Crossfire in vital numbers

Crossfire v1.6.0

26th April 2004

General

This guide is intended to present the player to his opponents and the "tools" of his trade. The tables in this guide are generated completely from the crossfire source, so you may sometimes see monsters or items here before they can be encountered in the game.

Enchantments

Enchanted items are items that is better than the basic type. They are identified by the *+1*, *+2*, *+3* or *+4* at the end of the item name. Also, the higher the number, the rarer the item is. The enchantments affect the value, weight and effect of the item; i.e. for armour its *ac* (armour class), for weapons its *wc* (weapon class). Items that already have a magical effect are never enchanted.

Maxstats

The following table shows the maximum value the different player classes can reach in a stat. It also shows how your basic stats will be changed by choosing a different class. When you roll your character, the stats displayed are the stats you will get as a human. When satisfied, you can step through a number of classes, each with special bonuses in stats.

Type		Str	Dex	Con	Int	Wis	Pow	Cha	Special
Dwarf		23	18	24	18	19	18	19	Ac 10, damage +1
Elf		18	23	18	22	17	22	24	Ac 10, damage +1
Fireborn		15	24	20	22	22	27	18	Ac 0, damage +0 Attacks: fire
Gnome		19	17	18	20	23	23	20	Ac 10, damage +1, luck +1
Halfling		16	23	24	20	17	20	20	Ac 10, damage +1, luck +1
Human		20	20	20	20	20	20	20	Ac 10, damage +1
Northman		21	21	22	18	19	19	19	Ac 10, damage +1
Fire hatchling		25	20	26	17	12	25	20	Ac 5, damage +10
Half orc		22	21	22	18	18	19	17	Ac 10, damage +1
Quetzalcoatl		26	23	26	12	12	26	20	Ac 5, damage +10
Serpentman		22	22	24	18	18	20	16	Ac 5, damage +8
Troll		25	19	25	15	18	18	16	Ac 10, damage +1
Wraith		17	24	17	22	17	23	16	Ac 6, damage +1 Attacks: cold

A barbarian has a maximum strength which is 4 higher than a human – that means he will begin with an additional 4 points added to his strength roll. On the other hand, a barbarian can never get above 12 in intelligence. This means that your rolled character will have 8 less in intelligence if you choose that class. It also means that you can't be a barbarian if you roll less than 8 in intelligence – the poor barbarian would have had a negative stat.

You can never roll a character with better stats than an average of straight 15's, and you can't roll higher than 18 in a stat. These values are the maximum values for your "natural" dexterity, constitution etc. You can raise your natural stats by drinking potions.

However, there are plenty of items which give you bonuses to your stats even *beyond* your class' limit – swords, armours and rings to name the most important. You can also read scrolls or cast spells to temporarily raise your stats. The absolute maximum value is 30, and the player class doesn't matter here.

Weapons

Weapons

Notice that the weight and damage differs on seemingly equal weapons. We suggest that you wield the *identified* weapons, to choose the better one.

Name		Dam	Speed	Weight	Name		Dam	Speed	Weight
Axe		7	10.00	9.0	Morningstar		10	11.00	17.0
Axe		6	10.00	6.0	Nunchacu		1	4.00	5.0
Axe		8	10.00	12.0	Nunchacu		2	4.00	5.5
Axe		7	10.00	10.0	Pipe		5	8.00	6.5
Battle Axe		21	8.00	10.0	Poleaxe		18	12.00	35.5
Bones		20	19.00	7.0	Quarterstaff		5	8.00	9.0
Bones		20	19.00	2.0	Rapier		7	8.00	10.0
Bones		20	19.00	1.0	Sabre		7	8.00	13.5
Bones		20	19.00	7.0	Saw		4	7.00	6.5
Bones		20	19.00	11.0	Scimitar		8	8.00	15.0
Broadsword		9	8.00	20.0	Serpentman sword		6	8.00	3.0
Broadsword		9	8.00	21.5	Shootingstar		40	6.00	20.0
Club		6	9.00	9.0	Shortsword		4	6.00	10.0
Coffin		10	19.00	80.0	Shortsword		4	6.00	8.0
Dagger		2	5.00	2.0	Shovel		10	15.00	30.0
Dagger of fortune		2	5.00	2.0	Spear		7	9.00	8.5
Falchion		7	8.00	13.0	Stake		8	11.00	2.0
Hammer		7	9.00	17.5	Stoneaxe		6	11.00	8.5
Harakiri sword		30	6.00	5.0	Stonehammer		6	10.00	15.0
Katana		7	6.00	11.0	Sword		8	8.00	15.5
Large club		20	17.00	40.0	Taifu		2	6.00	5.0
Large morningstar		13	12.00	25.0	Throwing dagger		1	4.00	1.5
Light sword		6	8.00	11.5	Throwing hammer		6	9.00	15.5
Long spear		12	9.00	26.5	Trident		11	8.00	23.0
Long sword		8	8.00	15.0	Two handed sword		14	8.00	25.0
Long sword		8	8.00	14.5	Unknown Sword		40	6.00	111.0
Mace		7	9.00	16.0	Vicious axe		13	12.00	12.0
Mace		8	9.00	17.5	Wrench		3	6.00	3.5
Magnifying glass		1	2.00	2.0					

Some weapons also have a separate effect:

Magnifying glass	-	Dexterity +1
		Ant-slaying
Saw	-	Attacks: physical
		Deathtree-slaying
Shovel	-	Attacks: physical
		Excavation
Stake	-	Attacks: physical
		Vampire-slaying

Bows

The *rate* column in the following table shows the relative rate of fire. E.g. to cock a bow with a “rate of fire” of $^{1}/_{2}$, you need only half the time of what is needed with a bow with a “rate of fire” of $^{1}/_{1}$.

The damage done by the impact of a bolt fired from a crossbow is constant. However, with an ordinary bow you can pull the arrow further back if you are strong, and it would thus do more damage.

Name		Rate	Dam	Weight
Bow		$^{1}/_{5}0$	7	12.0
Composite bow		$^{1}/_{3}5$	14	3.0
Crossbow		$^{1}/_{4}0$	7	25.0
Elven bow +3		$^{1}/_{7}0$	15	15.0
Energy Bow +7		$^{1}/_{8}0$	30	9.0
Hunter’s bow		$^{1}/_{2}0$	10	2.0
Lightning bow +3		$^{1}/_{0}$	14	25.0
Long bow		$^{1}/_{4}0$	20	8.0
Lythander’s Elven Bow +5		$^{1}/_{0}$	30	8.0
Rock thrower		$^{1}/_{4}0$	10	0.0
Spits acid		$^{1}/_{2}0$	0	0.0

Special weapons

This section shows the different “Special weapons” which exist in crossfire. Although the weapons are supposed to be unique, there may exist several of them...

Name		Dam	Max. speed	Special
Belzebub’s sword +5		17	7.00	Constitution +2, intelligence +1, spell-point regeneration +1 Attacks: physical, acid Angel-slaying
Bonecrusher +3		50	15.00	Attacks: physical Skeleton-slaying
Burning Tail of many lashings of Ruggilli +15		40	8.00	Attacks: physical, fire, paralyze
Chaos Sword +10		100	3.00	Strength +1, constitution +1, dexterity +1, wisdom +1, intelligence +1, charisma +1, hit-point regeneration -5, spell-point regeneration -4, luck -3, X-ray vision Attacks: physical, chaos
Darkblade +4		10	7.00	Charisma -1, constitution +2, hit-point regeneration +1 Attacks: weaponmagic
Deathbringer +3		15	9.00	Attacks: physical, depletion

Name		Dam	Max. speed	Special
Defender +3		8	8.00	Ac -1 Attacks: physical
Demonbane +3		11	9.00	Attacks: physical Demon-slaying
Dragonslayer +3		11	9.00	Attacks: physical Dragon-slaying
Excalibur +5		12	7.00	Strength +1, charisma +2 Attacks: weaponmagic
Firebrand +3		9	8.00	Attacks: fire
Firestar +3		23	9.00	Attacks: physical, fire
Firestar +6		35	9.00	Attacks: physical, fire, weaponmagic
Frost Hammer +3		10	8.00	Power +3 Attacks: magical, cold
Frostbrand +3		9	8.00	Attacks: cold
Gram +3		18	15.00	Speed +1, luck +1 Attacks: physical, confusion
Holy Avenger +5		15	9.00	Strength +1, wisdom +2, charisma +2 Attacks: weaponmagic, blinding
Katana of Masamune +3		25	3.00	Strength +2, dexterity +2, constitution +2, wisdom +1 Attacks: physical, weaponmagic Undead-slaying
Kobold Dagger +3		6	2.00	Attacks: physical Troll-slaying
Lava Slasher +3		30	9.00	Strength +2, constitution +2 Attacks: physical, fire
Mjøllnir +3		10	8.00	Strength +1 Attacks: electricity
Mournblade +4		9	8.00	Strength +1, spell-point regeneration +1 Attacks: drain, weaponmagic
Skullcleaver +3		20	11.00	Attacks: physical Skull-slaying
Staff of the Magi +5		20	0.00	Intelligence +1, power +1, spell-point regeneration +2 Attacks: physical, weaponmagic
Sting +3		5	6.00	Attacks: physical Troll-slaying
Stormbringer +4		9	8.00	Strength +1, hit-point regeneration +1 Attacks: electricity, drain
Unicorn horn +3		9	9.00	

Armour

Armour is essential to surviving in Crossfire. The basic idea is that the less *ac* (armour class) you have – the more difficult you are to hit. The *armour* value represents the reduction in physical damage in percent. There are several types of armour in Crossfire.You may only wear *one* of the different main types of armour (except magical armour).

