

Dungeons & Dragons: Eye of the Beholder Item List

by FatRatKnight

Updated to v1.25a on Jul 7, 2016

[GBA] Dungeons & Dragons: Eye of the Beholder Item List
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v1.25a

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1++++= INTRODUCTION =++++ [INT01]
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Ah, this game is a remake of the SNES Eye of the Beholder, complete with a similar layout. It is remade using 3rd edition ruleset, but analysis made it clear they didn't put much effort in ensuring all the... quirks... are removed.

This FAQ goes into the details of all the items you can find in this game, as well as some that you can't find at all. The magic of digging into the game opens much information that just can't be found otherwise. I believe this FAQ is complete, but be sure to hand some surprises to me.

Digging into the game for all that information hidden within, I've seen things like the fact there's room for two separate names, IDs for enchantment level and material of every item, and other sorts of things that doesn't seem to make much sense that they're in there. Regardless, it is some extra information that I can fit, so I include it.

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2+++++ = ITEM LISTS =+++++
+++++ [ILS22]

For many lists, I have the following:

ID: Internal identification number, in hexadecimal. If you like to cheat...

Name: Obviously, items have names. I show the exact string seen.

Value: Base gold value. It is adjusted by Appraise check.

Appraise success: 80% buy, 45% sell

Appraise fail: 120% buy, 30% sell

Made of: Material of the item. Rarely important in the game.

There is one ID (3) I can't guess what material it is.

En: Enchantment level. This is little more than just a mark.

I list +0 for a few things, which I guess is "magic material."

A particular monster needs to be hit by +1 or better to take damage.

Other stats will be explained where they are important. The ones I've listed show up just about everywhere, so I list them here to avoid duplication of information.

2. 1 ----- Melee Weapons -----<mw59>

A: Attack bonus. Gives better chance to hit

Damage: Dice used for damage output

#d..+ - Number of dice

.d##+. - Sides of dice

.d..+# - Flat bonus added to combined rolls

Crit: Affects critical hits

##x. - Threat range. Chance of critical. Lower numbers are better.

..x# - Multiplier. How many times the damage output on a critical.

... Except this is meaningless, as the game does not ever apply critical hits.

Size: Size class of weapon. May have restrictions on how its equipped.

ID(00)- ID error? Anyone can equip it one-handed anyway.

Dimin.- (Diminutive) One-handed.

Tiny - One-handed. No practical differences known.

Small - Small races must use both hands. Medium takes one hand.

Medium- Only Medium races can equip it, using two hands as well.

Type: Type of damage. Blunt is very useful early to mid game.

ID	Melee weapon name	Value	Made of:En	A:Damage	Crit	Size	Type
---+----Simple-----+-----+-----:--+:------:-----+-----+-----+-----+-----							
01	Light Mace	5	Steel	:	:	1d 6 :20x2	Tiny Blunt
02	Club	1	Wood	:	:	1d 6 :20x2	Small Blunt
04	Heavy Mace	12	Steel	:	:	1d 8 :20x2	Small Blunt
05	Morning Star	8	Steel	:	:	1d 8 :20x2	Small Blunt
43	Dagger	2	Steel	:	:	1d 4 :19x2	Dimin. Pierce
03	Halfspear	1	Steel	:	:	1d 6 :20x3	Small Pierce
06	Shortspear	2	Steel	:	:	1d 8 :20x3	Medium Pierce
40	Dagger +1	2304	Steel	:+1	:	1d 4+1:19x2	Dimin. Pierce
A6	Dagger of Venom	9302	Steel	:+1	:	1d 4+1:19x2	Dimin. Pierce +special
39	Light Mace +1	2305	Steel	:+1	:	1d 6+1:20x2	Tiny Blunt
C5	Hvy Mace +1	2312	Steel	:+1	:	1d 8 :20x2	Small Blunt
4F	Light Mace +2	8305	Steel	:+2	:	2:1d 6+2:20x2	Tiny Blunt
4E	Dagger +2	8304	Steel	:+2	:	2:1d 6+2:19x2	Dimin. Pierce
74	Mrgstar +2 Frost	18308	Steel	:+3	:	2:1d 8+2:20x2	ID(00) Blunt +special
---+----Martial-----+-----+-----:--+:------:-----+-----+-----+-----+-----							
0C	Light Hammer	1	Steel	:	:	1d 4 :20x2	Tiny Blunt
0E	Light Pick	4	Steel	:	:	1d 4 :20x4	Tiny Pierce
0F	Short Sword	10	Steel	:	:	1d 6 :19x2	Tiny Pierce
0B	Throwing Axe	8	Steel	:	:	1d 6 :20x2	Tiny Slash
0D	Handaxe	6	Steel	:	:	1d 6 :20x3	Tiny Slash
11	Light Flail	8	Steel	:	:	1d 8 :20x2	Small Blunt
17	Warhammer	12	Steel	:	:	1d 8 :20x3	Small Blunt
13	Heavy Pick	8	Steel	:	:	1d 6 :20x4	Small Pierce
14	Rapier	20	Steel	:	:	1d 6 :18x2	Small Pierce
16	Trident	15	Steel	:	:	1d 8 :20x2	Small Pierce
15	Scimitar	15	Steel	:	:	1d 6 :18x2	Small Slash
10	Battleaxe	10	Steel	:	:	1d 8 :20x3	Small Slash
12	Longsword	15	Steel	:	:	1d 8 :19x2	Small Slash
1B	Greatclub	5	Steel	:	:	1d10 :20x2	Medium Blunt
19	Heavy Flail	15	Steel	:	:	1d10 :19x2	Medium Blunt
93	Maul	15	Steel	:	:	1d10 :20x3	Medium Blunt
18	Falchion	75	Steel	:	:	2d 4 :18x2	Medium Slash
1A	Greataxe	20	Steel	:	:	1d12 :20x3	Medium Slash
1C	Greatsword	50	Steel	:	:	2d 6 :19x2	Medium Slash
42	Mwk Falchion	375	Steel	:	:	1:2d 4 :18x2	Medium Slash
6D	Trident +1	2330	Steel	:+1	:	1:1d 8+1:20x2	Small Pierce
41	Longsword +1	2330	Steel	:+1	:	1:1d 8+1:19x2	Small Slash
94	Maul +1	2350	Steel	:+1	:	1:1d10+1:20x3	Medium Blunt
50	Longsword +2	8330	Steel	:+2	:	2:1d 8+2:19x2	Small Slash
7E	Longsword +3	18330	Steel	:+3	:	3:1d 8+3:19x2	Small Slash
5B	Battleaxe +3 Keen	18320	Mithral	:+3	:	3:1d 8+3:19x3	Small Slash
---+----Exotic-----+-----+-----:--+:------:-----+-----+-----+-----+-----							
21	Kukri	8	Steel	:	:	1d 4 :18x2	Dimin. Slash
22	Bastard Sword	35	Steel	:	:	1d10 :19x2	Small Slash
23	Dwarven Waraxe	30	Steel	:	:	1d10 :20x3	Small Slash
---+----Natural-----+-----+-----:--+:------:-----+-----+-----+-----+-----							
C2	Unarmed Strike	0	Flesh	:	:	1d 3 :20x2	Small Blunt ----
3A	Skeleton Claw	0	Bone	:	:	1d 4 :20x2	ID(00) Pierce Hand
3B	Zombie Slam	0	Flesh	:	:	1d 6+1:20x2	ID(00) Blunt Hand
4A	Banedeath Claw	0	Flesh	:	:	1d 4+1:20x2	ID(00) Pierce Hand+special

