

Item List

Item: The name of the item, as it appears in the game.

Type: How the item is equipped (and for weapons, what its range and skill category is).

Wgt: How much the item weighs (in pounds)

Value: The base value of the item is worth. NPCs will list the percentage of the base value that they will sell and buy items for.

Dmg: For weapons, how much base damage the weapon deals.

TH: The bonus chance to score a hit in combat.

Mode: Which attack modes the weapon is capable of delivering. The first initial of the mode is listed (except for "Thrown" which is listed in the table as "R"). See the manual for the effects on to-hit and damage that each mode gives.

PS C!: For weapons, P is listed if the weapon can be used as a Primary weapon; S if the weapon can be used as a secondary weapon. If the weapon is two-handed, then "2H" will appear in the PS area. For all items, C means that the item is cursed, and ! means that the item is "important". You cannot drop important items.

AC: The armor class of the item. The lower, the better. Note that shields and misc. items modify your total armor class while other equipment modifies only the part of the body it covers.

Profession/Race/Sex: The classes, races, and sexes that can use each item, listed by their first initial, in manual order. The character must qualify in all three categories to use the item. (This is the same display you get when you assay an item.)

Count/Charge: For stackable items (like potions), this is the number of that item that appear when you find that item in treasure. For charged items (those with a "use" or "invoke" power), this is the number of times you can use that item before it vanishes.

Special: Items can have many special abilities.

- Vamp, Sleep, Para, Poison-#, Stone, KO, Crit: When an attack is made with this weapon, it has the increased chance to cause Sleep, Paralysis, Poison (of the given strength), turning the creature to Stone, Knocking them out, or causing a Critical Hit. The Vamp special means that the attack is extra effective against the special Vampires in the endgame (the Bane King and Rebecca).
- Air, Earth, Fire, Water, Magic, Mind: When equipped, the item gives you an additional resistance to spells of the listed type.
- Regen: While the item is equipped, the character will continually gain or lose hit points. Note that only the best positive regen item and the best negative regen item that the character is wearing will be used: A Regen+2 item will offset the effect of a Regen-2 item, but two Regen+1 items cannot.
- Use: Some items have a Use power. When they are used, they cast a spell. The number in parenthesis after the spell is the power level of the spell. Using most items requires an Artifacts check. (Scrolls require a Scribe check, and Potions don't require any check.) The Charges column lists how many times the item can be used before it vanishes. Bard instruments can be used repeatedly; the Bard's Music skill determines the power level of the spell.

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- **Invoke:** When you equip an item with an Invoke power, you are asked if you want to invoke its special power. The effect of invoking it is listed. The charges column lists how many times the item can be invoked before it vanishes.
- **Learn Spell:** The "use spell" that this item has can be permanently learned. Doing so uses up the book.

Information in this table was taken from the internal data tables on the Wizardry disk, and checked (when possible) against actual gameplay.

Item	Type	Wgt	Value	Dmg	TH	Mode PS C!	AC	Race Profession	Sex	Count/ Charge	Special
Dagger of Ramm	Weapon (S) Wand&Dagger	1.5	0	2d3+1	1	T PS C!		HEDGHFLDFRM MF P B			Crit 10%, Regen -2
Miner's Chisel	Weapon (S) Wand&Dagger	2.5	0	1d3	-1	T PS !		HEDGHFLDFRM MF F T B V L N			
Dirk	Weapon (T) Wand&Dagger	1.0	5	1d4		PS R		HEDGHFLDFRM MF FM TRABPV LS N		3d3	
Dagger	Weapon (S) Wand&Dagger	1.0	15	1d4		T R PS		HEDGHFLDFRM MF FM TRABPV LS N			
Sparkler	Weapon (T) Wand&Dagger	0.1	15	1d8		B R PS		HEDGHFLDFRM MF M T ABP N		5d5	Use: Energy Blast (1)
Main Gauche	Weapon (S) Wand&Dagger	2.0	30	1d5		ST PS		HEDGHFLDFRM MF F V L			
Icicle	Weapon (T) Wand&Dagger	0.1	40	2d8		PS R		HEDGHFLDFRM MF M T ABP N		4d4	Use: Chilling Touch (2)
Ginzu Knife	Weapon (T) Wand&Dagger	0.5	45	3d2	1	PS R		HEDGHFLDFRM MF F S N		2d3+1	
Stiletto	Weapon (T) Wand&Dagger	0.5	85	2d3	2	PS R		HEDGHFLDFRM MF F T B V L		3	Crit 10%
Firecracker	Weapon (T) Wand&Dagger	0.1	100	3d8		PS		HEDGHFLDFRM MF M T ABP N		3d3	Use: Energy Blast (3)
Bottlerocket	Weapon (T) Wand&Dagger	0.3	200	1d8		PS R		HEDGHFLDFRM MF M T ABP N		3d3	Use: Magic Missile (2)
Skyrocket	Weapon (T) Wand&Dagger	0.5	350	5d5		PS R		HEDGHFLDFRM MF M T ABP N		3d3	Use: Magic Missile (4)
Poignard	Weapon (S) Wand&Dagger	3.5	420	1d6	1	T PS		HEDGHFLDFRM MF F R B V L			
Pixie Stick	Weapon (S) Wand&Dagger	0.2	500	2d4		T R PS		F MF FMPTRABPVBLSMN		5d5	Use: Sleep (3)
Night Stick	Weapon (S) Wand&Dagger	0.2	1250	2d4		T R PS		F MF FMPTRABPVBLSMN		4d4	Use: Blinding Flash (3)

