17	304	
Fauchard	1d10	17.0	17	376	
Katana	3d4	12.0	18	400	
Ball and Chain	2d4	15.0	20	200	
Glaive	2d6	19.0	20	363	
Halberd	3d4	19.0	22	430	
Battle Axe (Balestarius)	2d8	18.0	30	500	
Two-Handed Sword (Claymore)	3d6	20.0	30	775	
Foil	1d5	3.0	35	2	
Two-Handed Sword (Espadon)	3d6	18.0	35	655	
Executioner's Sword	4d5	26.0	40	850	
Two-Handed Great Flail	3d6	28.0	45	590	
Two-Handed Sword (Flamberge)	4d5	24.0	45	1000	
Two-Handed Sword (No-Dachi)	4d4	20.0	45	675	
Two-Handed Sword (Zweihander)	4d6	28.0	50	1500	

Table 5.3: Weapons values.

<b>Missile and Ammo</b>	<b>Type</b>	<b>Damage</b>	<b>Level</b>	<b>Weight</b>	<b>Cost</b>	<b>Range</b>
Rounded Pebble	Rock	1d2	0	0.1	1	
Sling	Rock	x1	1	0.5	5	20
Arrow	Bow	1d4	2	0.2	1	
Bolt	Xbow	1d5	2	0.3	2	
Iron Shot	Rock	1d3	3	0.5	2	
Short Bow	Bow	x2	3	3.0	50	25
Long Bow	Bow	x3	10	4.0	120	30
Light Crossbow	Xbow	x3	15	11.0	140	25
Heavy Crossbow	Xbow	x4	30	20.0	300	35
Composite Bow	Bow	x4	40	5.0	240	35

Table 5.4: Weapons types.

# SPELLS

## SPELL SYSTEM

All player characters in Moria except warriors are able to cast some sort of spells. The types of spells are determined by your class. Mage spells are granted to Mages, Rangers, and Thieves, although only mages get all of the spells. Priest spells are granted to Priests and Paladins.

Each spell has four attributes to it: Level, Mana, Failure, and Experience. The Level of the spell is the level the caster needs to be to learn that spell. Mana is the number of mana points it takes to attempt to cast the spell. Failure is the base failure rate of the spell, and Experience is the number of experience points the character receives for casting that spell successfully for the first time.

The spells are divided up into eight books, four mage and four priest books. Here is the general table item table for spellbooks.

Book	Type	Cost	Level
Beginners-Magick	MAGE	25	40
Beginners Handbook	CLER	25	40
Magick I	MAGE	100	40
Words of Wisdom	CLER	100	40
Magick II	MAGE	400	40
Chants and Blessings	CLER	400	40
The Mages' Guide to Power	MAGE	800	40
Exorcism and Dispelling	CLER	800	40

## MANA

Mana is granted depending on your intelligence, wisdom, and level. Mage spells require intelligence to cast successfully, and priest spells require wisdom. The formula for the number of Mana points a character has is:

$$\frac{\text{Level} * \text{Mana factor from INT/WIS} + 1}{\text{Mana}}$$

Level is the number of levels that character has been casting spells. For Priests, Paladins, and Mages, this is the same as their character level because they get spells at first level. Rangers would be level-2 because their first spell is at third level, and Rogues would be level-4 for similar reasons.

Note: A character with a factor of 0 (INT/WIS < 8) will have 0 mana points and not be able to cast any spells.

Failure: All spells have at least a small chance of failing. The formula below will give the chance that a spell has of failing.

$$\frac{\begin{aligned} &+ \text{Base failure rate of spell} \\ &+ 3 * \text{spell level} \\ &- 3 * \text{player level} \\ &- \text{INT/WIS fail adjust} \\ &+ 5 \text{ per mana point, if you don't have enough mana.} \end{aligned}}{\text{Chance to fail.}}$$

Note: The max failure rate is 95%, the lowest is 5%.

## MAGE SPELLS

See table 6.1

### SPELL EFFECTS: BEGINNERS-MAGIK

- **Magic Missile:** 2d6 damage to target
- **Detect Monsters:** Light all non-invisible monster on the screen
- **Phase Door:** Teleport 10 squares away
- **Light Area:** Permanently illuminates the room
- **Cure Light Wounds:** Heals 4d4 damage.
- **Find Traps/Doors:** Lights all traps, doors, and stairs on the screen
- **Stinking Cloud:** Poison gas ball doing 9 points of damage.