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4B|Vampire Slam      | 0|Flesh : | :1d 4 :20x2|ID(00) Blunt |Hand+special
51|Spider Bite      | 0|Flesh : | :1d 6 :20x2|ID(00) Pierce|Head
6C|Kuo-Toa Bite     | 0|Bone  : | :1d 4 :20x2|Dimin. Pierce|Head
86|Hell Hound's Bite| 0|Flesh : |5:1d 8+1:20x2|ID(00) Pierce|Head
8B|Rust Monster Bite| 0|Bone  : | :1d 3 :20x2|ID(00) Pierce|----
8C|Rust Monster Ant | 0|Flesh : |3:0d 0 :20x2|ID(00) Force |----+special
8D|Displacer Tentacle|0|Flesh : |9:1d 4 :19x2|Dimin. Pierce|----
8E|Displacer Bite   | 0|Bone  : |4:1d 4 :19x2|Dimin. Pierce|----
85|Drider's Bite    | 0|Flesh : | :1d 4+1:20x2|ID(00) Pierce|Head+special
4C|Bandedead Bite   | 0|Bone  : | :1d 6 :20x2|ID(00) Pierce|Head
97|Ghaunadanpod     | 0|Flesh : |4:1d 6+1:20x2|ID(00) Blunt |----+special
98|Xanathar Bite    | 0|Bone  : |4:2d 4+2:20x2|ID(00) Pierce|Head
--+-----+-----+-----:--+-----:-----+-----+

```

Curious stats include:

- * Hvy Mace +1 : No bonuses, though it is marked as +1
- * Dagger +2 : 1d6+2 instead of 1d4+2
- * Mrgstar +2 Frost : Size class 0 -- Strange size ID
- * Displacer Tentacle : Dagger stats, Simple rather than Natural (wrong index)
- * Displacer Bite : Dagger stats, Simple rather than Natural (wrong index)

All melee weapons are equipped in Hand. Natural weapons are equipped in different slots as listed, but you'll never get to have most of them anyway without cheating.

Name of item	>Name of special	Summary	
Dagger of Venom	>Dagger of Venom	Poison: 1d10 CON,	Fort-negate DC 14
Mrgstar +2 Frost	>Frost	1d6 damage, Cold	no save
Bandedead Claw	>Bandedead Slam	-1 DEX	no save
Vampire Slam	>Vampire Slam	Energy Drain (-EXP)	no save
Rust Monster Ant	>Antennae Touch Rust	(None listed)	Refl-negate DC 20
Drider's Bite	>Drider Poison	Large STR drop	Fort-negate DC 16
Ghaunadanpod	>Ghaunadan Touch	Paralyzed	Fort-negate DC 13

All weapon specials, aside from direct damage, will always activate on every attack, regardless of hit or miss. This means that the Bandedead will always reduce Dexterity just for swinging at something (no save), and Ghaunadan can end up paralyzing someone even on a miss (but against the Fortitude save, your Fighter or Cleric might withstand it).

Antennae Touch Rust has no listed effects in the internals. Regardless, it's apparently special-cased to remove Steel equipment. Note, without valid equipment to destroy, this special can crash the game!

Drider Poison lasts five rounds, reduces Strength by 1d6, and also applies a poison that gives -1d6 STR right away and another -1d6 in five rounds. In theory, anyway.

Note that, for whatever reason, no monster has Vampire Slam or Rust Monster Ant, and Drider's Bite is never used. Though, the specials of these items are given to monsters as their own usable specials to use against you anyway.

These items have a second name in the internals:
Dagger of Venom - Dagger of Venom

Hvy Mace +1 - Hvy Mace +1
 Battleaxe +3 Keen - Drow Biter
 Unarmed Strike - Unarmed Strike
 Ghaunadanpod - pseudopod

2. 2 ----- Range Weapons -----<rw18>

Refer to the melee weapon lists for stat information. Additionally:

Rng: If ranged weapon, range in feet. Divide by 5 for squares.
 If ammo, I mark an "a". I do not know what the number is for.

Size: Size class of weapon. Completely ignored for ranged weapons.
 All ranged weapons always take two hands.

Feat: What weapon feat is necessary to avoid -4 Attack penalty.

Launchers and ammo are grouped by compatible launcher/ammo pairs.

ID	Ranged weapon name	Val.	MadeOf:En	A:Damage:Crit	Rng	Size	Feat	Type
09	Sling	1	Fabric	:1d 4 :20x2	50	Tiny	Simple	
26	Sling Bullets	1	Stone	: : :20x2	a10	Dimin.	Simple Blunt	
07	Light Crossbow	35	Steel	: :1d 8 :19x2	80	Tiny	Simple	
0A	Heavy Crossbow	50	Steel	: :1d10 :19x2	120	Small	Simple	
24	Hand Crossbow	100	Steel	: :1d 4 :19x2	20	Dimin.	Exotic	
25	Crossbow Bolts	1	Wood	: : :19x2	a10	Dimin.	Simple Pierce	
1D	Shortbow	30	Wood	: :1d 6 :20x3	60	Small	Martial	
1E	Composite Shortbow	75	Wood	: :1d 8 :20x3	70	Small	Martial	
1F	Longbow	75	Wood	: :1d 8 :20x3	100	Medium	Martial	
20	Composite Longbow	100	Wood	: :1d 8 :20x3	110	Medium	Martial	
58	Longbow +1	2450	Wood	:+1 :1d 8+1:20x3	100	Medium	Martial	
27	Arrows	1	Wood	: : :20x3	a20	Dimin.	Simple Pierce	
96	Arrows Shock	2350	Wood	:+1 : : :20x3	a 2	Dimin.	Simple Pierce	
99	Arrow +2	4350	Wood	:+2 : +2:20x3	a10	Dimin.	Simple Pierce	
C3	Blowgun	10	Bone	: : :20x2	20	Tiny	Exotic	
DD	Blowgun dart	5	Wood	: :1d 4 :20x2	a 5	Tiny	Exotic Pierce	
08	Poison Blow-dart	1	Bone	: :1d 2 :20x2	a10	Tiny	Exotic Pierce	+S
7B	Drow Poison Dart	300	Steel	: :1d 4 :20x2	a10	Tiny	Exotic Pierce	+S

One curious stat I must note:

* Arrows Shock : No special, same damage as regular arrows

All launchers are held in Hand, and always require two hands free regardless of size. Even the medium weapons can be wielded by small races.

All ammo are held in Quiver. Camping with ammo equipped may give you several shots of it for free. If you run out of ammo, the item disappears completely, requiring you to find another stack if you want to use it some more.

Name of item >Name of spec.|Summary

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----->-----+
Poison Blow-dart>Spider Poison|Poison: 2d4 STR, Fort-negate DC 15
Drow Poison Dart>Drow Poison |Sleep status, hours, Fort-negate DC 17

```

Unfortunately (for players), a dart shot out of a Blowgun does not trigger the dart's special, and therefore, these will never activate. The Drow Wizard gets around this because of a quirk in monster weapons only caring what the first weapon is, and thus uses the dart directly, triggering the special. The fact the Drow Wizard must use it in melee range is a side effect of having no range to ammo.

Spider Poison does 1d4 Strength damage up front, and 1d4 more after five rounds. At least, it's supposed to. You'll never know because of the glitch above.

2. 3 ----- Other Equipment -----<oe37>

A: AC bonus. More of this makes it harder to be hit.

MD: Max Dexterity bonus. The stat is broken; It has no effect in this game. It's supposed to limit AC bonus due to Dexterity, but... Well, it doesn't do anything.