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Skull Dagger	Weapon (S) Wand&Dagger	1.0	1500	2d4	1	T PS	R		HEDGHFLDFRM MF FM TRABPV LS N		Crit 2%, Magic 12%
Faerie Stick	Weapon (S) Wand&Dagger	0.2	2500	3d4	1	T PS	R		F MF FMPTRABPVBLSMN	4d4	Use: Blink (4)
Thieves Dagger	Weapon (S) Wand&Dagger	1.5	6000	3d4	2	T PS	R		HEDGHFLDFRM MF T	1	Crit 5%, Invoke: +1 Speed
Wand of Mystery	Weapon (S) Wand&Dagger	0.8	7000	3d3	1	T PS	R		HEDGHFLDFRM MF M A P	3d3	Para 15%, Use: Prismic Missile (3)
Demons Tooth	Weapon (S) Wand&Dagger	1.5	8000	3d4+4	3	T PS	R		HEDGHFLDFRM MF T B		Para 15%
Wand of Razing	Weapon (S) Wand&Dagger	0.8	8000	1d3	-4	T PS	R C		HEDGHFLDFRM MF M A P		
Wand of Weaving	Weapon (S) Wand&Dagger	0.8	10000	3d3	1	T PS	R		HEDGHFLDFRM MF M A P	3d3	Use: Illusion (4)
Wand of Ghosts	Weapon (S) Wand&Dagger	0.8	15000	5d3	2	T PS	R		HEDGHFLDFRM MF M A P	3d3	Use: Dispell Undead (4)
Crystal Wand	Weapon (S) Wand&Dagger	0.8	20000	3d3	1	T PS	R		HEDGHFLDFRM MF M A P	3d3	Sleep 15%, Use: Wizard's Eye (3)
Lightning Rod	Weapon (S) Wand&Dagger	0.1	20000	3d4	1	T PS	R		HEDGHFLDFRM MF M A P	3d4	Fire 25%, Use: Lightning (4)
Golden Rod	Weapon (S) Wand&Dagger	0.1	25000	3d4	1	T PS	R		HEDGHFLDFRM MF P B	4d4	Regen +1, Use: Heal Wounds (4)
Necrology Rod	Weapon (S) Wand&Dagger	1.2	25000	3d3	1	T PS	R		HEDGHFLDFRM MF M A P	2d4	Use: Resurrection (4)
Rod of Sprites	Weapon (S) Wand&Dagger	0.5	25000	4d4	2	T PS	R		F MF M A P		Stone 50%
Short Sword	Weapon (S) Sword	3.0	45	1d6		ST PS			HEDGHFLDFRM MF F TR B V L		
Wakizashi	Weapon (S) Sword	3.0	240	1d6		ST PS			HEDGHFLDFRM MF S N		
Ninjato	Weapon (S) Sword	3.5	700	2d4	1	ST PS			HEDGHFLDFRM MF N		Crit 5%

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Sai	Weapon (S) Sword	3.5	750	2d3+2	1	T PS		HEDGHFLDFRM MF N		Crit 5%
Wakizashi+1	Weapon (S) Sword	3.5	20000	1d9+1	1	ST PS		HEDGHFLDFRM MF S N		Crit 2%
Inferior Sword	Weapon (S) Sword	5.0	35	1d6	-1	ST P		HEDGH LDFRM MF F V L		
Cutlass	Weapon (S) Sword	4.5	50	1d6+1		ST P		HEDGHFLDFRM MF F TR B V S		
Longsword	Weapon (S) Sword	5.0	60	1d8		ST P		HEDGH LDFRM MF F V L		
Broadsword	Weapon (S) Sword	6.0	85	1d7+1		ST P		HEDGH LDFRM MF F V L		
Bastard Sword	Weapon (S) Sword	10.0	120	2d4+1	-1	ST P		HEDGH LDFRM MF F V L		
Rapier	Weapon (S) Sword	4.0	125	1d7		T P		HEDGHFLDFRM MF F TR B V L		
Katana	Weapon (S) Sword	4.0	400	1d7	1	ST P		HEDGHFLDFRM MF S N		
Sword of Striking	Weapon (S) Sword	5.0	1250	1d8	2	ST P		HEDGH LDFRM MF F V L		
Beastmaster	Weapon (S) Sword	6.0	3500	1d8+4	1	ST P		HEDGH LDFRM MF F V L		Sleep 15%
Sword of Hearts	Weapon (S) Sword	4.5	4000	1d7+4	2	T P		HEDGHFLDFRM MF TR B		Crit 2%
Blackblade	Weapon (S) Sword	6.0	5000	1d8+4	1	ST P		HEDGH LDFRM MF F V L		Poison-2 25%, Regen -1
Saint Bastard	Weapon (S) Sword	11.0	5000	2d4+5	2	STB P		HEDGH LDFRM MF F V L		KO 5%
Bushido Blade	Weapon (S) Sword	4.0	7500	2d7+2	2	ST P		HEDGHFLDFRM MF S N		Crit 5%
Blade Cuisinart	Weapon (S) Sword	5.5	15000	4d4+2	2	ST M P		HEDGH LDFRM MF F V L		Crit 5%

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Bipennis	Weapon (S) Axe	18.0	3250	2d6+2		S M 2H		HEDGH LDFRM MF F V L		
Axe of Woe	Weapon (S) Axe	18.0	6500	2d6+2	-8	S M 2H C		HEDGH LDFRM MF F V L		Regen -3
Blades of Aesir	Weapon (S) Axe	18.0	14000	2d12	2	ST M 2H		HEDGH LDFRM MF F V L	4d4	KO 5%, Crit 5%, Water 50%, Use: Iceball (5)
Hammer	Weapon (S) Mace&Flail	4.0	15	1d4+1	-1	B R PS		HEDGH LDFRM MF F TR V L		KO 5%
War Sceptre	Weapon (S) Mace&Flail	6.0	75	1d6		B PS		HEDGH LDFRM MF F P VBL		KO 5%
Nunchaka	Weapon (S) Mace&Flail	2.5	145	1d5	1	B PS		HEDGHFLDFRM MF N		KO 10%
Bec De Corbin	Weapon (S) Mace&Flail	4.0	935	2d3+1	1	TB PS		HEDGH LDFRM MF F V L		KO 5%
Hammer+1.5	Weapon (S) Mace&Flail	6.5	12000	2d4+6	1	B R PS		HEDGHFLDFRM MF F TR V S		KO 15%
Diamond Eyes	Weapon (S) Mace&Flail	4.0	20000	3d4+4	2	B PS		HEDGH LDFRM MF F P VBL	2	Para 20%, Magic 12%, Invoke: +1 Personality
Club	Weapon (S) Mace&Flail	8.0	15	2d4		B 2H		HEDGH LDFRM MF F P R VBL MN		
Mace	Weapon (S) Mace&Flail	10.0	65	1d6+1		B P		HEDGH LDFRM MF F P VBL		KO 5%
War Hammer	Weapon (S) Mace&Flail	6.5	70	1d5+1		B P		HEDGH LDFRM MF F V L		KO 5%
Morningstar	Weapon (S) Mace&Flail	12.0	100	2d4		B P		HEDGH LDFRM MF F P VBL		KO 5%
Anointed Flail	Weapon (S) Mace&Flail	15.0	140	1d6+1		B P		HEDGH LDFRM MF F P VBL N		KO 5%
Bullwhip	Weapon (E) Mace&Flail	2.5	185	1d4	1	L P		HEDGHFLDFRM MF FMPTRABPVBL MN		