The different main types consist of these :

Body Armour

Type		Ac	Armour	Weight	Max. speed	Magic
Mithril chainmail of lightning of Sorig		+4	0	0.0	0.00	
Shirt		+0	0	1.0	2.00	
Dress		+0	0	4.5	0.80	Charisma +1
Dress		+1	0	5.0	0.80	Charisma +1
Elven Robe +1		+3	0	5.0	1.20	Stealth, dexterity +4
Midnight Robe +5		+5	0	5.0	0.00	Dexterity +1, intelligence +2, power +2, reflect spells
White Dragon Scale Mail +-3		+5	0	5.0	1.30	
Dress		+1	0	10.0	0.50	Charisma +2
Gale Armour		+4	0	10.0	5.00	Dexterity +2
Robe	0	+1	0	10.0	1.20	
Robe		+1	0	10.0	1.20	
Mithril chainmail		+6	0	15.0	1.80	
Mithril chainmail of lightning +3		+4	0	15.0	2.70	Charisma +1, strength +1, speed +1
Mithril chainmail of lightning of Sorig +5		+4	0	15.0	2.70	Dexterity +1, strength +1, speed +1
Apron		+1	0	20.0	1.10	
Armour		+2	0	20.0	1.30	
Scale mail		+3	0	20.0	0.90	
Power Dragon Mail +4		+8	0	40.0	1.30	Speed +1
Ring mail		+4	0	40.0	1.10	
Hauberk		+4	0	50.0	1.00	
Thorin's Plate Mail +2		+3	0	50.0	1.30	Strength +1
Chain mail		+4	0	60.0	1.00	
Dragon mail +3		+6	0	60.0	1.30	
Plate mail		+5	0	100.0	0.70	

Helmets

Type		Ac	Armour	Weight	Magic
Crown		+0	0	12.3	
Eye glasses		+0	0	0.1	Dexterity +2, charisma -2
Full helmet		+1	0	12.0	
Gnarg's Orc Helmet		+3	0	7.0	Dexterity +1
Helmet		+1	0	5.0	
Helmet		+2	0	7.0	Intelligence +2, power +2, spell-point regeneration +1
Helmet		+1	0	5.0	
Helmet		+2	0	6.0	X-ray vision
Horned helmet		+1	0	10.0	
Horned helmet		+1	0	6.0	
Kabuto of Geisya		+3	0	2.0	Wisdom +1, charisma +2, intelligence +1
Sorcerer's hat		+1	0	1.0	Spell-point regeneration +1
Turban		+0	0	0.5	
Wig		+0	0	0.5	Charisma +1
Wizard Hat		+1	0	1.0	Intelligence +2, spell-point regeneration +4

Shields

Type		Ac	Armour	Weight	Magic
Belzebub's shield		+4	0	25.0	
Demonspawn Shield		+0	0	0.0	
Demonspawn Shield		+0	0	0.0	
Demonspawn Shield		+0	0	0.0	
Demonspawn Shield		+0	0	0.0	Charisma -5
Demonspawn Shield		+3	0	25.0	Charisma -3
Demonspawn Shield		+4	0	25.0	Charisma -3
Demonspawn Shield		+4	0	25.0	Charisma -3, reflect spells
Demonspawn Shield		+7	0	25.0	Charisma -5, reflect spells
Dragon shield +2		+1	0	5.0	
Eyeshield		+3	0	15.0	
Gaea's Shield of Earth		+4	0	20.0	
High shield		+1	0	20.0	
Holy shield		+4	0	20.0	
Polished shield		+3	0	18.0	Reflect spells
Shield		+1	0	15.0	
Shield		+1	0	15.0	
Small shield		+1	0	10.0	
Spiked shield	0	+1	0	2.0	Damage +3
White Dragon Shield +2		+2	0	6.0	

Other Clothing

Type		Armour	Magic
Gauntlets		+0	
Gauntlets		+0	Dexterity +2
Gauntlets		+0	Strength +1
Gloves of the Sun +1		+0	Dexterity +2, damage +2, ac +1Attacks: physical, fire
Low boots		+0	
Sandals		+0	
Girdle		+0	Strength +1, constitution +1
Girdle		+0	Constitution +2
Girdle		+0	Damage +10
Girdle		+0	Strength +2
Gloves		+0	
Idaten		+0	Speed +5, speed +20
Shining Finger		+0	Strength +2, damage ++3
Levitationboots		+0	Flying
God Finger		+0	Strength +2, dexterity -1, damage ++3
Elvenboots		+0	Speed +3, stealth
High boots		+0	
Speedboots		+0	Speed +6

Magic

Magic is brought into play by various means. The only way to actually learn the spells, is to read them from a book. Both scrolls and books will disappear after being read (*applied* actually). Magic that comes from quaffing (*applying*) a potion will stay in effect over a period of time. Naturally not all magic found in wands would be found in e.g. scrolls etc.*Scroll of large fireball* or *Potion of poison* would be ridiculous.

The *Wonder* spell will produce random magic (rather unpredictable).

Name			Level	Sp.	Wands	Scrolls	Books
Alchemy			3	5		√	√
Animate weapon			7	25			√
Antimagic rune			7	5			√
Armour			1	8		√	√
Ball lightning			9	10	√	√	
Banishment			5	10	√	√	√
Bless			2	8			√
Build bullet wall			12	35			√
Build director			10	30			√
Build fireball wall			16	45			√

Name			Level	Sp.	Wands	Scrolls	Books
Build lightning wall			14	40			√
Bullet storm			10	8			√
Bullet swarm			7	6			√
Burning hands			1	5	√		√
Call holy servant			5	30			√
Cancellation			10	30	√		√
Cause anthrax			12	50		√	√
Cause cold			2	10	√	√	√
Cause flu			2	10	√	√	√
Cause leprosy			5	20		√	√
Cause light wounds			1	4			√
Cause medium wounds			3	8			√
Cause serious wounds			5	16			√
Cause typhoid			8	60		√	√
Charging			10	200		√	
Charisma			3	12			√
Charm monsters			5	20			√
Command undead			4	12			√
Confusion			2	10		√	√
Consecrate			4	35			√
Constitution			4	15		√	√
Counterspell			3	10	√		√
Counterwall			8	8	√		√
Create bomb			6	10	√	√	√
Create earth wall			4	6	√		√
Create fire wall			6	5			√
Create food			6	10			√
Create frost wall			8	8			√
Create missile			1	5		√	√
Create pool of chaos			10	10	√		√
Cure blindness			9	30		√	√
Cure confusion			7	8		√	√
Cure disease			5	30		√	√
Cure poison			4	7			√
Curse			2	8			√
Dancing sword			11	25			√
Dark vision			5	10		√	√
Darkness			5	15	√		√
Destruction			18	30		√	√

Name			Level	Sp.	Wands	Scrolls	Books
Detect curse			5	10		√	√
Detect evil			3	3		√	√
Detect magic			1	1	√	√	√
Detect monster			2	2		√	√
Dexterity			3	12		√	√
Dimension door			10	25	√		√
Disarm			4	7			√
Earth to dust			2	5			√
Faery fire			4	10		√	√
Fear			4	6	√		√
Firebolt			2	9	√		√
Frostbolt			3	12	√		√
Glyph			12	5			√
Heal			10	50	√		√
Holy orb			7	12			√
Holy possession			9	30			√
Holy word			1	4			√
Holy wrath			14	40			√
Icestorm			1	5	√		√
Identify			8	60		√	√
Improved invisibility			8	25		√	√
Invisible			6	15		√	√
Invisible to undead			6	25		√	√
Large bullet			4	3	√		√
Large fireball			5	16	√		√
Large lightning			4	13	√		√
Large manaball			10	32			√
Large snowstorm			5	16	√		√
Levitate			6	10		√	√
Light			1	8	√		√
Magic bullet			1	1	√		√
Magic drain			12	20			√
Magic mapping			5	15	√	√	√
Magic missile			1	1	√		√
Magic rune			12	5			√
Major healing			8	10	√		√
Mana blast			8	10			√
Mana bolt			5	18			√