Pn: Armor check penalty. Applied to STR and DEX based skills. Without the right armor proficiency, this will also work against your Attack rolls, reducing accuracy.

ASF: Arcane spell failure. Chance that a Wizard's spell is lost without effect. Does not affect Use Magic Device. Applies even with the right proficiency.

Class: Weight classification of armor. Blank entry means the armor has no associated feat.

If it's not an armor item, I instead list what it is rather than armor stats. Such items don't even have armor stats. Note that AC is part of the main item stats, so such equipment can still provide extra defense.

ID	Name of equipment	Value	Made of:En	A:MD	Pn	ASF	Class
---+----Body-----+-----+-----:---+-----+-----+-----							
28	Padded Armor	5	Fabric	: 1	8 -0	5%	Light
29	Leather Armor	10	Leather	: 2	6 -0	10%	Light
2A	Studded Leather	25	Leather	: 3	5 -1	15%	Light
2B	Chain Shirt	100	Steel	: 4	4 -2	20%	Light
2C	Hide Armor	15	Fabric	: 3	4 -3	20%	Medium
2D	Scale Mail	50	Steel	: 4	3 -4	25%	Medium
2E	Chainmail	150	Steel	: 5	2 -5	30%	Medium
2F	Breastplate	200	Steel	: 5	3 -4	25%	Medium
30	Splint Mail	200	Steel	: 6	0 -7	40%	Heavy
31	Banded Mail	250	Steel	: 6	1 -6	35%	Heavy
32	Half-Plate	600	Steel	: 7	0 -7	40%	Heavy
33	Full Plate	1500	Steel	: 8	1 -6	35%	Heavy
9E	Mwk Scale mail	200	Steel	: 5	3 -4	25%	Medium
46	Mithral Chainmail	300	Steel	: +0	5: 4 -2	20%	Medium

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9A|Robe of Pro +1      | 4000|Mithral:+1|1:10 -0 0%      |
59|Studded Leather +1 | 1200|Leather:+1|4: 5 -1 15% Light |
87|Full Plate +1      | 2500|Steel  :+1|9: 1 -6 35% Heavy |
88|Full Plate +1      | 1500|Steel  :+1|9: 1 -6 35% Heavy |+Special
75|Chainmail +2       | 4450|Steel  :+2|7: 2 -5 30% Medium|
7F|Half-Plate +2     | 4750|Steel  :+2|9: 8 -0 5% Light |
---+----Hand-----+-----+-----:---+:------+
35|Sml Wooden Shield | 3|Wood   :  |1: 0 -1 5% Shield|
36|Small Metal Shield| 9|Steel  :  |1: 0 -1 5% Shield|
37|Lrg Wooden Shield | 7|Wood   :  |2: 0 -2 15% Shield|
38|Lrg Metal Shield  | 20|Steel  :  |2: 0 -2 15% Shield|
7D|Lrg Mithral Shield| 1020|Mithral:+0|2: 0 -0 5% Shield|
A9|Sml Mtl Shield +1 | 1050|Steel  :+1|2: 0 -1 15% Shield|
6F|Lrg Mtl Shield + 1| 1177|Steel  :+1|3: 0 -2 15% Shield|
95|Lrg Wood Shield +2| 4157|Wood   :+2|4: 0 -2 15% Shield|
---+----Arms-----+-----+-----:---+:------+
34|Buckler           | 15|Steel  :  |1: 0 -1 5% Shield|
A8|Gauntlets +1     | 1008|Steel  :+1|1: 0 -0 25%      |
---+----Head-----+-----+-----:---+:------+
B5|Magical Cap       | 2000|Fabric :+1|1:10 -0 0%      |
---+----Feet-----+-----+-----:---+:------+
6A|Boots of Striding | 8000|Leather:  | :Miscellaneous  |+Special
8A|Drow Boots        | 9500|Leather:  | : 8 -0 5% Light |+Special
---+----Neck-----+-----+-----:---+:------+
84|Cloak:Resistance | 4000|Fabric :+2| :Miscellaneous  |+Special
B6|Magical Cape      |15000|Fabric :+1|1:10 -0 0%      |+Special
---+----Finger-----+-----+-----:---+:------+
48|Ring of Pro + 1   | 2000|Gold   :+1|1:Ring          |
73|Ring:Fire Resist. |18000|Steel  :+1| :Ring          |+Special
---+-----+-----+-----:---+:------+

```

Curious stats include:

- * Mithral Chainmail : Steel material; Medium (expected Light)
- * Half-Plate +2 : Padded Armor penalties (wrong index)
- * Drow Boots : Padded Armor penalties (wrong index)

There is nothing stopping you from equipping a Buckler and a shield. For that matter, nothing is stopping you from filling both hands with one shield each. Plus Buckler.

One size fits all. Racial size does not matter, and you can swap armor as you like among your party.

Half-Plate +2 and Drow Boots are glitched with Padded Armor penalties, meaning Half-Plate +2 is by far the best armor you can equip on anyone without Wizard levels, and arguable to equip on a Wizard for the 5% Arcane Spell Failure anyway.

While some of these items have specials, they immediately fade after one step, denying you of the specials and making their use pointless. Regardless, I should list them anyway.

```

Name of item      >Name of special |Summary
----->-----+----
Full Plate +1     >Clumsiness      |-4 Dexterity
Boots of Striding>Speed           |(No listed effects)
Drow Boots        >Dodging         |+3 Dexterity
Cloak:Resistance >Resistance +2   |+2 saves (Fortitude, Reflex, Will)
Magical Cape      >Fire Resistance |Reduce Fire damage by 15
Ring:Fire Resist.>Fire Resistance |Reduce Fire damage by 15

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Ring:Fire Resist.>Immunity to Cold|Multiply Cold damage by 0/16

The Full Plate +1 is the second in the main list, with a lower value than the "uncursed" version.

Again, since armor specials do not stick, don't be surprised that your ring isn't offering any protection against certain spells. Equipping them while in battle will give you the special for a few rounds, if you can fit the turns in. A certain feat, Quick Draw, makes any equipment swap free.

These items have a second name in the internals:

Robe of Pro +1 - Robe of sewn Mithral
Mwk Scale mail - Masterwork Scale mail
Gauntlets +1 - Pair of gauntlets
Sml Mtl Shield +1 - Sml Mtl Shield +1
Magical Cap - Magical Cap
Magical Cape - Cape: Fire Resist

2. 4 ----- Useable Items -----<ui58>

L: Effective caster level. When using the item, it casts the spell using the level determined by the item itself. This level is what you need your Wizard or Cleric to use the scroll with 0% failure rate. Potions never fail.