### SPELL EFFECTS: MAGIK I

- **Confusion:** Confuses monster. Will move/attack randomly
- **Lightning Bolt:** 4d8 lightning damage to target
- **Trap/Door Destuct:** Removes traps and doors adjacent to caster. Incl. chests
- **Sleep I:** Sleeps one monster
- **Cure Poison:** Heals poison.
- **Teleport self:** Teleports caster randomly on the level.
- **Remove Curse:** Allows caster to remove damned items
- **Frost Bolt:** 6d8 cold damage to a target
- **Turn Stone to Mud:** Liquidates one wall square. See wand above.

### SPELL EFFECTS: MAGIK II

- **Create Food:** Creates a pint of fine grade mush at your feet.
- **Recharge Item I:** Recharge an item. See below.
- **Sleep II:** Sleeps monsters adjacent to caster.
- **Polymorph Other:** Randomly polymorphs one monster.
- **Identify:** Fully ID's all bonuses, and artifact things on an item
- **Sleep III:** Causes all monsters in sight to fall asleep
- **Fire Bolt:** 9d8 fire damage to a target

Spell	MAGE				RANGER				ROGUE			
	Lv	Mana	Fail	Exp	Lv	Mana	Fail	Exp	Lv	Mana	Fail	Exp
Magic Missile	1	1	22	1	3	1	30	1	–	–	–	–
Detect Monster	1	1	23	1	3	2	35	2	5	1	50	1
Phase Door	1	2	24	1	3	2	35	2	7	2	55	1
Light Area	1	2	26	1	5	3	35	2	9	3	60	2
Cure Lt. Wnds	3	3	25	2	5	3	40	2	11	4	65	2
Find Tr/Doors	3	3	25	1	5	4	45	3	13	5	70	3
Stinking Cloud	3	3	27	2	7	5	40	6	–	–	–	–
Confusion	3	4	30	1	7	6	40	5	15	6	75	3
Lightning Bolt	5	4	30	6	9	7	40	7	–	–	–	–
Trap/Door Dest	5	5	30	8	9	8	45	10	17	7	80	4
Sleep I	5	5	30	5	11	8	40	10	19	8	85	5
Cure Poison	5	5	35	6	11	9	45	10	21	9	90	6
Teleport Self	7	6	35	9	13	10	45	12	–	–	–	–
Remove Curse	7	6	50	10	13	11	55	13	23	10	95	7
Frost Bolt	7	6	40	12	15	12	50	15	–	–	–	–
Turn Stone/Mud	9	7	44	19	15	13	50	15	–	–	–	–
Create Food	9	7	45	19	17	17	55	15	25	12	95	9
Recharge I	9	7	75	22	17	17	90	17	27	15	99	11
Sleep II	9	7	45	19	21	17	55	17	–	–	–	–
Polymorph Othr	11	7	45	25	21	19	60	18	–	–	–	–
Identify	11	7	99	19	23	25	95	20	29	18	99	19
Sleep III	13	7	50	22	23	20	60	20	–	–	–	–
Fire Bolt	15	9	50	25	25	20	60	20	–	–	–	–
Slow Monster	17	9	50	31	25	21	65	20	–	–	–	–
Frost Ball	19	12	55	38	27	21	65	22	–	–	–	–
Recharge II	21	12	90	44	29	23	95	23	–	–	–	–
Teleport Other	23	12	60	50	31	25	70	25	–	–	–	–
Haste Self	25	12	65	63	33	25	75	38	–	–	–	–
Fire Ball	29	18	65	88	35	25	80	50	–	–	–	–
Word Destruct.	33	21	80	125	37	30	95	100	–	–	–	–
Genocide	37	25	95	200	–	–	–	–	–	–	–	–

Table 6.1: Magic spells



- **Slow Monster:** Slows one monster down one speed unit

## SPELL EFFECTS: MAGES GUIDE TO POWER

- **Frost Ball:** Cold ball doing 48 points of damage at center
- **Recharge Item II:** Recharge an item. See below.
- **Teleport Other:** Teleports monster randomly on the level.
- **Haste Self:** Speeds you up one speed unit for 1d20+level turns
- **Fire Ball:** Fire ball doing 72 points of damage at center
- **Word of Destruction:** Tactical nuke at ground zero. Kill all monsters.
- **Genocide:** Kills all monsters of a specific letter group.

Recharging items: The chance that an item will survive recharging, and the number of charges it receives is based on the power of the recharge spell/scroll.