Name			Level	Sp.	Wands	Scrolls	Books
Marking rune			1	2			√
Mass confusion			7	20	√		√
Medium fireball			3	10	√		√
Medium healing			4	7	√		√
Medium manaball			7	20			√
Medium snowstorm			3	10	√		√
Minor healing			1	4	√		√
Missile swarm			7	6			√
Mystic fist			5	10			√
Pacify			4	10	√		√
Paralyze			2	5	√		√
Perceive self			2	5	√	√	
Poison cloud			2	5	√		√
Polymorph			6	20	√		
Probe			1	3	√		√
Protection from attack			13	50		√	√
Protection from cancellation			11	30		√	√
Protection from cold			3	15		√	√
Protection from confusion			7	20		√	√
Protection from depletion			7	20		√	√
Protection from draining			9	25		√	√
Protection from electricity			4	15		√	√
Protection from fire			5	20		√	√
Protection from magic			10	30		√	√
Protection from paralysis			8	20		√	√
Protection from poison			6	20		√	√
Protection from slow			7	20		√	√
Regeneration			7	15			√
Remove curse			8	80		√	√
Remove damnation			15	200		√	
Restoration			13	80		√	√
Rune of blasting			10	18			√
Rune of death			17	20			√
Rune of fire			4	10			√
Rune of frost			6	12			√
Rune of shocking			8	14			√
Rune of transferrence			6	12			√
Show invisible			7	10	√	√	√
Slow			1	5	√		√

Name			Level	Sp.	Wands	Scrolls	Books
Small fireball			1	6	√		√
Small lightning			1	6	√		√
Small manaball			4	12			√
Small snowstorm			1	6	√		√
Staff to snake			2	8			√
Steambolt			5	10	√		√
Strength			2	10		√	√
Summon air elemental			6	20	√	√	√
Summon avatar			10	60			√
Summon cult monsters			3	12			√
Summon earth elemental			4	15	√	√	√
Summon fire elemental			7	25	√	√	√
Summon fog			2	5	√		√
Summon golem			2	5	√	√	√
Summon pet monster			2	5	√	√	√
Summon water elemental			5	15	√	√	√
Sunspear			6	8	√		
Town portal			8	30			√
Transferrence			5	10			√
Turn undead			1	2	√		√
Wonder			3	10	√		
Word of recall			10	40	√	√	√
Xray			10	20		√	√

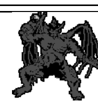
Monsters

The monsters are your opponents in Crossfire. Actually the only way to gain experience in this game is to bash monsters (or your fellow players, but you probably won't last long if you choose that route to "fame"). The more *hitpoints* the monsters have, the longer it takes to kill the suckers. Unfortunately, the monsters tend to strike back... Thus the stronger the monsters are – the more damage you take, and vice versa.

The monsters

Name		Gen	Exp	Hp	Ac	Special
Acid sphere			100	1	1	Very slow movement, hitback, Attacks, acid, resist fire +100, resist electricity +100, resist cold +100, resist confusion +100, resist acid +100, resist drain +100, resist weaponmagic +100, resist ghosthit +100, resist poison +100, resist slow +100, resist paralyzation +100, resist turn undead +100, resist blindness +100
Aggravation			0	0	0	Undead
Air elemental			250	160	0	Fast movement, Attacks, electricity, armour -100, resist electricity +100, resist blindness +100
Air para-elemental			200	100	3	Fast movement, Attacks, electricity, resist electricity +100
Air witch			6000	200	-11	Extremely fast movement, skill user, spellcaster, Spell abilities, small lightning, large lightning, poison cloud, windstorm, summon air elemental, Attacks, physical, electricity, armour +100, resist magic +25, resist electricity +50, resist cold -75, resist poison +100
Ancient red dragon			200000	7500	-16	Extremely fast movement, see invisible, spellcaster, Spell abilities, dragonbreath, fear, Attacks, physical, fire, armour +40, resist magic +50, resist fire +100, resist cold -50, resist confusion -100, resist acid +30, resist paralyzation +80, resist fear +100, resist blindness +100
Angel			800	150	0	Fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Attacks, physical, god power, resist magic +100, resist blindness +80

Name		Gen	Exp	Hp	Ac	Special
Angel Knight			600	100	0	Fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Attacks, physical, god power, resist magic +50, resist holy word +40, resist blindness +90
Ant			2	5	15	Very slow movement
Ant egg			1	1	20	Very slow movement, resist cold -100, resist acid +30, resist poison +30
Ant larvae			5	3	18	Very slow movement, armour +10, resist cold -100, resist acid +30, resist poison +30
Ape			600	160	0	Fast movement, armour +20, resist electricity +30
Arch Angel			500000	16000	-10	Fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Spell abilities, wrathful eye, paralyze, Attacks, physical, electricity, weaponmagic, paralyze, fear, armour +75, resist magic +100, resist fire +75, resist electricity +100, resist cold +75, resist confusion +100, resist drain +100, resist poison +100, resist slow +100, resist paralyzation +100, resist fear +100, resist god power +80, resist holy word +30, resist blindness +100
Avatar			1000	500	-10	Fast movement, armour +45, resist magic +100
Baby dragon			55000	550	-8	Fast movement, see invisible, spellcaster, Spell abilities, dragonbreath, fear, resist magic +30, resist fire +100, resist cold -100, resist fear +100, resist blindness +50

Name		Gen	Exp	Hp	Ac	Special
Balrog			400000	4000	-20	Very fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Spell abilities, paralyze, fear, burning hands, medium fireball, summon fire elemental, Attacks, physical, fire, poison, armour +80, resist magic +80, resist fire +100, resist confusion +100, resist poison +100, resist paralyzation +100, resist fear +100, resist god power +80, resist holy word +80, resist blindness +100
Banshee			50000	500	-5	Slow movement, undead, see invisible, spellcaster, Spell abilities, paralyze, fear, paralyze, cause medium wounds, Attacks, physical, cold, armour +50, resist magic +50, resist blindness +90
Basilisk			40000	1200	-8	Fast movement, see invisible, Spell abilities, icestorm, large icestorm, fear, poison cloud, Attacks, physical, blinding, armour +40, resist magic +50, resist fire -100, resist cold +100, resist fear +100, resist blindness +100
Bat			8	2	4	Fast movement, see invisible, armour +30
Bear			700	200	1	Slow movement, Attacks, physical
Bee			5	0	4	Fast movement, armour +30
Beggar			5	4	9	Very slow movement, wield weapon, archer, wear armour, wear ring, fires wand/rod/horn, skill user, unaggressive
Behemoth			20000	800	-6	Extremely fast movement, Attacks, physical, poison, resist magic +30, resist poison +90, resist fear +100

Name		Gen	Exp	Hp	Ac	Special
Beholder			2000	80	5	Slow movement, see invisible, spellcaster, Spell abilities, paralyze, fear, poison cloud, small lightning, large lightning, large icestorm, icestorm, burning hands, medium fireball, magic missile, magic bullet, small speedball, mass confusion, slow, resist magic +100, resist poison +100, resist paralyzation +100, resist fear +100, resist blindness -75
Belzebub			300000	5000	-14	Extremely fast movement, see invisible, wield weapon, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive, Spell abilities, summon pet monster, armour +35, resist magic +100, resist electricity +30, resist poison +30, resist blindness +100
Big demon			20000	1000	-2	Fast movement, see invisible, wield weapon, skill user, spellcaster, Spell abilities, burning hands, medium fireball, Attacks, physical, fire, poison, resist magic +50, resist fire +100, resist confusion +100, resist poison +100, resist god power +50, resist holy word +50, resist blindness +100
Big slave			20	30	8	Normal movement, wield weapon, archer, wear armour, unaggressive
Bird			20	3	2	Fast movement
Bishop			50	20	8	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, spellcaster
Black dragon			0	0	5	Fast movement, unaggressive, Spell abilities, burning hands, medium fireball, Attacks, physical
Black dragon			0	0	5	Fast movement, unaggressive, Spell abilities, burning hands, medium fireball, Attacks, physical

Name		Gen	Exp	Hp	Ac	Special
Black pudding			800	250	8	Slow movement, hitback, Attacks, acid, resist fire -100, resist blindness +100
Blob			1	40	4	Lightning fast movement, Attacks, physical
Blue dragon			0	0	5	Fast movement, unaggressive, Spell abilities, burning hands, medium fireball, Attacks, physical
Blue dragon			0	0	5	Fast movement, unaggressive, Spell abilities, burning hands, medium fireball, Attacks, physical
Bone drake			100000	8000	-20	Fast movement, Spell abilities, icestorm, large icestorm, fear, poison cloud, resist fire +70, resist electricity +70, resist cold +70, resist fear +100, resist blindness +100
Broo			400	150	3	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, Attacks, physical, poison, resist confusion -100, resist poison +100, resist fear +100, resist chaos +100
Byakie			250000	4000	-10	Very fast movement, see invisible, spellcaster, Spell abilities, fear, armour +100, resist magic +100, resist fire +50, resist electricity +50, resist cold +50, resist confusion -100, resist acid +50, resist drain +50, resist poison +100, resist slow +50, resist paralyzation +50, resist fear +100, resist chaos +100
Castle guard			150	80	3	Very slow movement, see invisible, spellcaster, unaggressive, armour +30, resist magic +30
Castle guard			250	120	1	Very slow movement, see invisible, spellcaster, unaggressive, armour +65, resist magic +30
Castle guard			1200	250	0	Very slow movement, see invisible, spellcaster, unaggressive, armour +75, resist magic +100

