



The Angband Hintbook

•The complete guide to mastering Angband•

This stand-alone document contains the most useful of the hint and spoiler files for Angband. You can optimize your window space by clicking on the zoom box. Type `-K` to open a table of contents and `-F` to find any word in any chapter.

Warning! These documents may spoil your enjoyment of the game. Use at your own risk. You may find other spoiler files via anonymous ftp at [ftp.cis.ksu.edu](ftp://cis.ksu.edu).

Some of these spoilers were written for Angband 2.7.8. This version introduces many new changes in game mechanics. If you are using a previous version, you may want to stick with Hintbook version 7 until you upgrade.

The most recent version of this file may always be found on the Angband web page: <http://www.paranoia.com/~jth/angband.html>

The **Angband Hintbook** is free.

File: initstat.spo (outdated)
Author: Eugene Hung (eyhung@garnet.berkeley.edu)

This file details the exact methods used by the game to assign the starting statistics of a character.

Each statistic is computed by rolling a 3-sided, 4-sided and 5-sided die once each, and adding 5 to it. Then they are modified with the values corresponding to the class and race below.

Every minus modifier while the stat is below 18 lowers the stat by 1 point.

Every plus modifier while the stat is below 18 raises the stat by 1 point.

Every plus modifier between 18-18/70 raises the percentage by 5-20 points.

Every plus modifier between 18/70-90 raises the percentage by 3-8 points.

Every plus modifier after 18/90 raises the percentage by 1 point.

No score may be modified below 3 or above 18/100.

Warrior

	STR	INT	WIS	DEX	CON	CHA	Dis	Sea	Stl	Per	Fig	Bow	Sav	HD	Inf	XP
Human	+5	-2	-2	+2	+2	-1	25	14	1	38	70	55	18	19	0	100%
H-Elf	+4	-1	-2	+3	+1	0	27	20	2	37	69	60	21	18	2	110%
Elf	+4	0	-1	+3	0	0	30	22	2	36	65	70	24	17	3	120%
Hobbit	+3	0	-1	+5	+4	0	40	26	5	33	60	75	36	16	4	110%
Gnome	+4	0	-2	+4	+3	-3	35	20	4	35	62	67	30	17	4	125%
Dwarf	+7	-5	-1	0	+4	-4	27	21	0	38	85	55	27	20	5	120%
H-Orc	+7	-3	-2	+2	+3	-5	22	14	0	41	82	50	15	19	3	110%
H-Troll	+9	-6	-4	-2	+5	-7	20	13	-1	43	90	45	10	21	3	120%
Duned	+6	0	-1	+4	+5	+1	29	17	3	35	85	65	23	19	0	180%
Hgh-Elf	+6	-1	-3	+5	+3	+4	29	17	4	34	85	80	38	19	4	180%

Mage

	STR	INT	WIS	DEX	CON	CHA	Dis	Sea	Stl	Per	Fig	Bow	Sav	HD	Inf	XP
Human	-5	+3	0	+1	-2	+1	30	16	2	20	34	20	36	10	0	130%
H-Elf	-6	+4	0	+2	-3	+2	32	22	3	19	33	25	39	9	2	140%
Elf	-6	+5	+1	+2	-4	+2	35	24	3	18	29	35	42	8	3	150%
Hobbit	-7	+5	+1	+4	0	+2	45	28	6	15	24	40	54	7	4	140%
Gnome	-6	+5	0	+3	-1	-1	40	22	5	17	26	32	48	8	4	155%
Duned	-4	+5	+1	+3	+1	+3	34	19	4	17	49	30	41	10	0	210%
Hgh-Elf	-4	+6	-1	+4	-1	+6	34	19	5	16	49	45	56	10	4	210%

Priest

	STR	INT	WIS	DEX	CON	CHA	Dis	Sea	Stl	Per	Fig	Bow	Sav	HD	Inf	XP
Human	-1	-3	+3	-1	0	+2	25	16	2	32	48	35	30	12	0	120%
H-Elf	-2	-2	+3	0	-1	+3	27	22	3	31	47	40	33	11	2	130%
Elf	-2	-1	+4	0	-2	+3	30	24	3	30	43	50	36	10	3	140%
Gnome	-2	-1	+3	+1	+1	0	35	22	5	29	40	47	42	10	4	145%
Dwarf	+1	-6	+4	-3	+2	-1	27	23	1	32	63	35	39	13	5	140%
H-Orc	+1	-4	+3	-1	+1	-2	22	16	1	35	60	30	27	12	3	130%
H-Troll	+3	-7	+1	-5	+3	-4	20	15	0	37	68	25	22	14	3	140%
Duned	+1	+2	+4	+1	+3	+4	29	19	4	29	63	45	35	12	0	200%
Hgh-Elf	+1	+3	+2	+2	+1	+7	29	19	5	28	63	60	50	12	4	200%

Rogue

	STR	INT	WIS	DEX	CON	CHA	Dis	Sea	Stl	Per	Fig	Bow	Sav	HD	Inf	XP
Human	+2	+1	-2	+3	+1	-1	45	32	5	16	60	66	30	16	0	125%
H-Elf	+1	+2	-2	+4	0	0	47	38	6	15	59	71	33	15	2	135%
Elf	+1	+3	-1	+4	-1	0	50	40	6	14	55	81	36	14	3	145%
Hobbit	0	+3	-1	+6	+3	0	60	44	9	11	50	86	48	13	4	135%
Gnome	+1	+3	-2	+5	+2	-3	55	38	8	13	52	78	42	14	4	150%
H-Orc	+4	0	-2	+3	+2	-5	42	32	4	19	72	61	27	16	3	135%
Duned	+3	+3	-1	+5	+4	+1	49	35	7	13	75	76	35	16	0	205%
Hgh-Elf	+3	+4	-3	+6	+2	+4	49	35	8	12	75	91	50	16	4	205%

Ranger

	STR	INT	WIS	DEX	CON	CHA	Dis	Sea	Stl	Per	Fig	Bow	Sav	HD	Inf	XP
Human	+2	+2	0	+1	+1	+1	30	24	3	24	56	72	30	14	0	130%
H-Elf	+1	+3	0	+2	0	+2	32	30	4	23	55	77	33	13	2	140%
Elf	+1	+4	+1	+2	-1	+2	35	32	4	22	51	87	36	12	3	150%
Duned	+3	+4	+1	+3	+4	+3	34	27	5	21	71	82	35	14	0	210%
Hgh-Elf	+3	+5	-1	+4	+2	+6	34	27	6	20	71	97	50	14	4	210%

Paladin

	STR	INT	WIS	DEX	CON	CHA	Dis	Sea	Stl	Per	Fig	Bow	Sav	HD	Inf	XP
Human	+3	-3	+1	0	+2	+2	20	12	1	38	68	40	24	16	0	135%
H-Elf	+2	-2	+1	+1	+1	+3	22	18	2	37	67	45	27	15	2	145%
Duned	+4	-1	+2	+2	+5	+4	24	15	3	35	83	50	29	16	0	215%

Skill Points Added per Level

	Fig	Bow	Dev	Dis	Sav
Warrior	4	4	2/3	2/3	1
Mage	2	2	4/3	2/3	1
Priest	2	2	4/3	1	1
Rogue	3	4	1	4/3	1
Ranger	3	4	1	1	1
Paladin	3	2	1	2/3	1

Notes

Disarming - Modified by INT and DEX.

Searching - The number is the % chance of success.

Perception - The number is in how many turns, on average, the game will search for you. Thus, the lower, the better.

Saving Throw - Is also the base number for Magic Device success. Save is modified by WIS, Device is modified by INT.

HD - Max HP per level, modified by CON.

Inf - Multiply by 10 to get range in feet.

File: stat.spo (outdated)
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Strength & Dexterity

STRENGTH	To-Hit	To-Dam	DEXTERITY	To-Hit	AC	Disarming
-----	-----	-----	-----	-----	---	-----
3	-3	-2	3	-3	-4	-16
4	-2	-1	4	-2	-3	-12
5-6	-1	0	5	-2	-2	-8
7-15	0	0	6	-1	-1	-4
16	0	1	7	-1	0	-2
17	0	2	8-12	0	0	0
18-18/75	1	3	13-14	0	0	2
18/76-90	2	4	15	0	1	2
18/91-98	3	5	16	1	1	4
18/99-100	4	5	17	2	1	4
18/101-9	5	6	18-18/40	3	2	8
18/110-9	6	7	18/41-9	3	3	10
18/120-9	7	8	18/50-75	4	3	10
18/130-9	8	9	18/76-98	4	4	12
18/140-9	9	10	18/99	4	5	12
18/150-9	10	11	18/100	5	5	12
18/160-9	11	12	18/101-9	6	6	16
18/170-9	12	13	18/110-9	7	7	16
18/180-99	13	14	18/120-9	8	8	16
18/200-9	14	16	18/130-9	9	9	16
18/210+	16	20	18/140-9	10	10	16
			18/150-9	11	11	16
			18/160-9	12	12	16
			18/170-9	13	13	16
			18/180-99	14	14	16
			18/200-9	15	15	16
			18/210+	17	17	16

Intelligence & Wisdom

INT/WIS	Mana xplier	Min fail (%)	Learning Rate	Modifier (for Disarm/Device/Save)
-----	-----	-----	-----	-----
3-7	0	50	0	0
8-14	1	12	1	1
15-17	1	8	1	2
18-18/49	3/2	5	1	3
18/50-69	2	4	3/2	4
18/70-89	5/2	4	3/2	5
18/90-99	3	3	2	6
18/100	4	3	5/2	7
18/101-10	9/2	2	5/2	8
18/111-20	5	2	5/2	9
18/121-30	11/2	2	5/2	10
18/131-40	6	2	5/2	11
18/141-50	13/2	2	5/2	12
18/151-60	7	1	5/2	13
18/161-70	15/2	1	5/2	14
18/171-80	8	1	5/2	15

18/181-00	8	1	5/2	16
18/201-10	8	0	5/2	18
18/211+	8	0	5/2	20

Mana xplier: Multiply this by your level and add 1 to find mana.

Min fail: Lowest chance of failure, only mages and priests can go below 5%.

Learning rate: # of spells one can learn per level.

Modifier: INT modifies Disarm/Device, WIS modifies Saving Throw.

Constitution & Charisma

CONSTITUTION	HP Modifier	CHARISMA	% cost of items
-----	-----	-----	-----
3	-4	3	130
4	-3	4	125
5	-2	5	122
6	-1	6	120
7-16	0	7	118
17	1	8	116
18-18/75	2	9	114
18/76-98	3	10	112
18/99-100	4	11	110
18/101-9	5	12	108
18/110-9	6	13	106
18/120-39	7	14	104
18/140-9	8	15	103
18/150-9	9	16	102
18/160-9	10	17	101
18/170-9	11	18	100
18/180-9	12	18/01-49	98
18/190-209	13	18/50-69	96
18/210+	14	18/70-89	94
		18/90-99	92
		18/100-29	90
		18/130-69	88
		18/170-99	86
		18/200+	80

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> [Maximum Payouts](#)

Store/Owner	Maximum Payout
General Store	

Bilbo the Friendly	- 200 gp
Rincewind the Chicken	- 200 gp
Sultan the Midget	- 300 gp
Lyar-el the Comely	- 300 gp
Armoury	

Kon-Dar the Ugly	- 5000 gp
Darg-Low the Grim	- 10000 gp
Decado the Handsome	- 25000 gp
Mauglin the Grumpy	- 30000 gp
Weaponsmith	

Ithyl-Mak the Beastly	- 5000 gp
Arndal Beast-Slayer	- 10000 gp
Tarl Beast-Master	- 25000 gp
Oglign Dragon-Slayer	- 30000 gp
Temple	

Ludwig the Humble	- 5000 gp
Gunnar the Paladin	- 10000 gp
Delilah the Pure	- 25000 gp
Bosk the Wise	- 30000 gp
Alchemist	

Mauser the Chemist	- 10000 gp
Wizzle the Chaotic	- 10000 gp
Ga-nat the Greedy	- 15000 gp
Sasha the Slender	- 15000 gp
Magic Shop	

Ariel the Sorceress	- 20000 gp
Buggerby the Great	- 20000 gp
Inglorian the Mage	- 30000 gp
Luthien Starshine	- 30000 gp
Black Market	

Lo-Hak the Awful	- 20000 gp
Histor the Goblin	- 20000 gp
Durwin the Shifty	- 30000 gp

> Storekeeper Bias

	<u>Store Owner Race</u>									
	Hum,	HfE,	Elf,	Hal,	Gno,	Dwa,	HfO,	HfT,	Dun,	HiE
Human	100,	105,	105,	110,	113,	115,	120,	125,	100,	105
Half-Elf	110,	100,	100,	105,	110,	120,	125,	130,	110,	100
Elf	110,	105,	100,	105,	110,	120,	125,	130,	110,	100
Halfling	115,	110,	105,	95,	105,	110,	115,	130,	115,	105
Gnome	115,	115,	110,	105,	95,	110,	115,	130,	115,	110
Dwarf	115,	120,	120,	110,	110,	95,	125,	135,	115,	120
Half-Orc	115,	120,	125,	115,	115,	130,	110,	115,	115,	125
Half-Troll	110,	115,	115,	110,	110,	130,	110,	110,	110,	115
Dunedain	100,	105,	105,	110,	113,	115,	120,	125,	100,	105
High_Elf	110,	105,	100,	105,	110,	120,	125,	130,	110,	100

Numbers are percentages of normal cost. Thus, a Half-Troll storekeeper will charge most people 130% of normal prices. Charisma also modifies price, see the Statistics chapter for details.

File: magic.spo
Author: ?

Spell Effects

> Mage

Spell	Effect
-	-
Magic Missile	Magic, no resistance; Damage 2d6
Detect Monsters	Displays all non-invisible monsters on screen for one
Phase Door	move
Light Area	Teleport - Range 10 squares
Treasure Detection	Lights area around player
Cure Light Wounds	Displays all treasure on screen
Object Detection	Heals 4d4 and light cuts
Find Traps/Doors	Displays all objects on screen
Stinking Cloud	Displays all secret doors, traps, and staircases on screen
-	-
Confusion	Poison Ball; Damage 10 + (level/2)
-	-
Lightning Bolt	Attempts to confuse one non-unique monster
Trap/Door Destruct	Lightning; Damage (3+((level-5)/4))d8
Sleep I	Destroys all doors and traps within one square of player
Cure Poison	Attempts sleeping one non-unique monster
Teleport Self	Cures poison
Spear of Light	Teleport - Range level*5 squares
Frost Bolt	Lights up a line; Damage 6d8 to light-sensitive creatures
Turn Stone to Mud	Cold; Damage (5+((level-5/4))d8
-	-
-	-
Create Food	Turns one rock square to a floor square
-	-
Recharge Item I	Creates one pint of fine grade mush; Nutrition 7/10 Ration
Sleep II	1/((105-(wand level)-(10*num charges left))/15) failure
Polymorph Other	Attempts sleeping non-uniques adjacent to player
Identify	Polymorphs one monster into another one
Sleep III	Identifies one object in pack or equipment
Fire Bolt	Attempts sleeping all non-uniques in sight
Slow Monster	Fire; Damage (8+((level-5/4))d8
-	-
-	-
Frost Ball	May slow one non-unique; target level < (your level)+10
Recharge Item II	Cold Ball; Damage (30+level)
Teleport Other	1/((140-(wand level)-(10*num charges left))/15) failure
Haste Self	Teleports all creatures in a given direction away
Fire Ball	+1 Speed for (level+d20) turns
	Fire Ball; Damage (55+level)

Word of Destruction Genocide	Destroys everything within 15 squares; blinds player Removes one monster type from level; TAKE 1d4 hp/monster

--	
Resist Fire Resist Cold Resist Acid Resist Poison Resistance	Resistance to Fire for 20+d20 turns Resistance to Cold for 20+d20 turns Resistance to Acid for 20+d20 turns Resistance to Poison for 20+d20 turns Resistance to the four above+Lightning for d20+20 turns

--	
Door Creation player Stair Creation square Teleport Level Earthquake 4d8 Word of Recall	Creates doors in every empty space adjacent to Creates a staircase (up/down random) on player Teleports player one level up/down (random) Rearranges rock and floor within 8 squares; Damage Recalls player to town/deepest level in 25+d30 turns

--	
Detect Evil Detect Enchantment Recharge Item III Genocide Mass Genocide	Displays all evil creatures on screen for one turn Displays all enchanted objects on screen $1/((200-(\text{wand level})-(10*\text{num charges left}))/15)$ failure Same as the other one but easier to cast Removes all monsters within 20 squares; TAKE 1d3 hp/monster

--	
Heroism Shield Berserker Essence of Speed Invulnerability	+12 to hit/+10 HP for 25+d25 turns +50 AC for 30+d20 turns +24 to hit/+30 HP/-10 AC for 25+d25 turns +1 to Speed for 30+d30+level turns +100 AC/Immune to all attacks under 9000 hp for 6+d8 turns

--	
Acid Bolt Cloudkill Acid Ball Ice Storm Meteor Swarm Hellfire	Acid; Damage $(6+(\text{level}-5/4))d8$ Poison Ball; Damage $40 + \text{level}/2$ Acid Ball; Damage $40 + \text{level}$ Cold Ball; Damage $70 + \text{level}$ Magic Ball, no resistance; Damage $65 + \text{level}$ Holy Orb; Damage 600 vs Evil / 300 vs non-Evil

> Priest

Spell	Effect

--	
Detect Evil	Displays all evil creatures on screen for one turn

Cure Light Wounds	Heals 3d3 and grazes
Bless	+10 to hit/+5 AC for 12+d12 turns
Remove Fear	Removes "Afraid" from status line
Call Light	Lights area around player
Find Traps	Displays all traps on screen
Det. Doors/Stairs	Displays all secret doors/stairs on screen
Slow Poison	Halves the time the poison lasts, rounding down

--	
Blind Creature	Attempts to confuse one non-unique monster
Portal	Teleport - Range level*3
Cure Medium Wounds	Heals 4d4 and light cuts
Chant	+10 to hit/+5 AC for 24+d24 turns
Sanctuary	Attempts sleeping adjacent non-unique monsters
Create Food	Creates one pint of fine grade mush; Nutrition 7/10 Ration
Remove Curse	Removes non-heavily cursed items
Resist Heat/Cold	Resistance to Fire/Cold for 10+d10 turns

--	
Neutralize Poison	Cures poison
Orb of Draining	Holy Orb; Damage (3d6+level) (double damage vs Evil)
Cure Ser. Wounds	Heals 8d4 and all wounds
Sense Invisible	Displays invisible creatures for 24+d24 turns
Prot. from Evil	Affects evil creatures<=player level for 3*level+d25 turns
Earthquake 4d8	Rearranges rock and floor within 8 squares; Damage 4d8
Sense Surroundings	Maps the current screen and up to 20 squares in each dir
Cure Crit. Wounds	Heals 16d4 and all wounds
Turn Undead sight	Attempts to confuse all undead creatures within sight

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Prayer	+10 to hit/+5 AC for 48+d48 turns
Dispel Undead	Damage 1 to (3*level) to all undead within sight
Heal	Heals 200, stunning, and all wounds
Dispel Evil	Damage 1 to (3*level) to all evil within sight
Glyph of Warding over	Creates a glyph which monsters must break to walk over
Holy Word	Heal(1000)/Remove Fear/Cure Poison/Dispel Evil(4*level)

--	
Blink	Teleport - Range 10 squares
Teleport	Teleport - Range 8*level
Teleport Away	Teleports all creatures in a given direction away
Teleport Level	Teleports player one level up/down (random)
Word of Recall	Recalls player to town/deepest level in 25+d30 turns
Alter Reality	Recreates the current level

--	
Detect Monsters one	Displays all non-invisible monsters on screen for one

	move
Detection	Detects Traps/Objects/Doors/Stairs/Monsters/Evil/ Invisible
Perception	Identifies one item in pack or equipment
Probing sight	Displays exact health status of all monsters in sight
Clairvoyance	Maps and lights up the whole level (wizard light)

--	
Cure Ser. Wounds	Same as before but cheaper to cast
Cure Crit. Wounds	Same as before but cheaper to cast
Healing	Heals 2000, stunning and all wounds
Restoration	Restores all drained stats to original values
Remembrance	Restores XP drained

--	
Unbarring Ways	Destroys all traps/doors adjacent to player
Recharging	$1/((115-(\text{wand level})-(10*\text{num of charges left}))/15)$ failure
Dispel Curse	Removes all Cursed and Heavily Cursed items
Enchant Weapon	Enchants wielded weapon to-hit and to-damage 4 times each
Enchant Armour scroll)	Enchants one worn piece of armor once (as the scroll)
Elemental Brand Flame/Frost	Enchants wielded, ordinary weapon to be a Brand

--	
Dispel Undead	Same as before but cheaper and Damage 1 to 4*level
Dispel Evil	Same as before but cheaper and Damage 1 to 4*level
Banishment	Teleports all evil in sight up to 100 squares away
Word of Destruction	Destroys everything within 15 squares/blinds player
Annihilation	Drain life, undead resist; Damage 200 hp

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> [Level Generation](#)

Every dungeon level will have roughly 50 rooms.

If you are at level 11 (550') or deeper, there is a 1 in 15 chance that a newly generated level that is not a quest level will be a destroyed level. A destroyed level is like a normal one but with areas destroyed by the Word of Destruction spell. A destroyed level has a roughly 1000% greater chance of being home to a ghost.

The chance that a given room on a level will be lit is 100% at level 1 (50') and drops by 4% every level until it reaches 0% at level 26 (1300').

When a room is created, the room will be unusual if a random integer from 1 to 200 is less than the current dungeon level. Unusual rooms include the various cross-shaped rooms and the large rectangular rooms that have a narrow corridor encircling a center rectangular structure. An unusual room can attempt the same check again to become a special room; if this succeeds, there is a 1 in 15 chance the room is a greater vault, a 1 in 10 chance the room is a lesser vault, and a 1 in 5 chance the room is a monster pit. Should all three of these checks fail, or should there be insufficient space to place the special room, an ordinary unusual room is created.

> [Level Ratings](#)

An important feature of Angband is the level feeling, which your character can get every time he or she enters a new dungeon level. You will get a feeling only if you have stayed on the previous level for at least 1000 game turns (so at speed +0 you must spend 100 character turns, at speed +10 200 character turns, at speed +20 300 character turns, etc.) If you have not spent this much time on the previous level, you will not get a feeling (regardless of what is on the level) and you will get the message "Looks like any other level."

Sometimes you will get a special feeling. If you are not playing in preserve mode, ghosts and artifacts will always cause a special feeling, and monster pits and vaults may cause a special feeling. You can never get a special feeling if you are playing in preserve mode, however.

If a level is not felt as special, various valuable objects will contribute to a level's rating (values for these are enumerated in GOODITEM.SPO).

If you are playing in preserve mode, ghosts will add 10 points to a level's rating, and artifacts will add 10 points (20 if the cash value of the artifact is more than 50000 gold).

Monster pits or vaults that do not cause a special feeling will add to a level's rating as well; these are given later in this file.

Finally, out of depth monsters or non-cursed objects will add to the rating of a level. Uniques and objects add the difference between the normal level of the unique or object and the current dungeon level to the rating.

Non-unique monsters add half the difference, with a group of similar monsters counted as one monster for rating purposes.

This numerical rating is conveyed as one of the following messages:

Rating Message

100+ "You have a superb feeling about this level."
80-99 "You have an excellent feeling..."
60-79 "You have a very good feeling..."
40-59 "You have a good feeling..."
30-39 "You feel strangely lucky..."
20-29 "You feel your luck is turning..."
10-19 "You like the look of this place..."
1- 9 "This level can't be all bad..."
0 "What a boring place..."

> [Monster Pits](#)

There are seven kinds of monster pits: jelly, orc, troll, giant, undead, dragon, and demon. When a monster pit is generated, a random integer from is chosen between 1 and the current dungeon level, or 80 if you are deeper than dungeon level 80 (4000'). The type of pit constructed depends on the number selected:

1- 9: Jelly pit (non-evil i's, j's, m's, , 's which are generated 10 levels out of depth)
10-19: Orc pit (Snagas, Black Orcs, Uruks, and Orc Captains)
20-29: Troll pit (Forest Trolls, Stone Trolls, Ice Trolls, Cave Trolls, Water Trolls, and Ologs)
30-44: Giant pit (Hill Giants, Frost Giants, Fire Giants, Stone Giants, Cloud Giants, and Storm Giants)
45-59: Undead pit (non-unique undead monsters which are generated 20 levels out of depth)
60-74: Dragon pit (Young, Mature, and Ancient Dragons which are all one of following six types: White, Blue, Green, Black, Red,

Multi-Hued)

75-80: Demon pit (Vrocks, Hezrous, Glabrezus, Nalfeshnees, Mariliths, Lesser Balrogs)

Monster pits can cause a special feeling, but only if you are at dungeon level 40 (2000') or shallower. If this criterion is met, a special feeling occurs if $\text{Randint}(\text{level}^2+1) < 300$. Here is a table showing the probabilities:

Level Chance that a special feeling will result from a monster pit

up to 17	100.0%
18	92.0%
20	74.6%
22	61.6%
25	47.8%
28	38.1%
30	33.2%
32	29.2%
35	24.4%
40	18.7%
41+	0.0%

If a monster pit does not cause a special feeling, or you are playing in preserve mode, each monster pit adds 10 points to the rating of a level.

> Lesser Vaults

Lesser vaults come in seven flavors and take up roughly as much space as a large normal room. A lesser vault will have objects generated up to 7 levels out of depth, and monsters generated up to 4 levels out of depth.

A lesser vault will always cause a special feeling if you are at dungeon level 49 (2450') or shallower. Deeper than that, a special feeling occurs if $\text{Randint}((\text{level}-30)^2+1) < 400$. Look under "Greater Vaults" below for a table giving the probability that a lesser vault will give a special feeling.

If the lesser vault does not cause a special feeling, or you are playing in preserve mode, each lesser vault adds 5 to the rating of a level.

> Greater Vaults

Greater vaults are many times larger than the largest possible normal room. Objects can be generated up to 20 levels out of depth, and monsters can be generated up to 40 levels out of depth. Also, some objects are guaranteed to be of good quality or better, and in three of the four possible vaults some objects are guaranteed to be of great quality or artifacts. (For the definitions of what makes a good or great item, see GOODITEM.SPO.)

A greater vault always causes a special feeling at dungeon level 59 (2950') or shallower. Deeper than that, you will get a special feeling if $\text{Randint}((\text{level}-40)^2+1)<400$. Here is a table showing the probabilities of getting a special feeling from a lesser or greater vault:

Lr. Vault on level:	Gr. Vault on level:	Probability of a special feeling
up to 49	up to 59	100.0%
50	60	99.5%
52	62	82.3%
55	65	63.7%
57	67	54.7%
60	70	44.3%
65	75	32.5%
70	80	24.9%
80	90	16.0%
90	100	11.1%
100	110	8.1%

The four possible greater vaults have equal probabilities of appearing and are as follows:

Type 1: This greater vault has alternating walls and monsters arranged in a tortuous, snaking path extending throughout the vault except for a short clear stretch in the center. The entrances are at the top left and lower right. Every other space and the clear area in the center are filled with guaranteed great objects. This vault adds 45 to the rating of a level if not special.

Type 2: This greater vault has alternating walls and monsters at the top and bottom rows, and in the center has a 2 by 2 room completely enclosed by a circular wall. Each space in the 2 by 2 central room has a guaranteed great object. This vault adds 35 to the rating of a level if not special.

Type 3: This vault has two large trapezoidal regions in the top central and bottom central areas of the vault. These regions are completely filled with traps. All four corners of the vault are walled off. The four walled off corners and the vault's center contain guaranteed good objects. This vault adds 25 to the rating of a level if not special.

Type 4: This greater vault is characterized by a trap-filled rectangular

corridor encircling a rectangular structure. The structure contains a maze-like series of small rooms connected by doors. There is a guaranteed great object in the 3 by 5 room near the center. This vault adds 25 to the rating of a level if not special.

> [Notes on Notation](#)

The notation "XdY" indicates a number obtained by rolling an Y-sided die X times. (Thus 4d6 indicates a number from 4 to 24.)

The notation MB(X,Y) indicates an integer between X and Y inclusive that is dependent on dungeon depth and has a normal distribution that is centered about $(Y-X) * (\text{Dungeon Level} / 100)$, with depths greater than level 100 (5000') counting as level 100.

The notation "xdY(1 in Z)" indicates a number obtained by rolling a Y-sided die x times. x is equal to the number of times the 1 in Z is chance is made, until failure. Thus xd4(1 in 10) translates to: 0 (90% chance), 1d4 (9% chance), 2d4 (0.9% chance), 3d4 (0.09% chance) ... There is no limit, so theoretically it is possible to get maxint, but don't count on it :-).

> [On the Generation of Objects](#)

When Angband generates an item on the floor of a dungeon level, it normally chooses an object of a level between 1 and the current dungeon level. This selection is biased towards objects of a level closer to the current dungeon level. However, 5% of the time it will attempt to create an out-of-depth item. Objects dropped by a monster that does not have a good or exceptional treasure drop follow the same rules, except replace "current dungeon level" with "average of the current dungeon level and the level of the monster". (These rules do not apply to objects created in vaults, found in chests, or dropped by monsters with good or exceptional object drops.)

For ordinary objects, there is a 1 in 500 chance that the game will try to generate one of the special artifacts (i.e. the artifact rings, amulets, and lites). See GOODITEM.SPO for more details.

Ordinarily, the game will generate only a single object at a given location. The exception to this rule is that spikes and ammunition are generated in groups of 6d7.

For some of the objects below, more than two level/rarity pairs are given for an item. In this case the object can be generated as an object of any of the given levels (thus making the object more common), although there is no functional difference between objects generated at different levels.

Regardless of how an object is generated, it must pass a rarity check in order to be created. This chance is equal to 1 in the rarity of the item;
these rarities are given below for the various classes of objects.

> [On the Quality of Objects](#)

Angband generates objects of five different levels of quality: cursed, normal, good, great, and artifact. All potions, scrolls, wands, staves, rods, food, chests, and junk are considered normal. Rings and amulets may be cursed, normal, or artifacts; weapons and armor may be of any of the five levels of quality.

When Angband generates a weapon or piece of armor, it is normal by default (having no magical bonuses or extra powers). It may pass a roll to qualify as a good item; the deeper the dungeon level, the higher the likelihood. (For information on good items, see GOODITEM.SPO.) An object failing the goodness roll then has a chance to be cursed based on another roll.

> [Object Pricing](#)

The base price of an object is given for all items listed here. For any item, each bonus point to-hit, to-dam, and to AC adds 100 gp to the value of an item (unless the item is ammunition, in which case only 5 gp per point is added). Magical bonus points that confer bonuses to strength, intelligence, wisdom, dexterity, constitution, charisma, stealth, searching, infra-vision, or tunneling add value to an item at a rate of 100 gp per point per statistic. (Therefore, an item that grants +3 to strength, dexterity, and constitution will have 900 gp added to its value.)

For weapons with extra attacks, a bonus of 2000 gp per extra attack is added to the value of the weapon. For objects that grant speed, each plus to speed adds 30000 gp to the value of the item.

Each charge of a wand or staff adds 5% to the value of the wand or staff.

For chests, 100 gp times the object generation level of the chest is added to the value of the chest.

Good and great items may have price bonuses depending on the item (see GOODITEM.SPO for these). Each individual artifact has its own special price.