Chance to recharge:

$$\begin{aligned}
 &+ \text{ origin bonus (Recharge I=20, recharge II or scroll=60)} \\
 &+ 50 \\
 &- \text{ level of wand/staff} \\
 &- \text{ charges in wand/staff} \\
 &/ 10 \\
 &- \text{ -----} \\
 &\text{Chance}
 \end{aligned}$$

An item will be destroyed 1 time in 'Chance' times.

The number of charges added to the wand/staff is:

$$\begin{aligned}
 &+ \text{ origin bonus (see above)} \\
 &/ 2+\text{level of staff/wand} \\
 &+ 1 \\
 &- \text{ -----} \\
 &\text{Max charges}
 \end{aligned}$$

The number of charges added is 2+(1..max)

## PRIEST SPELLS

Lv = level, M. = mana, F. = fail, E. = experience.

Prayer	CLERIC				PALADIN			
	Lv	M.	F.	E.	Lv	M.	F.	E.
Detect Evil	1	1	10	1	1	1	30	1
Cure Light Wounds	1	2	15	1	2	2	35	2
Bless	1	2	20	1	3	3	35	3
Remove Fear	1	2	25	1	5	3	35	5
Call Light	3	2	25	1	5	4	35	5
Find Traps	3	3	27	2	7	5	40	6
Detect Doors/Stairs	3	3	27	2	7	5	40	6
Slow Poison	3	3	28	3	9	7	40	7

Prayer	CLERIC				PALADIN			
	Lv	M.	F.	E.	Lv	M.	F.	E.
Blind Creature	5	4	29	4	9	7	40	8
Portal	5	4	30	5	9	8	40	8
Cure Medium Wounds	5	4	32	5	11	9	40	10
Chant	5	5	34	5	11	10	45	10
Sanctuary	7	5	36	6	11	10	45	10
Create Food	7	5	38	7	13	10	45	12
Remove Curse	7	6	38	9	13	11	45	13
Resist Heat and Cold	7	7	38	9	15	13	45	15
Neutralize Poison	9	6	38	9	15	15	50	15
Orb of Draining	9	7	38	10	17	15	50	17
Cure Serious Wounds	9	7	40	10	17	15	50	18
Sense Invisible	11	8	42	10	19	15	50	19
Protection from Evil	11	8	42	12	19	15	50	19
Earthquake	11	9	55	15	21	17	50	20
Sense Surroundings	13	10	45	15	23	17	50	20
Cure Critical Wounds	13	11	45	16	25	20	50	20
Turn Undead	15	12	50	20	27	21	50	22
Prayer	15	14	50	22	29	22	50	24
Dispel Undead	17	14	55	32	31	24	60	25
Heal	21	16	60	38	33	28	60	31
Dispel Evil	25	20	70	75	35	32	70	38
Glyph of Warding	33	24	90	125	37	36	90	50
Holy Word	39	32	80	200	39	38	90	100

## PRAYER EFFECTS: BEGINNER'S HANDBOOK

- **Detect Evil:** Lights all evil (including invisible) monsters on screen
- **Cure Light Wounds:** Heals 3d3 HP
- **Bless:** AC +2, +5 to fight and bow skill for 12+1d12 turns
- **Remove Fear:** Cures Fear
- **Call Light:** Lights room or corridor
- **Find Traps:** Lights all the traps on the screen
- **Detect Doors/Stairs:** Lights all the doors and stairs on the screen
- **Slow Poison:** Halves the amount of time before poison wears off.

## PRAYER EFFECTS: WORDS OF WISDOM

- **Blind Creature:** Blinds creature. He will act as if you're not there.
- **Portal:** Teleport up to 3\*level squares away
- **Cure Medium Wounds:** Heals 4d4 HP
- **Chant:** AC+2, +5 to fight and bow skill for 24+1d24 turns
- **Sanctuary:** Sleeps all adjacent monsters
- **Create Food:** Pint of fine grade mush appears at your feet.
- **Remove Curse:** Allows damned items to be removed
- **Resist Heat and Cold:** 1d10+10 turns. Combines with (RF) and (RC) items

## PRAYER EFFECTS: CHANTS AND BLESSINGS

- **Neutralize Poison:** Cures poison
- **Orb of Draining:** Black sphere doing 3d6+level damage. Double to evil
- **Cure Serious Wounds:** Heals 8d4 HP

- **Protection from Evil:** Evil creatures cannot attack you.  
See scrolls
- **Earthquake:** Changes some walls to caverns and vice versa.
- **Sense Surroundings:** Magic Mapping
- **Cure Critical Wounds:** Heal 16d4 HP
- **Turn Undead:** All undead in sight will flee if the undead is lower level than the caster. If the undead is higher level, the undead flees only 1/5 times.