ID	Name of useable	Value	L:What spell is used	>Effect of spell
--+-Potions-----+-----+----->-----				
3F	Potn: Cure Lt Wnd	50	3:Cure Light Wounds	>1d8+3 healing
DA	Potn: Bull's Str	300	2:Bull's Strength	>+1d4+1 STR until camp
DB	Potn: Cat's Grace	300	2:Cat's Grace	>+1d4+1 DEX until camp
57	Potn: L. Restore	300	7:Lesser Restoration	>Removes Ability effects
D6	Potn: Cure Ser Wnd	750	3:Cure Serious Wounds	>3d6+3 healing
D7	Potn: Pro Neg Enrg	750	3:Negative Energy Pro.	>Resist Drain, 2 rounds
D8	Potn: R. Blnd/Deaf	750	3:Remove Blind/Deaf	>Removes blind and deaf
D9	Potn: Remove Curse	750	3:Remove Curse	>Removes Bestow Curse
53	Potn: N. Poison	750	7:Neutralize Poision	>Removes ongoing poison
9C	Elixir of Life	1000	3:Poison	>1d10 CON damage
--+-Scrolls-----+-----+----->-----				
A3	Scrl: Infl Mnr Wnd	5	1:Inflict Minor Wounds	>1 damage, Force
A5	Scrl: Infl Lt Wnd	25	2:Inflict Light Wounds	>1d8+2 damage, Force
45	Scrl: Cure Lt Wnd	25	3:Cure Light Wounds	>1d8+3 healing
5E	Scrl: Hold Person	150	5:Hold Person	>Held, 3 rounds
7C	Scrl: L. Restore	150	5:Lesser Restoration	>Remove Ability effects
BD	Scrl: Acid Splsh	12	3:Acid Splash	>1d3 damage, Acid
BE	Scrl: R. Frost	12	3:Ray of Frost	>1d3 damage, Cold
C9	Scrl: Feather Fall	25	1:Feather Fall	> This scroll is useless
A4	Scrl: Cause Fear	25	1:Cause Fear	>Shaken, 1d2 rounds
44	Scrl: Sleep	25	2:Sleep	>Sleep, 10 rounds
BA	Scrl: Mage Armor	75	3:Mage Armor	>+4 AC until camp
BB	Scrl: Charm Prsn	75	3:Charm Person	>Charmed, until camp
CA	Scrl: Aganzr Scor	150	2:Aganazzar's Scorcher	>1d8 damage, Fire
CB	Scrl: Blur	150	3:Blur	>+4 AC, 15 rounds
CD	Scrl: Ghoul Touch	150	3:Ghoul Touch	>Paralyzed, 1d3+1 rounds
CC	Scrl: Eagle Splend	150	3:Eagle's Splendor	>+1d4+1 CHA until camp
52	Scrl: Web	150	4:Web	>Entangled, 10 rounds
60	Scrl: Cat's Grace	150	5:Cat's Grace	>+1d4+1 DEX until camp
55	Scrl: Acid Arrow	150	5:Melf's Acid Arrow	>2d4 damage, Acid

