Crossfire in vital numbers

Crossfire v0.92.1

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General

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

Enchantments

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

Maxstats

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

Type		Str	Dex	Con	Int	Wis	Cha	Pow	Special
Barbarian		24	21	24	14	19	20	18	Ac +10, damage +1
Cleric		20	19	19	18	22	21	21	Ac +10, damage +1
Dwarf		23	16	24	20	20	20	17	Ac +10, damage +1
Elf		18	24	18	21	17	21	22	Ac +10, damage +1
Fireborn		13	24	17	18	23	20	16	Flying, ac +0, damage +0 Attacks: fire Immune: fire, poison
Human		20	20	20	20	20	20	20	Ac +10, damage +1
Mage		20	21	19	21	20	22	17	Ac +10, damage +1
Monk		22	22	21	19	19	20	17	Ac +10, damage +1
Ninja		22	22	20	18	19	20	19	Ac +10, damage +1
Priest		17	18	18	20	23	22	22	Ac +10, damage +1
Quetzalcoatl		24	16	24	10	10	27	20	Ac +5, damage +10 Immune: fire
Swashbuckler		21	23	21	16	18	20	21	Ac +10, damage +1
Thief		20	24	18	21	20	20	17	Ac +10, damage +1
Viking		21	21	22	18	19	20	19	Ac +10, damage +1
Warrior		23	19	22	17	20	20	19	Ac +10, damage +1
Wizard		17	21	17	23	20	20	20	Ac +10, damage +1
Wraith		16	24	16	22	17	23	10	Ac +6, damage +1 Attacks: cold Protected: physical, cold Immune: drain, ghosthit

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

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

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

Weapons

Weapons

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

Name		Dam	Speed	Weight	Name		Dam	Speed	Weight
Axe		7	10.00	9.0	Mace		8	9.00	17.5
Axe		6	10.00	6.0	Magnifying glass		1	2.00	2.0
Axe		8	10.00	12.0	Morningstar		10	11.00	17.0
Axe		7	10.00	10.0	Nunchacu		1	4.00	5.0
Broadsword		9	8.00	20.0	Nunchacu		2	4.00	5.5
Broadsword		9	8.00	21.5	Quarterstaff		5	8.00	9.0
Club		6	9.00	9.0	Sabre		7	8.00	13.5
Dagger		2	5.00	2.0	Shortsword		4	6.00	10.0
Falchion		7	8.00	13.0	Shortsword		4	6.00	8.0
Hammer		7	9.00	17.5	Shovel		10	15.00	30.0
Hammer		6	9.00	15.5	Stake		8	11.00	2.0
Katana		7	6.00	11.0	Stoneaxe		6	11.00	8.5
Large club		20	17.00	40.0	Stonehammer		6	10.00	15.0
Large morningstar		13	12.00	25.0	Sword		8	8.00	14.5
Light sword		6	8.00	11.5	Sword		8	8.00	15.5
Long sword		8	8.00	15.0	Taifu		2	6.00	5.0
Long sword		8	8.00	14.5	Trident		11	8.00	23.0
Mace		7	9.00	16.0					

Some weapons also have a separate effect:

Magnifying glass	-	Dexterity +1
		Ant-slaying
Shovel	-	Excavation
Stake	-	Vampire-slaying
Taifu	-	Ac +1

Bows

The *rate* column in the following table shows the relative rate of fire. E.g. to cock a bow with a "rate of fire" of $^1/_2$, you need only half the time of what is needed with a bow with a "rate of fire" of $^1/_1$.