If you attempt to sell an item that you have not identified, the object will usually sell for lower than its actual value. Unidentified weapons and armor sell for an amount equal to that of a normal, non-magical piece of equipment of that sort. Otherwise, unidentified objects have the

following values:

Type of Item	Price
Food	1
Scroll	20
Potion	20
Ring	45
Amulet	45
Wand	50
Staff	70
Rod	75

During actual trading, the base price is affected by your charisma, your race, the shopkeeper's race, and whether you are buying or selling.

> Using a Wand, Staff or Rod

To calculate the base ability of using a wand, staff, or rod, use the following charts. Begin with the base class ability, then add the race modifier. To take level into account, add in the product of your character's experience level and the class bonus per level modifier. To this add the appropriate intelligence modifier. This gives a numerical rating of your character's skill at using magic devices.

Class	Bonus per		Int.	Bonus	Int.	Bonus
	Base	Level				
Warrior	18	0.7	3-7	0	18/130-18/139	11
Mage	36	1.3	8-14	1	18/140-18/149	12
Priest	30	1.0	15-17	2	18/150-18/159	13
Rogue	32	1.0	18-18/49	3	18/160-18/169	14
Ranger	32	1.0	18/50-18/69	4	18/170-18/179	15
Paladin	24	1.0	18/70-18/89	5	18/180-18/189	16
			18/90-18/99	6	18/190-18/199	17
Race	Modifier		18/100	7	18/200-18/209	18
			18/101-18/109	8	18/210-18/219	19
Human		0	18/110-18/119	9	18/220+	20
Half-Elf		3	18/120-18/129	10		
Elf		6				
Hobbit		18				
Gnome		12				
Dwarf		9				
Half-Orc		-3				
Half-Troll		-8				
Dunadan		5				
High-Elf		20				

To calculate the probability of successfully activating a device, first divide your character's device skill rating by 2 if your character is currently confused. Then subtract the level of the wand, staff, or rod to be activated, with a maximum subtrahend of 50. Call the resulting number K (which may be negative).

If K is at least 3, then the chance of successfully activating the wand,

staff, or rod is (K-2) in K.

On the other hand, if K is less than 3, the probability of successfully activating the wand is very low yet nonzero; the probability of success is 1 in $3*(4-K)$.

>> The Objects of Angband

> Ordinary Food

	Level	Rarity	Nutrition	Weight	Price
Hard Biscuit	N/A	N/A	500	0.2	1
Pint of Fine Ale	N/A	N/A	500	1.0	1
Pint of Fine Wine	N/A	N/A	400	1.0	2
Strip of Beef Jerky	N/A	N/A	1750	0.2	2
Ration of Food	0	1	5000	1.0	3
	5	1			
	10	1			
Slime Mold	1	1	3000	0.5	2
Piece of Elvish Waybread	5	1	7500	0.3	10
	10	1			
	20	1			

Cures 4d8 points of damage and neutralizes poison.

> Mushrooms

All mushrooms have a nutrition value of 500 and a weight of 0.1 pounds, with the exception of Mushrooms of Cure Serious Wounds which have a weight of 0.2 pounds. They do no damage when thrown, unless where otherwise indicated.

	Level	Rarity	Price
Mushroom of Blindness	5	1	0
Causes blindness that lasts for 199+1d200 turns, unless the player has resistance to blindness.			
Mushroom of Confusion	5	1	0
Induces confusion that lasts for 9+1d10 turns, unless the player has resistance to either confusion or chaos.			
Mushroom of Paranoia	5	1	0
Induces fear that lasts for 9+1d10 turns.			
Mushroom of Poison	5	1	0
	5	1	0
Poisons the player (adding 9+1d10 points to the poison counter), unless the player has resistance or immunity to poison.			
Mushroom of Hallucination	10	1	0
Causes the player to hallucinate for 249+1d250 turns.			
Mushroom of Sickness	10	1	0
When consumed, inflicts 6d6 points of damage, and also reduces constitution unless the player has sustain constitution.			
Mushroom of Weakness	10	1	0
When consumed, inflicts 6d6 points of damage, and also reduces strength unless the player has sustain strength.			
Mushroom of Cure Paranoia	10	1	25
Removes all fear from the player.			

Mushroom of Cure Blindness	10	1	50	
Cures blindness.				
Mushroom of Cure Confusion	10	1	50	
Cures confusion.				
Mushroom of Cure Poison	10	1	60	
Neutralizes poison.				
Mushroom of Naivety	15	1	0	
When consumed, inflicts 8d8 points of damage, and also reduces wisdom unless the player has sustain wisdom.				
Mushroom of Stupidity	15	1	0	
When consumed, inflicts 8d8 points of damage, and also reduces intelligence unless the player has sustain intelligence.				
Mushroom of Unhealth	15	1	50	
When consumed, inflicts 10d10 points of damage, and also reduces constitution unless the player has sustain constitution. This may also be thrown to inflict 10d10 points of damage.				
Mushroom of Cure Serious Wounds	15	1	75	
Cures 4d8 points of damage.				
Mushroom of Paralysis	20	1	0	
Induces paralysis that lasts for 9+1d10 turns, unless the player has free action.				
Mushroom of Disease	20	1	50	
When consumed, inflicts 10d10 points of damage, and also reduces strength unless the player has sustain strength. This may also be thrown to inflict 10d10 points of damage.				
Mushroom of Restore Strength	20	1	75	
Restores strength to maximum if it is currently below maximum.				
Mushroom of Restore Constitution	20	1	350	
Restores constitution to maximum if it is currently below maximum.				
Mushroom of Restoring	20	16	1000	
	30	8		
	40	4		
Restores to maximum all stats that are currently below maximum.				

> Melee Weapons

The three types of melee weapons are designated thusly:

E = Edged Weapon

H = Hafted Weapon (may be equipped by priests without penalty)

P = Polearm

The base damage of a weapon is shown in parentheses after its name.

Broken daggers and broken swords normally have penalties of -2 to hit and -4 to damage. All other weapons are normally +0 and +0.

	Type	Level	Rarity	Weight	Price
Broken Dagger (1d1)	E	0	1	0.5	1
Broken Sword (1d2)	E	0	1	3.0	2
Dagger (1d4)	E	0	1	1.2	10
		5	1		
		10	1		
		20	1		

Main Gauche (1d5)	E	2	1	3.0	25
Whip (1d6)	H	3	1	3.0	30
Rapier (1d6)	E	4	1	4.0	42
Spear (1d6)	P	5	1	5.0	36
Small Sword (1d6)	E	5	1	7.5	48
Sabre (1d7)	E	5	1	5.0	50
War Hammer (3d3)	H	5	1	12.0	225
Short Sword (1d7)	E	6	1	8.0	90
Mace (2d4)	H	6	1	12.0	130
Tulwar (2d4)	E	6	1	10.0	200
Cutlass (1d7)	E	7	1	11.0	85
Trident (1d8)	P	8	1	7.0	120
Quarterstaff (1d9)	H	8	1	15.0	200
Scimitar (2d5)	E	8	1	13.0	250
Awl-Pike (1d8)	P	8	1	16.0	340
Broad Sword (2d5)	E	9	1	15.0	255
		15	1		
Morning Star (2d6)	H	10	1	15.0	396
Lance (2d8)	P	10	1	30.0	230
Lucerne Hammer (2d5)	H	11	1	12.0	376
Long Sword (2d5)	E	12	1	13.0	300
		20	1		
Flail (2d6)	H	12	1	15.0	353
Battle Axe (2d6)	P	13	1	17.0	334
Bastard Sword (3d4)	E	14	1	14.0	350
Pike (2d5)	P	15	1	16.0	358
Beaked Axe (2d6)	P	15	1	18.0	408
Lead-Filled Mace (3d4)	H	15	1	18.0	502
Broad Axe (2d6)	P	17	1	16.0	304
Katana (3d4)	E	18	1	12.0	400
Ball and Chain (2d4)	H	20	1	15.0	200
Glaive (2d6)	P	20	1	19.0	363
Halberd (3d4)	P	25	1	19.0	430
Two-Handed Sword (3d6)	E	30	1	20.0	775
		40	1		
Great Axe (4d4)	P	40	1	23.0	500
Executioner's Sword (4d5)	E	40	1	26.0	850
Two-Handed Flail (3d6)	H	45	1	28.0	590
Lochaber Axe (3d8)	P	45	1	25.0	750
Scythe (5d3)	P	45	1	25.0	800
Scythe of Slicing (8d4)	P	60	4	25.0	3000
Blade of Chaos (6d5)	E	70	8	18.0	4000
Resist Chaos					
Mace of Disruption (5d8)	H	80	8	40.0	4300
Slay Undead					

> [Shooting Weapons](#)

All bows, crossbows, and slings have a rarity rating of 1.

	Level	Weight	Price
Sling (x2)	1	0.5	5
Short Bow (x2)	3	3.0	50
Long Bow (x3)	10	4.0	120

Light Crossbow (x3)	15	11.0	140
Heavy Crossbow (x4)	30	20.0	300

> [Ammunition](#)

	Level	Rarity	Weight	Price
Rounded Pebble (1d2)	0	1	0.4	1
Arrow (1d4)	2	1	0.2	1
	15	1		
Bolt (1d5)	2	1	0.3	2
	25	1		
Iron Shot (1d3)	3	1	0.5	2
Seeker Arrow (4d4)	55	2	0.2	20
Seeker Bolt (4d5)	65	4	0.3	25

> [Diggers](#)

All diggers are capable of tunneling through rock. The dig bonus ("Dig") listed is what a normal digger of its type has.

	Level	Rarity	Dig	Weight	Price
Shovel (1d2)	1	64	+0	6.0	15
	5	2			
Pick (1d3)	5	16	+1	15.0	50
	10	2			
Gnomish Shovel (1d2)	20	4	+1	5.0	10
Orcish Pick (1d3)	20	4	+2	18.0	300
Dwarven Shovel (1d3)	40	1	+2	12.0	50
Dwarven Pick (1d4)	50	1	+3	20.0	900

> [Armor](#)

A character can wear up to six different types of armor: a suit of body armor, a cloak, a pair of boots, a pair of gauntlets, a helmet, and a shield. The type should be clear from the name of the item.

Some of the heavier suits of body armor restrict movement, causing a penalty to-hit. This penalty appears in parentheses after the name of the armor. All pieces of armor have a base AC rating that is listed in brackets.

Dragon armor is a special type of body armor. All dragon armor has the ability to ignore fire, cold, acid, and lightning, and is not damaged or destroyed by such elemental attacks. All dragon armor even if normal has a base enchantment of +10, except for power dragon scale mail which has a base enchantment of +15. Lastly, all dragon armor can be periodically activated for a breath attack corresponding to the type of dragon armor; all of these attacks have a radius of 2 and do the indicated amount of damage at the center of the blast.

Normal armor does not possess any bonus to armor class, except dragon scale mail as aforementioned, shadow cloaks which have a base enchantment

of +4, and rusty chain mail which has a base penalty to armor class of -8.

All other armor has a base enchantment of +0 (non-magical).

Most pieces of armor can be thrown for a bit of damage, which is what the damage given represents.

	Level	Rarity	Weight	Damage	Price
filthy rag [1]	0	1	2.0	0	1
Cloak [1]	1	1	1.0	0	3
	20	1			
Set of Leather Gloves [1]	1	1	0.5	0	3
Robe [2]	1	1	2.0	0	4
	50	1			
Soft Leather Armour [4]	2	1	8.0	0	18
Small Leather Shield [2]	3	1	5.0	1d1	30
Soft Studded Leather [5]	3	1	9.0	1d1	35
Pair of Soft Leather Boots [2]	4	1	2.0	1d1	7
Hard Leather Cap [2]	4	1	1.5	0	12
Hard Leather Armour (-1) [6]	5	1	10.0	1d1	150
Pair of Hard Leather Boots [3]	6	1	4.0	1d1	12
Metal Cap [3]	7	1	2.0	1d1	30
Small Metal Shield [3]	10	1	6.5	1d2	50
Hard Studded Leather (-1) [7]	10	1	11.0	1d2	200
Set of Gauntlets [2]	12	1	2.5	1d1	35
Large Leather Shield [4]	15	1	10.0	1d2	120
Leather Scale Mail (-1) [11]	15	1	14.0	1d1	450
Pair of Metal Shod Boots [6]	20	1	8.0	1d1	50
Iron Helm [5]	20	1	7.5	1d3	75
Metal Scale Mail (-2) [13]	25	1	25.0	1d4	550
Rusty Chain Mail (-5) [14,-8]	25	1	20.0	1d4	550
Chain Mail (-2) [14]	25	1	22.0	1d4	750
Large Metal Shield [5]	30	1	12.0	1d3	200
Double Chain Mail (-2) [16]	30	1	25.0	1d4	850
Augmented Chain Mail (-2) [16]	30	1	27.0	1d4	900
Bar Chain Mail (-2) [18]	35	1	28.0	1d4	950
Metal Brigandine Armour (-3) [19]	35	1	29.0	1d4	1100
Steel Helm [6]	40	1	6.0	1d3	200
Blue Dragon Scale Mail (-2) [30]	40	8	20.0	2d4	35000
Resist Lightning; Activate for Lightning Breath (100) every 449+1d450 turns					
Iron Crown [0]	45	1	2.0	1d1	500
Golden Crown [0]	45	1	3.0	1d1	1000
Ignore Acid					
Partial Plate Armour (-3) [22]	45	1	26.0	1d6	1200
Metal Lamellar Armour (-3) [23]	45	1	34.0	1d6	1250
Full Plate Armour (-3) [25]	45	1	38.0	2d4	1350
Set of Cesti [5]	50	1	4.0	1d1	100
Ribbed Plate Armour (-3) [28]	50	1	38.0	2d4	1500
Jewel Encrusted Crown [0]	50	1	4.0	1d1	2000
Ignore Acid					
White Dragon Scale Mail (-2) [30]	50	8	20.0	2d4	40000
Resist Cold; Activate for Frost Breath (110) every 449+1d450 turns					
Bronze Dragon Scale Mail (-2) [30]	55	8	20.0	2d4	30000
Resist Confusion; Activate for Confusion Breath (120) every 449+1d450					

turns						
Mithril Chain Mail (-1) [28]	55	4	15.0	1d4	7000	
Ignore Acid						
Shadow Cloak [6]	60	4	0.5	0	4000	
Mithril Plate Mail (-3) [35]	60	4	30.0	2d4	15000	
Ignore Acid						
Black Dragon Scale Mail (-2) [30]	60	8	20.0	2d4	30000	
Resist Acid; Activate for Acid Breath (130) every 449+1d450 turns						
Gold Dragon Scale Mail (-2) [30]	65	8	20.0	2d4	40000	
Resist Sound; Activate for Sound Breath (130) every 449+1d450 turns						
Shining Dragon Scale Mail (-2) [30]	65	16	20.0	2d4	60000	
Resist Light, Darkness; Activate for Light/Darkness Breath (200) every 299+1d300 turns						
Shield of Deflection [10]	70	8	10.0	1d1	10000	
Ignore Acid						
Green Dragon Scale Mail (-2) [30]	70	8	20.0	2d4	80000	
Resist Poison; Activate for Poison Breath (150) every 449+1d450 turns						
Adamantite Plate Mail (-4) [40]	75	8	42.0	2d4	20000	
Ignore Acid						
Chaos Dragon Scale Mail (-2) [30]	75	16	20.0	2d4	70000	
Resist Chaos, Disenchantment; Activate for Chaos/Disenchantment Breath (220) every 299+1d300 turns						
Law Dragon Scale Mail (-2) [30]	80	16	20.0	2d4	80000	
Resist Sound, Shards; Activate for Sound/Shards Breath (230) every 299+1d300 turns						
Red Dragon Scale Mail (-2) [30]	80	8	20.0	2d4	100000	
Resist Fire; Activate for Fire Breath (200) every 449+1d450 turns						
Balance Dragon Scale Mail (-2) [30]	90	16	20.0	2d4	100000	
Resist Chaos, Disenchantment, Sound, Shards; Activate for Chaos/Disenchantment/Sound/Shards Breath (250) every 299+1d300 turns						
Multi-Hued Dr. Scale Mail (-2) [30]	100	16	20.0	2d4	150000	
Resist Fire, Cold, Acid, Lightning, Poison; Activate for Fire/Cold/Acid/Lightning/Poison Breath (250) every 224+1d225 turns						
Power Dragon Scale Mail (-3) [40]	110	64	20.0	2d4	300000	
Resist Fire, Cold, Acid, Lightning, Poison, Nether, Nexus, Chaos, Light, Darkness; Activate for Elemental Breath (300) every 299+1d300 turns						

> Rings

All rings have a weight of 0.2 lbs; none are throwable for damage.

Rings with a * after their name can be cursed, in which case the object will have its bonus changed to a penalty and be rendered worthless.

	Level	Rarity	Price
Ring of Aggravate Monster	5	1	0
Cursed; Aggravate			
Ring of Stupidity (-1d5)	5	1	0
-1d5 Penalty to Intelligence			
Cursed			
Ring of Teleportation	5	1	0
Cursed; Teleportation			

Ring of Weakness (-1d5) -1d5 Penalty to Strength Cursed	5	1	0
Ring of Feather Falling Feather Fall	5	1	200
Ring of Searching (+MB(1,10)) * +MB(1,10) Bonus to Searching	5	1	250
Ring of Slow Digestion Slow Digestion	5	1	250
Ring of Protection [+4+1d5+MB(0,10)] * +4+1d5+MB(0,10) Bonus To AC	10	1	500
Ring of Resist Cold Resist Cold; Ignore Cold	15	1	250
Ring of Resist Fire Resist Fire; Ignore Fire	15	1	250
Ring of Accuracy (+3+1d10+MB(1,10)) * +3+1d10+MB(1,10) Bonus To-Hit	20	1	500
Ring of Damage (+3+1d10+MB(1,10)) * +3+1d10+MB(1,10) Bonus To-Dam	20	1	500
Ring of Free Action Free Action	20	1	1500
Ring of See Invisible See Invisible	30	1	340
Ring of Constitution (+MB(1,6)) * +MB(1,6) Bonus to Constitution	30	1	500
Ring of Dexterity (+MB(1,6)) * +MB(1,6) Bonus to Dexterity	30	1	500
Ring of Intelligence (+MB(1,6)) * +MB(1,6) Bonus to Intelligence	30	1	500
Ring of Strength (+MB(1,6)) * +MB(1,6) Bonus to Strength	30	1	500
Ring of Sustain Charisma Sustain Charisma	30	1	500
Ring of Sustain Intelligence Sustain Intelligence	30	1	600
Ring of Sustain Wisdom Sustain Wisdom	30	1	600
Ring of Sustain Constitution Sustain Constitution	30	1	750
Ring of Sustain Dexterity Sustain Dexterity	30	1	750
Ring of Sustain Strength Sustain Strength	30	1	750
Ring of Slaying (+2+1d3+MB(1,10),+2+1d3+MB(1,10))*40 +2+1d3+MB(1,10) Bonus To-Hit +2+1d3+MB(1,10) Bonus To-Dam	40	1	1000
Ring of Woe (-1d5) [-5-MB(1,10)] -5-MB(1,10) Penalty to AC -1d5 Penalty to Wisdom, Charisma Cursed; Teleportation	50	1	0
Ring of Acid [+5+1d7+MB(1,10)] +5+1d7+MB(1,10) Bonus to AC Resist Acid; Ignore Acid	50	1	3000
Ring of Flames [+5+1d7+MB(1,10)] +5+1d7+MB(1,10) Bonus to AC	50	1	3000

Resist Fire; Ignore Fire			
Ring of Ice [+5+1d7+MB(1,10)]	50	1	3000
+5+1d7+MB(1,10) Bonus to AC			
Resist Cold; Ignore Cold			
Ring of Poison Resistance	60	2	16000
Resist Poison			
Ring of Speed (+1d3+MB(1,5)+xd2(1 in 2)) *	80	1	100000
+1d3+MB(1,5)+xd2(1 in 2) Bonus to Speed			

> [Amulets](#)

All amulets have a weight of 0.3 pounds, and cannot be thrown for damage. Amulets with a * following their names may be cursed, which will make the item worthless; such an item will also have any bonuses changed to penalties.

	Level	Rarity	Price
Amulet of Teleportation	15	1	0
Cursed; Teleportation			
Amulet of Slow Digestion	15	1	200
Slow Digestion			
Amulet of Adornment	15	1	20
(No special powers)			
Amulet of Resist Acid	20	1	300
Resist Acid; Ignore Acid			
Amulet of Charisma (+MB(1,5)) *	20	1	500
+MB(1,5) Bonus to Charisma			
Amulet of Wisdom (+MB(1,5)) *	20	1	500
+MB(1,5) Bonus to Wisdom			
Amulet of Searching (+1d2+MB(0,8)) *	30	4	600
+1d2+MB(0,8) Bonus to Searching			
Amulet of DOOM (-1d5-MB(2,10)) [-1d3-MB(0,6)]	50	1	0
-1d3-MB(0,6) Penalty to AC			
-1d5-MB(2,10) Penalty to All Stats			
Cursed			
Amulet of the Magi (+1d2+MB(0,8)) [+1d4+MB(0,6)]	50	4	30000
+1d4+MB(0,6) Bonus to AC			
+1d2+MB(0,8) Bonus to Searching			
Free Action; See Invisible; Ignore Fire, Cold, Acid, Lightning			

> [Scrolls](#)

Scrolls may be read either from the player's inventory or the floor, and disappear when used. To read a scroll, the player must have light, and he or she cannot be blind or confused.

All scrolls have a weight of 0.5 pounds, and cannot be thrown for damage.

	Level	Rarity	Price
Scroll of Light	0	1	15
	3	1	
	7	1	

Lights up an area with a radius of 2 squares, and if the player is

currently inside of a room this lights up the entire room as well.
This inflicts 2d8 damage on any light-sensitive creatures within the affected area.

Scroll of Object Detection	0	1	15
Detects all objects in the immediate area.			
Scroll of Treasure Detection	0	1	15
Detects all treasure in the immediate area.			
Scroll of Darkness	1	1	0
Darkens a room or corridor portion; blinds the player for 3+1d5 turns, unless the player has blindness resistance.			
Scroll of Summon Monster	1	1	0
Summons 1d3 monsters that are generated 2 levels out of depth.			
Scroll of Blessing	1	1	15
Blesses the player for 6+1d12 turns.			
Scroll of Detect Invisible	1	1	15
Detects all invisible monsters in the immediate area.			
Scroll of Phase Door	1	1	15
Teleports the player with a maximum range of 10 squares.			
Scroll of Identify	1	1	50
	5	1	
	10	1	
	30	1	
Permits the identification of an item.			
Scroll of Aggravate Monster	5	1	0
Awakens all sleeping monsters within 40 squares of the player, and hastes all monsters within line of sight unless they are already hasted.			
Scroll of Satisfy Hunger	5	1	10
Magically renders the player well-fed (but not satiated).			
Scroll of Monster Confusion	5	1	30
This enchants the player with an aura of confusion that causes the player's hands to glow red. The enchantment is dissipated when the player strikes a monster or vice versa; in either case an attempt is made to confuse the monster upon contact.			
Scroll of Door/Stair Location	5	1	35
	10	1	
	15	1	
Detects all stairs and secret doors in the immediate area.			
Scroll of Trap Detection	5	1	35
	8	1	
Detects all traps in the immediate area.			
Scroll of Magic Mapping	5	1	40
Maps out a portion of the level centered on the player.			
Scroll of Word of Recall	5	1	150
Invokes the spell of recall.			
Scroll of Trap Creation	10	1	0
Creates traps underneath the player and on all squares surrounding the player. This will destroy items on these squares (only stairs and artifacts are immune).			
Scroll of Holy Chant	10	1	40
Blesses the player for 12+1d24 turns.			
Scroll of Teleport	10	1	40
Teleports the player randomly with a maximum range of 100 squares.			
Scroll of Trap/Door Destruction	10	1	50
Destroys all traps and doors within a 1-square radius of the player.			

Scroll of Remove Curse	10	1	100
Removes normal curses from among equipped items. Heavily or permanently cursed items are not affected by this.			
Scroll of Summon Undead	15	1	0
Summons 1d3 undead creatures.			
Scroll of Enchant Armour	15	1	125
Attempts to enchant a piece of armor once.			
Scroll of Enchant Weapon To-Dam	15	1	125
Attempts to magically enhance a weapon's to-dam bonus once.			
Scroll of Enchant Weapon To-Hit	15	1	125
Attempts to magically enhance a weapon's to-hit bonus once.			
Scroll of Teleport Level	20	1	50
Teleports the player either 1 level up or 1 level down (chosen at random). The direction will always be down from the town level, and up from level 99 if Sauron has not been killed or level 100 if Morgoth has not been killed.			
Scroll of Acquirement	20	8	100000
Creates one item of great quality on the floor near the player.			
Scroll of Holy Prayer	25	1	80
Blesses the player for 24+1d48 turns.			
Scroll of Protection from Evil	30	1	50
Grants the player the enchantment of protection from evil for a duration equal to 1d25 plus three times the player's level.			
Scroll of *Identify*	30	1	1000
Reveals all the special powers of an item, and also permanently implants this knowledge into the player's mind, so that the player will never forget it even if hit by magical amnesia.			
Scroll of Dispel Undead	40	1	200
Inflicts 1d60 damage on all undead creatures within line of sight of the player.			

> [Scrolls, Cont.](#)

Scroll of Recharging	40	1	200
Recharges a wand, staff, or rod. If successful, a wand or staff gains $2+1d(60/((\text{level of wand/staff})+2)+1)$ charges; failure occurs 1 time in $(160-(\text{level of wand/staff})-(10*(\# \text{ of charges}))/15)$, and destroys the wand or staff. A rod will be charged enough to take $60*(2d4)$ fewer turns to recharge fully; failure occurs 1 time in $(160-(\text{level of rod}))/5$, and will double the time necessary for the rod to charge, plus another 200 turns.			
Scroll of *Destruction*	40	1	250
Destroys a circular area centered at the player with a radius of 15 squares, randomly placing new walls and floor space (stairs are immune). All monsters and objects (excluding artifacts) are removed from the affected area. This effect will also cause blindness lasting for $10+1d10$ turns unless the player has resistance to either blindness or light.			
Scroll of Genocide	40	4	750
Removes all monsters represented by a chosen symbol from the level. $1d4$ damage is inflicted on the player for every monster removed.			
Sauron and Morgoth are immune to the magic.			
Scroll of Curse Armour	50	1	0
Curses a random piece of equipped armor, removing all of its special powers, reducing the base AC of the armor to 0 or 1, and changing the magical AC bonus of the armor to $-2d5$. Artifacts have a 2 in 7 chance to resist.			
Scroll of Curse Weapon	50	1	0
Curses the wielded melee weapon (or bow if no melee weapon is equipped), removing all of its special powers and changing the weapon's to-hit and to-dam bonuses both to $-2d5$. Artifacts have a 3 in 7 chance to resist.			
Scroll of *Enchant Armour*	50	1	500
Attempts to enchant a piece of armor $2+1d3$ times.			
Scroll of *Enchant Weapon*	50	1	500
Attempts to magically enhance a weapon's to-dam and to-hit bonuses $1d3$ times each.			
Scroll of Mass Genocide	50	4	1000
Removes all monsters with in line of sight of the player. $1d3$ damage is inflicted on the player for every monster removed. Unique monsters are immune to the magic.			
Scroll of *Remove Curse*	50	2	8000
Removes all ordinary curses and heavy curses from equipped objects. Permanent curses are unaffected.			
Scroll of Rune of Protection	60	2	500
	90	4	
Inscribes a glyph of warding beneath the player. This will repel melee attacks (but not spells or breath) from monsters; an adjacent monster			

has

a (monster level) in 550 chance of breaking the glyph each turn.
Scroll of *Acquirement* 60 16 200000
Creates 1+1d2 items of great quality on the ground near the player.

> Potions

All potions have a weight of 0.4 pounds, and unless otherwise indicated can be thrown for 1 point of damage.

Keep in mind that in addition to hit points, Angband keeps track of how severely cut the player is as a separate number.

	Level	Rarity	Nutrition	Price
Potion of Blindness	0	1	0	0
Induces blindness for 99+1d100 turns, unless the player has resist blindness.				
Potion of Confusion	0	1	0	0
Induces confusion for 14+1d20 turns, unless the player has either resist confusion or resist chaos.				
Potion of Salt Water	0	1	0	0
Induces vomiting, which will result in severe hunger but will also clear away all poison. This will also cause 4 turns of paralysis (even if the player has free action).				
Potion of Sleep	0	1	0	0
Induces paralyzation for 3+1d4 turns, unless the player has free action.				
Potion of Water	0	1	200	1
Has no effect apart from providing nourishment.				
Potion of Apple Juice	0	1	250	1
Has no effect apart from providing nourishment.				
Potion of Slime Mold Juice	0	1	400	2
Has no effect apart from providing nourishment.				
Potion of Cure Light Wounds	0	1	50	15
	1	1		
	2	1		
Cures 2d8 points of damage, heals 10 points worth of cuts, and cures blindness.				
Potion of Slowness	1	1	50	0
Slows the player (-10 to speed) for 15+1d25 turns; this duration is cumulative with other temporary slowing enchantments.				
Potion of Boldness	1	1	0	10
Removes fear.				
Potion of Slow Poison	1	1	0	25
Halves the severity of any current poisoning.				
Potion of Resist Cold	1	1	0	30
Grants the player temporary resistance to cold for 10+1d10 turns; the duration is cumulative with other magic providing temporary cold resistance.				
Potion of Resist Heat	1	1	0	30
Grants the player temporary resistance to fire for 10+1d10 turns; the duration is cumulative with other magic providing temporary fire resistance.				
Potion of Heroism	1	1	0	35

Grants the player heroism for 25+1d25 turns.				
Potion of Speed	1	1	0	75
	40	1		
Hastes the player (+10 to speed) for 15+1d25 turns; this duration is cumulative with other temporary hasting enchantments.				
Potion of Poison	3	1	0	0
Poisons the player (adding 9+1d15 points to the poison counter), unless the player has resistance or immunity to poison.				
Potion of Weakness	3	1	0	0
Reduces strength (unless the player has sustain strength).				
Potion of Infra-vision	3	1	0	20
Extends the radius of the player's infra-vision by 10 feet for 100+1d100 turns.				
Potion of Cure Serious Wounds	3	1	100	40
Cures 4d8 points of damage, heals half of all cut damage plus another 50 points, and cures blindness and confusion.				
Potion of Detect Invisible	3	1	0	50
Enables the player to see invisible creatures for 12+1d12 turns.				
Potion of Berserk Strength	3	1	0	100
Grants the player berserk strength for 25+1d25 turns.				
Potion of Neutralize Poison	5	1	0	75
Removes all poison currently present in the player.				
Potion of Cure Critical Wounds	5	1	100	100
Cures 6d8 points of damage, cures all stunning, heals all cut damage, neutralizes poison, and cures blindness and confusion.				
Potion of Lose Memories	10	1	0	0
Drains experience from the player, unless the player has hold life.				
Potion of Healing	15	1	200	300
Cures 300 points of damage, cures all stunning, heals all cut damage, neutralizes poison, and cures blindness and confusion.				
Potion of Naivety	20	1	0	0
Reduces wisdom (unless the player has sustain wisdom).				
Potion of Stupidity	20	1	0	0
Reduces intelligence (unless the player has sustain intelligence).				
Potion of Ugliness	20	1	0	0
Reduces charisma (unless the player has sustain charisma).				
Potion of Restore Charisma	20	1	0	300
Restores charisma to maximum if it is currently below maximum.				
Potion of Charisma	20	1	0	1000
First acts as a Potion of Restore Charisma, then permanently increases charisma.				
Potion of Restore Constitution	25	1	0	300
Restores constitution to maximum if it is currently below maximum; also neutralizes poison and cures confusion.				
Potion of Restore Dexterity	25	1	0	300
Restores dexterity to maximum if it is currently below maximum.				
Potion of Restore Intelligence	25	1	0	300
Restores intelligence to maximum if it is currently below maximum.				
Potion of Restore Strength	25	1	0	300
Restores strength to maximum if it is currently below maximum.				
Potion of Restore Wisdom	25	1	0	300
Restores wisdom to maximum if it is currently below maximum.				
Potion of Restore Mana	25	1	0	350
Restores mana points to maximum if it is currently below maximum.				