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5C|Scrl: Snow Storm | 150|5:Snilloc's Snow. Swarm>2d6 damage, Cold
CE|Scrl: Dispel Magic| 375|5:Dispel Magic > Useless scroll
CF|Scrl: Light Bolt | 375|5:Lightning Bolt >5d6 damage, Shock
72|Scrl: Fireball | 375|7:Fireball >7d6 damage, Fire
56|Scrl: Flame Arrow | 375|7:Flame Arrow >4d6 damage, Fire
83|Scrl: Vamp. Touch | 375|7:Vampiric Touch >3d6 damage, Force
D0|Scrl: Remove Curse| 700|7:Remove Curse >Removes Bestow Curse
D2|Scrl: Cone of Cold| 1125|9:Cone of Cold >9d6 damage, Cold
D5|Scrl: Hold Monster| 1125|9:Hold Monster >Held, 5 rounds
---Wands-----+-----+----->-----
49|Wand of Aganazzar | 4500|4:Aganazzar's Scorcher >2d6 damage, Fire
69|Wand: Mgc Misl | 3750|5:Magic Missile >1d4+1 damage, Force (x3)
80|Wand of Lightning |11250|5:Lightning Bolt >5d6 damage, Shock
92|Wand of Fireball |11250|3:Fireball >3d6 damage, Fire
9F|Wand of Knock | 4500|2:Knock >Opens locked stuff
B4|Blessed Wand |12000|4:Bless >+1 Attack, +1 save vs. fear
BF|Wand: Faith Shield| 750|1:Shield of Faith >+2 AC, 5 rounds
---Unavailable---+-----+----->-----
67|Non-Descript Vile | 1|9:Bestow Curse >-4 hit, -4 save, permanent
8F|Vial:Murky Liquid | 750|5:Inflict Crit. Wound >4d8+5 damage, Force
90|Vile:Milky Liquid | 750|5:Cure Critical Wounds >4d8+5 healing
54|Scrl: Spiderclimb | 25|4:Spider Climb >Should aid in climbing up
6E|Scrl: Knock | 150|5:Knock >Opens locked stuff
C8|Scribed Scroll | 0|2:Sleep >Sleep, 10 rounds
68|Scrl: Invis. | 150|3:Hand of Pronto (unused)
BC|Scrl: Invis | 150|3:Hand of Pronto (unused)
5D|Scrl: Invis. Prg | 375|0:Hand of Pronto (unused)
91|Scrl: Raise Dead | 375|7:Hand of Pronto (unused)
D1|Scrl: Cloudkill | 1125|0:Hand of Pronto (unused)
D3|Scrl: Domin Person| 1125|0:Hand of Pronto (unused)
D4|Scrl: Feeblemind | 1125|0:Hand of Pronto (unused)
---+-----+-----+----->-----

```

All scrolls are made of paper.

All potions are made of glass.

The wands are made of:

Wood: Wand of Aganazzar, Wand: Mgc Misl, Wand of Lightning, Wand of Fireball

Glass: Wand of Knock, Blessed Wand

Silver: Wand: Faith Shield

Wand of Aganazzar is also marked as a +1 item.

Potions can be used at any time, do not need anything special to be used, and require a full round action to use in combat, provoking attacks of opportunity. This also means you can only move one step (5 feet) if you want to use a potion. They can be used on adjacent targets in combat.

Scrolls can be used whenever the spell can, require the character to be a caster (of the right type) or know the skill Use Magic Device, and require a full round action to use. Like potions, limits to one step and provokes attacks of opportunity. They mimic the spell's range.

Wands must be equipped in Hand to use, require caster levels or the skill Use Magic Device, and takes a standard action. Like with scrolls, they mimic the spell's range as well.

Scrl: Feather Fall is useless. When falling down pits, the game checks for the memorized spell, not an inventory item.

Therefore, while it can take Feather Fall charges, the item gives nothing in return. Don't bother keeping it.

Scrl: Dispel Magic is useless. This is because the spell itself fails to clear any statuses, and by extension, the scroll also fails to do anything either.

These items have a second name in the internals:

Potn: L. Restore - Lesser Restorations
 Elixer of Life - Sparkling liquid
 Scrl: Infl Mnr Wnd - Inflict Minor Wounds
 Scrl: Infl Lt Wnd - Inflict Light Wounds
 Scrl: Cure Lt Wnd - Cure Light Wounds
 Scrl: Snow Storm - Snilloc's Snow. Storm
 Scrl: Cat's Grace - Cat's Grace
 Scrl: Cause Fear - Cause Fear
 Scrl: Mage Armor - Scrl Mage Armor
 Scrl: Charm Prsn - Scrl Charm Prsn
 Scrl: Acid Splsh - Scrl Acid Splsh
 Scrl: R. Frost - Scrl Frost Ray
 Wand of Aganazzar - Aganazzar's Scorcher
 Wand of Knock - Wand: Knock
 Blessed Wand - Wand: Bless
 Wand: Faith Shield - Wnd Faith Shield
 Scribed Scroll - scribed scroll
 Scrl: Invis. Prg - Hand of Pronto
 Scrl: Invis. - Hand of Pronto
 Scrl: Raise Dead - Hand of Pronto
 Scrl: Invis - Hand of Pronto
 Scrl: Cloudkill - Hand of Pronto
 Scrl: Domin Person - Hand of Pronto
 Scrl: Feeblemind - Hand of Pronto

2. 5 ----- Other Items -----<oi47>

ID	Primary name	Secondary name	Val.	Made of
--+----Misc-----+-----+-----+				
00	Empty	:	0	Flesh
6B	Holy Symbol	:	1	Wood
A0	Gem (Moss Agate)	:Gem: Moss agate	11	Stone
A1	Gem (Fire Opal)	:Gem: Fire Opal	1027	Stone
A2	Gem (Onyx)	:Gem: Onyx	34	Stone
--+----Unused Misc---+-----+-----+				
70	Kuo-Toa Tadpoles	:	0	Flesh
C7	Blank Scroll	:blank scroll	1000	Paper
--+----Party-----+-----+-----+				
3C	Silver Key	:	1	Silver
3D	Gold Key	:	5	Gold
3E	Stone Key	:	2	Stone
47	Red Gem	:	500	Glass
B3	Rusted Iron key	:Rusted Iron key	1	Steel
4D	Blood Key	:	5	Flesh
5A	Stone Sceptre	:	10	Stone
71	Writ of Passage	:	0	Paper
76	A Sliver of Bone	:	0	Bone
77	A Piece of Glass	:	0	Glass
78	A Bar of Steel	:	2	Steel
79	A Splinter of Wood:	:	0	Wood
7A	A Chunk of Rock	:	0	Stone

B7	A Rotten Turnip	:Shaped like a key	1 Flesh	
9B	Mithral Key	:Small mithral key	100 Mithral	
9D	Crimson-red Key	:Crimson-red Key	2 Bone	
A7	Red Glass Key	:Red glass key	50 Glass	
C0	Yellow Glass Key	:Yellow glass key	50 Glass	
B9	Drow Key	:	350 Gold	
B8	Spider Key	:	1 Steel	
AA	Blue cell key	:Blue cell key	1 ? (ID3)	
AB	Grey cell key	:Grey cell key	1 ? (ID3)	
AC	Orange cell key	:Orange cell key	1 ? (ID3)	
AD	Pink cell key	:Pink cell key	1 ? (ID3)	
AE	Green cell key	:Green cell key	1 ? (ID3)	
AF	Brown cell key	:Brown cell key	1 ? (ID3)	
B0	Black cell key	:Black cell key	1 ? (ID3)	
B1	White cell key	:White cell key	1 ? (ID3)	
B2	Crystal key	:Crystal key	1 Glass	
C4	Bone Key	:Bone key	1 Bone	
C1	Pearl Key	:Pearl Key	200 Stone	
C6	Xanathar Key	:Magical key	500 Gold	
DC	Wand of Silvas	:Wand of Silvas	0 ? (ID3)	
--+-+-----Unused Party-----+-----+-----+				
5F	Stone Necklace	:	10 Stone	
61	Stone Ring	:	10 Stone	
62	Stone Medallion	:	10 Stone	
63	Stone Holy Symbol	:	15 Stone	
64	Stone Orb	:	15 Stone	
65	Stone Dagger	:	25 Stone	
66	Stone Gem	:	1 Stone	
81	Drow Key A	:	1 Steel	
82	Jeweled Key	:	1 Steel	
89	Wood Key	:	1 Wood	
--+-----+-----+-----+				

As they are items, they do have values and materials in the internals. What they are used for is anyone's guess. Well, the miscellaneous items at the top can be sold, of course.

Presumably, Holy Symbol is used for Turn Undead. Try to keep it in your Cleric's inventory. Don't forget to buy a spare if you do multiclass for your first Cleric level.

Empty can be equipped on any slot. Probably a good thing, as otherwise, you'd be unable to remove equipment without swapping in something else.

Stone Sceptre appears to have been intended for use with the other stone items, which aren't found anywhere. Whatever the reason, you can still find the Stone Sceptre in 4F. Whatever use the Sceptre would have had, said use is not anywhere, and the item will just stay in your Party Inventory forever.

Party items fill their own special inventory, separate from the inventories of your characters. This still has a limit of 16 items itself, so don't try to save them up as this may block you from getting a necessary item later on. In other words, don't abuse Open Lock too often.

This section contains a summary for each floor what you will get. It's likely impractical to list the individual encounters, since in the process of exploring each floor, you will go through most or all of them anyway, so you'll end up with everything I summarize anyway.

As well, I list the possible range of how much gold to get. Most gold rewards are determined by dice rolls, but with so many of these rolls, you won't get far from the average.

3. 1 ----- Floor 1 -----<fa31>

Weapons	Equipment	Other Items
6 Halfspear	6 Leather Armor	1 Potn: Cure Lt Wnd
3 Short Sword	6 Studded Leather	
1 Light Mace +1		
1 Dagger +1		
3 Light Crossbow		
3 Crossbow Bolts		

Party Items:

- * 76~192 gold (134 avg.)
- * 1 Silver Key

Notably, you need the Stone Key to proceed. You get this thing by chatting with someone in the inn.

There is a hidden chamber I know exists, but I can't enter. It has a chest (High Loot) containing the following:

- * Longbow
- * Light Mace +1
- * Longsword +1
- * Ring of Pro + 1
- * Wand of Aganazzar
- * Studded Leather +1
- * Battleaxe +3 Keen
- * Lrg Mtl Shield + 1
- * Chainmail +2
- * Full Plate +1
- * Arrow +2
- * Robe of Pro +1
- * Dagger of Venom
- * Gauntlets +1

Considering the items here, and the fact the chamber it's in is full of teleporters leading to every floor, I'm led to believe this is a debugging chamber.

3. 2 ----- Floor 2 -----<ra43>

Weapons	Equipment	Other Items
1 Light Mace	3 Leather Armor	1 Scrl: Cure Lt Wnd
2 Halfspear	2 Studded Leather	1 Scrl: Sleep
3 Short Sword	2 Mwk Scale mail	2 Gem (Moss Agate)

2 Handaxe	1 Mithral Chainmail	2 Gem (Fire Opal)	
2 Scimitar		2 Gem (Onyx)	
1 Mwk Falchion			
1 Longsword +1			
3 Light Crossbow			
3 Crossbow Bolts			

Party Items:

- * 198~1021 gold (609 avg.)
- * 5 Silver Key
- * 4 Gold Key

3. 3 ----- Floor 3 -----<a140>

Weapons	Equipment	Other Items	
3 Heavy Pick	1 Chain Shirt	1 Scrl: Infl Mnr Wnd	
1 Dagger of Venom	3 Hide Armor	1 Scrl: Infl Lt Wnd	
2 Scimitar	1 Breastplate	1 Scrl: Cause Fear	
1 Longsword	1 Robe of Pro +1	1 Blessed Wand	
1 Longsword +1	1 Small Metal Shield	1 Wand of Aganazzar	
1 Kukri	1 Lrg Metal Shield		
1 Shortbow	1 Sml Mtl Shield +1		
1 Arrows	1 Gauntlets +1		
1 Arrow +2	1 Magical Cap		
	1 Magical Cape		
	1 Ring of Pro + 1		

Party Items:

- * 583~2639 gold (1611 avg.)
- * 3 Silver Key
- * 1 Blood Key
- * 1 Mithral Key
- * 1 Rusted Iron key
- * 4 Red Gem