Name		Gen	Exp	Hp	Ac	Special
Chaos Knight			500	200	-7	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, Attacks, physical, poison, armour +30, resist magic +50, resist fear +100, resist chaos +100
Chaos Priest			5000	400	-5	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Spell abilities, paralyze, summon pet monster, poison cloud, paralyze, fear, burning hands, hellfire, create pool of chaos, Attacks, physical, poison, armour +30, resist magic +30, resist confusion -100, resist weaponmagic -100, resist fear +100, resist chaos +100, resist god power -100
Chaos witch			10000	1200	-8	Very fast movement, skill user, spellcaster, Spell abilities, color spray, ball lightning, create pool of chaos, summon water elemental, summon air elemental, summon earth elemental, summon fire elemental, Attacks, chaos, armour +50, resist magic +50, resist fire +50, resist electricity +50, resist cold +50, resist confusion -100, resist drain -100, resist weaponmagic -100, resist ghosthit +100, resist poison +100, resist fear +100, resist death +100, resist chaos +100
Cherub			50	15	6	Fast movement, see invisible, Attacks, physical, resist magic +50
Chicken			1	3	9	Fast movement
Child			10	10	7	Fast movement, wear ring, fires wand/rod/horn, skill user, unaggressive

Name		Gen	Exp	Hp	Ac	Special
Chinese dragon			40000	1000	-8	Fast movement, see invisible, spellcaster, Spell abilities, icestorm, large icestorm, fear, poison cloud, resist magic +30, resist fire -100, resist cold +100, resist fear +100, resist blindness +100
City dweller			20	18	10	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
City dweller			25	18	8	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Cleaning woman			0	8	10	Normal movement, unaggressive
Cold dragon hatchling			1500	80	5	Slow movement, see invisible, spellcaster, Spell abilities, icestorm, large icestorm, resist magic +30, resist cold +100, resist blindness +50
Conjurer			100	40	1	Slow movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Spell abilities, summon fire elemental, summon air elemental, summon water elemental, summon earth elemental
Conjurer			100	40	1	Slow movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster
Courier			60	30	3	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, unaggressive, armour +20

Name		Gen	Exp	Hp	Ac	Special
Crawling chaos			2500	600	3	Fast movement, Attacks, physical, acid, poison, resist electricity -100, resist confusion -100, resist poison +100, resist fear +100, resist chaos +100, resist blindness +100
Crone			5	8	9	Very slow movement, wield weapon, archer, wear armour, fires wand/rod/horn, skill user, spellcaster, unaggressive
Cunning gnome			1000	100	1	Very fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Attacks, magical, paralyze, resist fire +100, resist cold +100, resist confusion +100, resist turn undead +100
Cyclops			250000	8000	-10	Very fast movement, see invisible, wield weapon, archer, fires wand/rod/horn, skill user, armour +50, resist magic +50, resist fire +50, resist electricity +50, resist cold +50, resist confusion -100, resist acid +50, resist drain +50, resist poison +100, resist slow +50, resist paralyzation +50, resist chaos +100, resist god power +75, resist holy word +85, resist blindness -100
Dancing girl			10	10	6	Extremely fast movement, wield weapon, archer, fires wand/rod/horn, unaggressive
Dancing sword			10000	100	-5	Fast movement, see invisible, Attacks, weaponmagic, armour +25, resist fire +30, resist electricity +100, resist cold +100, resist confusion +100, resist drain +100, resist ghosthit +100, resist poison +100, resist paralyzation +100, resist fear +100, resist death +100, resist blindness +100

Name		Gen	Exp	Hp	Ac	Special
Dark elf			20	20	1	Extremely fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster
Dark Gryphon			350000	3500	-15	Extremely fast movement, wield weapon, wear armour, wear ring, read scroll, fires wand/rod/horn, spellcaster, Spell abilities, paralyze, fear, poison cloud, small lightning, large lightning, large icestorm, icestorm, burning hands, medium fireball, magic missile, magic bullet, slow, Attacks, drain, resist magic +100, resist poison +100, resist paralyzation +100, resist fear +100, resist god power +60, resist holy word +60
Dave			10000	30000	-100	Normal movement, undead, see invisible, wear ring, read scroll, fires wand/rod/horn, spellcaster, Attacks, physical, drain, paralyze, armour +50, resist magic +50
Demilich			90000	1000	-15	Fast movement, undead, see invisible, spellcaster, unaggressive, Spell abilities, paralyze, fear, poison cloud, large icestorm, icestorm, mass confusion, Attacks, cold, depletion, armour +50, resist magic +100, resist fire +100, resist electricity +100, resist cold +100, resist confusion +100, resist acid +100, resist drain +100, resist poison +100, resist slow +100, resist paralyzation +100, resist fear +100, resist blindness +100
Demon			800	165	1	Slow movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, armour +30, resist fire +100, resist cold -100, resist confusion -100, resist blindness +30

Name		Gen	Exp	Hp	Ac	Special
Demon			10000	2000	-2	Fast movement, see invisible, wield weapon, skill user, spellcaster, Attacks, physical, fire, resist magic +50, resist fire +100, resist confusion +100, resist poison +100, resist god power +50, resist holy word +50, resist blindness +75
Demon Lord			300000	3000	-11	Fast movement, see invisible, spellcaster, Spell abilities, hellfire, burning hands, fear, small lightning, large lightning, magic missile, paralyze, Attacks, physical, fire, armour +75, resist magic +80, resist fire +100, resist cold +80, resist paralyzation +100, resist fear +100, resist god power +90, resist holy word +90, resist blindness +100
Detect monster			0	0	0	Attuned, Information
Devourers			1	350	-12	Very fast movement, undead, wield weapon, wear armour, spellcaster, Spell abilities, nightfall, finger of death, face of death, cause many wounds, cause red death, cause black death, Attacks, depletion, death, life stealing, Attuned, Wounding, Death, Repelled, Protection, Fire, Restoration, Light, Denied, Turning, resist fire -5, resist cold +15, resist drain +100, resist ghosthit +50, resist poison +100, resist fear +100, resist depletion +100, resist death +100
Devourers avatar			1	350	-12	Very fast movement, undead, wield weapon, wear armour, spellcaster, Attacks, cold, drain, depletion, death, Attuned, Death, Repelled, Protection, Abjuration, Denied, Fire, Restoration, Turning, Light, armour +20, resist fire -50, resist cold +50, resist drain +100, resist fear +100, resist depletion +100, resist death +100

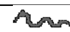
Name		Gen	Exp	Hp	Ac	Special
Dire wolf			6000	450	-4	Fast movement, spellcaster, Spell abilities, frostbolt, Attacks, physical, cold, resist fire -25, resist cold +50
Dog			30	10	4	Fast movement
Dragon			90000	3500	-12	Very fast movement, see invisible, spellcaster, Spell abilities, dragonbreath, fear, resist magic +50, resist fire +100, resist cold -100, resist confusion -100, resist fear +100, resist blindness +100
Dragon hatchling			2000	100	5	Slow movement, see invisible, spellcaster, Spell abilities, burning hands, medium fireball, fear, resist magic +30, resist fire +100, resist blindness +50
Dragonman			160000	3500	-10	Very fast movement, see invisible, spellcaster, Spell abilities, dragonbreath, fear, armour +30, resist fire +100, resist electricity +100, resist cold -30, resist confusion +30, resist acid +100, resist drain +100, resist poison +100, resist slow +100, resist paralyzation +100, resist fear +100, resist blindness +100
Drake			5000	220	-3	Very fast movement, see invisible, Attacks, physical, poison, resist magic +85, resist blindness +30
Dread			50000	1500	-10	Fast movement, see invisible, spellcaster, Spell abilities, paralyze, fear, poison cloud, small lightning, large lightning, large icestorm, icestorm, burning hands, medium fireball, magic missile, magic bullet, small speedball, mass confusion, slow, cancellation, resist magic +90, resist fire +100, resist poison +100, resist paralyzation +100, resist fear +100, resist blindness -50

Name		Gen	Exp	Hp	Ac	Special
Dread Knight			200000	4500	-15	Fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Spell abilities, paralyze, small speedball, armour +50, resist magic +100, resist electricity +50, resist cold +50, resist confusion +100, resist drain +100, resist paralyzation +100, resist fear +100
Dwarf			100	70	1	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Dwarf priest			5	28	10	Very slow movement, spellcaster, unaggressive
Dwarf wizard			10	38	10	Very slow movement, spellcaster, unaggressive
Earth elemental			250	280	5	Slow movement, Attacks, physical, armour +70, resist fire -60, resist cold +50, resist blindness +100
Earth para-elemental			210	200	5	Slow movement, Attacks, cold, resist cold +100
Earth witch			4000	1120	-2	Slow movement, skill user, spellcaster, Spell abilities, fear, wall of thorns, summon earth elemental, Attacks, physical, armour +50, resist magic +25, resist fire -20, resist cold +50, resist poison +100
Electric dragon hatchling			1800	90	5	Slow movement, see invisible, spellcaster, Spell abilities, small lightning, large lightning, resist magic +30, resist electricity +100, resist blindness +50
Electric dragon			70000	3500	-12	Very fast movement, see invisible, spellcaster, Spell abilities, fear, small lightning, large lightning, resist fire -100, resist electricity +100, resist cold +100, resist confusion +100, resist fear +100, resist blindness +100