Potion of Enlightenment	25	1	0	800	
Completely lights up and magically maps the current dungeon level.					
Potion of Constitution	30	1	0	8000	
First acts as a Potion of Restore Constitution, then permanently increases constitution.					
Potion of Dexterity	30	1	0	8000	
First acts as a Potion of Restore Dexterity, then permanently increases dexterity.					
Potion of Strength	30	1	0	8000	
First acts as a Potion of Restore Strength, then permanently increases strength.					
Potion of Intelligence	32	1	0	8000	
First acts as a Potion of Restore Intelligence, then permanently increases intelligence.					
Potion of Wisdom	32	1	0	8000	
First acts as a Potion of Restore Wisdom, then permanently increases wisdom.					
Potion of Ruination	40	8	0	0	
Inflicts 10d10 points of damage and permanently decreases all stats (regardless of whether the player has sustain a stat).					
Potion of Restore Life Levels	40	1	0	400	
Restores experience to maximum if it is currently below maximum.					
Potion of *Healing*	40	4	0	1500	
Cures 1200 points of damage, cures all stunning, heals all cut damage, neutralizes poison, and cures blindness and confusion.					
Potion of Self Knowledge	40	1	0	2000	
Grants knowledge of all special powers (whether intrinsic, temporary, or provided by a magical item) currently possessed by the player.					
Potion of Augmentation	40	16	0	60000	
First restores to maximum any stats below maximum, then permanently increases all stats.					
Potion of Death	55	4	0	0	
Inflicts 5000 points of damage. Death can only be avoided if the player has magical invulnerability.					
Potion of Life	60	4	0	5000	
Restores experience and all stats to maximum, cures 5000 points of damage, cures all stunning, heals all cut damage, neutralizes poison, stops hallucination, and cures blindness and confusion.					
Potion of Detonations	60	8	0	10000	
Inflicts 50d20 points of damage from massive explosions, severe cuts (+5000 to the cut counter), and stunning (+75 to the stun counter). Can also be thrown for 25d25 points of damage.					
Potion of Experience	65	1	0	25000	
Grants either 100000 experience points, or half the current experience point total plus 10, whichever is less.					
Potion of *Enlightenment*	70	4	0	80000	
Completely lights up and magically maps the current dungeon level; restore intelligence to maximum if is currently below maximum, and then increases intelligence; affects wisdom in the same manner as intelligence; gives the player self knowledge of all of his powers; identifies all items the player is carrying; and detects all treasure, objects, secret doors, stairs, and traps in the immediate area.					

> [Wands](#)

All wands weigh 1.0 pounds, and can be thrown for 1 point of damage.
 The number of charges a wand is generated with is listed under "Charges".

	Level	Rarity	Charges	Price
Wand of Heal Monster	2	1	8+1d20	0
Gives a single monster 4d6 extra hit points.				
Wand of Haste Monster	2	1	8+1d20	0
Hastes a single monster.				
Wand of Light	2	1	6+1d10	200
Lights up a line of squares, inflicting 6d8 damage on light-sensitive creatures on the line.				
Wand of Magic Missile	2	1	6+1d10	200
Fires a magic missile that inflicts 2d6 damage, with a 20% chance of getting a magic beam.				
Wand of Wonder	2	1	8+1d15	250
Has a random effect chosen from the various wand effects (wands with rarities greater than 1 excluded).				
Wand of Stinking Cloud	5	1	6+1d8	400
Shoots a radius-2 poison cloud that inflicts 12 damage at its center.				
Wand of Confuse Monster	5	1	6+1d12	500
Attempts to confuse a single monster. Uniques are unaffected.				
Wand of Sleep Monster	5	1	8+1d15	500
Attempts to put to sleep a single monster. Uniques are unaffected.				
Wand of Slow Monster	5	1	6+1d10	500
Attempts to slow down a single monster. Uniques are unaffected.				
Wand of Trap/Door Destruction	10	1	6+1d8	100
Destroys all doors and disarms all traps in a line.				
Wand of Stone to Mud	10	1	3+1d4	300
Turns the first section of wall encountered by the beam shot by this spell into mud; permanent walls are not affected. If a monster that is susceptible to rock remover is caught in the beam, it will take 20+1d30 damage.				
Wand of Scare Monster	10	4	3+1d5	500
Attempts to scare a single monster. Uniques are unaffected.				
Wand of Clone Monster	15	1	3+1d5	0
	50	1		
Attempts to clone a single monster. The cloned monster will be at full hit points. Uniques are unaffected.				
Wand of Lightning Bolts	15	1	6+1d8	600
Shoots a lightning bolt that inflicts 3d8 damage, with a 20% chance of getting a lightning beam.				
Wand of Teleport Away	20	1	6+1d5	350
Teleports all monsters in a line up to 100 squares away.				
Wand of Polymorph	20	1	6+1d8	400
Attempts to polymorph all monsters in a line. Uniques are unaffected.				
Wand of Disarming	20	1	4+1d5	700
Disarms all traps in a line.				
Wand of Frost Bolts	20	1	6+1d5	800
Shoots a frost bolt that inflicts 3d8 damage, with a 20% chance of getting a cold beam.				
Wand of Acid Bolts	30	1	6+1d8	950
Shoots an acid bolt that inflicts 5d8 damage, with a 20% chance of getting an acid beam.				
Wand of Fire Bolts	30	1	6+1d8	1000

Shoots a fire bolt that inflicts 6d8 damage, with a 20% chance of getting a fire beam.

Wand of Lightning Balls	35	1	4+1d8	1200
Shoots a radius-2 lightning ball that inflicts 32 damage at its center.				
Wand of Cold Balls	40	1	2+1d6	1500
Shoots a radius-2 frost ball that inflicts 48 damage at its center.				
Wand of Drain Life	50	1	3+1d3	1200
Inflicts 75 damage on a single monster that is not undead or a demon.				
Wand of Acid Balls	50	1	2+1d5	1650
Shoots a radius-2 acid ball that inflicts 60 damage at its center.				
Wand of Fire Balls	50	1	2+1d4	1800
Shoots a radius-2 fire ball that inflicts 72 damage at its center.				
Wand of Dragon's Flame	50	4	1+1d3	2400
Shoots a radius-3 fire ball that inflicts 100 damage at its center.				
Wand of Dragon's Frost	50	4	1+1d3	2400
Shoots a radius-3 frost ball that inflicts 80 damage at its center.				
Wand of Dragon's Breath	60	4	1+1d3	2400
Shoots a radius-3 fire/frost/acid/lightning/poison ball that inflicts 100/80/90/70/70 damage at its center (damage type chosen at random).				
Wand of Annihilation	60	4	1+1d2	3000
Inflicts 125 damage on a single monster that is not undead or a demon.				

> [Staves](#)

All staves have a weight of 5.0 pounds, and can be thrown for 1d2 points of damage. The number of charges a staff is generated with is listed under "Charges".

	Level	Rarity	Charges	Price
Staff of Darkness	5	1	8+1d8	0
	50	1		
Darkens a room or corridor portion.				
Staff of Detect Invisible	5	1	8+1d15	200
Detects all invisible monsters in the immediate area.				
Staff of Object Location	5	1	6+1d15	200
Detects all objects in the immediate area.				
Staff of Treasure Location	5	1	8+1d20	200
Detects all treasure in the immediate area.				
Staff of Light	5	1	8+1d20	250
Lights up an area with a radius of 2 squares, and if the player is currently inside of a room this lights up the entire room as well. This inflicts 2d8 damage on any light-sensitive creatures within the affected area.				
Staff of Cure Light Wounds	5	1	6+1d5	350
Cures 1d8 points of damage.				
Staff of Haste Monsters	10	1	8+1d8	0
Hastes all monsters within line of sight.				
Staff of Summoning	10	1	1+1d3	0
	50	1		
Summons 1d4 monsters that are generated 2 levels out of depth.				
Staff of Door/Stair Location	10	1	6+1d8	350
Detects all secret doors and stairs in the immediate area.				
Staff of Trap Location	10	1	6+1d5	350

	Detects all traps in the immediate area.			
Staff of Perceptions	10	1	5+1d15	400
	Permits the identification of an item.			
Staff of Sleep Monsters	10	1	6+1d5	700
	Attempts to put to sleep all monsters within line of sight. Uniques are unaffected.			
Staff of Slow Monsters	10	1	6+1d5	800
	Attempts to slow down all monsters within line of sight. Uniques are unaffected.			
Staff of Detect Evil	20	1	8+1d15	350
	Detects all evil monsters in the immediate area.			
Staff of Enlightenment	20	1	5+1d5	750
	Magically maps the immediate area.			
Staff of Starlight	20	1	6+1d5	800
	Fires a line of light in all eight cardinal directions; light-sensitive monsters caught on one of the lines take 6d8 damage.			
Staff of Teleportation	20	1	5+1d4	2000
	Teleports the player randomly with a maximum range of 100 squares.			
Staff of Curing	25	1	4+1d3	1000
	Cures all stunning, heals all cuts, neutralizes poison, and cures blindness and confusion.			
Staff of Probing	30	1	2+1d6	2000
	Probes all monsters within line of sight, giving information both on the current hit points of the monsters and many of its characteristics and abilities (excluding its melee, spellcasting, and breath attacks).			
Staff of Slowness	40	1	8+1d8	0
	Slows the player (-10 to speed) for 15+1d30 turns; this duration is cumulative with other temporary slowing enchantments.			
Staff of Earthquakes	40	1	3+1d5	350
	Causes an earthquake centered on the player that has a 10-square radius; this randomly places new walls and floor space. Monsters can be caught by a newly created wall; this does not affect monsters that can bore through rock or pass through walls, but otherwise monsters take 4d8 damage if they can evade the falling rock, and 200 damage if they cannot.			
Staff of Remove Curse	40	1	4+1d3	500
	Removes normal curses from among equipped items. Heavily or permanently cursed items are not affected by this.			
Staff of Speed	40	1	4+1d3	1000
	Hastes the player (+10 to speed) for 15+1d30 turns; this duration is cumulative with other temporary hastening enchantments.			
Staff of Dispel Evil	50	1	4+1d3	1200
	Inflicts 1d60 on all evil monsters within line of sight.			
Staff of *Destruction*	50	1	1+1d3	2500
	70	1		
	Destroys a circular area centered at the player with a radius of 15 squares, randomly placing new walls and floor space (stairs are immune).			
	All monsters and objects (excluding artifacts) are removed from the affected area. This effect will also cause blindness lasting for 10+1d10 turns unless the player has resistance to either blindness or light.			
Staff of Genocide	70	4	1+1d2	3500

Removes all monsters represented by a chosen symbol from the level.
1d4 damage is inflicted on the player for every monster removed.

Sauron

and Morgoth are immune to the magic.

Staff of Power 70 2 1+1d3 4000

Inflicts 1d120 damage on all monsters within line of sight.

Staff of Holiness 70 2 2+1d2 4500

Inflicts 1d120 damage on all evil monsters within line of sight, cures 50 points of damage, cures all stunning, heals all cuts, neutralizes poison, removes fear, and also invokes a protection from evil spell (same effect and duration as the scroll and the priest spell).

Staff of the Magi 70 2 2+1d2 4500

Restores both intelligence and mana points to maximum if either or both are currently below maximum.

Staff of Healing 70 2 1+1d2 5000

Cures 300 points of damage, cures all stunning, and heals all cuts.

> [Rods](#)

All rods weigh 0.1 pounds, and can be thrown for 1 point of damage. Each kind of rod activates for a magical effect; once a rod is activated the rod needs to recharge for the number of turns listed under the "Time" column before it can be activated again.

	Level	Rarity	Time	Price
Rod of Trap Location	5	1	50	100
Detects all traps in the immediate area.				
Rod of Light	10	1	9	500
Lights up a line of squares, inflicting 6d8 damage on any light-sensitive creatures on the line.				
Rod of Door/Stair Location	15	1	70	1000
Detects all secret doors and stairs in the immediate area.				
Rod of Illumination	20	1	30	1000
Lights up an area with a radius of 2 squares, and if the player is currently inside of a room this lights up the entire room as well. This inflicts 2d8 damage on any light-sensitive creatures within the affected area.				
Rod of Lightning Bolts	20	1	11	2000
Shoots a lightning bolt that inflicts 3d8 damage, with a 10% chance of getting a lightning beam.				
Rod of Frost Bolts	25	1	13	2500
Shoots a frost bolt that inflicts 5d8 damage, with a 10% chance of getting a frost beam.				
Rod of Sleep Monster	30	1	18	1500
Attempts to put to sleep a single monster. Uniques are unaffected.				
Rod of Slow Monster	30	1	20	1500
Attempts to slow down a single monster. Uniques are unaffected.				
Rod of Fire Bolts	30	1	15	3000
Shoots a fire bolt that inflicts 8d8 damage, with a 10% chance of getting a fire beam.				
Rod of Detection	30	8	99	3500
Detects all treasure, objects, secret doors, stairs, traps, and monsters				

in the immediate area.

Rod of Recall	30	4	60	4000	
Invokes the spell of recall.					
Rod of Polymorph	35	1	25	1200	
Attempts to polymorph all monsters in a line. Uniques are unaffected.					
Rod of Disarming	35	1	30	2100	
Disarms all traps in a line.					
Rod of Acid Bolts	40	1	12	3500	
Shoots an acid bolt that inflicts 6d8 damage, with a 10% chance of getting an acid beam.					
Rod of Probing	40	4	50	4000	
Probes all monsters within line of sight, giving information both on the current hit points of the monsters and many of its characteristics and abilities (excluding its melee, spellcasting, and breath attacks).					
Rod of Teleport Away	45	2	25	1400	
Teleports all monsters in a line up to 100 squares away.					
Rod of Perceptions	50	8	10	13000	
Permits the identification of an item.					
Rod of Lightning Balls	55	1	23	4000	
Shoots a radius-2 lightning ball that inflicts 32 damage at its center.					
Rod of Cold Balls	60	1	25	4500	
Shoots a radius-2 frost ball that inflicts 48 damage at its center.					
Rod of Enlightenment	65	4	99	10000	
Magically maps the area near the player.					
Rod of Curing	65	8	999	15000	
Cures all stunning, heals all cuts, neutralizes poison, and cures blindness and confusion.					
Rod of Acid Balls	70	1	27	5500	
Shoots a radius-2 acid ball that inflicts 60 damage at its center.					
Rod of Drain Life	75	4	23	3600	
Inflicts 75 damage on a single monster that is not undead or a demon.					
Rod of Fire Balls	75	1	30	5000	
Shoots a radius-2 fire ball that inflicts 72 damage at its center.					
Rod of Healing	80	8	999	20000	
Cures 500 points of damage, cures all stunning, and heals all cuts as well.					
Rod of Restoration	80	16	999	25000	
Restores experience points and all stats to maximum if any of them are below maximum.					
Rod of Speed	95	16	99	50000	
Hastes the player (+10 to speed) for 15+1d30 turns; this duration is cumulative with other temporary hastening enchantments.					

> Spellbooks

All spellbooks weigh 3.0 pounds and can be thrown for 1 point of damage. Spellbooks of good or great quality (those whose level is 30 or greater) cannot be destroyed by fire, unlike the mundane spellbooks.

Details on the spells within the books may be found in a separate spoiler file, MAGIC.SPO.

Mage Spellbooks	Level	Rarity	Price
Book of Magic Spells [Magic for Beginners]	5	1	25

Book of Magic Spells [Conjurings and Tricks]	10	1	100
Book of Magic Spells [Incantations and Illusions]	20	1	400
Book of Magic Spells [Sorcery and Evocations]	25	1	800
Book of Magic Spells [Resistance of Scarabtarices]	30	1	8000
Book of Magic Spells [Mordenkainen's Escapes]	50	1	10000
Book of Magic Spells [Kelek's Grimoire of Power]	60	1	30000
Book of Magic Spells [Tenser's Transformations]	80	2	50000
Book of Magic Spells [Raal's Tome of Destruction]	100	4	100000

Priest Spellbooks	Level	Rarity	Price
Holy Book of Prayers [Beginners Handbook]	5	1	25
Holy Book of Prayers [Words of Wisdom]	10	1	100
Holy Book of Prayers [Chants and Blessings]	20	1	300
Holy Book of Prayers [Exorcism and Dispelling]	25	1	900
Holy Book of Prayers [Ethereal Openings]	30	1	7000
Holy Book of Prayers [Godly Insights]	50	1	9000
Holy Book of Prayers [Purifications and Healing]	60	1	25000
Holy Book of Prayers [Holy Infusions]	80	2	50000
Holy Book of Prayers [Wrath of God]	100	4	100000

> Chests

Each chest contains objects of a given level; this level is set at the time of the chest's generation. This object generation level is set to a random integer between 1 and the level of the chest. Chests may also

be trapped, with the danger posed by the traps generally increasing with the chest's object generation level.

Small chests contain one item, and large chests contain two items.

(Ruined

or already opened chests contain no items.) Items found in small chests may be either objects or treasure, while large chests always have objects,

never treasure. Chests may not contain other chests.

All chests have a rarity of 1, and can be thrown for the indicated damage.

	Level	Weight	Damage	Price
Small wooden chest	5	25.0	2d3	20
Large wooden chest	15	50.0	2d5	60
Small iron chest	25	30.0	2d4	100
Large iron chest	35	100.0	2d6	150
Small steel chest	45	50.0	2d4	200
Large steel chest	55	100.0	2d6	250
Ruined chest	75	25.0	0	0

> Miscellaneous Objects

All of the following objects have a rarity of 1; the "Damage" column indicates the damage the item does when thrown.

	Level	Weight	Damage	Price
Iron Spike	1	1.0	1d1	1
These can be placed in doors to make them harder to open. Multiple spikes may be used on a single door, with each successive spike having less effect.				
Wooden Torch	1	3.0	1d1	2
In addition to being equippable as a light source having a radius of 1 square, torches may be used to charge other torches, up to a maximum of 5000 turns of light.				
Flask of oil	1	1.0	2d6	3
Applying one to a brass lantern charges it with 7500 turns of light, up to a maximum of 15000 turns of light. They can also be lit and be thrown to inflict damage (which will work even against creatures resistant to fire).				
Brass Lantern	2	5.0	1d1	35
Ignore Fire; this is equippable as a light source with a radius of 2 squares.				

> [Junk Objects](#)

All junk objects have a rarity rating of 1, and are worthless. The "Damage" column indicates the damage the object inflicts when thrown.

	Level	Weight	Damage
Broken Bone	0	0.2	1d1
Broken Skull	0	0.1	1d1
Broken Stick	0	0.3	1d1
Empty Bottle	0	0.2	1d1
Shard of Pottery	0	0.5	1d1
Canine Skeleton	1	1.0	1d1
Rodent Skeleton	1	1.0	1d1
Dwarf Skeleton	5	5.0	1d2
Elf Skeleton	5	4.0	1d2
Gnome Skeleton	5	3.0	1d2
Human Skeleton	5	6.0	1d2

> [Notes on the Generation of Good Items, Great Items and Artifacts](#)

Object generation level is generally equal to the current dungeon level (if the object is generated during the generation of a new dungeon level) or the average of the current dungeon level and the level of the monster (if the object is part of the treasure carried by a monster your character has slain). Exceptions to this rule include objects in chests and in vaults; chests have their object generation level set at the time of the creation of the chest, and objects generated in vaults get bonuses to their generation level. For more details see ITEMLONG.SPO and DUNGEON.SPO respectively. (The other exception is objects that are guaranteed to be of at least good quality; see below for details on this.)

When a weapon or a piece of armor is generated, it may pass a goodness roll to become a "good" item. This is a percentage roll with the percent chance of success being equal to 15 plus the object generation level, with a maximum of 70.

If an object passes this goodness roll, it may then attempt a greatness roll to become a "great" item. This is another percentage roll with the percent chance of success being equal to the goodness chance divided by 4, rounded down to the nearest integer.

Here is a table showing the probability of passing the goodness and greatness rolls separately at various object generation levels, along with the chance for passing both combined:

Object Gener. Level	Chance for goodness	Chance for greatness	Chance for both
1	16%	4%	0.64%
5	20%	5%	1.00%
10	25%	6%	1.50%
15	30%	7%	2.10%
20	35%	8%	2.80%
25	40%	10%	4.00%
30	45%	11%	4.95%
35	50%	12%	6.00%
40	55%	13%	7.15%
45	60%	15%	9.00%
50	65%	16%	10.40%
55+	70%	17%	11.90%

If an object passes the greatness roll, and it is not being generated in the town, it then has a chance to become an artifact if there exists an

artifact (of the same type of object) that does not yet exist. To do this, it must first pass the artifact rarity roll, which succeeds 1 time in the artifact's rarity rating. Each artifact also has a "minimum level" for creation; if the current dungeon level is less than this value, then to become an artifact the object must pass another roll with a success rate of 1 in five times the difference between the current dungeon level and the artifact minimum level. Once past these tests, the object subsequently becomes the chosen artifact. (For more information on artifacts, including the rarity ratings and minimum level for each individual artifact, see ARTIFACT.SPO.)

Generation of objects of guaranteed good quality or better:

Sometimes, the game generates an object that is automatically guaranteed to be good (but not necessarily great). This is true of the treasure of most uniques that carry objects (including less powerful ghosts) and some powerful monsters (such uniques and powerful monsters will have an entry in their full description saying that they may carry "good objects"), or of some objects created in greater vaults. When this occurs, the game first attempts to create one of the special artifacts 10% of the time (see below for more details). If a special artifact is not created, the game will randomly generate objects with an object generation level equal to the normal object generation level plus 10 until it selects an appropriate object. Appropriate objects include only weapons and armor (excluding diggers, rounded pebbles, iron shots, rusty chain mail, filthy rags, and broken daggers and swords) and the ten advanced spellbooks (Ethereal Openings, Godly Insights, Purifications and Healing, Holy Infusions, Wrath of God for priests; Resistances of Scarabtarices, Mordenkainen's Escapes, Kelek's Grimoire of Power, Tenser's Transformation, Raal's Tome of Destruction for mages). If the chosen object is a weapon or piece of armor, it will automatically pass the goodness roll, but will not necessarily become a great item or an artifact.

Additionally, sometimes an object will be created that will automatically be either a great item or an artifact. This occurs for the treasure drops of the uniques Wormtongue, Tiamat, Cantoras, Feagwath, Gothmog, Sauron, and Morgoth; for the treasure drops of powerful ghosts; for objects created by a Scroll of Acquirement or *Acquirement*; and for some objects created in greater vaults. In this case, the game will follow the same procedure as for the creation of a guaranteed good object, with three differences: (1) the object may not be a spellbook; (2) the object will automatically pass the greatness roll as well as the goodness roll; (3) the object has an increased chance of becoming an artifact, making multiple rarity rolls of which only one must succeed (four rolls for hand-to-hand weapons, body

armor excluding dragon armor, and shields; two rolls for bows, dragon armor, helms, cloaks, boots, and gloves).

Creation of the special artifacts:

The special artifacts comprise the artifact light sources, rings, and amulets. When the game attempts to create a special artifact, it runs through a list of all the special artifacts that do not yet exist; each item in the list undergoes a rarity check and a minimum depth check similar to that of the normal weapon and armor artifacts. If these checks succeed then that artifact is created; otherwise the game then goes to the next artifact in the list until the list is exhausted or a special artifact is created.

> Notes and Definitions

In the listing for great items which follows, keep in mind that all great items get all the bonuses that good items get. If a bonus to-hit, to-dam or to AC is given for a great item, that bonus is in addition to the good item bonus.

All artifacts, all great items, and certain other items can affect the rating of a level. The ratings for all objects that increase a dungeon level's rating are given below. How this works is discussed at length in the DUNGEON.SPO spoiler file.

A "low resist" is one of the following: resist fire, resist cold, resist acid, resist lightning, sustain str., sustain int., sustain wis., sustain dex., sustain con., sustain cha.; all with equal probability.

A "high resist" is resistance to one of the following: confusion, sound, light, darkness, chaos, nether, shards, nexus, blindness, disenchantment; all with equal probability. (Note that poison resistance does not qualify as a high resistance.)

An item that has resist fire/cold/acid/lightning always has ignore fire/cold/acid/lightning as well. Exception: objects with a random low resist that is resist fire/cold/acid/lightning do not automatically get the corresponding ignore characteristic.

The notation "XdY" indicates a number obtained by rolling an Y-sided die X times. (Thus 4d6 indicates a number from 4 to 24.)

The notation MB(X,Y) indicates an integer between X and Y inclusive that is dependent on dungeon depth and has a normal distribution that is centered about $(Y-X) * (\text{Dungeon Level} / 100)$, with depths greater than level 100 (5000') counting as level 100.

The notation "xdY(1 in Z)" indicates a number obtained by rolling a Y-sided die x times. x is equal to the number of times the 1 in Z is chance is made, until failure. Thus xd4(1 in 10) translates to: 0

(90% chance), 1d4 (9% chance), 2d4 (0.9% chance), 3d4 (0.09% chance)
... There is no limit, so theoretically it is possible to get maxint,
but don't count on it :-).

> [Good Hand-to-Hand Weapons](#)

Good hand-to-hand weapons get a bonus of +1d3+MB(0,10) to-hit and a
bonus of +1d3+MB(0,10) to-dam.

Good hand-to-hand weapons get a 50% bonus to the roll for greatness;
if this succeeds:

If the item in question is a whip, there is a 1 in 2 chance that it
will be a Whip of Fire.

Whip of Fire (kd6) (+5,+5)
Rating +20; Price Bonus +2000
Flame Tongue, Ignore Fire
 $k = 1 + xd1(1 \text{ in } 5(k+1))$

Otherwise:

Weapon (Blessed) (XdY) (+3,+3) (+1d3) Probability: 1 in 15
Rating +20; Price Bonus +5000
+1d3 Bonus to Wisdom
Blessed Weapon; One Low Resist

Weapon (Defender) (XdY) (+3,+3) [+5+1d5] (+1d3) Probability: 1 in 30
Rating +23; Price Bonus +15000
+5+1d5 Bonus to AC
+1d3 Bonus to Stealth
Free Action; Resist Fire, Cold, Acid, Lightning; Feather Fall;
Regenerate; See Invisible

Weapon of Extra Attacks (XdY) (+5,+3) (+1d3) Probability: 1 in 30
Rating +20; Price Bonus +10000
If the weapon weighs more than 13 lb.: +1 Extra Attack; otherwise:
If the weapon weighs more than 8 lb.: +1d2 Extra Attacks; otherwise:
If the weapon is 8 lb. or less: +1d3 Extra Attacks

Weapon of Flame (XdY) (+2,+2) Probability: 1 in 15
Rating +20; Price Bonus +3000
Flame Tongue; Resist Fire

Weapon of Frost (XdY) (+2,+2) Probability: 1 in 15
Rating +20; Price Bonus +2500
Frost Brand; Resist Cold

Weapon (Holy Avenger) (XdY) (+5,+5) [+1d4] (+1d4) Probability: 1 in 30
Rating +25; Price Bonus +20000
+1d4 Bonus to AC
+1d4 Bonus to Wisdom
Slay Evil, Undead, Demon; Blessed Weapon; See Invisible
Sustain a random statistic (equal chance for any of the six)

Weapon of Slay Animal (XdY) (+3,+3) Rating +15; Price Bonus +2000 Slay Animal	Probability: 1 in 15
Weapon of Slay Demon (XdY) (+2,+2) Rating +16; Price Bonus +1200 Slay Demon	Probability: 1 in 10
Weapon of Slay Dragon (XdY) (+3,+3) Rating +18; Price Bonus +4000 Slay Dragon	Probability: 1 in 15
Weapon of Slay Evil (XdY) (+3,+3) Rating +18; Price Bonus +4000 Slay Evil 1 in 3 chance of: +1 Bonus to Wisdom Blessed Weapon	Probability: 1 in 15
Weapon of Slay Giant (XdY) (+2,+2) Rating +14; Price Bonus +1200 Slay Giant	Probability: 1 in 10
Weapon of Slay Orc (XdY) (+2,+2) Rating +13; Price Bonus +1200 Slay Orc	Probability: 1 in 10
Weapon of Slay Troll (XdY) (+2,+2) Rating +13; Price Bonus +1200 Slay Troll	Probability: 1 in 10
Weapon of Slay Undead (XdY) (+2,+2) Rating +18; Price Bonus +3000 Slay Undead; See Invisible 1 in 3 chance of: Hold Life	Probability: 1 in 15
Weapon of Westernesse (XdY) (+3+1d5,+3+1d5) (+1) Rating +20; Price Bonus +20000 +1 Bonus to Strength, Dexterity, Constitution Slay Orc; One Low Resist; Free Action; See Invisible	Probability: 1 in 30

> [Good Diggers](#)

Good diggers get a bonus of +MB(1,5) to-hit, a bonus of +MB(1,5) to-dam, and a bonus of +MB(1,5) to digging.

If the roll for greatness succeeds:

Digger of Fire (+5,+5) Rating +15; Price Bonus +2000 Flame Tongue, Ignore Fire	Probability: 1 in 1
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> [Good Shooting Weapons](#)

Good shooting weapons get a bonus of +1d3+MB(0,10) to-hit, and a bonus of +1d3+MB(0,10) to-dam.

If the roll for greatness succeeds:

Shooting Weapon (+0,+MB(2,6)) Probability: 3 in 20
No Rating or Price Bonus

Shooting Weapon (+MB(2,6),+0) Probability: 3 in 20
No Rating or Price Bonus

Shooting Weapon (+MB(2,6),+MB(2,6)) Probability: 1 in 5
No Rating or Price Bonus

Shooting Weapon of Accuracy (+12,+5) Probability: 1 in 5
Rating +11; Price Bonus +1000

Shooting Weapon of Extra Might (+5,+10) Probability: 1 in 20
Rating +20; Price Bonus +10000
Extra Might

Shooting Weapon of Extra Shots (+10,+3) Probability: 1 in 20
Rating +20; Price Bonus +10000
Extra Shots

Shooting Weapon of Velocity (+5,+12) Probability: 1 in 5
Rating +11; Price Bonus +1000

> [Good Ammunition](#)

Good ammunition gets a bonus of +1d5+MB(0,15) to-hit and a bonus of +1d5+MB(0,15) to-dam.

Good ammunition gets a bonus of 150% to the roll for greatness; if this succeeds:

Great ammunition may have a higher number of damage dice than normal. Additional rolls for greatness are made, with each successful roll adding one damage die; this continues until a roll fails.

Ammo of Fire (XdY) (+2,+4) Probability: 2 in 11
Rating +6; Price Bonus +25
Flame Tongue; Ignore Fire

Ammo of Slaying ((X+2)dY) (+10,+10) Probability: 1 in 11
Rating +10; Price Bonus +45

Ammo of Slay Animal (XdY) (+2,+2) Probability: 2 in 11
Rating +5; Price Bonus +30
Slay Animal

Ammo of Slay Dragon (XdY) (+3,+3) Probability: 1 in 11
Rating +9; Price Bonus +35

Slay Dragon

Ammo of Slay Evil (XdY) (+3,+3) Probability: 2 in 11
Rating +7; Price Bonus +25
Slay Evil

Ammo of Wounding ((X+1)dY) (+5,+5) Probability: 3 in 11
Rating +5; Price Bonus +30

> Good Body Armor and Shields

Good body armor and shields get an added bonus to AC of +1d3+MB(0,5).