```

/\ /\ /\ /\ /\ /\
\ ##### #/ inside a wall. Hit A where I marked an X,
/ # #/ and you'll open the hidden chest. If you
\# # # #/ haven't gotten the Dagger of Venom yet, you
/# # X## \ did not open this chest (or haven't bought
\ # ## / it for a steep price at a later store).
/ ## # # # \
\ # ## /
/# ##### #\
\# #/
/##### # #\
/>\ /\ /\ /\ /\

```

3. 4 ----- Floor 4 -----<sn17>

Weapons	Equipment	Other Items	
1 Longbow +1	1 Studded Leather +1	2 Potn: Cure Lt Wnd	
2 Arrows		2 Potn: L. Restore	
		2 Potn: N. Poison	
		1 Scrl: Acid Arrow	
		1 Scrl: Flame Arrow	

		1 Scrl: Snow Storm	
		1 Scrl: Web	

Party Items:

- * 171~1436 gold (803 avg.)
- * 2 Stone Key
- * 1 Stone Sceptre

Of note, most of the scrolls are accessed from using the stairs from Floor 5. Don't worry if you haven't gotten them yet by the time you reach the next floor.

3. 5 ----- Floor 5 -----<dc14>

Weapons	Equipment	Other Items	
1 Greataxe	1 Splint Mail	1 Potn: Bull's Str	
1 Longsword +1	1 Half-Plate	1 Potn: Cure Ser Wnd	
	1 Lrg Wooden Shield	1 Elixer of Life	
	1 Boots of Striding	1 Scrl: Hold Person	
		1 Scrl: Cat's Grace	
		1 Scrl: Light Bolt	
		1 Wand: Mgc Misl	

Party Items:

- * 258~1690 gold (974 avg.)
- * 1 Stone Key

Notably, you get the Wand of Silvas after dealing with stuff on Floor 8 and chatting with someone here.

3. 6 ----- Floor 6 -----<kt57>

Weapons	Equipment	Other Items	
1 Mrgstar +2 Frost	1 Chainmail +2	1 Potn: Cure Lt Wnd	
1 Scimitar	1 Half-Plate +2	1 Scrl: Fireball	
13 Trident	9 Lrg Wooden Shield	1 Wand of Lightning	
1 Trident +1	1 Lrg Mtl Shield + 1		
1 Longsword +3	1 Gauntlets +1		
7 Sling	1 Ring of Pro + 1		
7 Sling Bullets	1 Ring:Fire Resist.		

Party Items:

- * 487~2676 gold (1581 avg.)
- * 1 Writ of Passage
- * 1 Crimson-red Key
- * 1 A Sliver of Bone
- * 1 A Piece of Glass
- * 1 A Bar of Steel
- * 1 A Splinter of Wood
- * 1 A Chunk of Rock
- * 1 A Rotten Turnip

3. 7 ----- Floor 7 -----<dm30>

Weapons	Equipment	Other Items	
---------	-----------	-------------	--

```

+-----+-----+-----+
| 3 Heavy Mace          | 3 Mithral Chainmail | 1 Scrl: Acid Splsh |
| 1 Rapier              | 1 Full Plate +1     | 1 Scrl: R. Frost   |
| 2 Blowgun            | 1 Full Plate +1     | 1 Scrl: Charm Prsn |
| 3 Drow Poison Dart   | 2 Drow Boots        | 1 Scrl: Mage Armor |
|                       | 1 Cloak:Resistance  | 1 Scrl: Vamp. Touch|
|                       |                       | 1 Wand: Faith Shield|

```

Party Items:

- * 720~7612 gold (4166 avg.)
- * 4 Drow Key
- * 1 Spider Key
- * 1 Red Glass Key
- * 1 Yellow Glass Key

The Full Plate +1 equipment are the normal ID 87 one and the cursed ID 88 one. They are not the same item.

3. 8 ----- Floor 8 -----<sb09>

Party Items:

- * 358~6682 gold (3520 avg.)
- * 1 Blue cell key
- * 1 Grey cell key
- * 1 Orange cell key
- * 1 Pink cell key
- * 1 Green cell key
- * 1 Brown cell key
- * 1 Black cell key
- * 1 White cell key
- * 1 Crystal key

My notes report a chest containing the following:

- * 7d10+35 gold (42~105, avg. 73)
- * Heavy Mace
- * Mithral Chainmail
- * Drow Poison Dart
- * Drow Key A
- * Blowgun

However, I never saw Drow Key A show up in my inventory. I'm guessing this is a dummied chest. Besides, Drow Key A is not an item used on any object.

3. 9 ----- Floor 9 -----<gt03>

```

|           Weapons           |           Equipment           |
+-----+-----+-----+
| 1 Longsword +3            | 1 Ring of Pro + 1            |
| 1 Battleaxe +3 Keen      |                               |

```

Party Items:

- * 235~4400 gold (2317 avg.)

```

-----+ The only chest on this floor is
/#####| hidden inside a secret chamber.
\#####| There is a fake wall where I mark
/#####| an X, which lets you simply walk

```


This is the place you go to by climbing up a pit on the first floor. You have to go here for a needed key, anyway.

Weapon shop	Cost	:Cheap	A: damage	:Crit	Size	Class	Type
Light Mace	6:	4	:1d 6	:20x2	Tiny	Simple	Blunt
Club	1:	1	:1d 6	:20x2	Small	Simple	Blunt
Halfspear	1:	1	:1d 6	:20x3	Small	Simple	Pierce
Heavy Mace	14:	9	:1d 8	:20x2	Small	Simple	Blunt
Morning Star	9:	6	:1d 8	:20x2	Small	Simple	Blunt
Shortspear	2:	1	:1d 8	:20x3	Medium	Simple	Pierce
Light Crossbow	42:	28	:1d 8	:19x2	Tiny	Simple	Ranged: 80
Sling	1:	1	:1d 4	:20x2	Tiny	Simple	Ranged: 50
Heavy Crossbow	60:	40	:1d10	:19x2	Small	Simple	Ranged:120
Light Hammer	1:	1	:1d 4	:20x2	Tiny	Martial	Blunt
Handaxe	7:	4	:1d 6	:20x3	Tiny	Martial	Slash
Light Pick	4:	3	:1d 4	:20x4	Tiny	Martial	Pierce
Short Sword	12:	8	:1d 6	:19x2	Tiny	Martial	Pierce
Battleaxe	12:	8	:1d 8	:20x3	Small	Martial	Slash
Light Flail	9:	6	:1d 8	:20x2	Small	Martial	Blunt
Longsword	18:	12	:1d 8	:19x2	Small	Martial	Slash
Heavy Pick	9:	6	:1d 6	:20x4	Small	Martial	Pierce
Rapier	24:	16	:1d 6	:18x2	Small	Martial	Pierce
Scimitar	18:	12	:1d 6	:18x2	Small	Martial	Slash
Warhammer	14:	9	:1d 8	:20x3	Small	Martial	Blunt
Falchion	90:	60	:2d 4	:18x2	Medium	Martial	Slash
Heavy Flail	18:	12	:1d10	:19x2	Medium	Martial	Blunt
Greataxe	24:	16	:1d12	:20x3	Medium	Martial	Slash
Greatclub	6:	4	:1d10	:20x2	Medium	Martial	Blunt
Greatsword	60:	40	:2d 6	:19x2	Medium	Martial	Slash
Shortbow	36:	24	:1d 6	:20x3	Small	Martial	Ranged: 60
Composite Shortbow	90:	60	:1d 8	:20x3	Small	Martial	Ranged: 70
Longbow	90:	60	:1d 8	:20x3	Medium	Martial	Ranged:100
Composite Longbow	120:	80	:1d 8	:20x3	Medium	Martial	Ranged:110
Crossbow Bolts	1:	1	:	:		Ammo: Crossbows	(Pierce)
Sling Bullets	1:	1	:	:		Ammo: Slings	(Blunt)
Arrows	1:	1	:	:		Ammo: Bows	(Pierce)
Dagger	2:	1	:1d 4	:19x2	Dimin.	Simple	Pierce

Armor shop	Cost	:Cheap	Slot	A:MD	Pn	ASF	Class
Padded Armor	6:	4	Body	1: 8	-0	5%	Light
Leather Armor	12:	8	Body	2: 6	-0	10%	Light
Studded Leather	30:	20	Body	3: 5	-1	15%	Light
Chain Shirt	120:	80	Body	4: 4	-2	20%	Light
Hide Armor	18:	12	Body	3: 4	-3	20%	Medium
Scale Mail	60:	40	Body	4: 3	-4	25%	Medium
Chainmail	180:	120	Body	5: 2	-5	30%	Medium
Breastplate	240:	160	Body	5: 3	-4	25%	Medium
Splint Mail	240:	160	Body	6: 0	-7	40%	Heavy
Banded Mail	300:	200	Body	6: 1	-6	35%	Heavy
Half-Plate	720:	480	Body	7: 0	-7	40%	Heavy
Full Plate	1800:	1200	Body	8: 1	-6	35%	Heavy
Buckler	18:	12	Arms	1: 0	-1	5%	Shield
Sml Wooden Shield	3:	2	Hand	1: 0	-1	5%	Shield
Small Metal Shield	10:	7	Hand	1: 0	-1	5%	Shield
Lrg Wooden Shield	8:	5	Hand	2: 0	-2	15%	Shield
Lrg Metal Shield	24:	16	Hand	2: 0	-2	15%	Shield