Zizka Star	Weapon (S) Mace&Flail	13.0	1400	2d5		P	B		HEDGH LDFRM MF F P VBL N		KO 5%
Mustard Mace	Weapon (S) Mace&Flail	1.0	2250	1d6+3	1	P	B		HEDGH LDFRM MF F P VBL	3d3+1	KO 10%, Use: Stink Bomb (2)
Maiden Head	Weapon (S) Mace&Flail	12.0	7750	1d16	2	P	B		HEDGH LDFRM MF F P VBL	3d4	KO 10%, Use: Charm (5)
Vulcan Hammer	Weapon (S) Mace&Flail	8.0	15000	3d4+4	2	P	B R		HEDGH LDFRM MF F V L	3d3	KO 10%, Fire 25%, Use: Fireball (5)
Cat'o Nine Tail	Weapon (E) Mace&Flail	6.5	20000	6d3	3	P	L		HEDGH LDFRM MF FM TRABPV L MN		
Miner's Pick	Weapon (S) Mace&Flail	6.0	0	1d7+2	-5	S 2H	!		HEDGH LDFRM MF F V L		
Giant Sledge	Weapon (S) Mace&Flail	19.4	350	3d6	-8	2H	B		H D LDFRM MF F V L		KO 10%
Holy Stake of Wood	Weapon (S) Pole&Staff	3.5	0	1d5		PS	T !		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Staff of Aram	Weapon (E) Pole&Staff	0.7	0	2d5+2	1	P	TBM !		HEDGHFLDFRM MF FMPTRABPVBLSMN		Poison-2 15%, KO 5%, Crit 5%, Magic 25%, Mind 25%, Regen -1
Staff	Weapon (S) Pole&Staff	4.0	5	1d4		P	B		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Stave of Missiles	Weapon (S) Pole&Staff	4.0	750	1d4+2	1	P	B		HEDGHFLDFRM MF FMPTRABPVBLSMN	1d2+1	Use: Magic Missile (1)
Staff of Ruin	Weapon (S) Pole&Staff	4.0	2500	1d2	-4	P	B C		HEDGHFLDFRM MF MP A P B		Regen -1
Spear of Death	Weapon (E) Pole&Staff	9.0	3000	1d5+4	1	P	T		HEDGH LDFRM MF F R V LSMN		Poison-2 15%, Crit 2%
Dryadic Staff	Weapon (S) Pole&Staff	4.0	5000	2d4	1	P	B		HEDGHFLDFRM MF M RA P M	3d3	Use: Blink (3)
Stave of Moons	Weapon (S) Pole&Staff	4.0	5000	2d4	1	P	B		HEDGHFLDFRM MF MP RA P B	3d3	Mind 17%, Use: Sleep (3)

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Staff Magicus	Weapon (S) Pole&Staff	4.0	7000	2d4	1	P B		HEDGHFLDFRM MF M A P	3d3	Fire 10%, Water 10%, Magic 10%, Use: Magic Screen (3)
Stave of Stars	Weapon (S) Pole&Staff	0.0	10000	2d4	1	P B		HEDGHFLDFRM MF MP RA P B	3d3	Use: Fireball (3)
Stave of Witches	Weapon (S) Pole&Staff	4.0	12500	3d4	2	P B		HEDGHFLDFRM MF M A P	3d3	Use: Terror (6)
Quarterstaff	Weapon (E) Pole&Staff	4.5	10	1d5		TB 2H		HEDGHFLDFRM MF FMPTRABPVLSMN		
Bo	Weapon (E) Pole&Staff	5.0	12	1d6	1	TB 2H		HEDGHFLDFRM MF SMN		
Spear	Weapon (E) Pole&Staff	5.0	20	1d6		T 2H		HEDGHFLDFRM MF F R V L N		
Awl Pike	Weapon (E) Pole&Staff	12.0	50	1d6		T 2H		HEDGH LDFRM MF F V LS N		
Halberd	Weapon (E) Pole&Staff	15.0	135	1d10		ST 2H		HEDGH LDFRM MF F V L		
Lance	Weapon (E) Pole&Staff	18.0	450	1d12	-2	T 2H		HEDGH LDFRM MF V L		
Monstrance	Weapon (E) Pole&Staff	9.0	450	1d8	-1	B 2H		HEDGHFLDFRM MF P B		KO 5%
Hayai Bo	Weapon (E) Pole&Staff	5.0	1750	1d6+3	2	TB 2H		HEDGHFLDFRM MF SMN		KO 5%
Fauchard	Weapon (E) Pole&Staff	13.5	2000	1d12		S 2H		HEDGH LDFRM MF F V L		
Naginata	Weapon (E) Pole&Staff	13.5	2500	1d12		S 2H		HEDGH LDFRM MF SMN		
Holy Basher	Weapon (E) Pole&Staff	9.0	12000	1d8+4	1	B 2H		HEDGHFLDFRM MF P B		KO 10%
Faust Halberd	Weapon (E) Pole&Staff	17.5	15000	4d4+2	2	ST 2H		HEDGH LDFRM MF F V L	3d4	Para 5%, Crit 5%, Air 25%, Use: Lifesteal (4)
Ravens Bill	Weapon (E) Pole&Staff	20.0	17500	4d4+2	2	ST 2H C		HEDGH LDFRM MF F V L		Poison-2 25%, Crit 5%, Regen -2

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Rammbus Staff	Weapon (E) Pole&Staff	12.0	25000	2d4+4	2	B 2H		HEDGHFLDFRM MF P B	1d2+1	KO 15%, Magic 25%, Use: Lightning (5)
Maenad's Lance	Weapon (E) Pole&Staff	19.0	30000	2d12	3	T 2H		HEDGHFLDFRM MF V	3	Crit 10%, Mind 50%, Regen +1, Invoke: +1 Strength
Zatoichi Bo	Weapon (E) Pole&Staff	5.0	34464	3d6+6	4	TB 2H		HEDGHFLDFRM MF SM	10d10	Para 15%, KO 15%, Crit 5%, Mind 50%, Use: Blinding Flash (6), Invoke: (Unknown)
Shuriken	Weapon (T) Thrown	0.5	20	1d6+1		PS R		HEDGHFLDFRM MF SMN	3d5	
Butterfly Axe	Weapon (T) Thrown	3.5	400	1d8+3		PS R		HEDGH LDFRM MF F TR B V L	2d4	
Shiken Shuri	Weapon (T) Thrown	0.5	500	1d7+5	1	PS R		HEDGHFLDFRM MF SMN	1d5+5	Crit 3%
Rock of Reflection	Other	1.2	1000	1d2		T S		HEDGHFLDFRM MF FMPTRABPVBLSMN		Vamp 125%
Sling	Weapon (L) Sling	1.0	5			P		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Wrist Rocket	Weapon (L) Sling	1.5	1400		3	P		HEDGHFLDFRM MF FMPTRABPVBLSMN		KO 10%
Bullet Stone	Missile	0.5	1	1d4		B S		HEDGHFLDFRM MF FMPTRABPVBLSMN	1d10+15	
Rhine Stone	Missile	0.5	1	1	-4	B S		HEDGHFLDFRM MF FMPTRABPVBLSMN	5d5+10	
Razor Stone	Missile	0.5	25	2d3+1		S		HEDGHFLDFRM MF FMPTRABPVBLSMN	4d4+4	
Serpent Stone	Missile	0.5	95	3d3+3	1	B S		HEDGHFLDFRM MF FMPTRABPVBLSMN	3d3	Poison-3 15%
Devil Stone	Missile	0.3	240	4d4	2	B S		HEDGHFLDFRM MF FMPTRABPVBLSMN	4d4	Stone 10%, KO 10%