If the roll for greatness succeeds:

If the item is a robe, it has a 1 in 30 chance of being a Robe of the Magi.

Robe of the Magi [2,+10+1d5]
Rating +30; Price Bonus +30000
One High Resist; Resist Fire, Cold, Acid, Lightning; Hold Life;
Sustain All Stats

Otherwise:

Armor of Elvenkind [X,+15] (+1d3) Probability: 1 in 27
Rating +25; Price Bonus +15000
+1d3 Bonus to Stealth
One High Resist; Resist Fire, Cold, Acid, Lightning

Armor of Resistance [X,+10] Probability: 2 in 27
Rating +20; Price Bonus +12500
Resist Fire, Cold, Acid, Lightning

Armor of Resist Acid [X,+0] Probability: 1 in 9
Rating +18; Price Bonus +1000
Resist Acid

Armor of Resist Cold [X,+0] Probability: 2 in 9
Rating +16; Price Bonus +600
Resist Cold

Armor of Resist Fire [X,+0] Probability: 2 in 9
Rating +17; Price Bonus +600
Resist Fire

Armor of Resist Lightning [X,+0] Probability: 1 in 3
Rating +15; Price Bonus +500
Resist Lightning

> Dragon Armor

Good dragon armor gets an added bonus to AC of +1d3+MB(0,5). Note

that dragon armor starts out with a +10 bonus to AC (or +15 if the armor in question is Power Dragon Scale Mail) even if normal.

Great dragon armor gets, in addition, an added bonus to AC of +1d5+MB(0,5). Great dragon armor can also have a high resist (1 in 5 chance) or a low resist (2 in 5 chance).

Each suit of dragon armor always adds 30 to the rating of a level.

> Good Cloaks

Good cloaks have an added bonus to AC of +1d3+MB(0,20).

If the roll for greatness succeeds:

Cloak of Aman [X,+10+1d10] (+1d3) Rating +16; Price Bonus +4000 +1d3 Bonus to Stealth Resist Acid	Probability: 1 in 20
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Cloak of Protection [X,+5+1d3+MB(1,10)] Rating +10; Price Bonus +250 One Low Resist; Ignore Acid	Probability: 1 in 2
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Cloak of Stealth [X,+MB(3,10)] Rating +9; Price Bonus +500 +1d3 Bonus to Stealth	Probability: 9 in 20
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> Good Helms

Good helms have an added bonus to AC of +1d3+MB(0,10).

If the roll for greatness succeeds:

Helm of Infra-Vision [X,+0] (+1+1d4) Rating +11; Price Bonus +500 +10*(1+1d4) Bonus to Infra-Vision	Probability: 2 in 7
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Helm of Intelligence [X,+0] (+1d2) Rating +13; Price Bonus +500 +1d2 Bonus to Intelligence Sustain Intelligence	Probability: 1 in 7
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Helm of Light [X,+0] Rating +6; Price Bonus +500 Resist Light; Permanent Light	Probability: 1 in 7
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Helm of Seeing [X,+0] Rating +8; Price Bonus +1000 Resist Blindness; See Invisible 1 in 5 chance of: +1d2 Bonus to Searching	Probability: 1 in 7
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Helm of Telepathy [X,+0]	Probability: 1 in 14
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Rating +20; Price Bonus +50000
Telepathy

Helm of Wisdom [X,+0] (+1d2) Probability: 3 in 14
Rating +13; Price Bonus +500
+1d2 Bonus to Wisdom
Sustain Wisdom

> Good Crowns

Good crowns have an added bonus to AC of +1d3+MB(0,10).

Crowns get a bonus of 100% to the roll for greatness; if the roll for greatness succeeds:

Crown of Beauty [0,+0] (+1d4) Probability: 1 in 6
Rating +8; Price Bonus +1000
+1d4 Bonus to Charisma
Sustain Charisma

Crown of Lordliness [0,+0] (+1d3) Probability: 1 in 6
Rating +17; Price Bonus +2000
+1d3 Bonus to Wisdom, Charisma
Sustain Wisdom, Charisma

Crown of the Magi [0,+0] (+1d3) Probability: 1 in 6
Rating +15; Price Bonus +7500
+1d3 Bonus to Intelligence
Resist Fire, Cold, Acid, Lightning; Sustain Intelligence

Crown of Might [0,+0] (+1d3) Probability: 1 in 6
Rating +19; Price Bonus +2000
+1d3 Bonus to Strength, Dexterity, Constitution
Free Action; Sustain Strength, Dexterity, Constitution

Crown of Regeneration [0,+0] Probability: 1 in 6
Rating +10; Price Bonus +1500
Regeneration

Crown of Seeing [0,+0] (+1+1d4) Probability: 1 in 6
Rating +8; Price Bonus +1000
+1+1d4 Bonus to Searching
Resist Blindness; See Invisible

> Good Gloves

Good gloves get an added bonus to AC of +1d3+MB(0,10).

If the roll for greatness succeeds:

All great gloves get one low resist.

Gloves of Agility [X,+0] (+2+1d2) Probability: 3 in 10

Rating +14; Price Bonus +1000
+2+1d2 Bonus to Dexterity

Gloves of Free Action [X,+0] Probability: 3 in 10
Rating +11; Price Bonus +1000
Free Action

Gloves of Power (+1+1d4,+1+1d4) [X,+0] (+1+1d4) Probability: 1 in 10
Rating +22; Price Bonus +2500
+1+1d4 Bonus To-Hit; +1+1d4 Bonus To-Dam
+1+1d4 Bonus To Strength

Gloves of Slaying (+1+1d4,+1+1d4) [X,+0] Probability: 3 in 10
Rating +17; Price Bonus +1500
+1+1d4 Bonus To-Hit; +1+1d4 Bonus To-Dam

> Good Boots

Good boots get an added bonus to AC of +1d3+MB(0,10).

If the roll for greatness succeeds:

Boots of Free Action [X,+0] Probability: 1 in 6
Rating +15; Price Bonus +1000
Free Action

Boots of Slow Descent [X,+0] Probability: 11 in 24
Rating +7; Price Bonus +250
Feather Fall

Boots of Speed [X,+0] (+1d3+MB(1,5)+xd2) Probability: 1 in 24
Rating +25+Speed Boost; Price Bonus +200000
+1d3+MB(1,5)+xd2(1 in 2) Bonus to Speed

Boots of Stealth [X,+0] (+1d3) Probability: 1 in 3
Rating +16; Price Bonus +500
+1d3 Bonus to Stealth

> Other Items Which Cause Feelings

Amulet of the Magi [+1d4+MB(0,6)] (+1d2+MB(0,8))
Rating +25
+1d4+MB(0,6) Bonus to AC
+1d2+MB(0,8) Bonus to Searching
Free Action, See Invisible; Ignore Fire, Cold, Acid, Lightning

Ring of Speed (+1d3+MB(1,5)+xd2)
Rating +25+Speed Boost
+1d3+MB(1,5)+xd2(1 in 2) Bonus to Speed

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> [Edged Weapons](#)

The Main Gauche of Maedhros (2d6) (+12,+15)
+3 to INT, DEX
Slay Troll, Giant
Free Action; See Invisible
Level 15, Rarity 30, 3.0 lbs, 20000 Gold

The Dagger 'Angrist' (2d5) (+10,+15) [+5]
+4 to DEX
Slay Evil, Orc, Troll
Resist Dark
Sustain DEX
Free Action
Level 20, Rarity 80, 1.2 lbs, 100000 Gold

The Dagger 'Narthanc' (1d4) (+4,+6)
Flame Tongue
Resist Fire
Activates for fire bolt (9d8) every 8+d8 turns
Level 5, Rarity 20, 1.2 lbs, 12000 Gold

The Dagger 'Nimthanc' (1d4) (+4,+6)
Frost Brand
Resist Cold
Activates for frost bolt (6d8) every 7+d7 turns
Level 5, Rarity 20, 1.2 lbs, 11000 Gold

The Dagger 'Dethanc' (1d4) (+4,+6)
Lightning Brand
Resist Lightning
Activates for lightning bolt (4d8) every 6+d6 turns
Level 5, Rarity 20, 1.2 lbs, 13000 Gold

The Dagger of Rilia (2d4) (+4,+3)
Slay Orc
Resist Poison, Disenchantment
Activates for stinking cloud (12) every 4+d4 turns
Level 5, Rarity 40, 1.2 lbs, 15000 Gold

The Dagger 'Belangil' (3d2) (+6,+9)
+2 to DEX
Frost Brand
Resist Cold
See Invisible; Slow Digestion; Regeneration
Activates for frost ball (48) every 5+d5 turns
Level 10, Rarity 40, 1.2 lbs, 40000 Gold

The Bastard Sword 'Calris' (3d7) (-20,+20)
+5 to CON
Slay Evil, Demon, Troll, Xdragon

Resist Disenchantment
 Aggravates
 Level 20, Rarity 8, 14.0 lbs, 100000 Gold

The Broad Sword 'Arunruth' (3d5) (+20,+12)
 +4 to DEX
 Slay Demon, Orc
 Resist Cold
 Free Action; Feather Falling; Slow Digestion
 Activates for frost bolt (12d8) every 500 turns
 Level 20, Rarity 45, 15.0 lbs, 50000 Gold

The Broad Sword 'Glamdring' (2d5) (+10,+15)
 +1 to Searching
 Slay Evil, Orc
 Flame Tongue
 Resist Fire, Light
 Slow Digestion; Permanent Light(1)
 Level 20, Rarity 20, 15.0 lbs, 40000 Gold

The Broad Sword 'Aeglin' (2d5) (+12,+16)
 +1 to Searching
 Slay Orc
 Lightning Brand
 Resist Lightning
 Slow Digestion; Permanent Light(1)
 Level 20, Rarity 90, 15.0 lbs, 45000 Gold

The Broad Sword 'Orcrest' (2d5) (+10,+15)
 +3 to Stealth
 Slay Evil, Orc
 Frost Brand
 Resist Cold
 Slow Digestion; Permanent Light(1)
 Level 20, Rarity 20, 15.0 lbs, 40000 Gold

The Two-Handed Sword 'Gurthang' (3d6) (+13,+17)
 +2 to STR
 Slay Troll, Xdragon
 Free Action; Slow Digestion; Regeneration
 Level 30, Rarity 30, 20.0 lbs, 100000 Gold

The Two-Handed Sword 'Zarcuthra' (4d6) (+19,+21)
 +4 to STR, CHR, Infravision
 Slay Animal, Evil, Undead, Demon, Orc, Troll, Giant, Xdragon
 Flame Tongue
 Resist Fire, Chaos
 Free Action; See Invisible; Aggravates
 Level 30, Rarity 180, 25.0 lbs, 200000 Gold

The Two-Handed Sword 'Mormegil' (4d6) (-40,-60) [-50]
 -10 to Speed
 Aggravates
 Level 30, Rarity 15, 25.0 lbs, 0 Gold

The Cutlass 'Gondricam' (1d7) (+10,+11)
+3 to DEX, Stealth
Resist Acid, Lightning, Fire, Cold
Feather Falling; See Invisible; Regeneration
Level 20, Rarity 8, 11.0 lbs, 28000 Gold

The Executioner's Sword 'Crisdurian' (4d5) (+18,+19)
Slay Evil, Undead, Orc, Troll, Giant, Dragon
See Invisible
Level 40, Rarity 15, 26.0 lbs, 100000 Gold

The Katana 'Aglarang' (6d8) (+0,+0)
+5 to DEX
Sustain DEX
Level 30, Rarity 25, 5.0 lbs, 40000 Gold

The Long Sword 'Ringil' (4d5) (+22,+25)
+10 to Speed
Slay Evil, Undead, Demon, Troll
Frost Brand
Resist Cold, Light
Free Action; See Invisible; Slow Digestion; Regeneration
Permanent Light(1)
Activates for frost ball (100) every 300 turns
Level 20, Rarity 120, 13.0 lbs, 300000 Gold

The Long Sword 'Anduril' (2d5) (+10,+15) [+5]
+4 to STR
Slay Evil, Orc, Troll
Flame Tongue
Resist Fire
Sustain DEX
Free Action; See Invisible
Activates for fire ball (72) every 400 turns
Level 20, Rarity 40, 13.0 lbs, 80000 Gold

The Long Sword 'Anguirel' (2d5) (+8,+12)
+2 to STR, CON
Slay Evil, Demon
Lightning Brand
Resist Lightning, Light
Free Action; See Invisible; Permanent Light(1)
Level 20, Rarity 30, 13.0 lbs, 40000 Gold

The Long Sword 'Elvagil' (2d5) (+2,+7)
+2 to DEX, CHR, Stealth
Slay Orc, Troll
Feather Falling; See Invisible
Level 20, Rarity 15, 13.0 lbs, 30000 Gold

The Rapier 'Forasgil' (1d6) (+12,+19)
Slay Animal
Frost Brand
Resist Cold, Light
Permanent Light(1)

Level 15, Rarity 8, 4.0 lbs, 15000 Gold

The Sabre 'Careth Asdriag' (1d7) (+6,+8)
+1 Extra attack
Slay Animal, Orc, Troll, Giant, Dragon
Level 15, Rarity 8, 5.0 lbs, 25000 Gold

The Small Sword 'Sting' (1d6) (+7,+8)
+2 to STR, DEX, CON
+2 Extra attacks
Slay Evil, Undead, Orc
Resist Light
Free Action; See Invisible; Permanent Light(1)
Level 20, Rarity 15, 7.5 lbs, 100000 Gold

The Scimitar 'Haradekket' (2d5) (+9,+11)
+2 to DEX
+2 Extra attacks
Slay Animal, Evil, Undead
See Invisible
Level 20, Rarity 8, 13.0 lbs, 30000 Gold

The Short Sword 'Gilettar' (1d7) (+3,+7)
+2 Extra attacks
Slay Animal
Slow Digestion; Regeneration
Level 20, Rarity 8, 8.0 lbs, 15000 Gold

The Blade of Chaos 'Doomcaller' (6d5) (+18,+28) [-50]
Slay Animal, Evil, Orc, Troll, Xdragon
Frost Brand
Resist Acid, Lightning, Fire, Cold, Chaos
Free Action; See Invisible; ESP; Aggravates
Level 70, Rarity 25, 18.0 lbs, 200000 Gold

> [Polearms](#)

The Beaked Axe of Theoden (2d6) (+8,+10)
+3 to WIS, CON
Slay Dragon
ESP; Slow Digestion
Activates for drain life (120) every 400 turns
Level 20, Rarity 15, 18.0 lbs, 40000 Gold

The Glaive of Pain (9d7) (+0,+30)
Level 30, Rarity 25, 19.0 lbs, 50000 Gold

The Halberd 'Osondir' (3d4) (+6,+9)
+3 to CHR
Slay Undead, Giant
Flame Tongue
Resist Fire, Sound
Feather Falling; See Invisible
Level 20, Rarity 8, 19.0 lbs, 22000 Gold

The Pike 'Til-i-arc' (2d5) (+10,+12) [+10]

+2 to INT

Slay Demon, Troll, Giant

Flame Tongue; Frost Brand

Resist Fire, Cold

Sustain INT

Slow Digestion

Level 20, Rarity 15, 16.0 lbs, 32000 Gold

The Spear 'Aeglos' (3d6) (+15,+25) [+5]

+4 to WIS

Slay Orc, Troll

Frost Brand

Resist Cold

Free Action; Slow Digestion; Blessed Blade

Activates for frost ball (100) every 500 turns

Level 15, Rarity 45, 5.0 lbs, 140000 Gold

The Spear of Orome (1d6) (+15,+15)

+4 to INT, Infravision

Slay Giant

Flame Tongue

Resist Fire, Light

Feather Falling; See Invisible; Blessed Blade; Permanent Light(1)

Activates for stone to mud every 5 turns

Level 15, Rarity 45, 5.0 lbs, 60000 Gold

The Spear 'Nimloth' (1d6) (+11,+13)

+3 to Stealth

Slay Undead

Frost Brand

Resist Cold

See Invisible

Level 15, Rarity 12, 5.0 lbs, 30000 Gold

The Lance of Eorlingas (3d8) (+3,+21)

+2 to DEX

Slay Evil, Orc, Troll

See Invisible

Level 20, Rarity 23, 36.0 lbs, 55000 Gold

The Great Axe of Durin (4d4) (+10,+20) [+15]

+3 to CON

Slay Demon, Orc, Troll, Xdragon

Resist Acid, Fire, Light, Dark, Chaos

Free Action

Level 30, Rarity 90, 23.0 lbs, 150000 Gold

The Great Axe of Eonwe (4d4) (+15,+18) [+8]

+2 to All stats

Slay Evil, Undead, Orc

Frost Brand

Immunity to Cold

Free Action; See Invisible; Blessed Blade

Activates for mass genocide every 1000 turns

Level 30, Rarity 120, 23.0 lbs, 200000 Gold

The Battle Axe of Balli Stonehand (3d6) (+8,+11) [+5]
+3 to STR, CON, Stealth
Slay Demon, Orc, Troll
Resist Acid, Lightning, Fire, Cold, Blindness
Free Action; Feather Falling; See Invisible; Regeneration
Level 30, Rarity 15, 17.0 lbs, 90000 Gold

The Battle Axe 'Lotharang' (2d8) (+4,+3)
+1 to STR, DEX
Slay Orc, Troll
Activates for cure wounds (4d7) every 3+d3 turns
Level 30, Rarity 15, 17.0 lbs, 21000 Gold

The Lochaber Axe 'Mundwine' (3d8) (+12,+17)
Slay Evil
Resist Acid, Lightning, Fire, Cold
Level 30, Rarity 8, 25.0 lbs, 30000 Gold

The Broad Axe 'Barukkheled' (2d6) (+13,+19)
+3 to CON
Slay Evil, Orc, Troll, Giant
See Invisible
Level 20, Rarity 8, 16.0 lbs, 50000 Gold

The Trident of Wrath (3d8) (+16,+18)
+2 to STR, DEX
Slay Evil, Undead
Resist Light, Dark
See Invisible; Blessed Blade
Level 15, Rarity 35, 30.0 lbs, 90000 Gold

The Trident of Ulmo (4d8) (+15,+19)
+4 to DEX
Slay Animal, Dragon
Immunity to Acid
Resist Nether
Free Action; Hold Life; See Invisible; Slow Digestion; Regeneration
Blessed Blade
Activates for teleport away every 150 turns
Level 15, Rarity 90, 7.0 lbs, 120000 Gold

The Scythe 'Avavir' (5d3) (+8,+8) [+10]
+3 to DEX, CHR
Flame Tongue; Frost Brand
Resist Fire, Cold, Light
Free Action; See Invisible; Permanent Light(1)
Activates for word of recall every 200 turns
Level 40, Rarity 8, 25.0 lbs, 18000 Gold

> [Hafted Weapons](#)

The Mighty Hammer 'Grond' (9d9) (+5,+25) [+10]
Slay Animal, Evil, Undead, Demon, Orc, Troll, Xdragon

Earthquake impact on hit
Resist Acid, Lightning, Fire, Cold
See Invisible; ESP; Aggravates
Level 100, Rarity 1, 100.0 lbs, 500000 Gold

The Flail 'Totila' (2d9) (+6,+8)
+2 to Stealth
Slay Evil
Flame Tongue
Resist Fire, Confusion
Activates for confuse monster every 15 turns
Level 20, Rarity 8, 15.0 lbs, 55000 Gold

The Two-Handed Flail 'Thunderfist' (3d6) (+5,+18)
+4 to STR
Slay Animal, Orc, Troll
Lightning Brand; Flame Tongue
Resist Lightning, Fire, Dark
Level 45, Rarity 38, 30.0 lbs, 160000 Gold

The Morning Star 'Bloodspike' (2d6) (+8,+22)
+4 to STR
Slay Animal, Orc, Troll
Resist Nexus
See Invisible
Level 20, Rarity 30, 15.0 lbs, 30000 Gold

The Morning Star 'Firestar' (2d6) (+5,+7) [+2]
Flame Tongue
Resist Fire
Activates for large fire ball (72) every 100 turns
Level 20, Rarity 15, 15.0 lbs, 35000 Gold

The Mace 'Taratol' (2d7) (+12,+12)
Slay Xdragon
Lightning Brand
Immunity to Lightning
Resist Dark
Activates for haste self (20+d20 turns) every 100+d100 turns
Level 20, Rarity 15, 20.0 lbs, 50000 Gold

The War Hammer of Aule (5d5) (+19,+21) [+5]
+4 to WIS
Slay Evil, Undead, Demon, Xdragon
Lightning Brand
Resist Acid, Lightning, Fire, Cold, Nexus
Free Action; See Invisible
Level 20, Rarity 75, 12.0 lbs, 250000 Gold

The Quarterstaff 'Nar-i-vagil' (1d9) (+10,+20)
+3 to INT
Slay Animal
Flame Tongue
Resist Fire
Level 20, Rarity 18, 15.0 lbs, 70000 Gold

The Quarterstaff 'Eriril' (1d9) (+3,+5)
+4 to INT, WIS
Slay Evil
Resist Light
See Invisible; Permanent Light(1)
Activates for identify every 10 turns
Level 20, Rarity 18, 15.0 lbs, 20000 Gold

The Quarterstaff of Olorin (2d9) (+10,+13)
+4 to INT, WIS, CHR
Slay Evil, Orc, Troll
Flame Tongue
Resist Fire, Nether
Hold Life; See Invisible
Activates for probing every 20 turns
Level 20, Rarity 105, 15.0 lbs, 130000 Gold

The Mace of Disruption 'Deathwreaker' (7d8) (+18,+18)
+6 to STR, Tunneling
Slay Animal, Evil, Undead, Dragon
Flame Tongue
Immunity to Fire
Resist Dark, Chaos, Disenchantment
Aggravates
Level 80, Rarity 38, 40.0 lbs, 400000 Gold

The Lucerne Hammer 'Turmil' (2d5) (+10,+6) [+8]
+4 to WIS, Infravision
Slay Orc
Frost Brand
Resist Cold, Light
Regeneration; Permanent Light(1)
Activates for drain life (90) every 70 turns
Level 20, Rarity 15, 12.0 lbs, 30000 Gold

> [Bows](#)

The Long Bow 'Belthronding' (x3) (+20,+22)
+3 to DEX, Stealth
Resist Disenchantment
+1 Extra Shot
Level 40, Rarity 20, 4.0 lbs, 35000 Gold

The Long Bow of Bard (x4) (+17,+19)
+3 to DEX
Free Action
Level 40, Rarity 20, 4.0 lbs, 20000 Gold

The Light Crossbow 'Cubragol' (x4) (+10,+14)
+10 to Speed
Resist Fire
Activates for fire branding of bolts every 999 turns
Level 50, Rarity 25, 11.0 lbs, 50000 Gold

> [Body Armor](#)

The Soft Leather Armour 'Hithlomir' [4,+20]
+4 to Stealth
Resist Acid, Lightning, Fire, Cold, Dark
Level 20, Rarity 3, 8.0 lbs, 45000 Gold

The Leather Scale Mail 'Thalkettoth' (-1) [11,+25]
+3 to DEX
Resist Acid, Shards
Level 20, Rarity 3, 6.0 lbs, 25000 Gold

The Adamantite Plate Mail 'Soulkeeper' (-4) [40,+20]
+2 to CON
Resist Acid, Cold, Dark, Nether, Nexus, Chaos
Hold Life
Activates for heal (1000) every 888 turns
Level 75, Rarity 9, 42.0 lbs, 300000 Gold

The Full Plate Armour of Isildur [25,+25]
+1 to CON
Resist Acid, Lightning, Fire, Cold, Confusion, Sound, Nexus
Level 30, Rarity 3, 30.0 lbs, 50000 Gold

The Metal Brigandine Armour of the Rohirrim [19,+15]
+2 to STR, DEX
Resist Acid, Lightning, Fire, Cold, Confusion, Sound
Level 30, Rarity 3, 20.0 lbs, 30000 Gold

The Mithril Chain Mail 'Belegennon' (-1) [28,+20]
+4 to Stealth
Resist Acid, Lightning, Fire, Cold, Poison
Activates for phase door every 2 turns
Level 40, Rarity 3, 15.0 lbs, 105000 Gold

The Mithril Plate Mail of Celeborn (-3) [35,+25]
+4 to STR, CHR
Resist Acid, Lightning, Fire, Cold, Dark, Disenchantment
Activates for genocide every 500 turns
Level 40, Rarity 3, 25.0 lbs, 150000 Gold

The Chain Mail of Arvedui (-2) [14,+15]
+2 to STR, CHR
Resist Acid, Lightning, Fire, Cold, Shards, Nexus
Level 20, Rarity 3, 22.0 lbs, 32000 Gold

The Augmented Chain Mail of Caspanion (-2) [16,+20]
+3 to INT, WIS, CON
Resist Acid, Poison, Confusion
Activates for door and trap destruction every 10 turns
Level 25, Rarity 9, 27.0 lbs, 40000 Gold

The Multi-Hued Dragon Scale Mail 'Razorback' (-4) [30,+25]
Immunity to Lightning, Poison
Resist Fire, Cold, Light, Dark

Free Action; See Invisible; Aggravates; Permanent Light(1)
Activates for star ball (150) every 1000 turns
Level 90, Rarity 9, 50.0 lbs, 400000 Gold

The Power Dragon Scale Mail 'Bladeturner' (-8) [50,+35]
Resist Acid, Lightning, Fire, Cold, Poison, Light, Dark, Blindness,
Confusion, Sound, Shards, Nether, Nexus, Chaos, Disenchantment
Hold Life; Regeneration
Activates for berserk rage, bless, and resistance every 400 turns
Level 95, Rarity 3, 60.0 lbs, 500000 Gold

> Cloaks

The Cloak 'Colluin' [1,+15]
Resist Acid, Lightning, Fire, Cold, Poison
Activates for resistance (20+d20 turns) every 111 turns
Level 5, Rarity 45, 1.0 lbs, 10000 Gold

The Cloak 'Holcolleth' [1,+4]
+2 to INT, WIS, Stealth
Resist Acid
Activates for Sleep II every 55 turns
Level 5, Rarity 45, 1.0 lbs, 13000 Gold

The Cloak of Thingol [1,+18]
+3 to DEX, CHR
Resist Acid, Fire, Cold
Free Action
Activates for recharge item I every 70 turns
Level 10, Rarity 90, 1.0 lbs, 35000 Gold

The Cloak of Thorongil [1,+10]
Resist Acid
Free Action; See Invisible
Level 5, Rarity 30, 1.0 lbs, 8000 Gold

The Cloak 'Colannon' [1,+15]
+3 to Stealth
Resist Acid
Activates for teleport every 45 turns
Level 5, Rarity 30, 1.0 lbs, 11000 Gold

The Shadow Cloak of Luthien [6,+20]
+2 to INT, WIS, CHR
Resist Acid, Fire, Cold
Activates for restore life levels every 450 turns
Level 40, Rarity 40, 0.5 lbs, 45000 Gold

The Shadow Cloak of Tuor [6,+12]
+4 to Stealth
Immunity to Acid
Free Action; See Invisible
Level 40, Rarity 40, 0.5 lbs, 35000 Gold

> Shields

The Small Metal Shield of Thorin [3,+25]

+4 to STR, CON

Immunity to Acid

Resist Sound, Chaos

Free Action

Level 30, Rarity 6, 6.5 lbs, 60000 Gold

The Large Leather Shield of Celegorm [4,+20]

Resist Acid, Lightning, Fire, Cold, Light, Dark

Level 30, Rarity 3, 6.0 lbs, 12000 Gold

The Large Metal Shield of Anarion [5,+20]

Resist Acid, Lightning, Fire, Cold

Sustain All stats

Level 40, Rarity 9, 12.0 lbs, 160000 Gold

> [Helms/Crowns](#)

The Hard Leather Cap of Thranduil [2,+10]

+2 to INT, WIS

Resist Blindness

ESP

Level 20, Rarity 2, 1.5 lbs, 50000 Gold

The Metal Cap of Thengel [3,+12]

+3 to WIS, CHR

Level 10, Rarity 2, 2.0 lbs, 22000 Gold

The Steel Helm of Hammerhand [6,+20]

+3 to STR, DEX, CON

Resist Acid, Nexus

Level 20, Rarity 2, 6.0 lbs, 45000 Gold

The Iron Helm of Dor-Lomin [5,+20]

+4 to STR, DEX, CON

Resist Acid, Lightning, Fire, Cold, Light, Blindness

See Invisible; ESP; Permanent Light(1)

Level 40, Rarity 12, 7.5 lbs, 300000 Gold

The Iron Helm 'Holhemeth' [5,+10]

+2 to INT, WIS, Searching

Resist Blindness

See Invisible

Activates for detection every 55+d55 turns

Level 20, Rarity 5, 7.5 lbs, 100000 Gold

The Iron Helm of Gorlim [5,+10]

-25 to INT, WIS, Searching

See Invisible; Aggravates

Level 20, Rarity 5, 7.5 lbs, 0 Gold

The Massive Iron Crown of Morgoth [0,+0]

+125 to All stats, Infravision

Resist Acid, Lightning, Fire, Cold, Poison, Light, Dark, Confusion,

Nexus

See Invisible; ESP; Permanent Light(1)
Level 100, Rarity 1, 2.0 lbs, 1000000 Gold

The Iron Crown of Beruthiel [0,+20]
-25 to STR, DEX, CON
Free Action; See Invisible; ESP
Level 40, Rarity 12, 2.0 lbs, 0 Gold

The Golden Crown of Gondor [0,+15]
+3 to STR, WIS, CON
Resist Fire, Cold, Light, Blindness
See Invisible; Regeneration; Permanent Light(1)
Activates for heal (500) every 500 turns
Level 40, Rarity 40, 3.0 lbs, 100000 Gold

> [Gloves](#)

The Set of Leather Gloves 'Cambeleg' (+8,+8) [1,+15]
+2 to STR, CON
Free Action
Level 10, Rarity 6, 0.5 lbs, 36000 Gold

The Set of Leather Gloves 'Cammithrim' [1,+10]
Resist Light
Sustain CON
Free Action; Permanent Light(1)
Activates for magic missile (2d6) every 2 turns
Level 10, Rarity 3, 0.5 lbs, 30000 Gold

The Set of Gauntlets 'Paurhach' [2,+15]
Resist Fire
Activates for fire bolt (9d8) every 8+d8 turns
Level 20, Rarity 24, 2.5 lbs, 15000 Gold

The Set of Gauntlets 'Paurnimmen' [2,+15]
Resist Cold
Activates for frost bolt (6d8) every 7+d7 turns
Level 20, Rarity 24, 2.5 lbs, 13000 Gold

The Set of Gauntlets 'Pauraegen' [2,+15]
Resist Lightning
Activates for lightning bolt (4d8) every 6+d6 turns
Level 20, Rarity 24, 2.5 lbs, 11000 Gold

The Set of Gauntlets 'Paurnen' [2,+15]
Resist Acid
Activates for acid bolt (5d8) every 5+d5 turns
Level 20, Rarity 24, 2.5 lbs, 12000 Gold

The Set of Gauntlets 'Camlost' (-11,-12) [2,+0]
-5 to STR, DEX
Aggravates
Level 20, Rarity 12, 2.5 lbs, 0 Gold

The Set of Cesti of Fingolfin (+10,+10) [5,+20]
+4 to DEX
Resist Acid
Free Action
Activates for a magical arrow (150) every 90+d90 turns
Level 40, Rarity 15, 4.0 lbs, 110000 Gold

> [Boots](#)

The Pair of Hard Leather Boots of Feanor [3,+20]
+15 to Speed
Resist Nexus
Activates for haste self (20+d20 turns) every 200 turns
Level 40, Rarity 120, 4.0 lbs, 300000 Gold

The Pair of Soft Leather Boots 'Dal-i-thalion' [2,+15]
+5 to DEX
Resist Nether, Chaos
Sustain CON
Free Action
Activates for remove fear and cure poison every 5 turns
Level 10, Rarity 25, 2.0 lbs, 40000 Gold

The Pair of Metal Shod Boots of Thrór [6,+20]
+3 to STR, CON
Level 30, Rarity 25, 8.0 lbs, 12000 Gold

> [Light Sources](#)

The Phial of Galadriel
Permanent Light(3)
Activates for illumination every 10+d10 turns
Level 1, Rarity 1, 1.0 lbs, 10000 Gold

The Star of Elendil
See Invisible; Permanent Light(3)
Activates for magic mapping every 50+d50 turns
Level 30, Rarity 25, 0.5 lbs, 30000 Gold

The Arkenstone of Thráin
Hold Life; See Invisible; Permanent Light(3)
Activates for clairvoyance every 100+d100 turns
Level 50, Rarity 50, 0.5 lbs, 50000 Gold

> [Amulets](#)

The Amulet of Carlammas
+2 to CON
Resist Fire
Activates for protection from evil every 225+d225 turns
Level 50, Rarity 10, 0.3 lbs, 60000 Gold

The Amulet of Ingwe
+3 to WIS, CHR, Infravision
Resist Acid, Lightning, Cold

Free Action; See Invisible
Activates for dispel evil (x5) every 300+d300 turns
Level 65, Rarity 30, 0.3 lbs, 90000 Gold

The Necklace of the Dwarves
+3 to STR, CON, Infravision
Free Action; See Invisible; Regeneration; Permanent Light(1)
Level 70, Rarity 50, 0.3 lbs, 75000 Gold

> Rings

The Ring of Barahir
+1 to All stats, Stealth
Resist Poison
Level 50, Rarity 25, 0.2 lbs, 65000 Gold

The Ring of Tulkas
+4 to STR, DEX, CON
Activates for haste self (75+d75 turns) every 150+d150 turns
Level 70, Rarity 50, 0.2 lbs, 150000 Gold

The Ring of Power (Narya)
+1 to All stats, Speed
Immunity to Fire
Sustain STR, DEX
Free Action; See Invisible; Slow Digestion; Regeneration
Activates for large fire ball (120) every 225+d225 turns
Level 80, Rarity 30, 0.2 lbs, 100000 Gold

The Ring of Power (Nenya)
+2 to All stats, Speed
Immunity to Cold
Sustain INT, WIS
Free Action; Hold Life; Feather Falling; See Invisible; Regeneration
Activates for large frost ball (200) every 325+d325 turns
Level 90, Rarity 40, 0.2 lbs, 200000 Gold

The Ring of Power (Vilya)
+3 to All stats, Speed
Immunity to Lightning
Sustain STR, INT, WIS, DEX
Free Action; Hold Life; Feather Falling; See Invisible
Slow Digestion; Regeneration
Activates for large lightning ball (250) every 425+d425 turns
Level 95, Rarity 50, 0.2 lbs, 300000 Gold

The Ring of Power (The One Ring)
+5 to All stats, Speed
Immunity to Acid, Lightning, Fire, Cold
Sustain All stats
See Invisible; Regeneration; Drains Experience; Aggravates
Activates for bizarre things every 450+d450 turns
Level 100, Rarity 100, 0.2 lbs, 5000000 Gold

Note: The current version of Angband permits bashing monsters to stun or inflict damage. This is now a rarely used feature, and may be removed from the game soon, so this spoiler currently does not describe bashing.