```

+-----+-----:-----+-----+-----+
|Magic shop      |Cost :Cheap|Notes
+-----+-----:-----+-----+
|Potn: Cure Lt Wnd | 60: 40|1d8+3 healing (4~11)
|Dagger +1       | 2764: 1843|Weapon, 1d4+1 damage, +1 Atk,dim. simple pierce
|Scrl: Cure Lt Wnd | 30: 20|1d8+3 healing (4~11), caster level 3
|Potn: N. Poison | 900: 600|Removes ongoing poisons
|Scrl: Acid Arrow | 180: 120|2d4 acid damage, caster level 5
|Scrl: Hold Person | 180: 120|Holds target, 3 rounds, caster level 5
|Holy Symbol     | 1: 1|Needed for Cleric's Turn Undead
|Scrl: L. Restore | 180: 120|Removes Ability effects, caster level 5
+-----+-----:-----+-----+

```

4. 2 ----- Dwarven Camp -----<dc08>

The Dwarven Camp is located on Floor 5. While they claim to lack supplies, they are still capable of fully arming your entire party with wonderful equipment that the well-stocked inn a few floors above can't supply you with... If you have the necessary gold, of course.

```

|Weapon shop      |Cost :Cheap|A:damage:Crit|Size  Class  Type
+-----+-----:-----+-----+-----+-----+
|Club             | 1: 1| :1d 6  :20x2|Small  Simple Blunt
|Halfspear       | 1: 1| :1d 6  :20x3|Small  Simple Pierce
|Heavy Mace      | 14: 9| :1d 8  :20x2|Small  Simple Blunt
|Morning Star    | 9: 6| :1d 8  :20x2|Small  Simple Blunt
|Shortspear     | 2: 1| :1d 8  :20x3|Medium Simple Pierce
|Light Crossbow  | 42: 28| :1d 8  :19x2|Tiny   Simple Ranged: 80
|Sling           | 1: 1| :1d 4  :20x2|Tiny   Simple Ranged: 50
|Heavy Crossbow  | 60: 40| :1d10  :19x2|Small  Simple Ranged:120
|Light Hammer   | 1: 1| :1d 4  :20x2|Tiny   Martial Blunt
|Handaxe        | 7: 4| :1d 6  :20x3|Tiny   Martial Slash
|Light Pick     | 4: 3| :1d 4  :20x4|Tiny   Martial Pierce
|Short Sword    | 12: 8| :1d 6  :19x2|Tiny   Martial Pierce
|Battleaxe      | 12: 8| :1d 8  :20x3|Small  Martial Slash
|Light Flail    | 9: 6| :1d 8  :20x2|Small  Martial Blunt
|Longsword      | 18: 12| :1d 8  :19x2|Small  Martial Slash
|Heavy Pick     | 9: 6| :1d 6  :20x4|Small  Martial Pierce
|Rapier         | 24: 16| :1d 6  :18x2|Small  Martial Pierce
|Scimitar       | 18: 12| :1d 6  :18x2|Small  Martial Slash
|Warhammer      | 14: 9| :1d 8  :20x3|Small  Martial Blunt
|Falchion       | 90: 60| :2d 4  :18x2|Medium Martial Slash
|Heavy Flail    | 18: 12| :1d10  :19x2|Medium Martial Blunt
|Greataxe       | 24: 16| :1d12  :20x3|Medium Martial Slash
|Greatclub     | 6: 4| :1d10  :20x2|Medium Martial Blunt
|Greatsword     | 60: 40| :2d 6  :19x2|Medium Martial Slash
|Shortbow       | 36: 24| :1d 6  :20x3|Small  Martial Ranged: 60
|Composite Shortbow| 90: 60| :1d 8  :20x3|Small  Martial Ranged: 70
|Longbow        | 90: 60| :1d 8  :20x3|Medium Martial Ranged:100
|Composite Longbow | 120: 80| :1d 8  :20x3|Medium Martial Ranged:110
|Crossbow Bolts | 1: 1| :      :      |Ammo: Crossbows (Pierce)
|Sling Bullets  | 1: 1| :      :      |Ammo: Slings (Blunt)
|Arrows         | 1: 1| :      :      |Ammo: Bows (Pierce)
|Light Mace +1  | 2776: 1844|1:1d 6+1:20x2|Tiny   Simple Blunt
|Dagger +1     | 2764: 1843|1:1d 4+1:19x2|Dimin. Simple Pierce
|Dagger        | 2: 1| :1d 4  :19x2|Dimin. Simple Pierce
|Dagger +2     | 9964: 6643|2:1d 6+2:19x2|Dimin. Simple Pierce

```

Light Mace +2	9966: 6644 2:1d 6+2:20x2 Tiny Simple Blunt
Longsword +2	9996: 6664 2:1d 8+2:19x2 Small Martial Slash
Longbow +1	2940: 1960 1:1d 8+1:20x3 Medium Martial Ranged:100
Maul +1	2820: 1880 1:1d10+1:20x3 Medium Martial Blunt
Arrows Shock	2820: 1880 : : Ammo: Bows (Pierce)
Arrow +2	5220: 3480 : +2: Ammo: Bows (Pierce)
Dagger of Venom	11162: 7441 1:1d 4+1:19x2 Dimin. Simple Pierce (venom hit)
Blowgun	12: 8 : :20x2 Tiny Exotic Ranged: 20
Hvy Mace +1	2774: 1849 :1d 8 :20x2 Small Simple Blunt
Blowgun dart	6: 4 :1d 4 : Ammo: Blowguns (Pierce)

+-----+-----+-----+-----+-----

Armor shop	Cost :Cheap Slot A:MD Pn ASF Class
------------	------------------------------------

+-----+-----+-----+-----+-----

Padded Armor	6: 4 Body 1: 8 -0 5% Light
Leather Armor	12: 8 Body 2: 6 -0 10% Light
Studded Leather	30: 20 Body 3: 5 -1 15% Light
Chain Shirt	120: 80 Body 4: 4 -2 20% Light
Hide Armor	18: 12 Body 3: 4 -3 20% Medium
Scale Mail	60: 40 Body 4: 3 -4 25% Medium
Chainmail	180: 120 Body 5: 2 -5 30% Medium
Breastplate	240: 160 Body 5: 3 -4 25% Medium
Splint Mail	240: 160 Body 6: 0 -7 40% Heavy
Banded Mail	300: 200 Body 6: 1 -6 35% Heavy
Half-Plate	720: 480 Body 7: 0 -7 40% Heavy
Full Plate	1800: 1200 Body 8: 1 -6 35% Heavy
Buckler	18: 12 Arms 1: 0 -1 5% Shield
Sml Wooden Shield	3: 2 Hand 1: 0 -1 5% Shield
Small Metal Shield	10: 7 Hand 1: 0 -1 5% Shield
Lrg Wooden Shield	8: 5 Hand 2: 0 -2 15% Shield
Lrg Metal Shield	24: 16 Hand 2: 0 -2 15% Shield
Mithral Chainmail	360: 240 Body 5: 4 -2 20% Medium
Ring of Pro + 1	2400: 1600 Fngr 1:Ring
Studded Leather +1	1440: 960 Body 4: 5 -1 15% Light
Lrg Mtl Shield + 1	1412: 941 Hand 3: 0 -2 15% Shield
Chainmail +2	5340: 3560 Body 7: 2 -5 30% Medium
Lrg Mithral Shield	1224: 816 Hand 2: 0 -0 5% Shield
Half-Plate +2	5700: 3800 Body 9: 8 -0 5% Light
Full Plate +1	3000: 2000 Body 9: 1 -6 35% Heavy
Lrg Wood Shield +2	4988: 3325 Hand 4: 0 -2 15% Shield
Robe of Pro +1	4800: 3200 Body 1:10 -0 0%
Gauntlets +1	1209: 806 Arms 1: 0 -0 25%
Sml Mtl Shield +1	1260: 840 Hand 2: 0 -1 15% Shield

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Magic shop	Cost :Cheap Notes
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Empty	1: 1 Spend 1 gold for, literally, nothing.
Potn: Cure Lt Wnd	60: 40 1d8+3 healing (4~11)
Scrl: Cure Lt Wnd	30: 20 1d8+3 healing (4~11), caster level 3
Potn: N. Poison	900: 600 Removes ongoing poisons
Scrl: Acid Arrow	180: 120 2d4 acid damage, caster level 5
Scrl: Hold Person	180: 120 Holds target, 3 rounds, caster level 5