Short Bow	Weapon (L) Bows	2.5	250		-3	P		HEDGHFLDFRM MF FM TRABPV LSMN		
Long Bow	Weapon (L) Bows	4.5	600			P		HEDGHFLDFRM MF F R V LSMN		
Vex Bow	Weapon (L) Bows	8.0	800		-8	P		HEDGH LDFRM MF F R V LSMN		
Great Bow	Weapon (L) Bows	7.5	3500		2	P		HEDGHFLDFRM MF F R V SMN		Crit 5%
Elven Bow	Weapon (L) Bows	4.5	34464		4	P		E MF F R V L M	2	Crit 5%, Invoke: +1 Speed
Elm Arrow	Missile	0.2	2	1d6		T S		HEDGHFLDFRM MF FMPTRABPVBLSMN	10d9+10	
Cupid Arrow	Missile	0.2	15	1d4		S		HEDGHFLDFRM MF FMPTRABPVBLSMN	5d4+5	Sleep 25%
Barbed Arrow	Missile	0.3	25	1d8+4		S		HEDGHFLDFRM MF FMPTRABPVBLSMN	5d4+5	Crit 5%
A.P. Arrow	Missile	0.2	45	1d8+4	2	T S		HEDGHFLDFRM MF FMPTRABPVBLSMN	5d4+5	
Viper Arrow	Missile	0.2	85	1d7+3	1	T S		HEDGHFLDFRM MF FMPTRABPVBLSMN	4d4+4	Poison-4 25%
Mystic Arrow	Missile	0.2	220	4d4+2	2	T S		HEDGHFLDFRM MF FMPTRABPVBLSMN	4d4+4	Para 15%
Peacemaker	Missile	0.4	2500	6d6+6	3	T S		HEDGHFLDFRM MF FMPTRABPVBLSMN	1d3	Crit 20%
Lt. Crossbow	Weapon (L) Bows	7.5	375		-2	P		HEDGH LDFRM MF F TR B V L M		
Hv. Crossbow	Weapon (L) Bows	14.5	1250			P		HEDGH LDFRM MF F R V L M		
Seige Arbalest	Weapon (L) Bows	19.0	8000		4	P		HEDGH LDFRM MF F R V L M		Crit 5%
Quarrel	Missile	0.2	3	1d4+1		T S		HEDGHFLDFRM MF FMPTRABPVBLSMN	10d9+10	

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Bone Breaker	Missile	0.3	115	3d3+4	1	T S		HEDGHFLDFRM MF FMPTRABPVBLSMN	4d4+4	
Lightning Bolt	Missile	0.4	1250	5d5+5	2	T S		HEDGHFLDFRM MF FMPTRABPVBLSMN	2d2	Crit 10%
Duck Shield	Shield	4.5	350				c +2	HEDGH LDFRM MF F TR B V L		
Buckler Shield	Shield	4.0	65				-1	HEDGH LDFRM MF F TR B V L		
Round Shield	Shield	10.0	350				-2	HEDGH LDFRM MF F V L		
Heraldic Shield	Shield	8.0	2500				-2	HEDGH LDFRM MF F V L	1	Invoke: +1 Strength
Heater Shield	Shield	17.0	750				-3	HEDGH LDFRM MF F V L		
Dragon Kite	Shield	16.5	8000				-4	HEDGH LDFRM MF F V L		
Helm of Obitus	Helmet	8.5	15000				c +8	HEDGH LDFRM MF F V L		Regen -8
Coxcomb	Helmet	3.0	800				c +3	HEDGHFLDFRM MF FMPTRABPVBL		
Skullcap	Helmet	0.5	30				-1	HEDGHFLDFRM MF MP A P B M		
Goat's Mask	Helmet	9.0	0				c! -2	HEDGHFLDFRM MF FMPTRABPVBLSMN		Regen -2
Feathered Hat	Helmet	1.5	75				-2	HEDGHFLDFRM MF F TR B V L		
Wizard's Cone	Helmet	2.0	75				-2	HEDGHFLDFRM MF M A P		
Mitre	Helmet	3.5	200				-2	HEDGHFLDFRM MF P B		
Tricorne Hat	Helmet	3.5	250				-2	HEDGH LDFRM MF F T B V L		
Ninja Cowl	Helmet	1.5	50				-3	HEDGHFLDFRM MF N		
Leather Helm	Helmet	3.5	145				-3	HEDGH LDFRM MF F V LS		

Steel Helm	Helmet	4.0	300				-4	HEDGH LDFRM MF F V L		
Phrygian Cap	Helmet	3.5	875				-4	HEDGHFLDFRM MF F T B V L		
Faerie Cap	Helmet	0.2	25000				-4	F MF FMPTRABPVBLSMN	1	Air 25%, Earth 25%, Fire 25%, Water 25%, Magic 25%, Mind 25%, Regen +1, Invoke: +1 Personality
Mail Coif	Helmet	6.0	350				-5	HEDGH LDFRM MF F V L		
Mitre De Sanct	Helmet	3.5	4000				-5	HEDGH LDFRM MF P B		
Kabuto	Helmet	5.5	700				-6	HEDGH LDFRM MF S		
Bascinet	Helmet	6.5	850				-6	HEDGH LDFRM MF F V L		
Helm&coif	Helmet	10.5	750				-7	HEDGH LDFRM MF F V L		
Mordecai's Cone	Helmet	4.0	35000				-7	HEDGH LDFRM MF M A P		Magic 50%, Mind 50%
Burgonet Helm	Helmet	6.5	2250				-8	HEDGH LDFRM MF F V L		
Bascinet&camail	Helmet	11.5	1875				-9	HEDGH LDFRM MF F V L		
Armet	Helmet	7.5	7000				-10	HEDGH LDFRM MF F V L		
Heaume	Helmet	14.0	12500				-12	HEDGHFLDFRM MF F V L		
Ebony Heaume	Helmet	10.0	50000				-14	HEDGH LDFRM MF F V L		Air 12%, Earth 30%, Fire 12%, Water 12%
Vennal Robe (U)	Armor	3.0	10000			c	+4	HEDGHFLDFRM MF MP A PVBLSM		
Plate Du Faux	Armor	9.4	2400			c	+2	HEDGH LDFRM MF F V L		
Tarnished Mail	Armor	2.4	400			c	+1	HEDGH LDFRM MF F V L		
Cloth Shirt	Armor	2.5	10				-1	HEDGH LDFRM MF F TR B V L		