Name		Gen	Exp	Hp	Ac	Special
Elf			30	30	0	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Elf guard			150	80	3	Very slow movement, see invisible, spellcaster, unaggressive, armour +30, resist magic +30
Elf lass			30	30	0	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Elf man			30	30	0	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Elite Dread Knight			500000	6000	-15	Very fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Spell abilities, burning hands, medium fireball, paralyze, fear, Attacks, physical, fire, armour +70, resist magic +100, resist fire +50, resist electricity +90, resist cold +50, resist confusion +100, resist drain +100, resist paralyzation +100, resist fear +100
Ent			16000	1500	-1	Fast movement, wield weapon, unaggressive, resist fire -50, resist electricity +50, resist cold +50

Name		Gen	Exp	Hp	Ac	Special
Evil Master			1000000	30000	-120	Lightning fast movement, see invisible, archer, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive, Attacks, fire, electricity, cold, weaponmagic, ghosthit, depletion, armour +100, resist magic +30, resist fire +30, resist electricity +60, resist cold +100, resist acid +30, resist weaponmagic +60, resist paralyzation +100, resist turn undead +100, resist fear +30, resist death +100, resist god power +100, resist holy word +95, resist blindness +100
Evil Master			1000000	31000	-120	Extremely fast movement, undead, see invisible, archer, skill user, spellcaster, unaggressive, Attacks, physical, ghosthit, god power, armour +100, resist fire +100, resist electricity +50, resist cold +100, resist confusion +30, resist acid +30, resist drain +100, resist weaponmagic +95, resist poison +100, resist paralyzation +100, resist fear +100, resist god power +100, resist holy word +30, resist blindness +100
Evil Master			200000	20000	-105	Extremely fast movement, unaggressive, Attacks, physical, armour +100, resist magic +20, resist fire -100
Evil Master			400000	20000	-110	Extremely fast movement, see invisible, archer, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive, Attacks, god power, blinding, armour +100, resist magic +30, resist fire +80, resist weaponmagic +50, resist blindness +100

Name		Gen	Exp	Hp	Ac	Special
Evil Master, Bonehead			3500	25000	-2	Fast movement, undead, spellcaster, friendly, Spell abilities, paralyze, fear, poison cloud, small lightning, large lightning, large icestorm, icestorm, burning hands, medium fireball, magic missile, magic bullet, small speedball, mass confusion, slow, Attacks, physical, cold, resist magic +100, resist cold +100, resist poison +100, resist paralyzation +100, resist fear +100
Faerie dragon			1000	40	5	Slow movement, see invisible, spellcaster, unaggressive, Spell abilities, burning hands, medium fireball, fear, resist magic +100, resist poison +100, resist paralyzation +100, resist fear +100, resist blindness +60
Farmer			25	18	8	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Fiend			3600	265	-3	Fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Spell abilities, burning hands, medium fireball, armour +30, resist magic +50, resist fire +100, resist cold -50, resist blindness +50
Fighter			40	50	1	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Fire elemental			250	200	2	Fast movement, Attacks, fire, resist fire +100, resist confusion -100, resist blindness +100
Fire para-elemental			200	150	5	Fast movement, Attacks, fire, resist fire +100, resist confusion -100

Name		Gen	Exp	Hp	Ac	Special
Fire serpent			400	120	-1	Slow movement, spellcaster, Spell abilities, burning hands, medium fireball, Attacks, physical, fire, resist fire +30, resist cold -100
Fire witch			5000	600	-2	Very fast movement, skill user, spellcaster, Spell abilities, burning hands, medium fireball, create fire wall, summon fire elemental, Attacks, fire, armour +100, resist magic +25, resist fire +100, resist cold -100, resist poison +100
Fly ant			20	1	10	Fast movement
Gaea			1	500	-5	Normal movement, wear armour, spellcaster, Spell abilities, spiderweb, wall of thorns, insect plague, iron skin, raise dead, remove damnation, nightfall, sanctuary, daylight, resurrection, peace, reincarnation, Attacks, fear, Attuned, Protection, Summoning, Denied, Wounding, Death, resist drain +100, resist fear -100, resist depletion +100, resist death +100
Gaea avatar			1	500	-5	Normal movement, wear armour, spellcaster, Attacks, physical, Attuned, Summoning, Abjuration, Restoration, Creation, Light, Repelled, Fire, Frost, Electricity, Missiles, Denied, Wounding, Death, armour +50, resist drain +100, resist fear -100, resist depletion +100, resist death +100
Gaelotroll			70000	3000	-15	Fast movement, wield weapon, skill user, Attacks, physical, acid, armour +50, resist fire -100, resist fear +50
Gargolye			1000	300	-6	Slow movement, see invisible, wield weapon, archer, wear armour, armour +50, resist magic +100, resist acid +100, resist poison +100

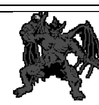
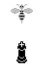
Name		Gen	Exp	Hp	Ac	Special
Ghast			100	100	2	Normal movement, undead, wield weapon, wear armour, wear ring, Attacks, physical, magical, fire, electricity, cold, confusion, acid, drain, weapon-magic, ghosthit, poison, slow, resist fire +50, resist cold +50, resist fear +100, resist blindness +60
Ghost			40	15	10	Normal movement, undead, pass through doors, Attacks, cold, ghosthit, resist cold +50, resist fear +100, resist blindness +30
Giant bat			100	30	2	Fast movement, see invisible
Giant centipede			32	50	10	Slow movement
Giant cobra			150	30	-2	Slow movement, Attacks, physical, poison
Giant leech			7000	350	3	Fast movement, Attacks, drain, slow, depletion, life stealing, armour +20, resist electricity -20, resist cold +30, resist acid -70, resist drain +70, resist poison +50
Giant rat			30000	4000	-6	Very fast movement, spellcaster, Attacks, physical, resist poison +75, resist fear +100
Giant Worm			100000	4000	-15	Very slow movement, see invisible, spellcaster, Spell abilities, magic bullet, vitriol, slow, Attacks, physical, acid, poison, slow, armour +85, resist magic +30, resist fire +30, resist electricity +50, resist acid +100, resist poison +100, resist paralyzation +100, resist death +100, resist blindness +100
Gnarg			1	500	-5	Fast movement, wield weapon, wear armour, spellcaster, Spell abilities, poison fog, cause smallpox, cause rabies, Attacks, poison, Attuned, Missiles, Wounding, Repelled, Protection, Turning, resist magic -20, resist poison +100

Name		Gen	Exp	Hp	Ac	Special
Gnarg avatar			1	500	-5	Fast movement, wield weapon, wear armour, spellcaster, Attacks, physical, poison, Attuned, Missiles, Wounding, Repelled, Restoration, Turning, armour +40, resist magic -10, resist poison +100
Gnoll			30	8	13	Slow movement, skill user
Gnoll champion			50	21	12	Slow movement, skill user
Gnoll chief			120	40	11	Slow movement, skill user, armour +30
Goblin			20	6	14	Slow movement, wield weapon, archer, wear armour, wear ring, fires wand/rod/horn
Goblin champion			40	16	13	Slow movement, wield weapon, archer, wear armour, wear ring, fires wand/rod/horn
Goblin chief			120	30	12	Slow movement, wield weapon, archer, wear armour, wear ring, fires wand/rod/horn, armour +30
Golem			50	50	5	Slow movement, Attacks, physical
Golem of Necromancer			100000	10000	-40	Very fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, spellcaster, Spell abilities, paralyze, fear, small lightning, large lightning, slow, resist magic +50, resist electricity +100, resist fear +100
Goose			1	12	9	Fast movement
Gorokh			1	350	-5	Fast movement, wield weapon, wear armour, spellcaster, Spell abilities, flaming aura, rage, vitriol, Attacks, fear, Attuned, Wounding, Repelled, Protection, Restoration, resist magic +30, resist cold -5, resist fear +100

Name		Gen	Exp	Hp	Ac	Special
Gorokh avatar			1	350	-5	Fast movement, wield weapon, wear armour, spellcaster, Attacks, physical, fear, Attuned, Wounding, Death, Denied, Protection, Mind, armour +50, resist magic +20, resist fear +100
Greater Demon			550000	8000	-11	Fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Spell abilities, paralyze, fear, burning hands, medium fireball, summon fire elemental, Attacks, physical, fire, poison, armour +90, resist magic +80, resist fire +100, resist confusion +100, resist poison +100, resist paralyzation +100, resist fear +100, resist god power +90, resist holy word +90, resist blindness +100
Greater dwarven guard			20000	600	-10	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster
Green dragon			0	0	5	Fast movement, unaggressive, Spell abilities, burning hands, medium fireball, Attacks, physical
Green dragon			0	0	5	Fast movement, unaggressive, Spell abilities, burning hands, medium fireball, Attacks, physical
Green slime			200	20	9	Slow movement, hitback, Attacks, acid, resist blindness +100
Grimreaper			800	50	10	Fast movement, undead, Attacks, drain, armour +100, resist magic -100, resist cold +50, resist drain +100, resist fear +100, resist blindness +70
Guardian Ant			250	100	-5	Fast movement, unaggressive, armour +50, resist cold -100, resist acid +30, resist poison +100
Guildmaster			0	50	10	Very slow movement, spellcaster, unaggressive