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

Name		Rate	Dam	Weight
Bow		$^{1}/_{5}0$	3	12.0
Crossbow		$^{1}/_{4}0$	7	25.0
Longbow +3		$^{1}/_{8}0$	6	15.0
Rock thrower		$^{1}/_{4}0$	10	0.0

Special weapons

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

Name		Dam	Max. speed	Special
Belzebub's sword +5		17	7.00	Constitution +2, intelligence +1, spell-point regeneration +1 Attacks: physical, acid Protected: magical Immune: confusion, drain Angel-slaying
Bonecrusher +3		50	15.00	Skeleton-slaying
Darkblade +4		10	7.00	Charisma -1, constitution +2, hit-point regeneration +1 Attacks: weaponmagic Protected: poison Immune: drain
Deathbringer +3		15	9.00	
Defender +3		8	8.00	Ac -1, armour +20 Protected: physical, drain
Demonbane +3		11	9.00	Protected: fire Demon-slaying
Dragonslayer +3		11	9.00	Protected: fire Dragon-slaying
Excalibur +5		12	7.00	Strength +1, charisma +2 Attacks: weaponmagic Protected: magical Immune: drain
Firebrand +3		9	8.00	Attacks: fire Protected: cold
Frostbrand +3		9	8.00	Attacks: cold Protected: fire
Gram +3		18	15.00	Speed +1, luck +1 Attacks: confusion Protected: ghosthit, fear

Name		Dam	Max. speed	Special
Holy Avenger +5		15	9.00	Strength +1, wisdom +2, charisma +2 Attacks: weaponmagic Protected: magical Immune: drain
Mjøllnir +3		10	8.00	Strength +1 Attacks: electricity Protected: electricity
Mournblade +4		9	8.00	Strength +1, spell-point regeneration +1 Attacks: magical, drain Protected: magical Immune: drain
Skullcleaver +3		20	11.00	Skull-slaying
Sting +3		5	6.00	Troll-slaying
Stormbringer +4		9	8.00	Strength +1, hit-point regeneration +1 Attacks: magical, drain Protected: magical Immune: drain
Unicorn horn +3		9	9.00	

Armour

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

The different main types consist of these :

Body Armour

Type		Ac	Armour	Weight	Max. speed	Magic
Robe		1	0	10.0	1.20	
Mithril chainmail		4	25	15.0	1.80	
Leather armour		3	5	20.0	1.30	
Scale mail		3	20	20.0	0.90	
Ring mail		4	20	40.0	1.10	
Ring mail		4	25	50.0	1.00	
Chain mail		4	30	60.0	1.00	
Dragon mail +3		6	50	60.0	1.30	Protected: fire
Plate mail		5	40	100.0	0.70	

Helmets

Type		Ac	Armour	Weight	Magic
Eye glasses		0	0	0.1	Dexterity +2, charisma -2
Horned helmet		1	2	6.0	
Crown		0	3	12.3	
Helmet		2	5	7.0	Intelligence +2, power +2, spell-point regeneration +1
Helmet		1	5	5.0	
Helmet		2	5	6.0	X-ray vision
Horned helmet		1	5	10.0	
Full helmet		1	10	12.0	

Shields

Type		Ac	Armour	Weight	Magic
Belzebub's shield		4	15	25.0	Protected: depletion
Dragon shield +2		1	8	5.0	Protected: fire
Eyeshield		3	3	15.0	Protected: magical
High shield		1	8	20.0	
Holy shield		4	10	20.0	Protected: drain, ghosthit
Polished shield		3	5	18.0	Reflect spells
Shield		1	7	15.0	
Shield		1	5	15.0	
Small shield		1	0	10.0	

Magic Clothing

Type		Armour	Magic
Gauntlets		3	Dexterity +2, armour +3
Gauntlets		3	Strength +1, armour +3
Sandals		1	
Girdle		0	Strength +1, constitution +1
Girdle		0	Constitution +2
Girdle		0	Damage +3
Girdle		0	Strength +2
Levitationboots		3	Flying
Elvenboots		0	Stealth
Speedboots		3	Speed +5