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Robes (U)	Armor	3.0	15				-2	HEDGHFLDFRM MF FMPTRABPVLSM		
Fur Halter	Armor	2.5	25				-2	HEDGH LDFRM F F TR B V L		
Ninja Garb (U)	Armor	3.0	80				-3	HEDGHFLDFRM MF N		
Suede Doublet	Armor	5.0	85				-3	HEDGHFLDFRM MF F TR B V L		
Quilt Tunic	Armor	10.0	175				-4	HEDGH LDFRM MF F P VLS		
Leather Cuirass	Armor	14.0	285				-5	HEDGH LDFRM MF F T B V LS		
Bronze Cuirass	Armor	21.0	1000				-6	HEDGH LDFRM MF F V L		
Stud-cuir Bra+2	Armor	5.5	2000				-6	HEDGH LDFRM MF F T B V L		
Chamail Doublet	Armor	5.0	3500				-6	HEDGH LDFRM MF TR B		
Robe of Enchant(U)	Armor	3.0	10000				-6	HEDGHFLDFRM MF MP A PVLSM		Magic 25%
Leather Hauberk	Armor	18.0	450				-7	HEDGH LDFRM MF F T B V LS		
Breastplate	Armor	18.0	600				-8	HEDGH LDFRM MF F V L		
Studded Hauberk	Armor	22.0	950				-8	HEDGH LDFRM MF F T B V LS		
Chain Hauberk	Armor	2.4	1250				-9	HEDGH LDFRM MF F V L		
Jazeraint Tunic	Armor	20.0	2000				-9	HEDGH LDFRM MF F T B V L		
Tosei-do (U)	Armor	24.0	3000				-9	HEDGH LDFRM MF S		
Plate Mail	Armor	7.4	1850				-10	HEDGH LDFRM MF F V L		
Full Plate (U)	Armor	14.4	4000				-12	HEDGH LDFRM MF F V L		
Hi-kane-do (U)	Armor	9.4	20000				-12	HEDGH LDFRM MF S		Earth 30%, Fire 15%

Ebony Plate (U)	Armor	4.4	50000				-14	HEDGH LDFRM MF F V L		Air 12%, Earth 30%, Fire 12%, Water 12%
Vennal Robe (L)	Leggings	4.0	10000				+4	HEDGHFLDFRM MF MP A PVBLSM		
Hoaxial Plate	Leggings	9.4	800			c	+2	HEDGH LDFRM MF F V L		
Hoary Legging	Leggings	19.0	450			c	+1	HEDGHFLDFRM MF F T B V LS		
Cloth Pants	Leggings	3.5	10				-1	HEDGH LDFRM MF F TR B V L		
Robes (L)	Leggings	4.0	15				-2	HEDGHFLDFRM MF FMPTRABPVBLSM		
Chamois Skirt	Leggings	4.5	25				-3	HEDGH LDFRM F F TR B V L		
Suede Pants	Leggings	6.5	60				-3	HEDGHFLDFRM MF F TR B V L		
Ninja Garb (L)	Leggings	3.0	80				-3	HEDGHFLDFRM MF N		
Fur Legging	Leggings	5.0	165				-4	HEDGH LDFRM MF F TR B V LS		
Quilt Legging	Leggings	9.0	190				-4	HEDGH LDFRM MF F P VBLS		
Leather Legging	Leggings	11.0	240				-5	HEDGH LDFRM MF F T B V LS		
Leather Greaves	Leggings	8.5	650				-6	HEDGH LDFRM MF F V LS		
Chamail Pants	Leggings	6.5	3500				-6	HEDGH LDFRM MF TR B		
Robe of Enchant(L)	Leggings	4.0	10000				-6	HEDGHFLDFRM MF MP A PVBLSM		Magic 25%
Bronze Greaves	Leggings	12.5	1450				-7	HEDGH LDFRM MF F V L		
Jazeraint Skirt	Leggings	18.5	1750				-7	HEDGH LDFRM F F T B V L		
Stud Chausses	Leggings	17.0	900				-8	HEDGH LDFRM MF F V LS		

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Unctuous Gloves	Gloves	2.5	600				+4	HEDGH LDFRM MF F PTR B VBL		
Chamois Gloves	Gloves	2.0	600				-3	HEDGH LDFRM MF F PTR B VBL		
Cuir Gauntlets	Gloves	3.5	240				-5	HEDGH LDFRM MF F V LS		
Mail Mittens	Gloves	6.0	450				-6	HEDGH LDFRM MF F V L		
Steel Gauntlets	Gloves	8.0	1500				-8	HEDGH LDFRM MF F V L		
Copper Gloves	Gloves	8.5	1500				-10	HEDGH LDFRM MF F V L		
Silver Gloves	Gloves	9.5	5000				-12	HEDGH LDFRM MF F V L		
Mantis Gloves	Gloves	6.0	20000				-14	HEDGH LDFRM MF F V L	2	Air 37%, Fire 25%, Mind 25%, Invoke: +1 Dexterity
Eye-patch	Misc. Item	0.1	45			c	+4	HEDGHFLDFRM MF FMPTRABPVBLSMN		
Ring of Delphi	Misc. Item	0.5	17760			c!	+4	HEDGHFLDFRM MF FMPTRABPVBLSMN		Regen -5
Chain of Despair	Misc. Item	3.5	400			c	+2	HEDGHFLDFRM MF FMPTRABPVBLSMN		Regen -1
Idol of Mau-mu-mu	Misc. Item	4.0	0			!	+0	HEDGHFLDFRM MF FMPTRABPVBLSMN		Fire 37%
J.R. Decoder	Misc. Item	0.1	0			!	+0	HEDGHFLDFRM MF FMPTRABPVBLSMN		
Pol Ankh	Misc. Item	1.5	100				+0	HEDGHFLDFRM MF FMPTRABPVBLSMN		
Clove of Garlic	Misc. Item	0.1	250				+0	HEDGHFLDFRM MF FMPTRABPVBLSMN		Vamp 35%
Green Parrot	Misc. Item	4.0	1250			c	+0	HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Magic 5%, Invoke: +1 Personality
Lynx Ring	Misc. Item	0.1	2000				+0	HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Invoke: (Unknown)
Toadstone Ring	Misc. Item	0.1	2400				+0	HEDGHFLDFRM MF FMPTRABPVBLSMN	2d2+2	Air 35%, Use: Cure Poison (6)