The notation "XdY" indicates a number obtained by rolling an Y-sided die X times. (Thus 4d6 indicates a number from 4 to 24.)

>> **Attacking with Melee Weapons**

> **Calculating the Number of Melee Attacks per Turn**

If your character has enough strength and dexterity, he or she may be capable of attacking an opponent several times in one turn.

The number of attacks your character gets is dependent upon strength, dexterity, class, and the weapon wielded.

If your character is only using his or her bare hands to fight, he or she can never have more than one attack per round. Otherwise, to find the number of attacks per round, use the following procedure. (Some weapons --

Weapons of Extra Attacks and the artifact weapons Careth Asdriag, Sting, Haradeppet, and Giletta -- directly provide extra attacks when wielded. Add the attacks provided by these weapons only after the following procedure has been completed.)

You will need to find the strength-weaponry index (SWI) first. Begin with a rating based on your character's Strength. If your character's Strength is below 18, begin with the actual numerical value. Otherwise, start with the appropriate value in the following table:

Strength SWI (initial value)	Strength SWI (initial value)
18 20	18/100-18/109 100
18/01-18/09 25	18/110-18/119 110
18/10-18/19 30	18/120-18/129 120
18/20-18/29 35	18/130-18/139 130
18/30-18/39 40	18/140-18/149 140
18/40-18/49 45	18/150-18/159 150
18/50-18/59 50	18/160-18/169 160
18/60-18/69 60	18/170-18/179 170
18/70-18/79 70	18/180-18/189 180
18/80-18/89 80	18/190-18/199 190
18/90-18/99 90	18/200+ 200

Next, divide by the weight (in pounds) of the weapon currently in use. This divisor has a minimum value of 4.0 for mages, 3.5 for rogues and

8	3	3	3	4	4	4	5	5	5	5	6
6											
9	3	3	4	4	4	4	5	5	5	5	6
6											
10	3	3	4	4	4	4	5	5	5	6	6
6											
11+	3	3	4	4	4	4	5	5	6	6	6
6											

--

> Calculating Melee Combat Ability

Many factors are taken into account when considering your character's skill in successfully landing a blow in hand-to-hand combat. The outline for calculating the numerical rating of this skill is as follows:

```

          base class ability
+          racial modifier
+          level modifier
-----
          base melee combat skill

          strength modifier
+          dexterity modifier
- armor encumbrance penalty
+          ring bonus/penalty
+ gauntlets of slaying bonus
+          weapon modifier
-          heavy weapon penalty
-          edged weapon penalty
+          temporary spell bonus
-          stunning penalty
-----
          bonus to combat skill

```

Overall melee combat skill = base melee skill + (3 * bonus to combat skill)

Here follows more detail on each item in the outline:

I. Calculating base melee combat skill

A. Base class ability

Begin with the appropriate class-based base melee combat skill from the following table:

Class	Base melee skill
Warrior	70
Mage	34
Priest	48
Rogue	60

Ranger 56
 Paladin 68

B. Racial modifier

Add or subtract the appropriate race modifier from the following table:

Race	Melee skill modifier
Human	0
Half-Elf	-1
Elf	-5
Hobbit	-10
Gnome	-8
Dwarf	15
Half-Orc	12
Half-Troll	20
Dunadan	15
High-Elf	10

C. Level modifier

Finally, add the product of your character's experience level and the increase in melee combat skill per level for the appropriate class:

Class	Melee skill increase per level
Warrior	4.5
Mage	2.0
Priest	2.0
Rogue	4.0
Ranger	3.0
Paladin	3.5

II. Calculating the bonus to combat skill

The bonus to combat skill appears after "+ To Hit" on the character statistics screen. The number appearing there may be inaccurate if your character is using unidentified weapons or rings.

A. Strength modifier

Begin by taking the bonus to-hit corresponding to your character's strength.

Strength	+to hit	Strength	+to hit	Strength	+to hit
3	-3	18/90-18/99	4	18/150-18/159	10
4	-2	18/100-18/109	5	18/160-18/169	11
5-6	-1	18/110-18/119	6	18/170-18/179	12
7-17	0	18/120-18/129	7	18/180-18/189	13
18-18/69	1	18/130-18/139	8	18/190-18/199	14

18/70-18/79	2	18/140-18/149	9	18/200+	15
18/80-18/89	3				

B. Dexterity modifier

Add in the appropriate dexterity bonus or penalty from the following table.

Dexterity	+to hit	Dexterity	+to hit	Dexterity	+to hit
3	-3	18/50-18/89	4	18/150-18/159	10
4-5	-2	18/90-18/99	5	18/160-18/169	11
6-7	-1	18/100-18/109	6	18/170-18/179	12
8-15	0	18/110-18/119	7	18/180-18/189	13
16	1	18/120-18/129	8	18/190-18/199	14
17	2	18/130-18/149	9	18/200+	15
18-18/49	3				

C. Armor encumbrance penalty

Heavy body armor restricts your character's movement somewhat and can impair combat ability when worn. The negative number enclosed in parentheses before the brackets in the inventory description of heavy body armor describes this impairment; penalize your character's bonus to combat ability accordingly (the penalty may range from -1 to -8).

D. Ring bonus/penalty

When worn, Rings of Accuracy and Slaying can magically affect your character's skill in combat. Rings of Accuracy have their numerical combat bonus enclosed in parentheses (when identified); for Rings of Slaying, the bonus to skill is the first of the two numbers enclosed in parentheses. Adjust your character's bonus to combat skill accordingly; be sure to take both rings into account if your character is wearing two Rings of Accuracy or Slaying.

E. Gauntlets of slaying bonus

Some gauntlets are empowered to magically enhance combat skill. These include gauntlets of Slaying, gauntlets of Power, the Leather Gloves 'Cambeleg', and the Set of Cesti of Fingolfin. The first number in the pair of numbers enclosed in parentheses in the description of the gauntlets describes the bonus; adjust the running total of the

bonus
to combat skill accordingly.

F. Weapon modifier

Many weapons are magically enchanted so it is easier to strike foes with them; in other cases, the weapon may have an especially keen edge or be particularly well-balanced for fighting. Whatever the case may be, the aid to fighting skill a weapon provides is described by the first of the pair of two numbers in parentheses in an identified weapon; adjust the combat skill bonus by this factor.

G. Heavy weapon penalty

Your character is heavily penalized for attempting to equip a weapon (either melee or long-range) that is too heavy for him or her to use without difficulty. The following chart gives the upper limit on what a given strength enables a character to wield without great effort:

Str.	weight limit (lb)	Strength	weight limit (lb)
3	5.0	17	26.0
4	6.0	18	28.0
5	7.5	18/01-18/19	30.0
6	9.0	18/20-18/29	35.0
7	10.5	18/30-18/39	40.0
8	12.0	18/40-18/49	45.0
9	13.5	18/50-18/59	50.0
10	15.0	18/60-18/69	55.0
11	16.5	18/70-18/79	60.0
12	18.0	18/80-18/89	65.0
13	19.5	18/90-18/99	70.0
14	21.0	18/100-18/149	80.0
15	22.5	18/150-18/199	90.0
16	24.0	18/200+	100.0

For equipping a weapon that is too heavy to wield easily, your character's bonus to combat skill is penalized by one point per 0.1 lb of difference between the weight limit and the weight of the weapon. The penalties for wielding both a heavy melee weapon and a heavy bow are cumulative. (Note that wielding a heavy bow will adversely affect melee combat skill, and vice versa.)

H. Edged weapon penalty

The gods of the world of Angband generally dislike the shedding of blood. Hence their priests are uncomfortable with the use of edged weapons or polearms, with the exception of blessed weapons which are

approved for holy war. (Apart from generic Blessed Weapons, blessed weapons also include Holy Avengers, some Slay Evil weapons, the Spear of 'Aeglos', the Trident of Wrath, the Great Axe of Eonwe, the Spear of Orome, and the Trident of Ulmo.) If a priest is wielding an edged weapon or polearm that is not blessed, subtract 2 from his or her bonus to combat skill.

I. Temporary spell bonus

Several spells and enchantments can provide a temporary boost to one's skill in fighting. Here is a table of these magics, and their numerical effects:

Spell	+to hit
Blessing	+10
Heroism	+12
Berserk Strength	+24

J. Stunning penalty

If your character is stunned, he or she will be less able to successfully inflict damage in combat.

If your character is heavily stunned (the stun counter is between 51 and 100 inclusive), subtract 20 from the cumulative total of the bonus to melee skill.

If your character is stunned but not heavily stunned (the stun counter is between 1 and 50 inclusive), subtract 5.

III. Calculating the overall melee combat skill

To calculate your character's overall melee combat skill, simply add three times the total bonus obtained in section II above to the base melee combat skill obtained in section I.

> [Calculating the Probability of Successfully Landing a Blow](#)

Once you have made the calculations in the previous section, you can now calculate the exact probability of hitting any monster whose armor class is known.

First of all, your character will always miss a monster 1 in 20 times, and will always hit a monster 1 in 20 times. This is true regardless of the skill of the player or any armor protection the monster may possess; it reflects the randomness of combat and the fact that (un)lucky breaks can

and do occur.

In the other 90% of cases, begin with the rating for overall melee combat skill. (If this is non-positive, then your character can only hit a monster (any monster) the minimum 1 in 20 times.) It is much harder to hit

a monster that you cannot see (which can occur if you are blind, if you have no light, or if the monster is invisible); if this is the case, divide

by 2. Call the resulting visibility-modified rating K. Then the chance of successfully hitting the monster is $(K - (3/4 \text{ of the monster's AC}))$ in K.

> Calculating the Probability of a Critical Hit

Occasionally, your character will be able to skillfully land a critical hit

on a monster, doing extra damage. (This can only be done if your character

is using some weapon other than his or her bare hands.)

To calculate the chance of a critical hit in melee combat, first calculate

P, the sum of the following three numbers: (1) The weight of the wielded weapon in pounds, multiplied by 10. (2) Your character's bonus to combat skill as calculated above, multiplied by 5. (Do **not** include base melee combat skill here.) (3) Your character's experience level, multiplied by 3.

The chance of getting a critical hit is equal to P in 5000. To find out the type of critical hit, add 1d650 to 10 times the weight of the wielded weapon, and match the resulting sum in the following table:

Sum	Type of Critical Hit
1-399	good
400-699	great
700-899	superb
900-1299	*GREAT*
1300+	*SUPERB*

> Calculating the Damage Done by a Hit

To find the damage done to a monster by a successful blow, follow this step-by-step procedure. (When calculating damage done with bare hands, begin with a base damage of 1, and skip to the last step, step 5.)

(1) First roll the base damage for the wielded weapon; this appears as an expression of the form XdY in parentheses in the description of the weapon.

(2) Many powerful weapons have the power to do extra damage against

certain

types of creatures. Multiply the weapon's base damage by the highest applicable multiplier from the following list. (Only the highest multiplier is used, even if more than one of the following cases applies.)

Weapon Power	Multiplier	Applies when ...
Flame Tongue	3	Monster does not resist fire
Frost Brand	3	Monster does not resist cold
Lightning Brand	5	Monster does not resist lightning
Slay Animal	2	Monster is a natural creature
Slay Demon	3	Monster is a demon
Slay Dragon	3	Monster is a dragon
Slay Evil	2	Monster is evil
Execute Dragon	5	Monster is a dragon
Slay Giant	3	Monster is a giant
Slay Orc	3	Monster is an orc
Slay Troll	3	Monster is a troll
Slay Undead	3	Monster is undead

- (3) Next, if the hit was a critical hit, apply the following operations as per this table:

Type of critical	Operation
good	Multiply by 2, then add 5
great	Multiply by 2, then add 10
superb	Multiply by 3, then add 15
GREAT	Multiply by 3, then add 20
SUPERB	Multiply by 3.5, then add 25

- (4) If the wielded weapon is enchanted such that it is magically capable of inflicting additional damage, add the bonus to damage of the weapon.

(This bonus is the second of the pair of numbers in parentheses in the description of the weapon.)

- (5) Other modifiers to damage: (Negative damage cannot be inflicted upon an opponent; if the resulting total is negative, no damage is done.)

(a) Strength Bonus: High strength permits the character to hit monsters harder for more damage, of course. Use the following table to find the appropriate modifier:

Strength	+to dam	Strength	+to dam	Strength	+to dam
3-4	-2	18/80-18/99	5	18/160-18/169	12
5-6	-1	18/100-18/109	6	18/170-18/179	13
7-15	0	18/110-18/119	7	18/180-18/189	14

16	1	18/120-18/129	8	18/190-18/199	15
17-18	2	18/130-18/139	9	18/200-18/209	16
18/01-18/69	3	18/140-18/149	10	18/210-18/219	18
18/70-18/79	4	18/150-18/159	11	18/220+	20

(b) Ring bonus/penalty: Rings of Damage and Rings of Slaying magically enhance damage potential. Rings of Damage have their bonus to damage enclosed in parentheses; for Rings of Slaying, the bonus to damage is the second of the pair of numbers enclosed in parentheses. If your character is wearing one or two such rings, add the appropriate bonus or bonuses to the damage done.

(c) Gauntlets of slaying bonus: Some magical gauntlets (the same types described earlier as enhancing the bonus to combat skill) increase the damage done with every hit. If your character is wearing such gauntlets, add the second number of the pair of numbers enclosed in parentheses in the description of the gauntlets.

(d) Stunning penalty: Being stunned reduces ability to inflict damage in melee combat. If your character is heavily stunned (i.e. the stun counter is between 51 and 100 inclusive), subtract 20. For non-heavy stunning (stun counter between 1 and 50 inclusive), the penalty is minus 5 points of damage.

(e) Edged weapon penalty: This is similar to the penalty priests get to their bonus to combat skill for wielding an inappropriate weapon; if your character is a priest who is wielding a edged weapon or polearm that is not blessed, subtract 2 from the damage total.

This gives the amount of damage the monster takes from the blow.

>> Attacking with Shooting Weapons and Thrown Objects

To attack with shooting weapons in Angband (and many other roguelike games) you must equip the shooting weapon and throw the appropriate ammunition. (Ammunition inappropriate for the wielded bow is treated just like an ordinary object when thrown.) Slings use rounded pebbles and iron shots as ammunition; short bows and long bows use arrows and seeker arrows; light and heavy crossbows use bolts and seeker bolts. Using the appropriate distance weapon and ammunition together can greatly increase the damage done.

Normally, your character can only throw or shoot one object per round. A distance weapon of Extra Shots permits the firing of an extra piece of the

appropriate ammunition per turn. Also, Rangers using either a short bow or a long bow get an extra shot at 20th level, and a second extra shot at 40th level. (You will be given the option to not take advantage of extra shots should you wish to conserve your ammunition.)

> [Calculating Shooting/Thrown Weapon Ability](#)

Overall skill at using shooting or thrown (missile) weapons is calculated in the same manner as melee skill.

To calculate your character's base skill at using missile weapons, begin with the base skill for the appropriate class in the following tables, add or subtract the appropriate race modifier, and the product of your character's experience level and the class bonus per level modifier to missile weapon skill.

Class	Base skill	Gain per level	Race	Modifier	Race	Modifier
Warrior	55	4.5	Human	0	Dwarf	0
Mage	15	1.5	Half-Elf	5	Half-Orc	-5
Priest	35	2.0	Elf	15	Half-Troll	-10
Rogue	66	3.0	Hobbit	20	Dunadan	10
Ranger	72	4.5	Gnome	12	High-Elf	25
Paladin	40	3.0				

Then, calculate the bonus to combat skill in exactly the same manner as for the bonus to melee combat skill, except use the to-hit bonus from the equipped distance weapon in place of the to-hit bonus from the equipped melee weapon. (If ammunition inappropriate to the equipped distance weapon is used, or a non-ammunition object is thrown, no bonuses to combat skill from any equipped weapon applies.)

Then calculate overall distance weapon skill = base distance weapon skill + (3 * bonus to combat skill).

> [Calculating the Probability of Hitting a Monster with a Missile](#)

To calculate the probability of hitting a monster with a thrown or shot object, first calculate K with this procedure (similar to that for melee combat):

- (1) Begin with your character's overall distance weapon skill.
- (2) If the thrown/shot object in question is a weapon of any kind, add 3 times the weapon's bonus to-hit (the first of the pair of numbers

enclosed in parentheses).

- (3) Subtract the distance (in terms of squares) between your character and the target monster.
- (4) Divide by 2 if the monster is not visible (which can occur if your character is blind, if the monster is not in a lit area, or if the monster is invisible).

One time in twenty, the missile will always strike and inflict damage; one time in twenty, the missile will always miss. (This applies regardless of visibility, distance, character skill, etc.)

In the other 90% of cases, if K is non-positive, your character has such poor skill that he or she can never hit any target. Otherwise, the chance of successfully striking the monster is $(K - (3/4 \text{ of the monster's AC}))$ in K .

> [Calculating the Chance of a Critical Hit with a Missile](#)

Occasionally, your character can shoot a missile so that it will strike a monster in a vulnerable spot for extra damage. This is handled in a way similar to the way it is handled in melee combat.

To calculate the chance of a critical hit with a missile, first calculate P , the sum of the following three numbers: (1) The weight of the wielded weapon in pounds, multiplied by 10. (2) Four times the sum of your character's bonus to combat skill (as calculated above; do *not* include base distance weapon skill here) and the to-hit modifier provided by the missile (only if it is a weapon; otherwise the modifier is zero). (3) Your character's experience level, multiplied by 2.

The chance of getting a critical hit is equal to P in 5000. To find out the type of critical hit, add 1d500 to 10 times the weight of the wielded weapon, and match the resulting sum in the following table:

Sum	Type of Critical Hit
1-499	good
500-999	great
1000+	superb

> [Calculating the Damage Done by a Missile](#)

To find the damage done by a missile to a monster, use the following procedure. (Note that there are some important differences between damage done by a melee weapon and by a missile; strength, ring, and gauntlet bonuses do not apply to missile damage, and bonuses to damage

for missiles apply *before* multipliers are taken into account, unlike bonuses for melee weapons.)

- (1) Begin with the base throwing damage of the object. (For weaponry, this appears as an expression of the form XdY in parentheses. For other objects, base throwing damage may be found in ITEMLONG.SPO; base throwing damage for some objects is zero.)
- (2) If the missile is a weapon, add any appropriate bonus to damage. (This appears as the second of the pair of numbers in parentheses.)
- (3) (If your character is throwing an object that is not a piece of ammunition, or is using ammunition inappropriate to the equipped missile weapon, skip to step 5 now.) Add any appropriate bonus to damage provided by the equipped missile weapon. (This appears as the second of the pair of numbers in parentheses.)
- (4) Multiply by the multiplier provided by the equipped distance weapon. The multiplier is equal to 2 for slings or short bows, 3 for long bows or light crossbows, and 4 for heavy crossbows. Add 1 to the multiplier if the equipped missile weapon is a weapon of Extra Shots, or if it is the Light Crossbow 'Cubragol' or the Long Bow 'Belthroning'.
- (5) If the missile is a weapon that has the power to do extra damage to a certain class of creatures, multiply by the highest possible applicable modifier. (This works in exactly the same way as it does for melee weapon damage; see step 2 in "Calculating the damage done by a hit" in the melee weapon section for more details.)
- (6) Finally, if your character is fortunate enough to have scored a critical hit with the missile, apply the following operations:

Type of critical	Operation
good	Multiply by 2, then add 5
great	Multiply by 2, then add 10
superb	Multiply by 3, then add 15

> [Missile Breakage](#)

Objects are fragile, and throwing or shooting them may break them. Artifacts never break, and throwing a non-artifact object straight down at the ground always breaks it.

Otherwise, find the percentage chance of missile breakage from the following table. (If a missile hits either a monster or a wall less than 3 squares away from the player, the chance of breakage doubles.)

Type of object	Chance of breakage
Flask of oil	100%
Potion, bottle, or food item	50%
Arrow, scroll, light source, or skeleton	30%
Bolt, sling ammo, wand, or spike	20%
All other non-artifact objects	10%

The notation "XdY" indicates a number obtained by rolling an Y-sided die X times. (Thus 4d6 indicates a number from 4 to 24.)

> Elemental Attacks

The five basic elemental attack forms are fire, cold, acid, electricity, and poison. This section describes the effects of such attacks; the following comments apply regardless of the source of these attacks, so this is where to look for details if such an attack is mentioned elsewhere.

In all five cases, if the player has immunity to the type of attack that hits him or her, no harm whatsoever is done to the player. Divide the damage done to the player by three if the player has resistance to the elemental attack; also divide by three if the player is under the effect of an enchantment providing temporary resistance to the elemental attack. (Note that equipping more than one item providing an elemental resistance does not provide additional resistance, though such resistance *is* cumulative with temporary magical resistance.)

Fire, cold, acid, and electrical attacks can destroy items in a player's inventory. The probability of destruction for each vulnerable item is 1% if the attack is for 1-29 damage, 2% if the attack is for 30-59 damage, or 3% if the attack is for 60 or more damage; damage as considered here is that *before* resistance is taken into account. Only complete immunity to the attack form can prevent or reduce the frequency of inventory damage. Artifacts cannot be harmed by such attacks; the same applies for any other objects specifically resistant to harm from the particular elemental attack.

Other effects of elemental attacks are as follows:

FIRE damage: Fire attacks can destroy soft armor, gloves, cloaks, boots, hafted weapons, polearms, bows, arrows, staves, scrolls, mundane spellbooks, or torches in the player's inventory. Fire can also destroy doors.

COLD damage: Cold attacks can destroy potions, flasks of oil, and empty bottles in the player's inventory.

ACID damage: The acid randomly attacks a piece of armor the player is wearing, with equal chances of hitting the player's body armor, cloak, shield, helm, boots, or gloves. If the affected armor is not resistant to acid damage, and still affords some bonus to AC, it will lose one

point from its bonus to AC. If such damage occurs, or the affected armor is resistant to acid damage, the damage done to the player is halved. Acid can also destroy armor, melee weapons, bows, arrows, bolts, staves, scrolls, chests, and junk in the player's inventory. Acid can also destroy doors.

ELECTRICAL damage: Electricity can destroy rings and wands in the player's inventory.

POISON damage: If the player does not have any form of immunity or resistance to poison, the player will be poisoned (12+1d(damage done) points are added to the poison counter).

> [The Saving Throw](#)

The player will sometimes be able to avoid the effects of certain attacks.

The player may evade these attacks by making a successful saving throw roll. This chance may be calculated using the following tables. Start with the base saving throw for the player's class, and then add in the race adjustment. To take level into account, add in the product of your character's experience level and the class bonus per level modifier. To this add the appropriate wisdom modifier. This will yield the percent chance of the player successfully making a saving throw.

CLASS	Base	RACE	Adj.	WISDOM	Bonus to S. Throw	WISDOM	Bonus to S. Throw
Warrior	18	Human	0	3-7	0	18/130-18/139	11
Mage	30	Half-Elf	3	8-14	1	18/140-18/149	12
Priest	32	Elf	6	15-17	2	18/150-18/159	13
Rogue	28	Hobbit	18	18-18/49	3	18/160-18/169	14
Ranger	28	Gnome	12	18/50-18/69	4	18/170-18/179	15
Paladin	25	Dwarf	9	18/70-18/89	5	18/180-18/189	16
		Half-Orc	-3	18/90-18/99	6	18/190-18/199	17
	Bonus per	Half-Troll	-8	18/100	7	18/200-18/209	18
CLASS	level	Dunedan	5	18/101-18/109	8	18/210-18/219	19
		High-Elf	20	18/110-18/119	9	18/220+	20
Warrior	1.0			18/120-18/129	10		
Mage	0.9						
Priest	1.2						
Rogue	1.0						
Ranger	1.0						
Paladin	1.1						

> [Armor Class](#)

Your character's armor class (AC) is important, for it both makes it harder

for monsters to successfully land a blow in hand-to-hand combat and sometimes reduces the damage your character takes when he or she does get hit.

Brackets in the description of a fully identified object always enclose information on armor class. To calculate armor class, first add up all the bracket-enclosed numbers among your character's equipped items. Any body armor, shield, helm, gloves, boots, or cloak that is equipped will offer a contribution to armor class; when fully identified any one of these will have a pair of numbers enclosed in brackets. The first member of this pair is the base armor class provided by the armor, and the second describes the magical enchantment or curse that further modifies armor class.

Other items that when equipped alter armor class include Rings of Protection, Flames, Ice, and Acid; Amulets of the Magi; and Holy Avenger weapons. Defender weapons, and some of the artifact weapons.

Next, your character's dexterity may give a bonus or penalty to armor class.

Use the following table to determine this bonus, and add it to the total armor class offered by equipped objects.

Dexterity +AC		Dexterity +AC		Dexterity +AC	
3	-4	18/50-18/79	3	18/150-18/159	10
4	-3	18/80-18/89	4	18/160-18/169	11
5	-2	18/90-18/99	5	18/170-18/179	12
6	-1	18/100-18/109	6	18/180-18/189	13
7-14	0	18/110-18/119	7	18/190-18/199	14
15-17	1	18/120-18/129	8	18/200+	15
18-18/49	2	18/130-18/149	9		

Finally, some temporary enchantments cast by the player affect armor class as follows:

Invulnerability	AC +100
Blessing	AC +5
Shield	AC +50
Berserk Strength	AC -10

> [Melee Attacks](#)

Every monster can have up to four attacks on the player; the attacks are processed independently.

If the player is currently under the enchantment of protection from evil, and the monster attacking the player is evil and of equal or lower level than the player, the monster may be completely repelled. This will occur (50+player's exp. level)% of the time.

If the monster's attack is not repelled by protection from evil, one in twenty attacks will always miss, and one in twenty attacks will always succeed, regardless of the level of the monster or the AC of the player.

Otherwise, the probability the monster hits the player is computed as follows. Find the attack form in the following list, and take the number enclosed in parentheses. To this number add three times the monster's level; call the resulting total K. The monster's attack will connect with a probability of $(K - (3/4 \text{ of the player's AC})) \div K$. If the attack form consists of theft of either gold or items, use the player's experience level in place of AC.

(If the player's AC is negative, the attack of any monster will only fail the minimum 1 time in 20. If, for a given monster, $K < (3/4 \text{ of the player's AC})$, the monster will have only the minimum 1 in 20 chance to successfully strike the player.)

Descriptions of the melee attack forms:

attack (60)

This is the basic attack of pure physical damage. The damage done is reduced by $(\text{player's AC} \times (3/8))\%$; AC for the purpose of damage reduction has a maximum value of 150. Also, if the monster can cause earthquakes (currently only Quaker and Morgoth can do this), and at least 24 damage was done by the attack, a radius-8 earthquake centered on the monster will be triggered. The earthquake has the same effect as the spell and the staff effect, with the difference that the player can be affected. If a wall is made on top of the player, the player will take 300 damage from being crushed by debris if he or she cannot escape the debris. If the player can escape to safety, 1 in 3 times he or she can escape unscathed; otherwise the player will take 10d4 damage and be stunned (1d50 points added to the stun counter).

poison (5)

If the player lacks any sort of immunity or resistance to poison, he will be poisoned (5+1d(monster's level) points are added to the poison counter).

disenchant (20)

Unless the player has resist disenchantment, a weapon or piece of armor currently equipped by the player will be disenchanting, reducing bonuses to-hit, to-dam, and to AC by 1 or 2 points; bonuses cannot drop below 0. Artifacts have a 2 in 3 chance to resist the disenchantment effect.

drain charges (15)

Randomly selects an item from the player's inventory; if the item chosen is a wand or staff, all of its charges will be drained by the attacking monster, which will gain a number of hit points equal to the number of

charges drained multiplied by the monster's level.

steal gold (5)

The monster will attempt to steal gold from the player; the player can make a Dexterity check to avoid the theft if the player is not paralyzed.