## PRAYER EFFECTS: EXORCISMS AND DISPELLINGS

- **Prayer:** AC+2, +5 to fight and bow skill for 48+1d48 turns
- **Dispel Undead:** 1d(3\*level) to all undead in sight
- **Heal:** Heals 200 HP
- **Dispel Evil:** 1d(3\*level) damage to all evil
- **Glyph of Warding:** Creates glyph that monsters won't cross.
- **Holy Word:** Dispel Evil up to 4\*level, Cure Fear, Cure Poison, Heals 1000 HP, restores all stats, invuln 3 turns

# WIZARD MODE

## ENTERING WIZARD MODE

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Do you really want to play in wizard mode? Wizard mode is primarily used by those who have just made a change in the source code of their copy of the game and are testing it out. Using wizard mode for 'fun' can degrade your impression of the game, leading to 1) discontinued playing or 2) an inability to play a game without cheating. In addition, you cannot enter the high score file after entering wizard mode. What? You're still here?

Ok. To enter wizard mode, type ^W (That's control-W). This will convert your current character to a Wizard.

You can also invoke wizard mode at the command line by doing 'morja -w'.

If you want to resurrect a dead character, type morja -w (save file). The dungeon will be destroyed, and you'll return to the store level, but all of your items will be intact.

## WIZARD COMMANDS

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See table 7.1 for keyboard commands.

## WIZARD ITEMS

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Creation of Wizard items is usually used by real people to test new items before inserting them into the wizard file. For munchkins, this is used to create godlike weapons. You'll probably want the source code handy also. There are several questions you must answer to create a new item:

Tval: This is a group number that tells morja what kind of object the item is.

Tval	Group	Subval	P1 Effect
1	Miscellaneous	14..63	
2	Chest	19..63	
10	Sling Ammo	195..255	Ego bonus
11	Bolt	195..255	Ego bonus
12	Arrow	195..255	Ego bonus
13	Spike	2..63	
15	Light source	36..63	Turns left
20	Bow	21..63	Ego bonus
21	Hafted Weapons	10..63	Ego bonus
22	Polearm Weapons	14..63	Ego bonus
23	Swords	25..63	Ego bonus
25	Digging	7..63	Dig bonus
30	Boots	4..63	Ego bonus
31	Gloves	3..63	Ego bonus
32	Cloak	2..63	Ego bonus
33	Helm	9..63	Ego bonus
34	Shield	7..63	Ego bonus
35	Hard Armor	13..63	Ego bonus
36	Soft Armor	10..63	Ego bonus
40	Amulets	10..63	bonus +/-
45	Rings	31..63	bonus +/-
55	Staves	23..63	Charges
65	Wands	24..63	Charges
70	Scroll 1	None	
71	Scroll 2	104..191	
75	Potion 1	None	
76	Potion 2	109..191	
77	Flask	70..93	
80	Food	85..89	Food value
90	Magik Book	68..93	
91	Prayer Book	68..93	

- **Tchar:** Character that the object will be represented by.
- **Subval:** Number used to distinguish items within a group. See the Tval chart for the range of numbers in each group that are not already being used by an object.
- **Weight:** Number of tenths of pounds that the object weighs.
- **Number:** How many in the group. (14 arrows, 5 food rations, etc)
- **Damage (dice):** number of dice rolled for base damage (5 if 5d4 damage)
- **Damage (side):** number of sides on each die rolled (4 if 5d4 damage) For non-weapons, damage is the damage done by throwing the item at something.
- **+To Hit:** Bonus to-hit on the item.
- **+To Dam:** Bonus to-damage on the item.
- **AC:** Base AC the item provides
- **+To AC:** Bonus on the AC.
- **P1:** Miscellaneous number. See the Tval chart for the uses of P1.