Magic

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

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

Name			Level	Sp.	Wands	Scrolls	Books
Alchemy			3	5		√	√
Antimagic rune			7	5			√
Armour			1	8		√	√
Ball lightning			9	10	√	√	
Banishment			5	10	√	√	√
Bless			2	8			√
Build bullet wall			12	35			√
Build director			10	30			√
Build fireball wall			16	45			√
Build lightning wall			14	40			√
Burning hands			1	5	√		√
Call holy servant			5	30			√
Cancellation			10	30	√		√
Cause critical wounds			7	25			√
Cause light wounds			1	4			√
Cause medium wounds			3	8			√
Cause serious wounds			5	16			√
Charging			10	200		√	
Charisma			3	12			√
Charm monsters			5	20			√
Command undead			4	12			√
Confusion			2	10		√	√
Consecrate			4	35			√
Constitution			4	15		√	√
Counterspell			3	10	√		√
Counterwall			8	8	√		√
Create bomb			6	10	√	√	√
Create earth wall			4	6	√		√
Create fire wall			6	5			√
Create food			6	10			√
Create frost wall			8	8			√
Create missile			1	5		√	√
Create pool of chaos			10	10	√		√

Name			Level	Sp.	Wands	Scrolls	Books
Cure confusion			7	8		√	√
Cure poison			4	7			√
Curse			2	8			√
Destruction			18	30		√	√
Detect curse			5	10		√	√
Detect evil			3	3		√	√
Detect magic			1	1	√	√	√
Detect monster			2	2		√	√
Dexterity			3	12		√	√
Dimension door			10	25	√		√
Disarm			4	7			√
Earth to dust			2	5			√
Fear			4	6	√		√
Firebolt			2	9	√		√
Frostbolt			3	12	√		√
Heal			10	50	√		√
Holy orb			7	12			√
Holy possession			9	30			√
Holy word			1	4			√
Holy wrath			14	40			√
Icestorm			1	5	√		√
Identify			8	60		√	√
Improved invisibility			6	15		√	√
Insect plague			12	40			√
Invisible			6	25		√	√
Invisible to undead			6	25		√	√
Large bullet			4	3	√		√
Large fireball			5	16	√		√
Large lightning			4	13	√		√
Levitate			6	10		√	√
Magic bullet			1	1	√		√
Magic drain			12	20			√
Magic mapping			5	15	√	√	√
Magic missile			1	1	√		√
Magic rune			12	5			√
Major healing			8	10	√		√
Marking rune			1	2			√
Mass confusion			7	20	√		√
Medium fireball			3	10	√		√
Medium healing			4	7	√		√

Name			Level	Sp.	Wands	Scrolls	Books
Minor healing			1	4	√		√
Mystic fist			5	10			√
Pacify			4	10	√		√
Paralyze			2	5	√		√
Perceive self			2	5	√	√	
Poison cloud			2	5	√		√
Polymorph			6	20	√		
Probe			1	3	√		√
Protection from attack			13	50		√	√
Protection from cancellation			11	30		√	√
Protection from cold			3	15		√	√
Protection from confusion			7	20		√	√
Protection from depletion			7	20		√	√
Protection from draining			9	25		√	√
Protection from electricity			4	15		√	√
Protection from fire			5	20		√	√
Protection from magic			10	30		√	√
Protection from paralysis			8	20		√	√
Protection from poison			6	20		√	√
Protection from slow			7	20		√	√
Regeneration			7	15			√
Remove curse			8	80		√	√
Remove damnation			15	200		√	
Restoration			13	80		√	√
Rune of blasting			10	18			√
Rune of death			17	20			√
Rune of fire			4	10			√
Rune of frost			6	12			√
Rune of shocking			8	14			√
Rune of transferrence			6	12			√
Show invisible			7	10	√	√	√
Slow			1	5	√		√
Small fireball			1	6	√		√
Small lightning			1	6	√		√
Staff to snake			2	8			√
Steambolt			5	10	√		√
Strength			2	10		√	√
Summon air elemental			7	20	√	√	√
Summon avatar			10	60			√
Summon cult monsters			3	12			√