Use the below table to find the percent chance of successfully preventing

theft. If the monster attempt to steal succeeds, or 1 in 3 times otherwise, it will teleport up to 25 squares away from the player.

Dex.	%	Dex.	%	Dex.	%
3	0	16-17	9	18/70-18/79	50
4	1	18	10	18/80-18/89	55
5	2	18/01-18/09	15	18/90-18/99	60
6	3	10/10-18/19	20	18/100-18/109	65
7	4	18/20-18/29	25	18/110-18/119	70
8-9	5	18/30-18/39	30	18/120-18/129	75
10-11	6	18/40-18/49	35	18/130-18/139	80
12-13	7	18/50-18/59	40	18/140-18/149	90
14-15	8	18/60-18/69	45	18/150+	100

steal items (2)

The monster will attempt to steal a single non-artifact object from the player's inventory. The player can make a Dexterity check to avoid the theft if the player is not paralyzed; use the above chart under "steal gold" to find the percent chance of successfully preventing theft. If the monster's attempt to steal succeeds, or 1 in 3 times otherwise, it will teleport up to 25 squares away from the player.

eat your food (5)

The monster will consume one item of food from the player's inventory, if the player is carrying any food items.

absorb light (5)

Absorbs 250+1d250 turns of light from an equipped torch or lantern.

shoot acid (0)

Inflicts acid damage.

electrify (10)

Inflicts electrical damage.

burn (10)

Inflicts fire damage.

freeze (10)

Inflicts cold damage.

blind (2)

Causes blindness (unless the player has blindness resistance) for 10+1d(monster's level) turns (or 5 additional turns if the player is already blind).

confuse (10)

Once in two times, causes confusion for 3+1d(monster's level) turns (or 3 additional turns if the player is already confused), unless the player has resistance to either confusion or chaos.

terrify (10)

Causes fear for 3+1d(monster's level) turns (or 3 additional turns if the player is already afraid) if the player fails a saving throw.

paralyze (2)

Causes paralysis for 3+1d(monster's level) turns if the player does not have free action, if the player fails a saving throw, and if the player is not currently paralyzed.

reduce strength (0)

Reduces strength unless the player has sustain strength.

reduce intelligence (0)

Reduces intelligence unless the player has sustain intelligence.

reduce wisdom (0)

Reduces wisdom unless the player has sustain wisdom.

reduce dexterity (0)

Reduces dexterity unless the player has sustain dexterity.

reduce constitution (0)

Reduces constitution unless the player has sustain constitution.

reduce charisma (0)

Reduces charisma unless the player has sustain charisma.

reduce all stats (2)

Reduces any stats for which the player does not have a sustain.

lower experience by 10d6+ (5)

Reduces the player's experience point total by 2% plus 10d6 additional points. If the player has hold life, this does not happen.

lower experience by 20d6+ (5)

Reduces the player's experience point total by 2% plus 20d6 additional points. If the player has hold life, this only occurs 1 in 8 times, and the loss is reduced by 90%.

lower experience by 40d6+ (5)

Reduces the player's experience point total by 2% plus 40d6 additional points. If the player has hold life, this only occurs 1 in 4 times, and the loss is reduced by 90%.

lower experience by 80d6+ (5)

Reduces the player's experience point total by 2% plus 80d6 additional points. If the player has hold life, this only occurs 1 in 2 times, and the loss is reduced by 90%.

> [Breath Attacks](#)

Some monsters are able to breathe at the player for damage. If a monster does breathe, it has effects as the following chart indicates. The monster does damage based on its current hit point total (divided as indicated), but cannot do more damage than the indicated maximum. Regular breath attacks have a radius of 2; powerful breath attacks have a radius of 3. If the player is currently blind, an additional message is displayed as listed below.

In addition to effects on the player, objects and other monsters caught in the area of the blast may be affected. Such effects are noted below, with one exception: monsters always take less damage from a particular breath attack if they themselves can make the same type of breath attack.

Damage Type	Points of Damage	Maximum Damage	Message if blind
acid	HP/3	1600	You are melted by acid! Inflicts acid damage on the player. Any acid-sensitive objects on the ground in the area of the blast are destroyed. Acid-resistant monsters caught in the blast take only 1/9 full damage.
chaos	HP/6	600	You are hit by a wave of entropy! If the player has resist chaos, damage is reduced to 6/(6+1d6) of full damage. Chaos breath will confuse the player for 10+1d20 turns (or 12 additional turns if the player is already confused) unless the player has resistance to either confusion or chaos. Chaos breath will also cause the player to hallucinate for 1d10 turns if the player lacks resist chaos. Finally, chaos breath may drain experience points if the player does not have resistance to either nether or chaos; the experience point total is reduced by 2% plus 5000 additional points if the player does not have hold life (if the player does have hold life, the loss only occurs 1 in 3 times, and the loss is reduced by 90%). Monsters caught in the blast may be polymorphed and/or confused.
confusion	HP/6	400	You are hit by a wave of dizziness! If the player has resist confusion, damage is reduced to 5/(6+1d6) of full damage. Also, if the player does not have resistance to either confusion or chaos, the player will be confused for 10+1d20 turns (or 12 additional turns if the player is already confused).
darkness	HP/6	400	You are hit by something! If the player has resist darkness, damage is reduced to 4/(6+1d6) of

full

damage. If the player does not have resistance to either blindness or darkness, this will also blind the player for 2+1d5 turns if the player is not currently blind. If caught in the blast, monsters that breathe light take 50% extra damage.

disenchantment HP/6 500 You are hit by something!

If the player has resist disenchantment, damage is reduced to 6/(6+1d6) of full damage. If the player does not have resist disenchantment,

this

will also attempt to disenchant a random equipped weapon or piece of armor, reducing bonuses to-hit, to-dam, and to AC by 1 or 2 points; bonuses cannot drop below zero. Artifacts have a 2 in 3 chance to

resist

the disenchantment effect.

elemental force HP/6 200 You are hit hard by a sudden force!

No resistance to damage. If the player does not have resist sound,

this

will stun the player, adding 1d20 to the stun counter. Also, any potions, flasks, or bottles on the ground in the area of the blast are destroyed.

fire HP/3 1600 You are burned by fire!

Inflicts fire damage on the player. Any fire-sensitive objects on the ground in the area of the blast are destroyed. Fire-resistant monsters caught in the blast take only 1/9 full damage.

frost HP/3 1600 You are frozen by cold!

Inflicts cold damage on the player. Any potions, flasks, or bottles on the ground in the area of the blast are destroyed. Frost-resistant monsters caught in the blast take only 1/9 full damage.

gravity HP/3 200 You are hit by a surge of gravity!

No resistance to damage. Gravity breath will stun the player, adding 1d((damage done)/3+5) points (maximum of 1d35) to the stun counter, unless the player has sound resistance. Gravity breath will also slow down the player (-10 to speed) for 3+1d5 turns (or 1d5 additional turns if the player is already slowed). Finally, gravity breath will

teleport

the player up to 5 squares. There is no way to resist the latter two effects.

inertia HP/6 200 You are hit by something!

No resistance to damage. This will slow down the player (-10 to speed) for 3+1d5 turns (or 1d5 additional turns if the player is already slowed). Note that free action does not prevent slowing in this case.

light HP/6 400 You are hit by something!

If the player has resist light, damage is reduced to 4/(6+1d6) of full damage. If the player does not have resistance to either blindness or light, this will also blind the player for 2+1d5 turns if the player is not currently blind. If caught in the blast, monsters that breathe darkness or are sensitive to light take extra damage (50% and 100% extra damage respectively).

lightning HP/3 1600 You are electrified!
 Inflicts electrical damage on the player. Any electricity-sensitive objects on the ground in the area of the blast are destroyed.

Lightning-resistant monsters caught in the blast take only 1/9 full damage.

nether HP/6 550 You are hit by an unholy blast!
 If the player has resist nether, damage is reduced to 6/(6+1d6) of full damage. This also reduces the player's experience point total by 2% plus 200 additional points. If the player has hold life, the experience point loss only occurs 1 in 3 times, and the loss is reduced to 0.2% plus 200 additional points; experience point loss never occurs if the player has resist nether. Evil monsters caught in the blast take only half damage, and undead are totally immune.

nexus HP/3 250 You are hit by something strange!
 If the player has resist nexus, damage is reduced to 6/(6+1d6) of full damage. Also, if the player does not have resist nexus, the breath has an additional effect (roll 1d7 and apply the appropriate result:)

- 1, 2, or 3 Teleports the player up to 200 squares (no saving throw)
- 4 or 5 Teleports the player to the monster (no saving throw)
- 6 Teleport level (player can make a saving throw)
- 7 Randomly exchange two stats (player can make a saving throw with a success rate of half normal)

plasma HP/6 150 You are hit by something!
 No resistance to damage. This will also stun the player, adding 1d((3/4 of damage)+5) points (maximum of 1d35) to the stun counter if the player does not have resist sound. Also, any fire- or electricity-sensitive objects on the ground in the area of the blast are destroyed.

poison HP/3 800 You are poisoned!
 Inflicts poison damage on the player. Poison-resistant monsters caught in the blast take only 1/9 full damage.

shards HP/6 400 You are cut by sharp fragments!
 If the player has resist shards, damage is reduced to 6/(6+1d6) of full damage. Also, if the player does not have resist shards, the player will receive cuts (a number equaling the damage done is added to the cut counter). In addition, any potions, flasks, or bottles on the ground in the area of the blast are destroyed.

sound HP/6 400 You are deafened by a blast of noise!
 If the player has resist sound, damage is reduced to 5/(6+1d6) of full damage. Also, if the player does not have resist sound, the player will be stunned, adding 1d((damage done)/3+5) points (maximum of 1d35) to the

stun counter. In addition, any potions, flasks, or bottles on the ground in the area of the blast are destroyed. Monsters caught in the blast may be stunned.

time HP/3 150 You are hit by something!
No resistance to damage. Time breath also has additional effects:
50% of the time the player's experience point total is reduced by 0.67% plus a number equal to the monster's current hit point total.
40% of the time one random statistic is reduced.
10% of the time all six statistics are reduced.
There is no way to resist any of these extra effects.

> [Monster Spellcasting](#)

Area-effect spells are for game purposes functionally similar to breaths of the same type of damage. Normally, area-effect spells have a radius of 2; however, such spells cast by powerful monsters will have a radius of 3.

Saving throws do not apply unless explicitly mentioned.

In the following, m represents the spellcasting monster's level. The message in parentheses following the spell description is the message you will see when the monster casts the spell (assuming you can see the spellcasting monster).

produce acid balls ("casts an Acid Ball")
Strikes the player with an acid ball that does $15+1d(3m)$ damage, having the same effects as a breath of acid.

produce lightning balls ("casts a Lightning Ball")
Strikes the player with a lightning ball that does $8+1d((3/2)m)$ damage, with the same effects as a breath of lightning.

produce fire balls ("casts a Fire Ball")
Strikes the player with a fire ball that does $10+1d((7/2)m)$ damage, with the same effects as a breath of fire.

produce frost balls ("casts a Frost Ball")
Strikes the player with a frost ball that does $10+1d((3/2)m)$ damage, with the same effects as a breath of frost.

produce poison balls ("casts a Stinking Cloud")
Engulfs the player with a stinking cloud that does 12d2 damage, with the same effects as a breath of poison gas.

produce nether balls ("casts a Nether Ball")
Strikes the player with a nether ball that does $50+10d10+m$ damage, with

the same effects as a breath of nether.

produce water balls ("gestures fluidly. You are engulfed in a whirlpool!")

Engulfs the player in a whirlpool that inflicts $50+1d((5/2)m)$ damage. Stuns the player (adding $1d55$ points to the stun counter), unless the player has resist sound. Also confuses the player for $6+1d8$ turns (or 6 additional turns if the player is already confused), unless the player has resistance to either confusion or chaos. (There is no way to resist the damage.)

produce mana storms ("invokes a Mana Storm.")

Creates a massive maelstrom of pure mana around the player that inflicts $10d10+5m$ damage. Any non-artifact objects caught within the mana storm are destroyed.

produce darkness storms ("casts a Darkness Storm.")

Engulfs the player within a torrent of darkness that inflicts damage equal to the monster's current hit points divided by 6 (maximum of 500 damage); this otherwise has the same effects as a breath of darkness.

drain mana ("draws psychic energy from you!")

Drains $1+1dm$ mana points from the player, giving the monster six hit points per drained mana point, up to the monster's maximum hit points.

cause mind blasting ("stares at you.")

If the player successfully makes a saving throw, this spell has no ill effects. Otherwise, this inflicts $8d8$ damage upon the player, and will also confuse the player for $3+1d5$ turns (or 2 additional turns if the player is already confused) unless the player has resistance to either confusion or chaos.

cause brain smashing ("concentrates and his/her/its eyes glow red.")

If the player successfully makes a saving throw, this spell has no ill effects. Otherwise, this spell has multiple effects: (1) $12d15$ damage is inflicted upon the player. (2) The player will become confused for $3+1d5$ turns (or 2 additional turns if the player is already confused) unless the player has resistance to either confusion or chaos. (3) The player will be both paralyzed and slowed for $3+1d5$ turns (or 2 additional turns if the player is already paralyzed/slowed) unless the player has free action. (4) Finally, the player is blinded for $12+1d3$ turns (or 6 additional turns if the player is already blind) unless the player has resist blindness.

cause light wounds ("points at you and curses.")

Inflicts $3d8$ damage upon the player, unless the player makes a successful saving throw.

cause serious wounds ("points at you and curses horribly.")

Inflicts $8d8$ damage upon the player, unless the player makes a successful saving throw.

cause critical wounds ("points at you, incanting terribly!")

Inflicts 10d15 damage upon the player, unless the player makes a successful saving throw.

cause mortal wounds ("points at you, screaming the word DIE!")

Inflicts 15d15 damage upon the player as well as cutting the player (adding a number equal to the monster's current hit points to the cut counter). If the player makes a successful saving throw, the spell has no effect.

produce acid bolts ("casts an Acid Bolt.")

Shoots an acid bolt that does $7d8+(1/3)m$ points of acid damage.

produce lightning bolts ("casts a Lightning Bolt.")

Shoots a lightning bolt that does $4d8+(1/3)m$ points of electrical damage.

produce fire bolts ("casts a Fire Bolt.")

Shoots a fire bolt that does $9d8+(1/3)m$ points of fire damage.

produce frost bolts ("casts a Frost Bolt.")

Shoots a frost bolt that does $6d8+(1/3)m$ points of frost damage.

produce nether bolts ("casts a Nether Bolt.")

Shoots a nether bolt that does $30+5d5+(3/2)m$ points of nether damage.

This has the same effects of damage and draining experience as a nether ball, except that if the player has hold life the player is only drained

of experience 1 in 5 times.

produce water bolts ("casts a Water Bolt.")

Shoots a water bolt that does $10d10+m$ points of water damage (with no way

to resist the damage). If the player does not have resist sound, this also stuns the player (adding 1d15 to the stun counter).

produce mana bolts ("casts a Mana Bolt.")

Shoots a bolt of pure mana that does $50+1d((7/2)m)$ points of mana damage

(with no way to resist the damage).

produce plasma bolts ("casts a Plasma Bolt.")

Shoots a plasma bolt that does $10+8d7+m$ points of plasma damage (with no

way to resist the damage).

produce ice bolts ("casts an Ice Bolt.")

Shoots an ice bolt that does $6d6+m$ points of cold damage. Cuts the player (adding 8d10 points to the cut counter) unless the player has resist shards. Also stuns the player (adding $1+1d15$ points to the stun counter) unless the player has resist sound.

produce magic missiles ("casts a magic missile.")

Shoots a magic missile that inflicts $2d6+(1/3)m$ points of damage (with

no way to resist the damage).

terrify ("casts a fearful illusion.")

Causes fear that lasts for 3+1d5 turns (or 2 additional turns if the player is already afraid). If the player makes a successful saving throw, the spell has no effect.

blind ("casts a spell, burning your eyes!")

Causes blindness that lasts for 12+1d3 turns (or 6 additional turns if the player is already blind). If the player makes a successful saving throw, or has resistance to blindness, the spell has no effect.

confuse ("creates a mesmerising illusion.")

Causes confusion that lasts for 3+1d5 turns (or 2 additional turns if the player is already confused). If the player makes a successful saving throw, or has resistance to either confusion or chaos, the spell has no effect.

slow ("drains power from your muscles!")

Slows down the player (-10 to speed) for 3+1d5 turns (or 2 additional turns if the player is already magically slowed). If the player makes a successful saving throw, or has free action, the spell has no effect.

paralyze ("gazes deep into your eyes!")

Paralyzes the player for 4+1d5 turns (or 2 additional turns if the player is already paralyzed). If the player makes a successful saving throw, or has free action, the spell has no effect.

haste-self ("casts a spell. [...] starts moving faster.")

Speeds up the spellcasting monster (+10 to speed for the first time the spell is cast, and +2 for each subsequent casting, up to a maximum of a +20 bonus to the monster's normal speed).

heal-self ("concentrates on his/her/its wounds.")

Restores 6m hit points to the spellcasting monster (in this case current hit points may not exceed maximum hit points). This spell will also remove any fear of your character that the monster may currently have.

blink-self ("blinks away.")

Teleports the spellcasting monster up to 10 squares away.

teleport-self ("teleports away.")

Teleports the spellcasting monster up to 25 squares away.

teleport to ("commands you to return!")

Teleports the player next to the spellcasting monster.

teleport away ("teleports you away.")

Teleports the player up to 100 squares away.

teleport level ("gestures at you.")

Teleports the player one level up or down (random); the player can only be teleported down from the town, or up from level 99 (if Sauron is alive) or level 100 (if Morgoth is alive). This has no effect if the player has resist nexus or makes a successful saving throw, and even then the spell only works 1 in 3 times.

create darkness ("gestures in shadow.")

Darkness a room or corridor portion around the player.

create traps ("casts a spell and cackles evilly.")

Creates traps underneath the player and on all squares surrounding the player. This will destroy items on these squares (only stairs and artifacts are immune).

cause amnesia ("tries to blank your mind.")

Attempts to cause amnesia in the player (causing the player to forget the map of the current dungeon level, as well as the precise identity of all objects currently equipped or in the player's inventory). This has no effect if the player makes a successful saving throw, and even then the spell only works 1 in 2 times. In addition, any items that have been *Identified* are not forgotten by your character.

summon a monster ("magically summons help!")

Summons a single monster that is generated 2 levels out of depth.

summon monsters ("magically summons monsters!")

Summons up to 8 monsters that are generated 2 levels out of depth.

summon ants ("magically summons ants.")

Summons up to 6 non-unique ants ('a') generated at a level equal to the average of m and the current dungeon level, plus 5.

summon spiders ("magically summons Spiders.")

Summons up to 6 non-unique spiders or scorpions ('S') generated at a level equal to the average of m and the current dungeon level, plus 5.

summon hounds ("magically summons Hounds.")

Summons up to 6 non-unique hounds ('C' or 'Z') generated at a level equal to the average of m and the current dungeon level, plus 5.

summon reptiles ("magically summons reptiles.")

Summons up to 6 non-unique reptiles ('R') generated at a level equal to the average of m and the current dungeon level, plus 5.

summon an angel ("summons an Angel.")

Summons a single non-unique angel ('A') generated at a level equal to the average of m and the current dungeon level, plus 5.

summon demons ("summons a hellish adversary!")

Summons a single non-unique demon generated at a level equal to the average of m and the current dungeon level, plus 5.

summon undead ("magically summons help from beyond the grave!")

Summons a single non-unique undead monster generated at a level equal to the average of m and the current dungeon level, plus 5.

summon dragons ("magically summons a Dragon!")

Summons a single non-unique dragon generated at a level equal to the average of m and the current dungeon level, plus 5.

summon Greater Undead ("summons the DEAD!")

Summons up to 8 powerful undead ('L', 'V', or 'W'; these may include uniques) generated at a level equal to the average of m and the current dungeon level, plus 5.

summon Ancient Dragons ("summons ancient dragons.")

Summons up to 8 ancient dragons ('D'; these may include uniques) generated at a level equal to the average of m and the current dungeon level, plus 5.

summon Ring Wraiths ("magically summons mighty undead opponents.")

Summons up to 8 Ringwraiths ('W' and unique). If this fails to summon the desired number of monsters, greater undead are summoned instead.

summon Unique Monsters ("summons special opponents.")

Summons up to 8 unique monsters generated at a level equal to the average of m and the current dungeon level, plus 5. If this fails to summon the desired number of monsters, greater undead are summoned instead.

(UNIQUE) Farmer Maggot (White 'h'):

He's lost his dogs. He's had his mushrooms stolen. He's not a happy hobbit! He is found only in the town, about 1 time in 4. He moves at normal speed. Killing this creature is worth 0 points for a level 1 character. He has an armor rating of 10 and a maximized life rating of 375. He can open doors and bash down doors. He cannot be confused or slept. He is very observant of intruders, which he may notice from 400 feet. He will carry one or two good objects. He can moan, and moan.

(UNIQUE) Grip, Farmer Maggot's dog (Light Umber 'C'):

A rather vicious dog belonging to Farmer Maggot. It thinks you are stealing mushrooms. It may be found at dungeon level 2. It moves quickly and a bit erratically at speed +10. Killing this natural creature is worth 60 points for a level 1 character. It has an armor rating of 30 and a maximized life rating of 25. It can bash down doors. It cannot be confused or slept. It is ever vigilant for intruders, which it may notice from 300 feet. It can bite to attack with damage 1d4.

(UNIQUE) Fang, Farmer Maggot's dog (Light Umber 'C'):

A rather vicious dog belonging to Farmer Maggot. It thinks you are stealing mushrooms. It may be found at dungeon level 2. It moves quickly and a bit erratically at speed +10. Killing this natural creature is worth 60 points for a level 1 character. It has an armor rating of 30 and a maximized life rating of 25. It can bash down doors. It cannot be confused or slept. It is ever vigilant for intruders, which it may notice from 300 feet. It can bite to attack with damage 1d4.

(UNIQUE) Smeagol (Green 'h'):

He's been sneaking, and he wants his 'precious.' He may be found at dungeon level 3, about 1 time in 2. He moves very quickly and extremely erratically at speed +20. Killing this evil creature is worth 48 points for a level 1 character. He has an armor rating of 12 and a life rating of 11d4. He can open doors and bash down doors. He is invisible. He is observant of intruders, which he may notice from 200 feet. He will carry up to 3 treasures. He can hit to attack with damage 1d4, and touch to steal gold.

(UNIQUE) Bullroarer the Hobbit (Light Umber 'h'):

He is a sturdy hobbit who is renowned for his unusual strength and vigour. He can prove a troublesome opponent. He may be found at dungeon level 5, about 1 time in 3. He moves quickly at speed +10. Killing this creature is worth 450 points for a level 1 character. He has an armor rating of 8 and a maximized life rating of 64. He can open doors and bash down

doors.

He is fairly observant of intruders, which he may notice from 160 feet.
He

will carry up to 4 good objects. He can hit to attack with damage 1d6,
touch to steal items, and touch to steal gold.

(UNIQUE) Mughash the Kobold Lord (Blue 'k'):

Strong and powerful, for a kobold. He may be found at dungeon level 7,
about 1 time in 3. He moves at normal speed. Killing this evil creature
is worth 700 points for a level 1 character. He usually appears with
escorts. He has an armor rating of 20 and a maximized life rating of
144.

He can open doors and bash down doors. He resists poison. He takes a
while to see intruders, which he may notice from 200 feet. He will carry
one or two good objects. He can hit to attack with damage 1d10, hit to
attack with damage 1d10, and hit to attack with damage 1d10.

(UNIQUE) Wormtongue, Agent of Saruman (Light Red 'p'):

He's been spying for Saruman. He is a snivelling wretch with no morals
and

disgusting habits. He may be found at dungeon level 8. He moves at
normal

speed. Killing this evil creature is worth 1200 points for a level 1
character. He is magical, casting spells which produce poison balls,
produce frost bolts, slow, heal-self or create traps; 1 time in 5. He
has

an armor rating of 30 and a maximized life rating of 250. He can open
doors and bash down doors. He takes a while to see intruders, which he
may

notice from 200 feet. He will carry one or two exceptional objects. He
can hit to attack with damage 1d5, hit to attack with damage 1d5, and
touch
to steal gold.

(UNIQUE) Lagduf, the Snaga (Orange 'o'):

A captain of a regiment of weaker orcs, Lagduf keeps his troop in order
with displays of excessive violence. He may be found at dungeon level 8,
about 1 time in 2. He moves at normal speed. Killing this evil creature
is worth 640 points for a level 1 character. He usually appears with an
escort. He has an armor rating of 32 and a maximized life rating of 192.
He can open doors and bash down doors. He takes quite a while to see
intruders, which he may notice from 200 feet. He will carry one or two
good objects. He can hit to attack with damage 1d10, hit to attack with
damage 1d10, hit to attack with damage 1d9, and hit to attack with damage
1d9.

(UNIQUE) Brodda, the Easterling (Orange 'p'):

A nasty piece of work, Brodda picks on defenseless women and children.
He

may be found at dungeon level 9, about 1 time in 2. He moves at normal
speed. Killing this creature is worth 900 points for a level 1
character.

He has an armor rating of 25 and a maximized life rating of 210. He can
open doors and bash down doors. He takes a while to see intruders, which
he may notice from 200 feet. He will carry one or two good objects. He

can hit to attack with damage 1d12, hit to attack with damage 1d12, hit to attack with damage 1d12, and hit to attack with damage 1d12.

(UNIQUE) Orfax, Son of Boldor (Light Blue 'y'):
He's just like daddy! He knows mighty spells, but fortunately he is a yeek. He may be found at dungeon level 10, about 1 time in 3. He moves quickly at speed +10. Killing this natural evil creature is worth 800 points for a level 1 character. He usually appears with escorts. He is magical, casting spells intelligently which confuse, slow, heal-self, blink-self, teleport to or summon a monster; 1 time in 4. He has an armor rating of 20 and a maximized life rating of 120. He can open doors and bash down doors. He is fairly observant of intruders, which he may notice from 180 feet. He will carry one or two good objects. He can hit to attack with damage 1d9, hit to attack with damage 1d8, insult, and insult.

(UNIQUE) Grishnakh, the Hill Orc (Light Umber 'o'):
He is a cunning and devious orc with a chaotic nature. He may be found at dungeon level 10, about 1 time in 3. He moves at normal speed. Killing this evil orc is worth 1600 points for a level 1 character. He usually appears with an escort. He has an armor rating of 20 and a maximized life rating of 225. He can open doors and bash down doors. He resists poison. He takes a while to see intruders, which he may notice from 200 feet. He will carry one or two good objects. He can hit to attack with damage 1d12, hit to attack with damage 1d10, hit to attack with damage 1d12, and hit to attack with damage 1d10.

(UNIQUE) Golfimbul, the Hill Orc Chief (Light Umber 'o'):
A leader of a band of raiding orcs, he picks on hobbits. He may be found at dungeon level 12, about 1 time in 3. He moves at normal speed. Killing this evil orc is worth 2760 points for a level 1 character. He usually appears with an escort. He has an armor rating of 60 and a maximized life rating of 240. He can open doors and bash down doors. He resists lightning, fire, cold and poison. He takes a while to see intruders, which he may notice from 200 feet. He will carry up to 4 good objects. He can hit to attack with damage 1d12, hit to attack with damage 1d12, hit to attack with damage 1d10, and hit to attack with damage 1d10.

(UNIQUE) Boldor, King of the Yeeks (Light Umber 'y'):
A great yeek, powerful in magic and sorcery, but a yeek all the same. He may be found at dungeon level 13, about 1 time in 3. He moves quickly at speed +10. Killing this natural evil creature is worth 2600 points for a level 1 character. He usually appears with escorts. He is magical, casting spells intelligently which blind, slow, heal-self, blink-self,

teleport-self or summon a monster; 1 time in 3. He has an armor rating of 24 and a maximized life rating of 180. He can open doors and bash down doors. He is fairly observant of intruders, which he may notice from 180 feet. He will carry up to 4 good objects. He can hit to attack with damage 1d9, hit to attack with damage 1d9, and hit to attack with damage 1d8.

(UNIQUE) Ufthak of Cirith Ungol (Green 'o'):

A strong orc guarding the pass of Cirith Ungol. He is mortally afraid of spiders. He may be found at dungeon level 14, about 1 time in 3. He moves

at normal speed. Killing this evil orc is worth 2800 points for a level

1

character. He usually appears with an escort. He has an armor rating of 50 and a maximized life rating of 320. He can open doors and bash down doors. He resists cold and poison. He takes a while to see intruders, which he may notice from 200 feet. He will carry one or two good objects.

He can hit to attack with damage 3d4, hit to attack with damage 3d4, hit to

attack with damage 3d4, and hit to attack with damage 3d4.

(UNIQUE) Ulfast, Son of Ulfang (Light Blue 'p'):

A short and swarthy Easterling. He may be found at dungeon level 16, about

1 time in 3. He moves at normal speed. Killing this evil creature is worth 3200 points for a level 1 character. He has an armor rating of 40 and a maximized life rating of 340. He can open doors, bash down doors and

pick up objects. He takes quite a while to see intruders, which he may notice from 200 feet. He will carry one or two good objects. He can hit to attack with damage 3d5, hit to attack with damage 3d5, hit to attack with damage 3d5, and hit to attack with damage 3d5.

(UNIQUE) Nar, the Dwarf (Yellow 'h'):

This dwarf became so obsessed by gold that Morgoth tricked him into betraying his friends. He may be found at dungeon level 17, about 1 time in 2. He moves at normal speed. Killing this creature is worth 4250 points for a level 1 character. He is magical, casting spells which cause

mind blasting, cause serious wounds, blind, confuse or heal-self; 1 time in

6. He has an armor rating of 70 and a maximized life rating of 450. He can open doors and bash down doors. He resists fire, cold and poison.

He

cannot be confused or slept. He takes a while to see intruders, which he may notice from 250 feet. He will carry one or two good objects. He can hit to attack with damage 3d5, hit to attack with damage 3d5, hit to attack

with damage 3d5, and hit to attack with damage 3d5.

(UNIQUE) Shagrat, the Orc Captain (Green 'o'):

He is an Uruk of power and great cunning. He may be found at dungeon level

18, about 1 time in 2. He moves at normal speed. Killing this evil orc is worth 7200 points for a level 1 character. He usually appears with an escort. He has an armor rating of 60 and a maximized life rating of 400. He can open doors and bash down doors. He resists poison. He takes a while to see intruders, which he may notice from 200 feet. He will carry one or two good objects. He can hit to attack with damage 3d8, hit to attack with damage 3d8, hit to attack with damage 3d5, and hit to attack with damage 3d5.

(UNIQUE) Gorbag, the Orc Captain (Green 'o'):
A gruesomely ugly but cunning orc, his eyes regard you with hatred. His powerful arms flex menacingly as he advances. He may be found at dungeon level 18, about 1 time in 3. He moves at normal speed. Killing this evil orc is worth 7200 points for a level 1 character. He usually appears with an escort. He has an armor rating of 60 and a maximized life rating of 400. He can open doors and bash down doors. He resists poison. He takes a while to see intruders, which he may notice from 200 feet. He will carry one or two good objects. He can hit to attack with damage 3d8, hit to attack with damage 3d8, hit to attack with damage 3d5, and hit to attack with damage 3d5.