Flags (in hex): Describes the powers an item has. For different types of items, these have different meanings. Use the table that describes the type of item that you are trying

Normal	Rogue	Description
:	:	Magic Mapping
^A	^A	Remove Curse, cure blind, conf, pois, fear, slowness, stat
^B	^O	Generates objects for a level and prints them in a file
^D	^D	Teleports the character to the specified level (1 lv=50')
^E	^E	Edit char stats, HP, mana, skills, gold, exp, level, speed
^F	^F	Eliminates all monsters on the screen.
^G	^G	Randomly generate treasure around you.
^H		Wizard help.
^I Tab	^I Tab	Identify an item.
^J	+	Double Experience
^L	*	Turns on the global overhead light. (No darkness anywhere)
^T	^T	Teleport player
^U	&	Summon random monster
^W	^W	Enter/exit wizard mode
@	@	Create wizard item (see below)

Table 7.1: Keyboard commands.

to create. To have multiple effects, simply add the flags values together.

Just add up the flags you want and enter it as a hex number.

Cost: The base cost in the stores (should you decide to sell it :-)

Level: Level of the dungeon on which it would be randomly generated. Wizard items will not be randomly generated in the game. Also affects the difficulty of wand and staff use and recharging.

<b>Value (hex)</b>	<b>Wearable items</b>	<b>Wand Effects</b>	<b>Food Effects</b>
0x00000001	+p1 to strength	Starlight	Poisoned
0x00000002	+p1 to Intelligence	4d8 lght bolt	Blinded
0x00000004	+p1 to Wisdom	6d8 frst bolt	Fear
0x00000008	+p1 to Dexterity	9d8 fire bolt	Confused
0x00000010	+p1 to Constitution	stone to mud	Cure Poison
0x00000020	+p1 to Charisma	polymorph	Cure Blindness
0x00000040	+p1 to searching	Heals 4d6 HP	Cure Fear
0x00000080	Slow digestion	speed monster	Cure Confusion
0x00000100	+p1 to stealth	slow monster	Lose Strength
0x00000200	Aggravate monster	confuse monst	Lose Const.
0x00000400	Teleportation	sleep monster	Lose Intel.
0x00000800	Regeneration	drain life	Lose Wisdom
0x00001000	+p1 to speed	destruction	Lose Dexterity
0x00002000	*4 damage to dragons	2d6 Mag. Misl	Lose Charisma
0x00004000	*2 damage to animals	wall building	Restore Str.
0x00008000	*2 damage to evil	clone monster	Restore Con.
0x00010000	*3 damage to undead	teleport mon.	Restore Int.
0x00020000	*1.5 to frost vulnerable	disarm	Restore Wis.
0x00040000	*1.5 to fire vulnerable	32 lght ball	Restore Dex.
0x00080000	Resist Fire	48 frst ball	Restore Chr.
0x00100000	Resist Acid	72 fire ball	Heals 1d6 HP
0x00200000	Resist Cold	12 posn ball	Heals 1d12 HP
0x00400000	Sustain stat in p1	60 acid ball	Heals 1d18 HP
0x00800000	No sleep or paralysis	random effect	Heals 3d6 HP
0x01000000	See Invisible		Heals 3d12 HP
0x02000000	Resist Lightning		Lose 1d18 HP
0x04000000	Feather fall		Lose 1d8 HP
0x08000000	Blindness		Lose 2d8 HP
0x10000000	Causes Fear		Lose 3d8 HP
0x20000000	Digging implement		
0x40000000	+p1*10' to infravision		
0x80000000	Cursed damned		

<b>Value (hex)</b>	<b>Scroll 1 Effects</b>	<b>Scroll 2 Effects</b>	<b>Staff Effects</b>
0x00000001	Enchant Weapon-Hit	*Enchant Weapon*	Light Area
0x00000002	Enchant Weapon-Dam	Curse Weapon	Detect Doors
0x00000004	Enchant Armor	*Enchant Armor*	Detect Traps
0x00000008	Identify	Curse Armor	Detect Treasure
0x00000010	Remove Curse	Summon Undead	Detect Objects
0x00000020	Light	Bless 1d12+6 turns	Teleportation
0x00000040	Summon Monster	Bless 1d24+12 turns	Earthquake
0x00000080	Phase Door	Bless 1d48+24 turns	Summon Monsters
0x00000100	Teleport	Word of Recall	
0x00000200	Level Teleport	Destruction	Destruction
0x00000400	Confuse Monster		Starlight
0x00000800	Magik Mapping		Speed Monsters
0x00001000	Sleep Monsters		Slow Monsters
0x00002000	Rune of Protection		Sleep Monsters
0x00004000	Detect Treasure		Heal 1d8 HP
0x00008000	Detect Object		Detect Invisible
0x00010000	Detect Traps		Speed
0x00020000	Detect Doors		Slow
0x00040000	Mass Genocide		Mass Polymorph
0x00080000	Detect invisible		Remove Curse
0x00100000	Aggravate Monst.		Detect Evil
0x00200000	Trap Creation		Cure Bl/Ps/Cnf
0x00400000	Trap/Door Destruct.		Dispel Evil
0x00800000	Door Creation		
0x01000000	Recharge Item		Darkness
0x02000000	Genocide		
0x04000000	Darkness		
0x08000000	Protect Evil		
0x10000000	Create Food		
0x20000000	Dispel Undead 60hp		
0x40000000			
0x80000000			