Amulet of Night	Misc. Item	1.0	2500				+0	HEDGHFLDFRM MF FMPTRABPVLSMN	3d4	Use: Blinding Flash (4)
Ring of Minds	Misc. Item	0.1	3500				+0	HEDGHFLDFRM MF MP A P B M	1d4+2	Mind 25%, Use: Mindread (5)
Amulet of Air	Misc. Item	1.0	4500				+0	HEDGHFLDFRM MF FMPTRABPVLSMN	3d3	Air 25%, Use: Air Pocket (5)
Amulet of Winds	Misc. Item	1.0	10000				+0	HEDGHFLDFRM MF FMPTRABPVLSMN	3d3	Air 25%, Use: Whirlwind (4)
Amulet of Ice	Misc. Item	1.0	10000				+0	HEDGHFLDFRM MF FMPTRABPVLSMN	3d3	Water 25%, Use: Iceball (4)
Ankh of Phyre	Misc. Item	1.5	10000				+0	HEDGHFLDFRM MF FMPTRABPVLSMN	2d2+2	Fire 25%, Use: Fireball (3)
Amulet of Life	Misc. Item	1.0	25000				+0	HEDGHFLDFRM MF FMPTRABPVLSMN	7	Use: Resurrection (6)
Wizard's Ring	Misc. Item	0.5	0			!	-1	HEDGHFLDFRM MF M A P B		Magic 5%
Shadow Cloak	Misc. Item	4.5	400				-1	HEDGH LDFRM MF T B N		
Silver Cross	Misc. Item	1.0	500				-1	HEDGHFLDFRM MF P B		Magic 10%
Ruby Talisman	Misc. Item	0.7	1250				-1	HEDGHFLDFRM MF FM TRABPV LSMN	1	Magic 2%, Invoke: +1 Intelligence
Anointed Cloak	Misc. Item	6.0	4000				-1	HEDGHFLDFRM MF F P VBL M		Magic 12%
Ankh of Might	Misc. Item	1.5	20000				-1	HEDGHFLDFRM MF FMPTRABPVLSMN	1	Invoke: +1 Strength
Ankh of Sanctity	Misc. Item	1.5	20000				-1	HEDGHFLDFRM MF FMPTRABPVLSMN	1	Invoke: +1 Piety
Ankh of Death	Misc. Item	0.5	25000				-1	HEDGHFLDFRM MF FMPTRABPVLSMN	3d3	Use: Death (5)
Ankh of Youth	Misc. Item	1.5	25000				-1	HEDGHFLDFRM MF FMPTRABPVLSMN	1	Invoke: -1 Age (18 Min) and +1 Vitality
Ankh of Purity	Misc. Item	1.5	34464				-1	HEDGHFLDFRM MF FMPTRABPVLSMN	1	Invoke: +1 Karma
Ankh of Arnie	Misc. Item	1.5	50000				-1	HEDGHFLDFRM MF FMPTRABPVLSMN	2	Magic 25%, Invoke: Increase Max HP
Ankh of Life	Misc. Item	1.5	50000				-1	HEDGHFLDFRM MF FMPTRABPVLSMN	1d3+4	Use: Resurrection (6), Invoke: Complete Healing

Ankh of Wonder	Misc. Item	1.5	50000				-1	HEDGHFLDFRM MF FMPTRABPVLSMN	3d3	Regen +1, Use: Heal Wounds (6)
Midnight Cloak	Misc. Item	5.0	2500				-2	HEDGH LDFRM MF T B N		
Bone Necklace	Misc. Item	2.5	5000				-2	HEDGHFLDFRM MF F P VB	1	Magic 35%, Invoke: +1 Vitality
Medicine Bag	Misc. Item	0.3	5000				-2	HEDGHFLDFRM MF A	3d3+1	Use: Heal Wounds (3)
Mystic's Ring	Misc. Item	0.1	5000				-2	HEDGHFLDFRM MF M A P		Magic 12%
Tora Maedate	Misc. Item	1.5	5000				-2	HEDGH LDFRM MF S	1	Magic 12%, Invoke: +1 Vitality
Jade Figurine	Misc. Item	1.0	15000				-2	HEDGHFLDFRM MF M	1	Mind 20%, Invoke: Increase Max HP
Ring of Deftness	Misc. Item	0.2	20000				-2	HEDGHFLDFRM MF FMPTRABPVLSMN	1	Earth 25%, Invoke: +1 Dexterity
Ring of Speed	Misc. Item	0.2	20000				-2	HEDGHFLDFRM MF FMPTRABPVLSMN	1	Earth 25%, Invoke: +1 Speed
Scarab Necklace	Misc. Item	1.5	50000				-2	HEDGHFLDFRM MF P B	3	Air 25%, Fire 35%, Magic 25%, Mind 25%, Invoke: +1 Piety
Forest Cape	Misc. Item	6.5	15000				-3	HEDGHFLDFRM MF R		Air 15%, Earth 15%, Water 15%
Mempo of Death	Misc. Item	2.5	20000				-3	HEDGH LDFRM MF S	2	Magic 42%, Invoke: +1 Karma
Cape of Hi-zen	Misc. Item	5.0	40000				-3	HEDGHFLDFRM MF M	1	Magic 70%, Mind 70%, Regen +1, Invoke: -1 Age (18 Min) and +1 Vitality
Garland of Roses	Misc. Item	1.5	50000				-3	HEDGHFLDFRM MF F V L	3	Magic 40%, Regen +1, Invoke: Complete Healing
Displacer Cloak	Misc. Item	4.0	3392				-4	HEDGHFLDFRM MF FMPTRABPVLSMN		Use: Blink (4)
Ring of Stars	Misc. Item	0.2	34464			!	-4	HEDGHFLDFRM MF FMPTRABPVLSMN		Mind 50%, Regen +1
Cameo Locket	Misc. Item	0.5	53392				-4	HEDGHFLDFRM M FMPTRABPVLSMN	3	Magic 50%, Regen +1, Invoke: Increase Max HP
Pk Crystal	Misc. Item	1.0	53392				-4	HEDGHFLDFRM MF P	4	Mind 90%, Regen +2, Invoke: +1 Intelligence