(UNIQUE) Bolg, Son of Azog (Red 'o'):
A large and powerful orc. He looks just like his daddy. He is tall and fast, but fortunately blessed with orcish brains. He may be found at dungeon level 20, about 1 time in 4. He moves quickly at speed +10. Killing this evil orc is worth 16000 points for a level 1 character. He usually appears with an escort. He has an armor rating of 50 and a maximized life rating of 500. He can open doors and bash down doors. He resists poison. He takes a while to see intruders, which he may notice from 200 feet. He will carry up to 4 good objects. He can hit to attack with damage 3d6, hit to attack with damage 3d6, hit to attack with damage 3d6, and hit to attack with damage 3d6.

(UNIQUE) Ugluk, the Uruk (Blue 'o'):
Another of Morgoth's servants, this orc is strong and cunning. He is ugly and scarred from many power struggles. He may be found at dungeon level 20, about 1 time in 4. He moves at normal speed. Killing this evil orc is worth 11000 points for a level 1 character. He usually appears with an escort. He has an armor rating of 90 and a maximized life rating of 640. He can open doors and bash down doors. He resists poison. He takes a while to see intruders, which he may notice from 200 feet. He will carry one or two good objects. He can hit to attack with damage 3d5, hit to attack with damage 3d5, hit to attack with damage 3d5, and hit to attack with damage 3d5.

(UNIQUE) Lugdush, the Uruk (Blue 'o'):
A strong and cunning orc warrior, Lugdush sneers as he insults your mother.

He may be found at dungeon level 21, about 1 time in 3. He moves at normal speed. Killing this evil orc is worth 11550 points for a level 1 character. He usually appears with an escort. He has an armor rating of 95 and a maximized life rating of 720. He can open doors and bash down doors. He resists fire, cold and poison. He cannot be confused or slept. He takes a while to see intruders, which he may notice from 200 feet. He will carry one or two good objects. He can hit to attack with damage 3d8, hit to attack with damage 3d8, hit to attack with damage 3d5, and hit to attack with damage 3d5.

(UNIQUE) Azog, King of the Uruk-Hai (Red 'o'):

He is also known as the King of Khazad-dum. His ego is renowned to be bigger than his head. He may be found at dungeon level 23, about 1 time in 5. He moves quickly at speed +10. Killing this evil orc is worth 25553 points for a level 1 character. He usually appears with escorts. He has an armor rating of 80 and a maximized life rating of 900. He can open doors and bash down doors. He resists poison. He takes a while to see intruders, which he may notice from 200 feet. He will carry up to 4 good objects. He can hit to attack with damage 5d5, hit to attack with damage 5d5, and hit to attack with damage 5d5.

(UNIQUE) Ibun, Son of Mim (Orange 'h'):

One of the last of the petty dwarves. Ibun is a tricky sorcerous little being, full of mischief. He may be found at dungeon level 24, about 1 time in 2. He moves at normal speed. Killing this creature is worth 7200 points for a level 1 character. He is magical, casting spells which produce fire bolts, slow or heal-self; 1 time in 8. He has an armor rating of 80 and a maximized life rating of 825. He can open doors and bash down doors. He resists fire and cold. He cannot be confused or slept. He is fairly observant of intruders, which he may notice from 200 feet. He will carry one or two good objects. He can hit to attack with damage 3d6, hit to attack with damage 3d6, hit to attack with damage 3d6, and hit to disenchant.

(UNIQUE) Khim, Son of Mim (Orange 'h'):

One of the last of the petty dwarves. Khim is a tricky sorcerous little being, full of mischief. He may be found at dungeon level 24, about 1 time in 2. He moves at normal speed. Killing this creature is worth 7200 points for a level 1 character. He is magical, casting spells which produce fire bolts, slow or heal-self; 1 time in 8. He has an armor rating of 80 and a maximized life rating of 825. He can open doors and bash down doors. He resists fire and cold. He cannot be confused or slept. He is fairly observant of intruders, which he may notice from 200 feet. He will

carry one or two good objects. He can hit to attack with damage 3d6, hit to attack with damage 3d6, hit to attack with damage 3d6, and hit to disenchant.

(UNIQUE) Sangahyando of Umbar (Light Umber 'p'):

A Black Numenorean with a blacker heart. He may be found at dungeon level

24, about 1 time in 2. He moves at normal speed. Killing this evil creature is worth 9600 points for a level 1 character. He is magical, casting spells which slow or cause amnesia; 1 time in 4. He has an armor rating of 80 and a maximized life rating of 800. He can open doors and bash down doors. He resists lightning and fire. He cannot be confused or

slept. He takes a while to see intruders, which he may notice from 250 feet. He will carry up to 4 good objects. He can hit to attack with damage 4d6, hit to attack with damage 4d6, hit to attack with damage 4d6, and hit to attack with damage 4d6.

(UNIQUE) Angamaite of Umbar (Light Umber 'p'):

A Black Numenorean who hates the men of the west. He may be found at dungeon level 24, about 1 time in 2. He moves at normal speed. Killing this evil creature is worth 9600 points for a level 1 character. He is magical, casting spells which slow or cause amnesia; 1 time in 4. He has an armor rating of 80 and a maximized life rating of 800. He can open doors and bash down doors. He resists lightning and fire. He cannot be confused or slept. He takes a while to see intruders, which he may notice

from 250 feet. He will carry up to 4 good objects. He can hit to attack with damage 4d6, hit to attack with damage 4d6, hit to attack with damage 4d6, and hit to attack with damage 4d6.

(UNIQUE) Ulwarth, Son of Ulfang (Light Blue 'p'):

A short and swarthy Easterling. He may be found at dungeon level 26, about

1 time in 4. He moves at normal speed. Killing this evil creature is worth 13000 points for a level 1 character. He has an armor rating of 40 and a life rating of 80d11. He can open doors, bash down doors and pick up

objects. He takes quite a while to see intruders, which he may notice from

200 feet. He will carry one or two good objects. He can hit to attack with damage 4d6, hit to attack with damage 4d6, and hit to attack with damage 4d6.

(UNIQUE) Mim, Betrayer of Turin (Red 'h'):

The last of his race, Mim is a petty dwarf. Petty dwarves are strange creatures, powerful in sorcery and originating in the East. They were hunted to extinction by high elves. He may be found at dungeon level 27, about 1 time in 4. He moves quickly at speed +10. Killing this evil creature is worth 27000 points for a level 1 character. He is magical, casting spells which produce acid balls, produce acid bolts, terrify or heal-self; 1 time in 6. He has an armor rating of 80 and a maximized life

rating of 1100. He can open doors and bash down doors. He resists acid, lightning, fire, cold and poison. He cannot be confused or slept. He

takes a while to see intruders, which he may notice from 200 feet. He will carry up to 4 good objects. He can hit to attack with damage 3d8, hit to attack with damage 3d8, hit to attack with damage 3d8, and hit to disenchant.

(UNIQUE) Lokkak, the Ogre Chieftain (Green 'O'):

An ogre renowned for acts of surpassing cruelty, Lokkak quickly became the leader of a large band of violent ogres. He may be found at dungeon level 27, about 1 time in 2. He moves quickly at speed +10. Killing this evil giant is worth 40500 points for a level 1 character. He usually appears with an escort. He has an armor rating of 100 and a maximized life rating of 1440. He can open doors and bash down doors. He resists poison. He takes a while to see intruders, which he may notice from 200 feet. He will carry up to 4 good objects. He can hit to attack with damage 6d6, hit to attack with damage 6d6, and hit to attack with damage 6d6.

(UNIQUE) Uldor the Accursed (Orange 'p'):

An evil and cunning man from the East. He may be found at dungeon level 28, about 1 time in 4. He moves at normal speed. Killing this evil creature is worth 16800 points for a level 1 character. He has an armor rating of 70 and a life rating of 50d20. He can open doors, bash down doors and pick up objects. He takes quite a while to see intruders, which he may notice from 200 feet. He will carry one or two good objects. He can hit to attack with damage 4d6, hit to attack with damage 4d6, hit to attack with damage 4d6, and hit to attack with damage 3d5.

(UNIQUE) Draebor, the Imp (Light Red 'I'):

An intensely irritating git of a monster. It may be found at dungeon level 28, about 1 time in 5. It moves quickly and a bit erratically at speed +10. Killing this evil demon is worth 21000 points for a level 1 character. It usually appears with an escort. It is magical, casting spells intelligently which terrify, blind, confuse, blink-self, teleport-self, teleport to, teleport away or teleport level; 1 time in 5. It has an armor rating of 50 and a maximized life rating of 520. It can bash down doors. It is invisible. It resists fire. It takes a while to see intruders, which it may notice from 200 feet. It will carry up to 8 good objects. It can hit to poison with damage 3d4, hit to poison with damage 3d4, and hit to attack with damage 3d4.

(UNIQUE) Shelob, Spider of Darkness (Dark Gray 'S'):

Shelob is an enormous bloated spider, rumoured to have been one of the brood of Ungoliant the Unlight. Her poison is legendary, as is her ego, which may be her downfall. She used to guard the pass through Cirith Ungol, but has not been seen there for many eons. She may be found at dungeon level 32, about 1 time in 3. She moves at normal speed. Killing this natural evil creature is worth 38400 points for a level 1 character. She usually appears with escorts. She is magical, casting spells intelligently which cause critical wounds, cause mortal wounds, terrify,

blind, confuse, slow, heal-self, create traps or summon spiders; 1 time in

2. She has an armor rating of 80 and a maximized life rating of 1200. She

can bash down doors. She is hurt by bright light. She cannot be confused

or slept. She pays little attention to intruders, which she may notice from 80 feet. She will carry up to 6 good objects. She can bite to attack

with damage 2d10, sting to poison with damage 2d5, sting to reduce strength

with damage 1d4, and sting to poison with damage 2d5.

(UNIQUE) Bert the Stone Troll (Light Gray 'T'):

Big, brawny, powerful and with a taste for hobbit. He has friends called Bill and Tom. He may be found at dungeon level 33, about 1 time in 7.

He

moves at normal speed. Killing this evil troll is worth 66000 points for a level 1 character. He usually appears with an escort. He has an armor rating of 70 and a maximized life rating of 1100. He can open doors, bash

down doors and pick up objects. He is hurt by rock remover and bright light. He resists cold and poison. He tends to overlook intruders, which

he may notice from 200 feet. He will carry one or two good objects. He can hit to attack with damage 5d5, bite to attack with damage 2d10, and bite to attack with damage 2d3.

(UNIQUE) Bill the Stone Troll (Light Gray 'T'):

Big, brawny, powerful and with a taste for hobbit. He has friends called Bert and Tom. He may be found at dungeon level 33, about 1 time in 7.

He

moves at normal speed. Killing this evil troll is worth 66000 points for a level 1 character. He usually appears with an escort. He has an armor rating of 70 and a maximized life rating of 1100. He can open doors, bash

down doors and pick up objects. He is hurt by rock remover and bright light. He resists cold and poison. He tends to overlook intruders, which

he may notice from 200 feet. He will carry one or two good objects. He can hit to attack with damage 5d5, bite to attack with damage 2d10, and bite to attack with damage 2d3.

(UNIQUE) Tom the Stone Troll (Light Gray 'T'):

Big, brawny, powerful and with a taste for hobbit. He has friends called Bert and Bill. He may be found at dungeon level 33, about 1 time in 7.

He

moves at normal speed. Killing this evil troll is worth 66000 points for a level 1 character. He usually appears with an escort. He has an armor rating of 70 and a maximized life rating of 1100. He can open doors, bash

down doors and pick up objects. He is hurt by rock remover and bright light. He resists cold and poison. He tends to overlook intruders, which

he may notice from 200 feet. He will carry one or two good objects. He

can hit to attack with damage 5d5, bite to attack with damage 2d10, and bite to attack with damage 2d3.

(UNIQUE) Ulfang the Black (Dark Gray 'p'):

A short and swarthy Easterling dressed in Black. He may be found at dungeon level 34, about 1 time in 5. He moves quickly at speed +10. Killing this evil creature is worth 40800 points for a level 1 character. He has an armor rating of 90 and a life rating of 80d13. He can open doors, bash down doors and pick up objects. He takes quite a while to see intruders, which he may notice from 200 feet. He will carry up to 4 good objects. He can hit to attack with damage 5d5, hit to attack with damage 5d5, hit to attack with damage 5d5, and hit to attack with damage 5d5.

(UNIQUE) Rogrog the Black Troll (Dark Gray 'T'):

A massive and cruel troll of great power, drool slides caustically down his muscular frame. Despite his bulk, he strikes with stunning speed. He may be found at dungeon level 36, about 1 time in 5. He moves quickly at speed +10. Killing this evil troll is worth 180000 points for a level 1 character. He usually appears with an escort. He has an armor rating of 70 and a maximized life rating of 1540. He can open doors, bash down doors and pick up objects. He resists cold and poison. He tends to overlook intruders, which he may notice from 200 feet. He will carry up to 4 good objects. He can hit to attack with damage 6d6, bite to attack with damage 2d10, bite to attack with damage 2d3, and spit to shoot acid with damage 3d8.

(UNIQUE) Lorgan, Chief of the Easterlings (Gray 'p'):

A mighty warrior from the east, Lorgan hates everything that he cannot control. He may be found at dungeon level 36, about 1 time in 2. He moves quickly at speed +10. Killing this evil creature is worth 43200 points for a level 1 character. He is magical, casting spells which teleport to or summon monsters; 1 time in 4. He has an armor rating of 100 and a maximized life rating of 1750. He can open doors and bash down doors. He resists acid, lightning, fire, cold and poison. He cannot be confused or slept. He is fairly observant of intruders, which he may notice from 250 feet. He will carry up to 4 good objects. He can hit to attack with damage 6d6, hit to attack with damage 6d6, hit to attack with damage 3d8, and hit to attack with damage 3d8.

(UNIQUE) The Queen Ant (Dark Gray 'a'):

She's upset because you hurt her children. She may be found at dungeon level 37, about 1 time in 2. She moves quickly at speed +10. Killing this natural creature is worth 37000 points for a level 1 character. She usually appears with escorts. She is magical, casting spells which summon ants; 1 time in 2. She has an armor rating of 100 and a maximized life rating of 1440. She can open doors and bash down doors. She is rarely detected by telepathy. She cannot be confused or slept. She is fairly observant of intruders, which she may notice from 300 feet. She will carry up to 4 good objects. She can bite to attack with damage 2d12, bite to attack with damage 2d12, bite to attack with damage 2d8, and bite to attack with damage 2d8.

(UNIQUE) Castamir the Usurper (Light Red 'p'):

A Black Numenorean who usurped the throne of Gondor, he is treacherous and evil. He may be found at dungeon level 38, about 1 time in 5. He moves quickly at speed +10. Killing this evil creature is worth 60800 points for a level 1 character. He is magical, casting spells intelligently which produce lightning bolts, produce fire bolts, produce frost bolts, produce ice bolts, heal-self or create traps; 1 time in 2. He has an armor rating of 90 and a maximized life rating of 880. He can open doors, bash down doors and pick up objects. He takes quite a while to see intruders, which he may notice from 200 feet. He will carry up to 4 good objects. He can hit to attack with damage 5d5, hit to attack with damage 5d5, hit to attack with damage 5d5, and hit to attack with damage 5d5.

(UNIQUE) Vargo, Tyrant of Fire (Red 'E'):

A towering fire elemental, Vargo burns everything beyond recognition. It may be found at dungeon level 38, about 1 time in 3. It moves quickly and

a bit erratically at speed +10. Killing this evil creature is worth 114000

points for a level 1 character. It is magical, casting spells which produce fire balls or produce plasma bolts; 1 time in 4. It has an armor rating of 50 and a maximized life rating of 1500. It can bash down doors,

destroy weaker monsters and destroy objects. It is not detected by telepathy. It resists fire and poison. It cannot be confused or slept. It tends to overlook intruders, which it may notice from 120 feet. It can

hit to burn with damage 4d6, hit to burn with damage 4d6, hit to burn with

damage 4d6, and hit to burn with damage 4d6.

(UNIQUE) Waldern, King of Water (Blue 'E'):

A towering water elemental, Waldern is master of all things liquid. Wave after wave drowns your frail body. It may be found at dungeon level 39, about 1 time in 3. It moves quickly and a bit erratically at speed +10. Killing this evil creature is worth 126750 points for a level 1 character.

It is magical, casting spells which produce frost balls, produce water balls, produce water bolts or produce ice bolts; 1 time in 4. It has an armor rating of 40 and a maximized life rating of 2000. It can bash down doors, destroy weaker monsters and destroy objects. It is cold blooded. It is not detected by telepathy. It resists poison. It cannot be frightened, confused or slept. It tends to overlook intruders, which it may notice from 120 feet. It can hit to attack with damage 5d5, hit to attack with damage 5d5, hit to attack with damage 5d5, and hit to attack with damage 5d5.

(UNIQUE) Kavrax the Many-Headed (Violet 'd'):

A large dragon with a selection of heads, all shouting and arguing as they look for prey, but each with its own deadly breath weapon. He may be found

at dungeon level 39, about 1 time in 3. He moves quickly at speed +10. Killing this evil dragon is worth 117000 points for a level 1 character.

He may breathe acid, lightning, fire, frost, confusion, sound, nexus, gravity or shards powerfully; 1 time in 4. He has an armor rating of 85 and a maximized life rating of 1300. He can open doors and bash down doors. He resists acid, lightning, fire and cold. He cannot be confused or slept. He takes quite a while to see intruders, which he may notice from 200 feet. He will carry up to 8 good objects. He can claw to attack

with damage 1d10, bite to attack with damage 2d12, bite to attack with damage 2d12, and bite to attack with damage 2d12.

(UNIQUE) Uvatha the Horseman (Dark Gray 'W'):

A tall black cloaked Ringwraith, he is a master of horsemanship. He longs

to taste your blood. He may be found at dungeon level 40, about 1 time

in

3. He moves quickly at speed +10. Killing this evil undead creature is worth 280000 points for a level 1 character. He has an armor rating of 60 and a maximized life rating of 1225. He can open doors, bash down doors and push past weaker monsters. He is cold blooded. He is hurt by bright light. He resists cold and poison. He cannot be confused or slept. He is fairly observant of intruders, which he may notice from 900 feet. He will carry up to 4 good objects. He can hit to attack with damage 6d6, hit to attack with damage 6d6, hit to lower experience (by 80d6+) with damage 4d6, and hit to lower experience (by 80d6+) with damage 4d6.

(UNIQUE) Medusa, the Gorgon (Orange 'n'):

One of the original three ugly sisters. Her face could sink a thousand ships. Her scales rattle as she slithers towards you, venom dripping from her ghastly mouth. She may be found at dungeon level 40, about 1 time in 3. She moves quickly at speed +10. Killing this evil creature is worth 360000 points for a level 1 character. She is magical, casting spells intelligently which produce acid balls, cause critical wounds, produce fire bolts, produce plasma bolts, terrify, paralyze or summon reptiles; 1 time in 2. She has an armor rating of 100 and a maximized life rating of 2400. She can open doors and bash down doors. She resists acid, fire and poison. She cannot be confused or slept. She is observant of intruders, which she may notice from 300 feet. She will carry up to 6 good objects. She can gaze to lower experience (by 80d6+), gaze to paralyze, hit to attack with damage 8d6, and hit to attack with damage 8d6.

(UNIQUE) Adunaphel the Quiet (Dark Gray 'W'):

A sorceress in life, Adunaphel quickly fell under Sauron's sway and the power of the rings. She may be found at dungeon level 41, about 1 time in 3. She moves quickly at speed +10. Killing this evil undead creature is worth 328000 points for a level 1 character. She is magical, casting spells which cause critical wounds, produce acid bolts, produce fire bolts, produce frost bolts, produce nether bolts, terrify, blind, paralyze, cause amnesia or summon a monster; 1 time in 3. She has an armor rating of 60 and a maximized life rating of 1225. She can pass through walls and push past weaker monsters. She is invisible. She is cold blooded. She is hurt by bright light. She resists cold and poison. She cannot be confused or slept. She is fairly observant of intruders, which she may notice from 900 feet. She will carry up to 8 good objects. She can hit to attack with damage 5d5, hit to attack with damage 5d5, and touch to lower experience (by 80d6+).

(UNIQUE) Akhorahil the Blind (Dark Gray 'W'):

A mighty sorcerer King, Akhorahil was blind in life. With powerful enchantments, he created jewelled eyes that enabled him to see better than any ordinary man ever could. He may be found at dungeon level 41, about 1 time in 3. He moves quickly at speed +10. Killing this evil undead creature is worth 492000 points for a level 1 character. He is magical, casting spells which cause critical wounds, produce fire bolts, produce frost bolts, produce nether bolts, terrify, blind, paralyze, create darkness or summon a monster; 1 time in 3. He has an armor rating of 70 and a maximized life rating of 1750. He can open doors, bash down doors and push past weaker monsters. He is cold blooded. He is hurt by bright light. He resists cold and poison. He cannot be confused or slept. He is fairly observant of intruders, which he may notice from 900 feet. He will carry up to 8 good objects. He can hit to attack with damage 5d5, hit to attack with damage 5d5, gaze to lower experience (by 80d6+), and wail to terrify.

(UNIQUE) Gorlim, Betrayer of Barahir (Umber 'p'):

This once-mighty warrior was so dominated by Morgoth's power that he became little more than a mindless creature of evil. He may be found at dungeon level 41, about 1 time in 3. He moves quickly at speed +10. Killing this creature is worth 287000 points for a level 1 character. He is magical, casting spells intelligently which cause critical wounds, produce water bolts or produce mana bolts; 1 time in 2. He has an armor rating of 120 and a maximized life rating of 1600. He can open doors and bash down doors. He resists acid, lightning, cold and poison. He cannot be confused or slept. He takes quite a while to see intruders, which he may notice from 200 feet. He will carry up to 4 good objects. He can hit to attack with damage 8d6, hit to attack with damage 8d6, hit to disenchant with damage 6d8, and hit to disenchant with damage 6d8.

(UNIQUE) Ren the Unclean (Dark Gray 'W'):

Ren was an insane eastern king who believed himself to be the son of a volcano god. At an early age his sanity was destroyed by a plague that wiped out his family, and he never recovered. He may be found at dungeon level 41, about 1 time in 3. He moves quickly at speed +10. Killing this evil undead creature is worth 533000 points for a level 1 character. He is magical, casting spells which produce fire balls, cause critical wounds, produce fire bolts, produce nether bolts, terrify, blind, paralyze or summon a monster; 1 time in 3. He has an armor rating of 70 and a maximized life rating of 1750. He can open doors, bash down doors and push past weaker monsters. He is invisible. He is cold blooded. He is hurt by bright light. He resists fire, cold and poison. He cannot be confused

or

slept. He is fairly observant of intruders, which he may notice from 900 feet. He will carry up to 8 good objects. He can hit to attack with damage 5d5, hit to attack with damage 5d5, touch to lower experience (by 80d6+), and wail to terrify.

(UNIQUE) Ji Indur Dawndearth (Dark Gray 'W'):

This Ringwraith was a weak-minded sorcerer-king who fell easily under Sauron's power. He may be found at dungeon level 43, about 1 time in 4. He moves quickly at speed +10. Killing this evil undead creature is worth

516000 points for a level 1 character. He is magical, casting spells which

produce fire balls, produce nether balls, cause critical wounds, terrify, blind, paralyze or summon an undead; 1 time in 3. He has an armor rating of 70 and a maximized life rating of 1750. He can open doors, bash down doors and push past weaker monsters. He is invisible. He is cold blooded.

He is hurt by bright light. He resists fire, cold and poison. He cannot be confused or slept. He is fairly observant of intruders, which he may notice from 900 feet. He will carry up to 8 good objects. He can hit to attack with damage 5d5, hit to attack with damage 5d5, touch to lower experience (by 40d6+), and touch to lower experience (by 40d6+).

(UNIQUE) Quaker, Master of Earth (Umber 'E'):

A towering stone elemental stands before you. The walls and ceiling are reduced to rubble as Quaker advances. He may be found at dungeon level 43,

about 1 time in 4. He moves at normal speed. Killing this evil creature is worth 258000 points for a level 1 character. He is magical, casting spells which produce acid balls or produce acid bolts; 1 time in 6. He has

an armor rating of 97 and a maximized life rating of 1800. He can pass through walls, destroy weaker monsters and destroy objects. He is cold blooded. He is not detected by telepathy. He causes earthquakes when attacking. He is hurt by rock remover. He resists lightning, fire, cold and poison. He cannot be frightened, confused or slept. He pays little attention to intruders, which he may notice from 100 feet. He can hit to attack with damage 10d10, hit to attack with damage 6d6, hit to attack with

damage 6d6, and hit to attack with damage 6d6.

(UNIQUE) Ariel, Queen of Air (Light Green 'E'):

A towering air elemental, Ariel, the sorceress, avoids your blows with her

extreme speed. She may be found at dungeon level 44, about 1 time in 4. She moves very quickly and a bit erratically at speed +20. Killing this evil creature is worth 352000 points for a level 1 character. She is magical, casting spells which produce lightning balls, produce frost

balls

or produce lightning bolts; 1 time in 5. She has an armor rating of 50 and

a maximized life rating of 2700. She can bash down doors, destroy weaker monsters and destroy objects. She is cold blooded. She is not detected by

telepathy. She resists acid, lightning, fire, cold and poison. She cannot be frightened, confused or slept. She tends to overlook intruders, which she may notice from 120 feet. She can hit to attack with damage 4d6, hit to confuse with damage 1d4, hit to attack with damage 4d6, and hit to confuse with damage 1d4.

(UNIQUE) Scatha the Worm (Umber 'D'):

An ancient and wise Dragon. Scatha has grown clever over the long years. His scales are covered with frost, and his breath sends a shower of ice into the air. He may be found at dungeon level 44, about 1 time in 2.

He

moves quickly at speed +10. Killing this evil dragon is worth 748000 points for a level 1 character. He may breathe frost powerfully, and is also magical, casting spells which cause critical wounds or confuse; 1 time

in 3. He has an armor rating of 130 and a maximized life rating of 1800. He can bash down doors and push past weaker monsters. He resists cold.

He

cannot be confused or slept. He tends to overlook intruders, which he may

notice from 200 feet. He will carry up to 14 good objects. He can claw to

attack with damage 1d10, claw to attack with damage 1d10, claw to attack with damage 1d10, and bite to attack with damage 3d14.

(UNIQUE) Dwar, Dog Lord of Waw (Dark Gray 'W'):

Dwar had a special affinity for dogs in life, and can still command them at

will. He howls manically as he reaches out to destroy you. He may be found at dungeon level 44, about 1 time in 3. He moves quickly at speed +10. Killing this evil undead creature is worth 572000 points for a level

1 character. He is magical, casting spells intelligently which produce fire balls, produce nether balls, cause critical wounds, terrify, blind, paralyze, summon monsters, summon hounds or summon an undead; 1 time in 3.

He has an armor rating of 90 and a maximized life rating of 2000. He can open doors, bash down doors and push past weaker monsters. He is cold blooded. He is hurt by bright light. He resists fire, cold and poison.

He cannot be confused or slept. He is fairly observant of intruders, which

he may notice from 900 feet. He will carry up to 8 good objects. He can hit to attack with damage 5d5, hit to attack with damage 5d5, bite to lower

experience (by 40d6+) with damage 2d4, and wail to terrify.

(UNIQUE) Smaug the Golden (Yellow 'D'):

Smaug is one of the Uruloki that still survive, a fire-drake of immense cunning and intelligence. His speed through air is matched by few other dragons and his dragonfire is what legends are made of. He may be found at

dungeon level 45, about 1 time in 2. He moves quickly at speed +10.

Killing this evil dragon is worth 855000 points for a level 1 character.

He may breathe fire powerfully, and is also magical, casting spells which

cause critical wounds or confuse; 1 time in 3. He has an armor rating of 100 and a maximized life rating of 1950. He can bash down doors and push past weaker monsters. He resists fire. He cannot be confused or slept. He tends to overlook intruders, which he may notice from 200 feet. He will carry up to 14 good objects. He can claw to attack with damage 1d10, claw to attack with damage 1d10, claw to attack with damage 1d10, and bite to attack with damage 3d14.

(UNIQUE) Itangast the Fire Drake (Red 'D'):
A mighty ancient dragon, Itangast's form scorches your flesh. Wisps of smoke curl up from his nostrils as he regards you with disdain. He may be found at dungeon level 47, about 1 time in 4. He moves quickly at speed +10. Killing this evil dragon is worth 940000 points for a level 1 character. He may breathe fire powerfully, and is also magical, casting spells which cause critical wounds or confuse; 1 time in 3. He has an armor rating of 100 and a maximized life rating of 2250. He can bash down doors and push past weaker monsters. He resists fire. He cannot be confused or slept. He tends to overlook intruders, which he may notice from 200 feet. He will carry up to 14 good objects. He can claw to attack with damage 1d10, claw to attack with damage 1d10, bite to attack with damage 3d14, and bite to attack with damage 4d14.

(UNIQUE) Glaurung, Father of the Dragons (Red 'D'):
Glaurung is the father of all dragons, and was for a long time the most powerful. Nevertheless, he still has full command over his brood and can command them to appear whenever he so wishes. He is the definition of dragonfire. He may be found at dungeon level 48, about 1 time in 2. He moves quickly at speed +10. Killing this evil dragon is worth 1200000 points for a level 1 character. He may breathe fire powerfully, and is also magical, casting spells which cause critical wounds, confuse or summon a dragon; 1 time in 5. He has an armor rating of 120 and a maximized life rating of 2750. He can bash down doors and push past weaker monsters. He resists fire. He cannot be confused or slept. He tends to overlook intruders, which he may notice from 200 feet. He will carry up to 14 good objects. He can claw to attack with damage 4d12, claw to attack with damage 4d12, bite to attack with damage 6d14, and bite to attack with damage 6d14.

(UNIQUE) Muar, the Balrog (Orange '&'):
A huge balrog surrounded by raging pillars of fire, Muar is indeed a terrible opponent. Wielding a great whip of fire and a blazing sword, his fury blisters your skin and melts your flesh! He may be found at dungeon level 50, about 1 time in 3. He moves quickly at speed +10. Killing this evil demon is worth 1500000 points for a level 1 character. He usually

appears with escorts. He may breathe fire powerfully, and is also magical, casting spells which terrify, confuse, summon a demon or summon an undead; 1 time in 4. He has an armor rating of 100 and a maximized life rating of 3000. He can open doors, bash down doors and push past weaker monsters. He resists fire. He cannot be confused or slept. He pays little attention to intruders, which he may notice from 200 feet. He will carry up to 18 good objects. He can hit to burn with damage 8d12, crush to attack with damage 8d12, and touch to drain charges.

(UNIQUE) Baphomet the Minotaur Lord (Gray 'H'):

A fearsome bull-headed demon, Baphomet swings a mighty axe as he curses all that defy him. He may be found at dungeon level 51, about 1 time in 4. He moves very quickly at speed +20. Killing this evil creature is worth 918000 points for a level 1 character. He may fire missiles. He may breathe force, and is also magical, casting spells which produce lightning balls, produce mana bolts, produce plasma bolts or slow; 1 time in 6. He has an armor rating of 120 and a maximized life rating of 3500. He can bash down doors. He resists fire and poison. He cannot be confused or slept. He takes quite a while to see intruders, which he may notice from 300 feet. He will carry up to 10 good objects. He can butt to attack with damage 12d13, butt to attack with damage 12d13, hit to attack with damage 10d10, and hit to attack with damage 10d10.