<b>Value (hex)</b>	<b>Potion 1 Effects</b>	<b>Potion 2 Effects</b>	<b>Chest Flaggs</b>
0x00000001	Gain Strength		Locked
0x00000002	Lose Strength	Lose Experience	
0x00000004	Restore Strength	Salt Water	
0x00000008	Gain Intelligence	Invulnerability	
0x00000010	Lose Intelligence	Heroism	Lose Strength
0x00000020	Restore Intell.	Super Heroism	Poison Needle
0x00000040	Gain Wisdom	Remove Fear	Paralysis
0x00000080	Lose Wisdom	Restore Life Levels	Explode
0x00000100	Restore Wisdom	Resist Heat	Summon Monsters
0x00000200	Gain Charisma	Resist Cold	
0x00000400	Lose Charisma	Detect Invisible	
0x00000800	Restore Charisma	Slow Poison	
0x00001000	Heal 2d7 Hp	Cure Poison	
0x00002000	Heal 4d7 Hp	Restore Mana	
0x00004000	Heal 6d7 Hp	Infraision	
0x00008000	Heal 1000 Hp		
0x00010000	Gain Constitution		
0x00020000	Gain Experience		
0x00040000	Sleep		
0x00080000	Blindness		
0x00100000	Confusion		
0x00200000	Poison		
0x00400000	Speed		
0x00800000	Slow		
0x01000000	Gain Dexterity		
0x02000000	Restore Dexterity		
0x04000000	Restore Constitution		
0x08000000	Cure Blindness		
0x10000000	Cure Confusion		
0x20000000	Cure Poison		
0x40000000			
0x80000000			

<b>Value (hex)</b>	<b>Spells in Mage Book</b>	<b>Spells in Priest Books</b>
0x00000001	Magic Missiles	Detect Evil
0x00000002	Detect Monsters	Cure Light Wounds
0x00000004	Phase Door	Bless
0x00000008	Light Area	Remove Fear
0x00000010	Cure Light Wounds	Call Light
0x00000020	Find Hidden Traps/Doors	Find Traps
0x00000040	Stinking Cloud	Detect Doors/Stairs
0x00000080	Confusion	Slow Poison
0x00000100	Lightning Bolt	Blind Creature
0x00000200	Trap/Door Destruction	Portal
0x00000400	Sleep I	Cure Medium Wounds
0x00000800	Cure Posion	Chant
0x00001000	Teleport Self	Sanctuary
0x00002000	Remove Curse	Create Food
0x00004000	Frost Bolt	Remove Curse
0x00008000	Turn Stone To Mud	Resist Heat and Cold
0x00010000	Create food	Neutralize Poison
0x00020000	Recharge Item I	Orb of Draining
0x00040000	Sleep II	Cure Serious Wounds
0x00080000	Polymorph Other	Sense Invisible
0x00100000	Identify	Protection From Evil
0x00200000	Sleep III	Earthquake
0x00400000	Fire Bolt	Sense Surroundings
0x00800000	Slow Monster	Cure Critical Wounds
0x01000000	Frost Ball	Turn Undead
0x02000000	Recharge Item II	Prayer
0x04000000	Teleport Other	Dispel Undead
0x08000000	Haste Self	Heal
0x10000000	Fire Ball	Dispel Evil
0x20000000	Word of Destruction	Glyph of Warding
0x40000000	Genocide	Holy Word



# CLOSING REMARKS

That's the end of the spoilers. If anybody has any corrections, suggestions, additions, subtractions, or comments, they can direct them to my mailbox:

(Michael R. Marcelais), [mrmarcel@eos.ncsu.edu](mailto:mrmarcel@eos.ncsu.edu), [mrmarcel%eos.ncsu.edu@ncsu.edu](mailto:mrmarcel%eos.ncsu.edu@ncsu.edu)