Diamond Ring	Misc. Item	0.2	41248				-5	HEDGHFLDFRM F FMPTRABPVBLSMN	10	Magic 50%, Regen +3, Invoke: Complete Healing
Harmonium	Other	1.0	100					HEDGHFLDFRM MF B		Use: Itching Skin
Lute	Other	4.0	250					HEDGHFLDFRM MF B		Use: Sleep
Angel's Tongue	Other	2.0	500					HEDGHFLDFRM MF B		Use: Bless
Devil's Pipe	Other	1.0	1000					HEDGHFLDFRM MF B		Use: Weaken
Midnight Choir	Other	8.0	2500					HEDGHFLDFRM MF B		Use: Terror
Pan Flute	Other	2.0	4000					HEDGHFLDFRM MF B		Use: Charm
Basso Lyre	Other	18.0	6000					HEDGHFLDFRM MF B		Use: Slow
Cuckoo Call	Other	1.0	15000					HEDGHFLDFRM MF B		Use: Mental Attack
Horn of Prometheus	Other	7.0	25000					HEDGHFLDFRM MF B		Use: Fireball
Lyre of Cakes	Other	12.0	53392					HEDGHFLDFRM MF B		Use: Help Food
Holy Water	Potion	0.5	0				R	HEDGHFLDFRM MF FMPTRABPVBLSMN	1d3	Use: Holy Water (3)
Mod. Stamina	Potion	0.2	85				R	HEDGHFLDFRM MF FMPTRABPVBLSMN	1d3	Use: Stamina (3)
Lt. Heal	Potion	0.2	100				R	HEDGHFLDFRM MF FMPTRABPVBLSMN	3	Use: Heal Wounds (1)
Hv. Stamina	Potion	0.2	150				R	HEDGHFLDFRM MF FMPTRABPVBLSMN	1d3	Use: Stamina (6)
Cure Lt. Cnd	Potion	0.2	200				R	HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Cure Lesser Cnd (6)
Cure Poison	Potion	0.2	250				R	HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Cure Poison (6)
Mod. Heal	Potion	0.2	250				R	HEDGHFLDFRM MF FMPTRABPVBLSMN	1d3	Use: Heal Wounds (3)

Stink Bomb	Potion	0.3	250			S	R		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Stink Bomb (2)
Cherry Bomb	Potion	0.5	300			S	R		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Energy Blast (5)
Cure Paralyz	Potion	0.2	400			S	R		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Cure Paralysis (6)
Holy H2O(+)	Potion	0.5	500			S	R		HEDGHFLDFRM MF FMPTRABPVBLSMN	3	Use: Holy Water (5)
Hv. Heal	Potion	0.2	500			S	R		HEDGHFLDFRM MF FMPTRABPVBLSMN	1d3	Use: Heal Wounds (6)
Poison Bomb	Potion	1.0	600			S	R		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Poison Gas (3)
Mystery Oil	Potion	0.5	666				!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Fire Bomb	Potion	1.0	750			S	R		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Fire Bomb (3)
Deadlypoison	Potion	0.5	1000			S	R		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Deadly Poison (5)
Acid Bomb	Potion	0.4	1200			S	R		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Acid Bomb (4)
Cure Stone	Potion	0.5	2000			S	R		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Cure Stone (6)
Resurrection	Potion	1.0	2500			S	R		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Resurrection (6)
Armor Shield	Scroll	0.3	200						HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Armor Shield (2)
Dispel Undead	Scroll	0.3	400						HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Dispell Undead (2)
Magic Missile	Scroll	0.3	400						HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Magic Missile (2)
Terror	Scroll	0.3	400						HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Terror (4)
Knock-knock	Scroll	0.3	600						HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Knock-Knock (4)
Slow	Scroll	0.3	600						HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Slow (3)
Fire Shield	Scroll	0.3	900						HEDGHFLDFRM MF FMPTRABPVBLSMN	1	Use: Fire Shield (3)

Hold Monsters	Scroll	0.3	900					HEDGHFLDFRM MF FMPTRABPVLSMN	1	Use: Hold Monsters (3)
Ice Shield	Scroll	0.3	900					HEDGHFLDFRM MF FMPTRABPVLSMN	1	Use: Ice Shield (3)
Armorplate	Scroll	0.3	1200					HEDGHFLDFRM MF FMPTRABPVLSMN	1	Use: Armorplate (3)
Blades	Scroll	0.3	1200					HEDGHFLDFRM MF FMPTRABPVLSMN	1	Use: Blades (3)
Blink	Scroll	0.3	1200					HEDGHFLDFRM MF FMPTRABPVLSMN	1	Use: Blink (3)
Enchanted Blade	Scroll	0.3	1200					HEDGHFLDFRM MF FMPTRABPVLSMN	1	Use: Enchanted Blade (3)
Fireball	Scroll	0.3	1500					HEDGHFLDFRM MF FMPTRABPVLSMN	1	Use: Fireball (4)
Conjuration	Scroll	0.3	1600					HEDGHFLDFRM MF FMPTRABPVLSMN	1	Use: Conjuration (4)
Illusion	Scroll	0.3	1600					HEDGHFLDFRM MF FMPTRABPVLSMN	1	Use: Illusion (4)
Levitate	Scroll	0.3	2500					HEDGHFLDFRM MF FMPTRABPVLSMN	1	Use: Levitate (5)
Lifesteal	Scroll	0.3	3000					HEDGHFLDFRM MF FMPTRABPVLSMN	1	Use: Lifesteal (4)
Resurrection	Scroll	0.3	5000					HEDGHFLDFRM MF FMPTRABPVLSMN	1	Use: Resurrection (6)
Book of Airs	Other	0.0	0					HEDGHFLDFRM MF M RAB B S	1	Use: Air Pocket (6), Learn Spell
Book of Poetry	Other	2.0	500					HEDGHFLDFRM MF FMPTRABPVLSMN	1	KO 5%, Mind 25%, Invoke: +1 Intelligence
Book of Directions	Other	2.0	1500					HEDGHFLDFRM MF M B B S	1	Use: Direction (6), Learn Spell
Book of Mantras	Other	2.0	1500					HEDGHFLDFRM MF P RA PVBL M	1	KO 5%, Use: Stamina (6), Learn Spell
Book of Chills	Other	2.0	2000					HEDGHFLDFRM MF M B B S	1	Use: Chilling Touch (6), Learn Spell
Book of Dozes	Other	2.0	2000					HEDGHFLDFRM MF M RABP B SM	1	Use: Sleep (6), Learn Spell

Book of Poisons	Other	2.0	2000					HEDGHFLDFRM MF RA	1	Use: Poison (6), Learn Spell
Book of Lt.Curing	Other	2.0	2250					HEDGHFLDFRM MF P RA PVBL M	1	Use: Cure Lesser Cnd (6), Learn Spell
Book of Knocks	Other	2.0	2500					HEDGHFLDFRM MF M BP B SM	1	Use: Knock-Knock (6), Learn Spell
Book of Rapture	Other	2.0	2500					HEDGHFLDFRM MF P RA PVBL M	1	KO 5%, Use: Charm (6), Learn Spell
Book of Sloth	Other	2.0	2500					HEDGHFLDFRM MF P PVBL M	1	Use: Slow (6), Learn Spell
Book of Blinding	Other	2.0	3000					HEDGHFLDFRM MF RA	1	Use: Blinding Flash (6), Learn Spell
Book of Detection	Other	2.0	3000					HEDGHFLDFRM MF M BP B SM	1	Use: Detect Secret (6), Learn Spell
Book of Weakening	Other	2.0	3000					HEDGHFLDFRM MF M BP B SM	1	Use: Weaken (6), Learn Spell
Book of Air Shield	Other	2.0	4000					HEDGHFLDFRM MF M B B S	1	Use: Missile Shield (6), Learn Spell
Book of Fireshield	Other	2.0	5000					HEDGHFLDFRM MF M B B S	1	Use: Fire Shield (6), Learn Spell
Book of Iceshield	Other	2.0	5000					HEDGHFLDFRM MF M B B S	1	Use: Ice Shield (6), Learn Spell
Book of Protection	Other	2.0	5000					HEDGHFLDFRM MF P VBL	1	Use: Armorplate (6), Learn Spell
Book of Silence	Other	2.0	5000					HEDGHFLDFRM MF P PVBL M	1	Use: Silence (6), Learn Spell
Book of Identity	Other	2.0	7500					HEDGHFLDFRM MF P B	1	Use: Identify (6), Learn Spell
Book of Armormelt	Other	2.0	8500					HEDGHFLDFRM MF M BP B SM	1	Use: Armormelt (6), Learn Spell
Book of Demons	Other	2.0	12000					HEDGHFLDFRM MF MP B	1	KO 5%, Use: Conjuration (6), Learn Spell
Book of Levitation	Other	2.0	12000					HEDGHFLDFRM MF M B B S	1	Use: Levitate (6), Learn Spell
Book of Widows	Other	2.0	15000					HEDGHFLDFRM MF RA N	1	Use: Deadly Poison (6), Learn Spell