(UNIQUE) Harowen the Black Hand (Dark Gray 'p'):

He is a master of disguise, an expert of stealth, a genius at traps, and moves with blinding speed. Better check your pockets just in case.... He may be found at dungeon level 52, about 1 time in 3. He moves incredibly quickly at speed +30. Killing this creature is worth 1040000 points for a level 1 character. He is magical, casting spells which create traps; 1 time in 6. He has an armor rating of 90 and a maximized life rating of 2500. He can open doors and bash down doors. He resists poison. He cannot be confused or slept. He is ever vigilant for intruders, which he may notice from 400 feet. He will carry up to 10 good objects. He can touch to steal gold with damage 5d5, touch to steal items with damage 5d5, hit to blind with damage 10d5, and hit to poison with damage 8d5.

(UNIQUE) Hoarmurath of Dir (Dark Gray 'W'):

A Ringwraith powerful in fell sorcery, he yearns for the life he has lost for a life of everlasting torment. He may be found at dungeon level 52, about 1 time in 3. He moves quickly at speed +10. Killing this evil undead creature is worth 2080000 points for a level 1 character. He is magical, casting spells intelligently which produce frost balls, produce nether balls, cause mind blasting, cause critical wounds, cause mortal wounds, produce frost bolts, terrify, blind, paralyze or summon an

undead;

1 time in 3. He has an armor rating of 100 and a maximized life rating of 2500. He can open doors, bash down doors and push past weaker monsters. He is cold blooded. He is hurt by bright light. He resists cold and poison. He cannot be confused or slept. He is fairly observant of intruders, which he may notice from 900 feet. He will carry up to 12 good objects. He can hit to attack with damage 10d10, hit to attack with damage 5d5, touch to lower experience (by 80d6+), and wail to terrify.

(UNIQUE) Khamul the Easterling (Dark Gray 'W'):

A warrior-king of the East. Khamul is a powerful opponent, his skill in combat awesome and his form twisted by evil cunning. He may be found at dungeon level 53, about 1 time in 3. He moves quickly at speed +10. Killing this evil undead creature is worth 2650000 points for a level 1 character. He is magical, casting spells intelligently which produce fire balls, produce frost balls, produce nether balls, cause critical wounds, cause mortal wounds, produce mana bolts, terrify, blind, paralyze, teleport level or summon an undead; 1 time in 2. He has an armor rating of 100 and a maximized life rating of 3500. He can open doors, bash down doors and push past weaker monsters. He is cold blooded. He is hurt by bright light. He resists acid, fire, cold and poison. He cannot be confused or slept. He is fairly observant of intruders, which he may notice from 900 feet. He will carry up to 14 good objects. He can hit to attack with damage 10d10, hit to attack with damage 5d5, touch to lower experience (by 40d6+), and touch to lower experience (by 40d6+).

(UNIQUE) The Phoenix (Red 'B'):

A massive glowing eagle bathed in flames. The searing heat chars your skin and melts your armour. It may be found at dungeon level 54, about 1 time in 3. It moves quickly at speed +10. Killing this natural creature is worth 2160000 points for a level 1 character. It may breathe fire, light or plasma, and is also magical, casting spells which produce fire balls, produce fire bolts or produce plasma bolts; 1 time in 3. It has an armor rating of 130 and a maximized life rating of 3600. It can open doors and bash down doors. It resists acid, lightning, fire and poison. It cannot be confused or slept. It is ever vigilant for intruders, which it may notice from 600 feet. It will carry up to 4 good objects. It can bite to burn with damage 12d6, bite to burn with damage 12d6, hit to burn with damage 9d12, and hit to burn with damage 9d12.

(UNIQUE) The Lernean Hydra (White 'R'):

A massive legendary hydra. It has twelve powerful heads. Its many eyes stare at you as clouds of smoke and poisonous vapour rise from its seething form. It may be found at dungeon level 55, about 1 time in 2. It moves quickly at speed +10. Killing this natural creature is worth 1100000

points for a level 1 character. It may breathe fire or poison powerfully, and is also magical, casting spells intelligently which produce fire balls, produce poison balls, produce fire bolts, produce plasma bolts, terrify or summon reptiles; 1 time in 3. It has an armor rating of 140 and a maximized life rating of 4300. It can open doors, bash down doors and destroy weaker monsters. It resists fire and poison. It cannot be confused or slept. It takes a while to see intruders, which it may notice from 200 feet. It will carry up to 14 treasures. It can bite to poison with damage 8d6, bite to poison with damage 8d6, bite to burn with damage 12d6, and bite to burn with damage 12d6.

(UNIQUE) Thuringwethil (Dark Gray 'V'):

Chief messenger between Sauron and Morgoth, she is surely the most deadly of her vampire race. At first she is charming to meet, but her wings and eyes give away her true form. She may be found at dungeon level 55, about 1 time in 4. She moves very quickly at speed +20. Killing this evil undead creature is worth 1265000 points for a level 1 character. She is magical, casting spells intelligently which produce nether balls, drain mana, cause brain smashing, cause critical wounds, cause mortal wounds, terrify, blind or paralyze; 1 time in 3. She has an armor rating of 145 and a maximized life rating of 4000. She can open doors and bash down doors. She is cold blooded. She regenerates quickly. She is hurt by bright light. She resists cold and poison. She cannot be confused or slept. She is fairly observant of intruders, which she may notice from 200 feet. She will carry up to 18 good objects. She can bite to attack with damage 5d8, bite to lower experience (by 80d6+) with damage 6d6, hit to confuse with damage 6d6, and hit to confuse with damage 6d6.

(UNIQUE) Fundin Bluecloak (Blue 'h'):

He is one of the greatest dwarven priests to walk the earth. Fundin has earned a high position in the church, and his skill with both weapon and spell only justify his position further. His combination of both dwarven strength and priestly wisdom are a true match for any adventurer. He may be found at dungeon level 56, about 1 time in 2. He moves very quickly at speed +20. Killing this creature is worth 1120000 points for a level 1 character. He is magical, casting spells which cause brain smashing, cause critical wounds, cause mortal wounds, terrify, blind, confuse, heal-self, cause amnesia or summon monsters; 1 time in 4. He has an armor rating of 195 and a maximized life rating of 4800. He can open doors and bash down doors. He resists acid, lightning, fire, cold and poison. He cannot be confused or slept. He is fairly observant of intruders, which he may notice from 250 feet. He will carry up to 10 good objects. He can hit to attack with damage 10d10, hit to attack with damage 8d6, hit to attack with damage 8d6, and hit to attack with damage 8d6.

(UNIQUE) Uriel, Angel of Fire (Red 'A'):

A creature of godly appearance, you dare not challenge Uriel's supremacy. Those who stood against him before are but a memory, cremated by his mastery of elemental fire. He may be found at dungeon level 56, about 1 time in 3. He moves very quickly at speed +20. Killing this creature is worth 1400000 points for a level 1 character. He may breathe fire powerfully, and is also magical, casting spells intelligently which produce

fire balls, produce fire bolts, produce mana bolts, blind, teleport to or summon an angel; 1 time in 2. He has an armor rating of 160 and a maximized life rating of 5500. He can open doors, bash down doors, push past weaker monsters and pick up objects. He resists acid, lightning, fire, cold and poison. He is fairly observant of intruders, which he may notice from 400 feet. He will carry up to 14 good objects. He can hit to

burn with damage 9d12, hit to burn with damage 4d6, hit to attack with damage 10d10, and hit to attack with damage 10d10.

(UNIQUE) Azriel, Angel of Death (Dark Gray 'A'):

Azriel commands awesome power, his visage holy enough to shrivel your soul.

You shriek with disbelief as his mastery of death draws you to your grave.

It is truly beyond all but the mightiest of warriors to stand against him and live. He may be found at dungeon level 57, about 1 time in 3. He moves very quickly at speed +20. Killing this creature is worth 1710000 points for a level 1 character. He may breathe nether powerfully, and is also magical, casting spells intelligently which produce nether balls, produce nether bolts, produce mana bolts, blind, teleport to or summon an angel; 1 time in 2. He has an armor rating of 170 and a maximized life rating of 6000. He can open doors, bash down doors, push past weaker monsters and pick up objects. He resists acid, lightning, fire, cold and poison. He is fairly observant of intruders, which he may notice from 400

feet. He will carry up to 14 good objects. He can touch to lower experience (by 80d6+), hit to blind with damage 10d5, hit to attack with damage 10d10, and hit to attack with damage 10d10.

(UNIQUE) Ancalagon the Black (Dark Gray 'D'):
'Rushing Jaws' is his name, and death is his game. No dragon of the brood of Glaurung can match him. He may be found at dungeon level 58, about 1 time in 3. He moves quickly at speed +10. Killing this evil dragon is worth 1740000 points for a level 1 character. He may breathe acid powerfully, and is also magical, casting spells which terrify, blind, confuse, summon a dragon or summon ancient dragons; 1 time in 2. He has an armor rating of 125 and a maximized life rating of 7700. He can open doors, bash down doors and push past weaker monsters. He resists acid and fire. He cannot be confused or slept. He tends to overlook intruders, which he may notice from 200 feet. He will carry up to 14 good objects. He can claw to attack with damage 5d12, claw to attack with damage 6d12, claw to attack with damage 8d12, and bite to attack with damage 10d14.

(UNIQUE) Gabriel, the Messenger (White 'A'):
Commanding a legion of angels, Gabriel will destroy you for your sins. He will crush you like the pitiful insignificant being he sees you to be. Your very soul will be taken into judgement by his supreme authority as he cleanses the world of evil. He may be found at dungeon level 59, about 1 time in 3. He moves very quickly at speed +20. Killing this creature is worth 2065000 points for a level 1 character. He usually appears with an escort. He is magical, casting spells intelligently which produce mana bolts, blind, teleport to or summon an angel; 1 time in 2. He has an armor rating of 180 and a maximized life rating of 7700. He can open doors, bash down doors, push past weaker monsters and pick up objects. He resists acid, lightning, fire, cold and poison. He is fairly observant of intruders, which he may notice from 400 feet. He will carry up to 14 good objects. He can hit to disenchant with damage 6d8, hit to burn with damage 4d6, hit to attack with damage 10d10, and hit to attack with damage 10d10.

(UNIQUE) Saruman of Many Colours (Violet 'p'):
Originally known as the White, Saruman fell prey to Sauron's wiles. He seeks to emulate him and breeds orcs and trolls to fight for him. He searches forever for the One Ring, to become a mighty Sorcerer-King of the world. He may be found at dungeon level 60. He moves quickly at speed +10. Killing this evil creature is worth 2100000 points for a level 1 character. He is magical, casting spells intelligently which produce acid balls, produce fire balls, produce frost balls, produce water balls, cause

mind blasting, cause mortal wounds, produce ice bolts, terrify, blind, confuse, haste-self, heal-self, teleport-self, teleport away, create traps, cause amnesia, summon a demon, summon an undead or summon a dragon; 1 time in 2. He has an armor rating of 100 and a maximized life rating of 5000. He can open doors and bash down doors. He resists lightning, fire, cold and poison. He cannot be confused or slept. He is ever vigilant for intruders, which he may notice from 1000 feet. He will carry up to 18 good objects. He can hit to disenchant with damage 6d8, hit to disenchant with damage 6d8, hit to attack with damage 5d5, and hit to attack with damage 5d5.

(UNIQUE) The Cat Lord (Red 'f'):

Master of all things feline, the Cat Lord moves with catlike stealth...Miaow! He may be found at dungeon level 64, about 1 time in 3. He moves very quickly at speed +20. Killing this creature is worth 1920000 points for a level 1 character. He usually appears with escorts. He is magical, casting spells which teleport to; 1 time in 3. He has an armor rating of 200 and a maximized life rating of 4800. He can open doors and bash down doors. He is invisible. He resists fire, cold and poison. He cannot be confused or slept. He is ever vigilant for intruders, which he may notice from 1000 feet. He will carry up to 8 good objects. He can hit to confuse with damage 12d12, touch to reduce dexterity with damage 2d12, hit to blind with damage 10d5, and hit to paralyse with damage 15.

(UNIQUE) Tselakus, the Dreadlord (Light Red 'G'):

This huge affront to existence twists and tears at the fabric of space. A master of mighty magic, Tselakus hungers for your tender flesh. Darkness itself recoils from the touch of Tselakus as he leaves a trail of death and destruction. Tselakus is a being of sneering contempt, laughing at your pitiful efforts to defy him. Mighty claws rend reality as he annihilates all in his path to your soul! He may be found at dungeon level 68, about 1 time in 2. He moves very quickly at speed +20. Killing this evil undead creature is worth 2380000 points for a level 1 character. He is magical, casting spells which produce nether balls, produce darkness storms, blind, confuse, paralyze, summon greater undead or summon ring wraiths; 1 time in 3. He has an armor rating of 150 and a maximized life rating of 6700. He can pass through walls. He is invisible. He is cold blooded. He resists cold and poison. He cannot be confused or slept. He is fairly observant of intruders, which he may notice from 200 feet. He will carry up to 14 good objects. He can hit to reduce strength with damage 4d6, hit to reduce

strength with damage 4d6, hit to attack with damage 10d10, and hit to attack with damage 10d10.

(UNIQUE) Tiamat, Celestial Dragon of Evil (Violet 'D'):

Usually found guarding the first plane of Hell, Tiamat is a formidable opponent, her five heads breathing death to all who stand against her. She

may be found at dungeon level 70, about 1 time in 4. She moves very quickly at speed +20. Killing this evil dragon is worth 3150000 points for

a level 1 character. She usually appears with an escort. She may breathe

acid, lightning, fire, frost or poison powerfully, and is also magical, casting spells which terrify, blind, confuse or summon ancient dragons; 1 time in 2. She has an armor rating of 125 and a maximized life rating of 10000. She can open doors, bash down doors and push past weaker monsters.

She resists acid, lightning, fire, cold and poison. She cannot be confused

or slept. She tends to overlook intruders, which she may notice from 200 feet. She will carry up to 18 exceptional objects. She can claw to attack

with damage 6d12, claw to attack with damage 8d12, claw to attack with damage 8d12, and bite to attack with damage 10d14.

(UNIQUE) Vecna, the Emperor Lich (Light Red 'L'):

He is a highly cunning, extremely magical being, spoken of in legends.

This ancient shadow of death wilts any living thing it passes. He may be found at dungeon level 72, about 1 time in 2. He moves very quickly at speed +20. Killing this evil undead creature is worth 2160000 points for a level 1 character. He usually appears with an escort. He is magical, casting spells intelligently which produce nether balls, produce mana storms, cause brain smashing, cause critical wounds, cause mortal wounds, produce mana bolts, terrify, blind, confuse, paralyze, blink-self, teleport

to, create traps, summon monsters or summon an undead; 1 time in 2. He has

an armor rating of 85 and a maximized life rating of 4500. He can open doors and bash down doors. He is cold blooded. He resists cold and poison. He cannot be confused or slept. He tends to overlook intruders, which he may notice from 200 feet. He will carry up to 12 good objects. He can touch to lower experience (by 80d6+), touch to drain charges, touch

to reduce dexterity with damage 2d12, and touch to reduce dexterity with damage 2d12.

(UNIQUE) Omarax the Eye Tyrant (Violet 'e'):

A vast baleful eye floating in the air. His gaze seems to shred your soul

and his spells crush your will. He is ancient, his history steeped in forgotten evils, his atrocities numerous and sickening. He may be found at

dungeon level 73, about 1 time in 4. He moves very quickly at speed +20. Killing this natural evil creature is worth 1168000 points for a level 1 character. He is magical, casting spells intelligently which produce

darkness storms, drain mana, cause mind blasting, produce acid bolts, produce fire bolts, produce frost bolts, terrify, blind, confuse, slow, create darkness or cause amnesia; 1 time in 2. He has an armor rating of 80 and a maximized life rating of 6400. He can bash down doors. He resists poison. He cannot be confused or slept. He is fairly observant of intruders, which he may notice from 300 feet. He can gaze to lower experience (by 40d6+) with damage 2d6, gaze to paralyse with damage 2d6, gaze to drain charges with damage 2d6, and gaze to reduce intelligence with damage 2d6.

(UNIQUE) Ungoliant, the Unlight (Dark Gray 'S'):

This enormous, hideous spirit of void is in the form of a spider of immense proportions. She is surrounded by a cloud of Unlight as she sucks in all living light into her bloated body. She is always ravenously hungry and would even eat herself to avoid starvation. She is rumoured to have a foul and deadly breath. She may be found at dungeon level 75. She moves quickly at speed +10. Killing this natural evil creature is worth 2625000 points for a level 1 character. She may breathe poison or darkness, and is also magical, casting spells intelligently which produce darkness storms, terrify, blind, confuse, slow, heal-self, create darkness or summon spiders; 1 time in 3. She has an armor rating of 160 and a maximized life rating of 13000. She can bash down doors. She is hurt by bright light. She resists poison. She cannot be confused or slept. She pays little attention to intruders, which she may notice from 80 feet. She will carry up to 8 good objects. She can bite to poison with damage 3d9, bite to poison with damage 3d9, sting to poison with damage 2d5, and sting to poison with damage 2d5.

(UNIQUE) The Mouth of Sauron (Light Green 'p'):

The Mouth of Sauron is a mighty spell caster. So old that even he cannot remember his own name, his power and evil are undeniable. He believes unshakeably that he is unbeatable and laughs as he weaves his awesome spells. He may be found at dungeon level 78, about 1 time in 3. He moves very quickly at speed +20. Killing this evil creature is worth 2964000 points for a level 1 character. He is magical, casting spells intelligently which produce fire balls, produce nether balls, produce water balls, produce mana storms, produce darkness storms, cause critical wounds, produce plasma bolts, paralyze, teleport to or create traps; 1 time in 2. He has an armor rating of 100 and a maximized life rating of 2000. He can open doors and bash down doors. He is invisible. He resists lightning, fire and cold. He cannot be confused or slept. He is fairly observant of intruders, which he may notice from 600 feet. He will carry up to 10

good

objects. He can hit to disenchant with damage 6d8, hit to disenchant with damage 6d8, touch to drain charges, and touch to drain charges.

(UNIQUE) The Emperor Quylthulg (White 'Q'):

A huge seething mass of flesh with a rudimentary intelligence, the Emperor

Quylthulg changes colours in front of your eyes. Pulsating first one colour then the next, it knows only it must bring help to protect itself. It may be found at dungeon level 78, about 1 time in 3. It moves very quickly at speed +20, but does not deign to chase intruders. Killing this

natural evil creature is worth 1560000 points for a level 1 character.

It

is magical, casting spells which cause brain smashing, summon greater undead or summon ancient dragons; 1 time in 2. It has an armor rating of 1 and a maximized life rating of 5000. It is invisible. It cannot be frightened, confused or slept. It is ever vigilant for intruders, which it

may notice from 300 feet. It will carry up to 8 objects. It has no physical attacks.

(UNIQUE) Qlzqqlzuup, the Lord of Flesh (Orange 'Q'):

This disgusting creature squeals and snorts as it writhes on the floor.

It

pulsates with evil. Its intent is to overwhelm you with monster after monster, until it can greedily dine on your remains. It may be found at dungeon level 78, about 1 time in 3. It moves very quickly at speed +20, but does not deign to chase intruders. Killing this natural evil creature

is worth 1560000 points for a level 1 character. It is magical, casting spells which summon a monster, summon monsters, summon ants, summon spiders, summon hounds, summon reptiles, summon an angel, summon a demon, summon an undead, summon a dragon, summon greater undead, summon ancient dragons, summon ring wraiths or summon unique monsters; 1 time in 1. It has an armor rating of 1 and a maximized life rating of 5000. It is invisible. It cannot be frightened, confused or slept. It is ever vigilant for intruders, which it may notice from 300 feet. It will carry up to 8 objects. It has no physical attacks.

(UNIQUE) Murazor, the Witch-King of Angmar (Dark Gray 'W'):

The Chief of the Ringwraiths. A fell being of devastating power. His spells are lethal and his combat blows crushingly hard. He moves at speed,

and commands legions of evil to do his bidding. It is said that he is fated never to die by the hand of mortal man. He may be found at dungeon level 80, about 1 time in 3. He moves very quickly at speed +20.

Killing

this evil undead creature is worth 3360000 points for a level 1 character.

He is magical, casting spells intelligently which produce nether balls, cause brain smashing, cause critical wounds, produce mana bolts, terrify, blind, paralyze, teleport away, summon monsters, summon greater undead, summon ancient dragons or summon ring wraiths; 1 time in 2. He has an

armor rating of 120 and a maximized life rating of 6000. He can open doors, bash down doors and push past weaker monsters. He is cold blooded.

He is hurt by bright light. He resists cold and poison. He cannot be confused or slept. He is fairly observant of intruders, which he may notice from 900 feet. He will carry up to 14 good objects. He can hit to

attack with damage 10d10, hit to attack with damage 10d10, hit to lower experience (by 80d6+) with damage 5d5, and hit to lower experience (by 80d6+) with damage 5d5.

(UNIQUE) Pazuzu, Lord of Air (White 'B'):

A winged humanoid from the Planes of Hell, Pazuzu grins inhumanely at you as he decides your fate. He may be found at dungeon level 82, about 1 time

in 2. He moves incredibly quickly at speed +30. Killing this evil demon is worth 2460000 points for a level 1 character. He is magical, casting spells which produce lightning balls, cause mind blasting, produce lightning bolts or produce mana bolts; 1 time in 3. He has an armor rating

of 125 and a maximized life rating of 5500. He can open doors and bash down doors. He is invisible. He resists acid, lightning, fire, cold and poison. He cannot be confused or slept. He is fairly observant of intruders, which he may notice from 400 feet. He will carry up to 8 good objects. He can hit to electrify with damage 12d12, hit to electrify with damage 12d12, hit to electrify with damage 12d12, and hit to electrify with damage 12d12.

(UNIQUE) Cantoras, the Skeletal Lord (White 's'):

A legion of evil undead druj animating the skeleton of a once mighty sorcerer. His power is devastating and his speed unmatched in the underworld. Flee his wrath! He may be found at dungeon level 84, about 1

time in 2. He moves incredibly quickly at speed +30. Killing this evil undead creature is worth 3780000 points for a level 1 character. He is magical, casting spells intelligently which produce nether balls, produce water balls, cause brain smashing, cause mortal wounds, produce mana bolts,

produce ice bolts, terrify, slow, teleport to or summon greater undead; 1 time in 1. He has an armor rating of 120 and a maximized life rating of 6750. He can open doors and bash down doors. He is cold blooded. He resists fire, cold and poison. He cannot be frightened, confused or slept.

He pays little attention to intruders, which he may notice from 200 feet. He will carry up to 18 exceptional objects. He can gaze to lower experience (by 80d6+), gaze to lower experience (by 80d6+), touch to poison

with damage 3d5, and touch to poison with damage 3d5.

(UNIQUE) The Tarrasque (Red 'R'):

The Tarrasque is a massive reptile of legend, rumoured to be unkillable and

immune to magic. Fear its anger, for its devastation is unmatched! It

may

be found at dungeon level 84, about 1 time in 2. It moves very quickly at

speed +20. Killing this evil creature is worth 2940000 points for a level

1 character. It may breathe fire, frost or disenchantment powerfully; 1 time in 2. It has an armor rating of 185 and a maximized life rating of 8075. It can open doors, bash down doors and push past weaker monsters. It resists fire and cold. It cannot be confused or slept. It takes a while to see intruders, which it may notice from 500 feet. It will carry up to 12 good objects. It can hit to attack with damage 10d10, hit to attack with damage 10d10, touch to drain charges, and touch to drain charges.

(UNIQUE) Lungorthin, the Balrog of White Fire (White '&'):

A massive form cloaked in flame. Lungorthin stares balefully at you with eyes that smoulder red. The dungeon floor where he stands is scorched by the heat of his body. He may be found at dungeon level 85, about 1 time in

2. He moves very quickly at speed +20. Killing this evil demon is worth 3145000 points for a level 1 character. He usually appears with escorts. He may breathe fire powerfully, and is also magical, casting spells which terrify, blind, confuse, summon a demon or summon greater undead; 1 time in

4. He has an armor rating of 125 and a maximized life rating of 7600. He

can open doors, bash down doors and push past weaker monsters. He resists

fire. He cannot be confused or slept. He pays little attention to intruders, which he may notice from 200 feet. He will carry up to 18 good

objects. He can hit to burn with damage 8d12, hit to burn with damage 8d12, crush to attack with damage 8d12, and touch to drain charges.

(UNIQUE) Draugluin, Sire of All Werewolves (Umber 'C'):

Draugluin provides Sauron with a fearsome personal guard. He is an enormous wolf inhabited with a human spirit. He is chief of all his kind.

He may be found at dungeon level 87, about 1 time in 2. He moves very quickly and a bit erratically at speed +20. Killing this natural evil creature is worth 3480000 points for a level 1 character. He usually appears with escorts. He is magical, casting spells which terrify, summon

monsters or summon hounds; 1 time in 3. He has an armor rating of 90 and a maximized life rating of 7000. He can open doors, bash down doors, push

past weaker monsters and pick up objects. He resists poison. He pays little attention to intruders, which he may notice from 800 feet. He will

carry one or two good objects. He can claw to attack with damage 3d3, claw

to attack with damage 3d3, bite to poison with damage 2d6, and bite to poison with damage 2d6.

(UNIQUE) Feagwath the Undead Sorceror (Light Red 'L'):

A stench of corruption and decay surrounds this sorcerer, who has clearly risen from the grave to continue his foul plots and schemes. He may be found at dungeon level 90, about 1 time in 3. He moves very quickly at speed +20. Killing this evil undead creature is worth 4050000 points for a level 1 character. He usually appears with an escort. He is magical, casting spells intelligently which produce fire balls, produce mana storms, cause brain smashing, cause mortal wounds, produce mana bolts, terrify, blind, teleport-self, summon monsters, summon a demon or summon greater undead; 1 time in 3. He has an armor rating of 100 and a maximized life rating of 6000. He can open doors and bash down doors. He is cold blooded. He resists lightning, fire, cold and poison. He cannot be confused or slept. He is ever vigilant for intruders, which he may notice from 1000 feet. He will carry up to 18 exceptional objects. He can hit to disenchant with damage 6d8, hit to disenchant with damage 6d8, hit to attack with damage 5d5, and hit to attack with damage 5d5.

(UNIQUE) Carcharoth, the Jaws of Thirst (Dark Gray 'C'):
The first guard of Angband, Carcharoth, also known as 'The Red Maw', is the largest wolf to ever walk the earth. He is highly intelligent and a deadly opponent in combat. He may be found at dungeon level 92, about 1 time in 2. He moves very quickly and a bit erratically at speed +20. Killing this natural evil creature is worth 3680000 points for a level 1 character. He may breathe fire, and is also magical, casting spells intelligently which cause brain smashing, terrify, heal-self or summon hounds; 1 time in 4. He has an armor rating of 110 and a maximized life rating of 7500. He can open doors, bash down doors, push past weaker monsters and pick up objects. He resists fire and poison. He cannot be confused or slept. He is fairly observant of intruders, which he may notice from 800 feet. He will carry one or two good objects. He can claw to attack with damage 3d3, claw to attack with damage 3d3, bite to poison with damage 4d4, and bite to poison with damage 4d4.

(UNIQUE) Cerberus, Guardian of Hades (Red 'C'):
A two-headed hell hound of fearsome aspect. Flame burns merrily from its hide as it snarls and roars its defiance. It may be found at dungeon level 94. It moves very quickly at speed +20. Killing this natural evil creature is worth 3760000 points for a level 1 character. It may breathe fire or nether, and is also magical, casting spells which produce darkness storms or summon hounds; 1 time in 3. It has an armor rating of 160 and a maximized life rating of 10000. It can open doors, bash down doors and push past weaker monsters. It resists fire. It cannot be confused or

slept. It is fairly observant of intruders, which it may notice from 500 feet. It will carry up to 8 good objects. It can hit to burn with damage 9d12, hit to burn with damage 9d12, hit to burn with damage 9d12, and hit to burn with damage 9d12.

(UNIQUE) Gothmog, the High Captain of Balrogs (Light Red '&'):
Gothmog is the Chief Balrog in Morgoth's personal guard. He is renowned for slaying Ecthelion the Warder of the Gates and he has never been defeated in combat. With his whip of flame and awesome fiery breath he saved his master from Ungoliant's rage. He may be found at dungeon level 95. He moves very quickly at speed +20. Killing this evil demon is worth 4085000 points for a level 1 character. He usually appears with escorts. He may breathe fire powerfully, and is also magical, casting spells which terrify, blind, confuse, summon a demon or summon greater undead; 1 time in 3. He has an armor rating of 140 and a maximized life rating of 8000. He can open doors, bash down doors and push past weaker monsters. He resists lightning and fire. He cannot be confused or slept. He is ever vigilant for intruders, which he may notice from 1000 feet. He will carry up to 18 exceptional objects. He can hit to burn with damage 9d12, hit to burn with damage 9d12, crush to attack with damage 8d12, and touch to drain charges.

(QUESTOR) Sauron, the Sorcerer (Violet 'p'):
He is Morgoth's most powerful servant. Mighty in spells and enchantments, he created the One Ring. His eyes glow with power and his gaze seeks to destroy your soul. He has many servants, and rarely fights without them. He is found only at dungeon level 99. He moves very quickly at speed +20. Killing this evil creature is worth 4950000 points for a level 1 character. He is magical, casting spells intelligently which produce fire balls, produce nether balls, produce water balls, produce mana storms, produce darkness storms, cause brain smashing, cause mortal wounds, produce mana bolts, produce plasma bolts, produce ice bolts, terrify, blind, confuse, teleport-self, teleport level, cause amnesia, summon monsters, summon a demon, summon greater undead or summon ancient dragons; 1 time in 2. He has an armor rating of 160 and a maximized life rating of 10395. He can open doors, bash down doors and push past weaker monsters. He regenerates quickly. He resists lightning, fire, cold and poison. He cannot be frightened, confused or slept. He is ever vigilant for intruders, which he may notice from 1000 feet. He will carry up to 18 exceptional objects. He can hit to disenchant with damage 10d12, hit to disenchant with damage 10d12, touch to drain charges, and touch to drain charges.

(QUESTOR) Morgoth, Lord of Darkness (Dark Gray 'P'):

He is the Master of the Pits of Angband. His figure is like a black mountain crowned with Lightning. He rages with everlasting anger, his body

scarred by Fingolfin's eight mighty wounds. He can never rest from his pain, but seeks forever to dominate all that is light and good in the world. He is the origin of man's fear of darkness and created many foul creatures with his evil powers. Orcs, Dragons, and Trolls are his most foul corruptions, causing much pain and suffering in the world to please him. His disgusting visage, twisted with evil, is crowned with iron, the two remaining Silmarils forever burning him. Grond, the mighty Hammer of the Underworld, cries defiance as he strides towards you to crush you to a

pulp! He is found only at dungeon level 100. He moves incredibly quickly

at speed +30. Killing this evil creature is worth 6000000 points for a level 1 character. He is magical, casting spells intelligently which produce nether balls, produce mana storms, cause brain smashing, produce mana bolts, summon monsters, summon greater undead, summon ancient dragons,

summon ring wraiths or summon unique monsters; 1 time in 3. He has an armor rating of 150 and a maximized life rating of 17100. He can bore through walls and push past weaker monsters. He regenerates quickly. He causes earthquakes when attacking. He resists acid, lightning, fire, cold

and poison. He cannot be frightened, confused or slept. He is ever vigilant for intruders, which he may notice from 1000 feet. He will carry

up to 20 exceptional objects, in addition to chosen objects. He can hit to

attack with damage 20d10, hit to attack with damage 20d10, hit to reduce all stats with damage 10d12, and touch to drain charges.