Name		Gen	Exp	Hp	Ac	Special
Halfling			25	18	8	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Halfling			25	18	8	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Halfling			25	18	8	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Hellhound			5000	800	-9	Fast movement, spellcaster, Spell abilities, burning hands, hellfire, fear, Attacks, magical, fire, armour +30, resist fire +100, resist cold -10
High Angel			200000	2500	-5	Very fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Attacks, physical, electricity, weaponmagic, paralyze, fear, armour +50, resist magic +100, resist fire +50, resist electricity +100, resist cold +50, resist confusion +100, resist drain +100, resist poison +100, resist slow +100, resist paralyzation +100, resist fear +100, resist holy word +80, resist blindness +80
High guard			1200	250	0	Very slow movement, see invisible, wield weapon, wear armour, spellcaster, unaggressive, armour +75, resist magic +100
Hill giant			1500	250	1	Slow movement, wield weapon, skill user, resist electricity +50, resist blindness -30
Holy ghost			150	30	0	Fast movement, see invisible, Attacks, ghosthit, resist magic +50, resist blindness +50

Name		Gen	Exp	Hp	Ac	Special
Holy man			5000	500	-7	Normal movement, see invisible, wield weapon, wear armour, wear ring, read scroll, fires wand/rod/horn, spellcaster, unaggressive, Spell abilities, paralyze, cause heavy wounds, summon pet monster, magic missile, armour +100, resist magic +100, resist fire +30, resist electricity +30, resist cold +30, resist confusion +30, resist acid +30, resist drain +100, resist poison +30, resist fear +100, resist depletion +100, resist death +100, resist chaos +30
Hyper kobold			50000	2000	-30	Lightning fast movement, resist cold -100
Ice para-elemental			200	120	8	Slow movement, Attacks, cold, resist fire -100, resist cold +100, resist confusion +100
Imp			150	5	4	Fast movement, see invisible, spellcaster, Spell abilities, burning hands, medium fireball, Attacks, physical, fire, armour +20, resist magic +30, resist fire +100
Ixalovh			1	400	-5	Extremely fast movement, wield weapon, wear armour, spellcaster, Spell abilities, insect plague, wave, siren call, Attacks, physical, cold, Attuned, Frost, Transmutation, Repelled, Fire, Detonation, Denied, Turning, armour +20, resist magic +20, resist fire -30, resist cold +80
Ixalovh avatar			1	400	-5	Extremely fast movement, wield weapon, spellcaster, Attacks, physical, cold, Attuned, Fire, Wounding, Repelled, Frost, Restoration, Creation, Information, Denied, Protection, Mind, Transmutation, Turning, armour +40, resist magic +30, resist fire -100, resist cold +100

Name		Gen	Exp	Hp	Ac	Special
Jessy			2000000	8000	-20	Lightning fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Spell abilities, paralyze, fear, poison cloud, small lightning, large lightning, large icestorm, icestorm, burning hands, medium fireball, magic missile, magic bullet, slow, Attacks, physical, magical, fire, electricity, cold, confusion, acid, drain, weaponmagic, poison, slow, paralyze, turn undead, fear, cancellation, armour +95, resist magic +80, resist fire +100, resist electricity -100, resist cold +100, resist confusion +100, resist acid +100, resist drain +100, resist ghosthit +100, resist poison +100, resist slow +100, resist paralyzation +100, resist turn undead +100, resist fear -100, resist blindness +100
Killer bee			50	15	10	Fast movement
King			150	20	5	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, spellcaster
Knight			55	25	8	Very fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, spellcaster
Kobold			5	2	18	Fast movement
Lamia			100000	3000	-10	Fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Spell abilities, paralyze, fear, Attacks, physical, acid, armour +50, resist magic +50, resist acid +100, resist poison +100, resist fear +100, resist chaos +100
Large centipede			32	10	10	Slow movement

Name		Gen	Exp	Hp	Ac	Special
Large man			15	10	8	Very slow movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, unaggressive
Large speedball			0	0	0	Attuned, Missiles
Large woman			15	10	8	Very slow movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, unaggressive
Lava para-elemental			200	150	5	Fast movement, Attacks, fire, resist fire +100, resist cold -100
Leathery tentacle			400	120	1	Slow movement, see invisible, Attacks, physical, cold, armour +25, resist cold +40, resist acid +30, resist poison +100, resist blindness +90
Lesser dwarven guard			7000	300	-5	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster
Lg speedball			2	0	30	Lightning fast movement, see invisible, Attacks, magical
Lich			40000	1000	-3	Normal movement, undead, see invisible, wield weapon, wear armour, wear ring, read scroll, fires wand/rod/horn, spellcaster, Attacks, physical, drain, paralyze, armour +50, resist magic +50, resist blindness +90
Light angel			20000	500	-5	Fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Attacks, physical, god power, armour +30, resist fire +30, resist cold +30
Light guard			150	80	3	Very slow movement, see invisible, wield weapon, wear armour, spellcaster, unaggressive, armour +30, resist magic +30
Lightning para-elemental			200	120	3	Fast movement, Attacks, electricity, resist fire +100, resist electricity +100

Name		Gen	Exp	Hp	Ac	Special
Living chaos			50000	250	-15	Extremely fast movement, spellcaster, Spell abilities, create pool of chaos, Attacks, chaos, armour +50, resist magic +50, resist fire +50, resist electricity +50, resist cold +50, resist confusion -100, resist drain -100, resist weaponmagic -100, resist ghosthit +100, resist poison +100, resist fear +100, resist death +100, resist chaos +100
Lokanth			500	400	-4	Fast movement, skill user, spellcaster, Attacks, physical, poison, armour +50, resist magic +50, resist confusion -100, resist acid +100, resist weaponmagic -100, resist poison +100, resist fear +100, resist chaos +100, resist god power -100
Lord Eureca (commanded by Ghothwolte)			10000	10000	-50	Lightning fast movement, undead, archer, wear ring, read scroll, fires wand/rod/horn, skill user, Attacks, magical, fire, electricity, cold, armour +50, resist fire +100, resist electricity +100, resist cold +100, resist confusion -100, resist slow -100, resist paralyzation -100
Lythander			1	350	-7	Fast movement, wield weapon, wear armour, spellcaster, Spell abilities, conflict, defense, Attacks, confusion, slow, Attuned, Missiles, Turning, Denied, Detonation, resist confusion +100, resist acid -15, resist poison -30
Lythander avatar			1	350	-7	Fast movement, wield weapon, wear armour, spellcaster, Attacks, physical, confusion, Attuned, Turning, Repelled, Missiles, Wounding, armour +50, resist confusion +100
Mabu suke			1500	250	1	Slow movement, wield weapon, skill user, resist electricity +50
Madman			45	20	7	Slow movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user

Name		Gen	Exp	Hp	Ac	Special
Major djinn			300000	5000	-20	Extremely fast movement, see invisible, wield weapon, wear armour, wear ring, read scroll, fires wand/rod/horn, spellcaster, Spell abilities, paralyze, major healing, fear, small lightning, large lightning, large icestorm, icestorm, icestorm, large icestorm, burning hands, hellfire, summon fire elemental, summon water elemental, summon earth elemental, summon air elemental, slow, Attacks, physical, magical, fire, electricity, armour +100, resist magic +100, resist fire +100, resist electricity +100, resist cold +100, resist acid +100, resist drain +50, resist ghosthit +100, resist poison +100, resist fear +100, resist chaos +50
Man			25	18	8	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Mastif			200	120	1	Fast movement
Medium guard			250	120	1	Very slow movement, see invisible, wield weapon, wear armour, spellcaster, unaggressive, armour +65, resist magic +30
Merchant			20	10	6	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Messenger			80000	500	-5	Extremely fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Attacks, physical, fire, armour +30, resist fire +30, resist cold +30

Name		Gen	Exp	Hp	Ac	Special
Minor Chaos Priest			1500	100	-1	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Spell abilities, paralyze, poison cloud, paralyze, magic missile, create pool of chaos, resist magic +50, resist confusion -100, resist weaponmagic -100, resist chaos +100, resist god power -100
Minor djinn			70000	2500	-15	Very fast movement, see invisible, wield weapon, wear armour, wear ring, read scroll, fires wand/rod/horn, spellcaster, Spell abilities, paralyze, fear, major healing, small lightning, large lightning, large icestorm, summon fire elemental, summon earth elemental, slow, Attacks, physical, magical, armour +50, resist magic +50, resist fire +50, resist electricity +50, resist cold +50, resist confusion +100, resist acid +100, resist drain -100, resist weaponmagic -100, resist ghosthit +100, resist poison +100, resist fear +100, resist chaos -100
Mostrai			1	350	-10	Fast movement, wield weapon, wear armour, spellcaster, Spell abilities, wall of thorns, Attacks, weaponmagic, Attuned, Creation, Transmutation, Repelled, Summoning, resist fire +20, resist confusion -10, resist slow -50
Mostrai avatar			1	350	-10	Fast movement, wield weapon, wear armour, spellcaster, Attacks, weaponmagic, Attuned, Creation, Transmutation, Repelled, Summoning, armour +75, resist fire +60
Mouse			5	1	7	Slow movement
Mud para-elemental			200	150	8	Slow movement, Attacks, physical, resist fire -100, resist cold +100