Book of Peace	Other	2.0	15000					HEDGHFLDFRM MF P PVBL M	1	Use: Sane Mind (6), Learn Spell
Book of Anti-magic	Other	2.0	25000					HEDGHFLDFRM MF M B B S	1	Use: Anti-Magic (6), Learn Spell
Sneeze	Dust	0.5	100			S	R	HEDGHFLDFRM MF FMPTRABPVLSMN	2d2+1	Use: Itching Skin (3)
Blind	Dust	0.5	125			S	R	HEDGHFLDFRM MF FMPTRABPVLSMN	2d2+1	Use: Blinding Flash (3)
Faerie Dust	Dust	0.5	150			S	R	HEDGHFLDFRM MF FMPTRABPVLSMN	2d2+1	Use: Sleep (3)
Ancient Dust	Dust	0.5	200			S	R	HEDGHFLDFRM MF FMPTRABPVLSMN	2d2+1	Use: Weaken (3)
Mystic Dust	Dust	0.5	500			S	R	HEDGHFLDFRM MF FMPTRABPVLSMN	1d3	Use: Create Life (3)
Foot Powder	Dust	1.0	2500	39d38+4				HEDGHFLDFRM MF FMPTRABPVLSMN	1	
Roasted Corn	Special	0.2	50					HEDGHFLDFRM MF FMPTRABPVLSMN	2d2+1	Use: Help Food (2)
Rutabega	Special	0.2	50					HEDGHFLDFRM MF FMPTRABPVLSMN	1d2+1	Use: Help Food (1)
Rose Petals	Special	0.1	100					HEDGHFLDFRM MF FMPTRABPVLSMN	1d2+1	Use: Magic Food (1)
Apple	Special	0.2	150					HEDGHFLDFRM MF FMPTRABPVLSMN	1d2+1	Use: Help Food (3)
Red Mushroom	Special	0.2	250					HEDGHFLDFRM MF FMPTRABPVLSMN	1d2+1	Use: Magic Food (2)
Magic Cookie	Special	0.1	1000					HEDGHFLDFRM MF FMPTRABPVLSMN	1d2+1	Use: Magic Food (4)
Herbal Patty	Special	0.5	1000					HEDGHFLDFRM MF FMPTRABPVLSMN	1d2+1	Use: Help Food (5)
B.D.Key	Other	0.5	0				!	HEDGHFLDFRM MF FMPTRABPVLSMN	1	
Bell Key	Special	0.2	0				!	HEDGHFLDFRM MF FMPTRABPVLSMN	1	

Bone Key	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Chrome Key	Special	0.2	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	3	
Copper Key	Special	0.2	0					HEDGHFLDFRM MF FMPTRABPVBLSMN	1d3	
Dungeon Key	Other	0.2	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	5	
East Exit Key	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Gold Key	Other	0.2	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Iron Key	Special	0.2	0					HEDGHFLDFRM MF FMPTRABPVBLSMN	1d3	
Jailer Key	Other	0.2	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	5	
Key of ?Decision?	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Key of ?Quandry?	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Key of 1st Test	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Key of A Minor	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	2	
Key of Drows	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Key of Evil	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Key of Finality	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Key of Minos	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Key of Knights	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Key of Nothing	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Key of Queens	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	

Key of Ramm	Other	0.2	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	2	
Key of The Damned	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	11	
Key of The Dead	Other	0.2	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Key of The Lost	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Key of Spades	Special	0.2	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	2	
Key of Stars	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	2	
Key of Valkyries	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Key of Wizard Cave	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	3	
North Exit Key	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Silver Key	Other	0.2	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Skeleton Key	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Spire Key	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Tomb Key	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	2	
Vault Key	Special	0.2	50000			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Bag of Sand	Other	20.0	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Bauble&trinkets	Other	2.0	35					HEDGHFLDFRM MF FMPTRABPVBLSMN		
Book of Ramm	Other	0.5	12230			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Book of The Damned	Other	2.0	15130			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		

Book of The Sirens	Other	2.0	15550			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		Mind 25%
Botl W/ans+cork	Other	0.7	15480			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Botl W/msg+cork	Other	0.7	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Bottle W/cork	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Bottle W/msg	Other	0.6	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Broken Sprocket	Other	25.0	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Cork Bobber	Other	0.1	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Cylinder of Ash	Other	1.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Deadman's Log	Other	0.5	12220			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Empty Sack	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Fish Hook	Other	0.1	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Fishline	Other	0.3	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Fishline W/hook	Other	0.4	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Gloop Sploch	Other	0.6	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Hookah Pipe	Other	12.0	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Horn of Souls	Other	2.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Hv. Boulder	Special	9.4	0					HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Hv. Rope	Other	3.8	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Incense	Other	0.1	20					HEDGHFLDFRM MF FMPTRABPVBLSMN	1	

King's Diary	Other	2.0	12220			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Liquid Metal	Other	1.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Rope & Hook	Other	4.8	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Rotten Cheese	Other	0.5	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Rubber Band	Other	20.0	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Rubber Braid	Other	10.0	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Rubber Strand	Other	5.0	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Ruby Eyeball	Other	1.0	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Special Message	Other	0.3	15485			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Sprocket	Other	25.0	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN	1	
Steel Hook	Other	1.0	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Stuffed Beagle	Other	3.0	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Ticket Stub	Other	0.1	12220			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Tinkerbell	Other	0.3	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Wine Bottle	Other	0.4	0			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		
Wizard's Record	Other	2.0	13960			!		HEDGHFLDFRM MF FMPTRABPVBLSMN		