Holy Symbol	1: 1 Needed for Cleric's Turn Undead
Scrl: L. Restore	180: 120 Removes Ability effects, caster level 5
Cloak:Resistance	4800: 3200 Clothing. +2 saves, if it weren't glitched.
Drow Boots	11400: 7600 Light armor. +3 Dexterity, if not glitched.
Wand of Fireball	13500: 9000 3d6 fire damage, one shot
Wand of Knock	5400: 3600 Opens a door or chest, one shot
Scrl: Infl Mnr Wnd	6: 4 1 force damage, caster level 1

---- (By now, something permanent probably happened to your stats)

5. Equip and remove a *weapon* with special
6. Camp
7. Repeat from step 5 as needed

A modified status will permanently keep the initial change. Instead, a different stat may be lowered:

- * Bull's Strength - Lose Dexterity
- * Cat's Grace - Lose Dexterity
- * Endurance - Lose Strength
- * Eagle's Splendor- No loss

If you equip a weapon or ammo and remove it again, it restores the modified status, and you can re-apply the loss without first casting the related spell.

If a stat falls to exactly zero, this kills the character and halts further glitching. If a stat skips zero and goes "negative", it instead wraps to 255 and continues there. Keep lowering it to 180 just to be safe, since 255 will let various checks exceed 127, which counts as big negatives.

>>> Status Overflow

1. Get some kind of status (Mage Armor can work, or a stat boost spell)
2. Equip and remove any *non-weapon* with a special
3. Repeat prior step 11 times; Or 6 times if it's Ring:Fire Resist.
 - o If you don't like counting, you can repeat this more times safely
4. Cast Bull's Strength, Cat's Grace, Endurance, or Eagle's Splendor
5. Repeat step 4 for every copy of the spells you have memorized
6. Camp

These steps max out the status slots. The spells that improve ability scores will become permanent, as they can't remember to later remove the bonus they gave, or for that matter, stop later spells from applying another boost. Stack as much as you like.

A special case for Ring:Fire Resist. must be noted: Since it fills two slots by itself, you don't actually need a spell beforehand to make use of it. The first slot is always checked, but the second slot is left alone, so you can just swap the ring in and out 11 times. Note, however, that you must keep it worn when applying your stat buffing spells, as unequipping it frees up slot 1 for a spell to then fill, denying the glitch for that spell and its copies.

>>> Explanations

The way this works is that, when removing an item with a special, even if it's a weapon never meant to give you a special, then the game may mess up the first status slot.

Due to such wonderful programming, the game never bothers to check past the first status slot to see if it should remove an item special. If the item special is there, it is removed without error. If it's anywhere else, well... Stop looking, we're never going to find it in the other 11 slots, because we're lazy. Not sure why, but slot 1 becomes item-source.

Morphing the first slot like this has odd effects. As such, Modify Status has more than one purpose:

- * Cat's Grace, when modified, gives intense AC
- * Endurance, when modified, gives near-guaranteed hits

Other spells can also be morphed, but you won't like the results. Mage Armor morphs into Charmed status, which while it doesn't interfere with the glitch process, is certainly no good when you try to fight monsters without fixing it.

In any case, non-weapons adds a status to one of your slots, while weapons don't. You can't try Status Overflow with weapons due to the fact they never add. It is possible to try steps 5-7 of Status Modify with non-weapons, by having it equipped before you camp so that you don't mess up the first slot before you modify it again, but using a weapon ensures you don't have to remember to keep it equipped.

5. 2 ----- Treasure Re-acquire -----<tr16>

1. Finish the pit maze on 5F, and clear away all pits
2. Locate a chest that needs a skill to open. Open and close menu
 - o You may also open the chest, this won't interfere

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/\ /\ /\ /\ /\ /\ /\ /\ /\ /\ /\ 3. Get to a specific location as
\|#+---+ +-+ +-+#####||#| indicated on the map to the
/|#####|.|#|.|#####|.|#| left, and face north.
\|###+-+ +-+ |###+---+ |#|
/|###|. . . |###|. . .|#| 4. Open menu, go to your skills.
\+###| +-+ +-+###+-----+|#| Select Strength or Disable Device
/#####|.|#|.|#####| Keep trying until you open it.
\+---+ +-+ +-----+|#|
/|. . . . . . . . .|#| 5. Enjoy the chest contents, again
\| +-----+ +-----+|#| Repeat step 4 as desired
/|.|#####|X|#####|.|#|
\+ |#####| +-----+|#| |#| X marks the spot where you should
/ .|#####|. . . .|#|.|#| stand, by the way. If your Intuit
\--+#####+-----+#+-+|#| Direction isn't any good, you might
/#####| have trouble reading your own map.
-----5F-+
```

I don't actually know what's going on, here. Something about a certain object being absent, and some internal coding was expecting that object to update the menu. But without that update, it just uses the old menu options, allowing you to open the same chest again. Needless to say, the wealth you can get from this will let you buy all the equipment you will ever need for the rest of the game.

There's probably several such locations in the game, but finding them may be tricky. The only certain pattern here is that the spot must contain a feature at some point, but the feature is currently absent, such as a pit in this example.

If, at any point, you open the menu or get into battle before reaching this destination, you break the glitch and must find a chest to glitch like this again. Chests that don't allow skills to open them are never eligible for this