Name		Gen	Exp	Hp	Ac	Special
Mudman			50000	1000	-4	Slow movement, wield weapon, archer, wear armour, wear ring, fires wand/rod/horn, spellcaster, Attacks, physical, poison, slow, paralyze, resist cold +50, resist acid +50, resist poison +100, resist slow +100, resist paralyzation +100
Mystic Fist			200	50	5	Extremely fast movement
Nazgul			2000	200	0	Lightning fast movement, undead, Attacks, confusion, drain, armour +100, resist magic +50, resist cold +50, resist drain +100, resist fear +100, resist blindness +90
Necromancer			0	1800	10	Lightning fast movement, see invisible, skill user, spellcaster, unaggressive
Neko chan			1000	2	18	Fast movement
Nightmare			800	50	10	Fast movement, undead, Attacks, ghosthit, depletion, armour +100, resist magic -100, resist confusion +50, resist drain +100, resist turn undead -100, resist fear +100, resist blindness +100
Ninja			30	30	0	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Ninja			30	30	0	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Ogre			100	50	10	Slow movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, resist electricity +30
Ogre champion			150	75	8	Slow movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, resist electricity +50

Name		Gen	Exp	Hp	Ac	Special
Ogre chief			200	160	6	Slow movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, armour +30, resist electricity +30
Olog-hi			1000	5000	-100	Fast movement, armour +100, resist magic -100, resist electricity -100
Orc			15	4	16	Normal movement, wield weapon, archer, wear armour, wear ring, fires wand/rod/horn
Orc champion			35	16	15	Normal movement, wield weapon, archer, wear armour, wear ring, fires wand/rod/horn
Orc chief			75	24	14	Normal movement, wield weapon, archer, wear armour, wear ring, fires wand/rod/horn, armour +30
Panther			70	50	4	Fast movement
Pawn			20	10	5	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, spellcaster
Pet of Necromancer			300	100	-10	Lightning fast movement, hitback, Attacks, physical, resist fire -100
Pirate			45	20	7	Slow movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user
Pirate lass			60	50	1	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster
Pixie			10	8	6	Fast movement, see invisible, fires wand/rod/horn, spellcaster
Polar bear			1300	250	1	Slow movement, Attacks, physical, resist cold +50
Postman			40	15	6	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, resist slow -100

Name		Gen	Exp	Hp	Ac	Special
Priest			500	50	5	Normal movement, wield weapon, wear armour, read scroll, fires wand/rod/horn, spellcaster, unaggressive, Spell abilities, paralyze, cause medium wounds, summon pet monster, magic missile, resist magic +30
Princess			20	30	5	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, spellcaster, unaggressive
Prisoner			1	10	8	Unaggressive
Pup			5	4	4	Fast movement
Queen			90	20	8	Very fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, spellcaster
Queen Ant			5000	1000	2	Slow movement, Attacks, physical, poison, armour +30, resist cold -100, resist acid +30, resist poison +100
Raas			700	100	0	Fast movement, Attacks, physical, armour +20, resist fire -100, resist blindness +30
Red dragon			0	0	5	Fast movement, unaggressive, Spell abilities, burning hands, medium fireball, Attacks, physical
Red dragon			0	0	5	Fast movement, unaggressive, Spell abilities, burning hands, medium fireball, Attacks, physical
Retributioner			150000	4000	-5	Fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, Attacks, physical, god power, resist magic +80, resist holy word +80, resist blindness +100
Rook			70	20	0	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, spellcaster

Name		Gen	Exp	Hp	Ac	Special
Royal Guard			1500	250	0	Slow movement, see invisible, spellcaster, unaggressive, armour +75, resist magic +100
Ruggilli			1	400	-5	Extremely fast movement, wield weapon, spellcaster, Spell abilities, flaming aura, rage, retributive strike, Attacks, physical, fire, Attuned, Fire, Wounding, Repelled, Frost, Restoration, Creation, Denied, Turning, armour +30, resist magic +30, resist fire +100, resist cold -30
Ruggilli avatar			1	400	-5	Extremely fast movement, wield weapon, spellcaster, Attacks, physical, fire, Attuned, Fire, Wounding, Repelled, Frost, Restoration, Creation, Information, Denied, Protection, Mind, Transmutation, Turning, armour +40, resist magic +30, resist fire +100, resist cold -100
Rustmonster			300	100	-10	Extremely fast movement, hitback, Attacks, acid, resist fire -100
Sage			0	18	10	Very slow movement, skill user, spellcaster, unaggressive
Sage			0	18	10	Very slow movement, skill user, spellcaster, unaggressive
Sailor			30	18	7	Normal movement, wield weapon, archer, wear armour, fires wand/rod/horn, skill user, unaggressive
Sandy			500	280	5	Slow movement, Attacks, cold, resist fire -100, resist cold +100
Scorpion			70	30	10	Slow movement, Attacks, physical, poison, resist fire +100, resist electricity +50, resist cold -100, resist confusion -100
Serpent			150	100	-2	Slow movement, resist cold -100, resist poison +100

Name		Gen	Exp	Hp	Ac	Special
Serpentman			150	50	3	Normal movement, wield weapon, archer, wear armour, wear ring, fires wand/rod/horn, skill user, resist fire +30, resist electricity +30, resist cold -100, resist acid +30, resist poison +30, resist chaos +30
Serpentman Priest			700	100	-1	Normal movement, see invisible, wield weapon, archer, wear armour, wear ring, fires wand/rod/horn, skill user, spellcaster, Spell abilities, burning hands, medium fireball, paralyze, fear, small lightning, large lightning, create pool of chaos, magic missile, Attacks, physical, poison, armour +30, resist magic +30, resist fire +30, resist electricity +100, resist cold -100, resist acid +100, resist poison +100, resist chaos +100
Servant			50	50	4	Normal movement, armour +25, resist magic +100
Shadow			30000	900	-20	Very fast movement, skill user, spellcaster, Spell abilities, negative energy ball, cancellation, Attacks, cold, drain, cancellation, armour +50, resist magic +25, resist fire +50, resist cold +100, resist confusion +100, resist acid +100, resist drain +100, resist poison +100, resist fear +100, resist depletion +100, resist blindness +100
Shadow mastif			20000	600	-20	Very fast movement, Attacks, cold, drain, cancellation, armour +50, resist magic +25, resist fire +50, resist cold +100, resist confusion +100, resist acid +100, resist drain +100, resist poison +100, resist fear +100, resist depletion +100, resist blindness +100

Name		Gen	Exp	Hp	Ac	Special
Shadow Tiger			100000	2000	-13	Fast movement, see invisible, Attacks, physical, drain, weaponmagic, poison, paralyze, depletion, armour +100, resist magic +100, resist electricity +50, resist confusion +100, resist drain +100, resist weaponmagic +50, resist poison +100, resist slow +100, resist paralyzation +100
Shadow wyvern			50000	1500	-25	Fast movement, skill user, spellcaster, Spell abilities, negative energy bolt, cancellation, Attacks, cold, drain, cancellation, armour +50, resist magic +25, resist fire +50, resist cold +100, resist confusion +100, resist acid +100, resist drain +100, resist poison +100, resist fear +100, resist depletion +100, resist blindness +100
Shadowtiger pup			60	100	4	Fast movement
Sheep			1	5	9	Fast movement, Attacks, magical, cold, resist cold +10
Siegfried			40	5000	1	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster
Skeletal Mage			400	80	4	Slow movement, undead, wield weapon, wear armour, wear ring, fires wand/rod/horn, spellcaster, Spell abilities, fear, frostbolt, Attacks, physical, cold, resist magic +10, resist fire -20, resist cold +85, resist poison +100, resist paralyzation +50, resist fear +100, resist blindness +70
Skeleton			80	45	4	Fast movement, undead, wield weapon, wear armour, wear ring, Attacks, physical, cold, resist fire -100, resist cold +30, resist fear +100

Name		Gen	Exp	Hp	Ac	Special
Skeleton bezerk			120	60	3	Fast movement, undead, wield weapon, wear armour, wear ring, Attacks, physical, cold, armour +20, resist fire -100, resist cold +30, resist fear +100
Skeleton captain			180	80	1	Fast movement, undead, wield weapon, wear armour, wear ring, Attacks, physical, cold, armour +60, resist fire -50, resist cold +30, resist fear +100
Skree			300000	1500	-15	Extremely fast movement, undead, spellcaster, Spell abilities, fear, paralyze, slow, Attacks, physical, poison, resist magic +90, resist fire +90, resist electricity +90, resist cold +100, resist fear +100, resist god power +80, resist holy word +70, resist blindness +100
Skull			5000	250	-2	Slow movement, undead, spellcaster, Spell abilities, paralyze, fear, poison cloud, small lightning, large lightning, large icestorm, icestorm, burning hands, medium fireball, magic missile, magic bullet, small speedball, mass confusion, slow, Attacks, physical, cold, resist magic +100, resist cold +100, resist poison +100, resist paralyzation +100, resist fear +100, resist blindness +80
Slave			10	10	10	Slow movement, wield weapon, archer, wear armour, unaggressive
Slime			7	5	10	Very slow movement, resist blindness +100
Slime crawler			400	70	4	Slow movement, see invisible, hitback, Attacks, physical, cold, acid, armour +40, resist cold +50, resist acid +90, resist blindness +80

Name		Gen	Exp	Hp	Ac	Special
Slug			500	250	-1	Slow movement, Attacks, physical, acid, resist fire -100, resist electricity +50, resist acid +100, resist fear +100, resist blindness +100
Small speedball			0	0	0	Attuned, Missiles
Small troll			450	90	2	Slow movement, wield weapon, wear ring, skill user, resist fire -100
Snake			35	5	4	Slow movement
Snake			50	10	5	Slow movement, Attacks, physical, poison, resist poison +100
Sorig			1	300	-5	Very fast movement, wield weapon, wear armour, spellcaster, Spell abilities, divine shock, forked lightning, cause critical wounds, windstorm, cause many wounds, Attacks, electricity, Attuned, Electricity, Missiles, Wounding, Repelled, Restoration, Denied, Protection, Turning, resist electricity +100
Sorig avatar			1	300	-5	Very fast movement, wield weapon, wear armour, spellcaster, Attacks, electricity, Attuned, Electricity, Missiles, Wounding, Repelled, Restoration, Denied, Protection, Mind, Turning, armour +40, resist electricity +100
Spectre			100000	500	-5	Slow movement, undead, see invisible, wear ring, read scroll, fires wand/rod/horn, spellcaster, Attacks, physical, cold, armour +50, resist magic +50, resist blindness +90
Speedball			2	0	30	Lightning fast movement, see invisible, Attacks, magical
Sphinx			4001	300	2	Slow movement, see invisible, spellcaster, unaggressive, Attacks, physical, resist fire +100, resist fear +100
Spider			60	5	8	Very fast movement

Name		Gen	Exp	Hp	Ac	Special
Spitting Ant			800	100	-5	Normal movement, archer, Attacks, physical, poison, armour +45, resist cold -100, resist acid +100, resist poison +100
Spotted tentacle			1000	200	0	Normal movement, see invisible, Attacks, physical, fire, acid, poison, armour +20, resist fire +20, resist electricity -10, resist cold +5, resist acid +90, resist poison +100, resist blindness +90
Stalker			250	75	-1	Very fast movement, see invisible, resist electricity +50
Strange beholder			2500	95	2	Slow movement, see invisible, spellcaster, Spell abilities, paralyze, fear, poison cloud, small lightning, large lightning, large icestorm, icestorm, burning hands, medium fireball, magic missile, magic bullet, small speedball, mass confusion, slow, armour +40, resist magic +100, resist poison +100, resist paralyzation +100, resist fear +100, resist blindness -60
Summon fog			0	0	0	Attuned, Creation
Thief 1			50	25	0	Fast movement, wield weapon, wear armour, wear ring, skill user
Titan			100000	4000	-5	Fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, spellcaster, Spell abilities, paralyze, fear, small lightning, large lightning, slow, resist magic +50, resist electricity +100, resist fear +100
Townsman			10	15	10	Slow movement, wield weapon, archer, wear armour, fires wand/rod/horn, skill user, unaggressive
Townsman			10	15	10	Slow movement, wield weapon, archer, wear armour, fires wand/rod/horn, skill user, unaggressive

Name		Gen	Exp	Hp	Ac	Special
Townsman			10	15	10	Slow movement, wield weapon, archer, wear armour, fires wand/rod/horn, skill user, unaggressive
Tree			1000	500	0	Fast movement, resist magic +100
Troll			8000	1000	-2	Fast movement, wield weapon, skill user, resist fire -100, resist fear +50
Unicorn			2000	200	4	Slow movement, see invisible, spellcaster, unaggressive, Attacks, physical, resist magic +100, resist acid +100, resist poison +100, resist paralyzation +100, resist fear +100
Unusual kobold			5000	10000	-100	Very fast movement, armour +100, resist cold -100
Valriel			1	350	-7	Fast movement, wield weapon, wear armour, spellcaster, Spell abilities, sunspear, daylight, wrathful eye, Attacks, blinding, Attuned, Protection, Mind, Denied, Wounding, Death, resist confusion +20, resist fear +100, resist blindness +100
Valriel avatar			1	350	-7	Fast movement, wield weapon, wear armour, spellcaster, Attacks, physical, blinding, Attuned, Protection, Mind, Denied, Wounding, Death, armour +50, resist confusion +20, resist fear +100, resist blindness +100
Vampire			2000	150	0	Very fast movement, undead, wield weapon, wear armour, wear ring, read scroll, fires wand/rod/horn, spellcaster, Spell abilities, fear, slow, paralyze, armour +100, resist cold +100, resist blindness +70
Veiled woman			10	15	10	Normal movement, wield weapon, archer, wear armour, fires wand/rod/horn, skill user, unaggressive

Name		Gen	Exp	Hp	Ac	Special
Veiled woman			10	15	10	Normal movement, wield weapon, archer, wear armour, fires wand/rod/horn, skill user, unaggressive
Veiled woman			10	15	10	Normal movement, wield weapon, archer, wear armour, fires wand/rod/horn, skill user, unaggressive
Viking			40	50	1	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster
Violent fungi			25	5	8	Very slow movement, Attacks, poison
Warrior			40	50	1	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Warrior Ant			500	100	-5	Fast movement, Attacks, physical, poison, armour +45, resist cold -100, resist acid +30, resist poison +100
Water elemental			250	140	4	Slow movement, Attacks, physical, cold, resist fire -50, resist cold +50, resist confusion +100, resist blindness +100
Water para-elemental			200	120	6	Slow movement, Attacks, physical, resist cold -100, resist confusion +100
Water witch			5000	520	-6	Fast movement, skill user, spellcaster, Spell abilities, icestorm, large icestorm, summon fog, slow, create frost wall, summon water elemental, Attacks, physical, cold, armour +90, resist magic +25, resist fire -100, resist cold +100, resist poison +100
Whim			10	3	10	Fast movement, see invisible, Attacks, physical, resist magic +100
Wight			75	75	6	Slow movement, undead, Attacks, physical, fear, resist electricity +50, resist cold +100, resist fear +100

Name		Gen	Exp	Hp	Ac	Special
Wild pyromaniac			500	100	6	Fast movement, skill user, spellcaster, Spell abilities, create bomb, resist magic +100
Wizard			100000	3500	-15	Lightning fast movement, see invisible, wield weapon, wear armour, wear ring, read scroll, fires wand/rod/horn, spellcaster, Spell abilities, paralyze, fear, poison cloud, small lightning, large lightning, large icestorm, icestorm, burning hands, medium fireball, magic missile, magic bullet, slow, Attacks, drain, resist magic +100, resist poison +100, resist paralyzation +100, resist fear +100, resist god power +60, resist holy word +60, resist blindness +75
Wolf			500	150	1	Fast movement, Attacks, physical
Woman			20	18	10	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Woman			20	18	10	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fires wand/rod/horn, skill user, spellcaster, unaggressive
Worker Ant			50	15	10	Slow movement, armour +20, resist cold -100, resist acid +30, resist poison +30
Worthless dragon			1	3500	-12	Very fast movement, see invisible, spellcaster, Spell abilities, dragonbreath, fear, resist magic +30, resist fire +100, resist cold -100, resist confusion -100, resist fear +100
Wraith			120	40	2	Normal movement, undead, pass through doors, Attacks, cold, ghosthit, resist fire -100, resist cold +50, resist fear +100, resist blindness +60

Name		Gen	Exp	Hp	Ac	Special
Wyvern			4000	300	2	Slow movement, see invisible, spellcaster, Spell abilities, burning hands, medium fireball, fear, Attacks, physical, resist fire +100, resist cold -100, resist confusion -100, resist fear +100, resist blindness +50
Wyvern of chaos			200000	3000	-10	Very fast movement, see invisible, spellcaster, Spell abilities, fear, dragonbreath, icestorm, large icestorm, small lightning, large lightning, poison cloud, create pool of chaos, Attacks, physical, fire, electricity, cold, armour +100, resist fire +100, resist electricity +50, resist cold +100, resist paralyzation +100, resist blindness +100
Xan			20	1	10	Extremely fast movement, Attacks, physical, poison
Young rogue			15	15	7	Very fast movement, wear ring, read scroll, fires wand/rod/horn, skill user
Zombie			60	35	9	Very slow movement, undead, Attacks, physical, resist cold +50, resist fear +100