Name			Level	Sp.	Wands	Scrolls	Books
Summon earth elemental			5	15	√	√	√
Summon fire elemental			8	25	√	√	√
Summon fog			2	5	√		√
Summon golem			2	5	√	√	√
Summon pet monster			2	5	√	√	√
Summon water elemental			6	15	√	√	√
Transferrence			5	10			√
Turn undead			1	2	√		√
Wall of thorns			6	20			√
Wonder			3	10	√		
Word of recall			10	40	√	√	√
Xray			10	20		√	√

Monsters

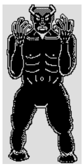
The monsters are your opponents in Crossfire. Actually the only way to gain experience in this game is to bash monsters (or your fellow players, but you probably won't last long if you choose that route to "fame"). The more *hitpoints* the monsters have, the longer it takes to kill the suckers. Unfortunately,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

The monsters

Name		Gen	Exp	Hp	Ac	Special
Acid sphere			100	1	1	Very slow movement, hitback Attacks: acid, ghosthit Immune: fire, electricity, cold, confusion, acid, drain, weaponmagic, ghosthit, poison, slow, paralyze, turn undead
Air elemental			250	160	0	Fast movement, levitate Attacks: electricity Immune: electricity Vulnerable: physical
Air para-elemental			200	100	3	Fast movement, levitate Attacks: electricity Immune: electricity
Angel			800	150	0	Fast movement, levitate, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, use rod, spellcaster Immune: magical
Ant			2	5	15	Very slow movement

Name		Gen	Exp	Hp	Ac	Special
Avatar			1000	500	-10	Fast movement, armour+45 Immune: magical
Baby dragon			5000	1750	-8	Very fast movement, see invisible, spellcaster Spell abilities: dragonbreath, fear Immune: fire, fear Protected: magical, cold
Baslic			40000	1200	-8	Fast movement, see invisible Spell abilities: ice, ice, ice, fear, poison spell Immune: cold, fear Protected: magical Vulnerable: fire
Bat			8	2	4	Fast movement, levitate Protected: physical
Bee			5	0	4	Fast movement, levitate Protected: physical
Behemoth			20000	800	-6	Extremely fast movement Attacks: physical, poison Immune: fear Protected: magical
Beholder			2000	80	5	Slow movement, levitate, see invisible, spellcaster Spell abilities: paralyze spells, fear, poison spell, lightning spells, ice spells, fire spells, magic missile spell, magic bullet spell, speedball spell, mass confusion, slow spell Immune: magical, poison, paralyze, fear
Bird			20	3	2	Fast movement, levitate
Bishop			50	20	8	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, spellcaster
Black pudding			800	250	8	Slow movement, hitback Attacks: acid Vulnerable: fire
Blob			1	40	4	Lightning fast movement Attacks: physical
Castle guard			150	80	3	Very slow movement, armour+30, see invisible, spellcaster, unaggressive Protected: magical

Name		Gen	Exp	Hp	Ac	Special
Castle guard			250	120	1	Very slow movement, armour+65, reflect missiles, see invisible, spellcaster, unaggressive Protected: magical
Castle guard			1200	250	0	Very slow movement, armour+75, reflect spells, reflect missiles, see invisible, spellcaster, unaggressive Immune: magical
Chinese dragon			40000	1000	-8	Fast movement, see invisible, spellcaster Spell abilities: ice, ice, ice, fear, poison spell Immune: cold, fear Protected: magical Vulnerable: fire
City dweller			20	18	10	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, spellcaster, unaggressive
City dweller			25	18	8	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, spellcaster, unaggressive
Cleaning woman			0	8	10	Normal movement, unaggressive
Conjurer			100	40	1	Slow movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, use rod, use horn, spellcaster Spell abilities: summon fire, summon air, summon water, summon earth
Conjurer			100	40	1	Slow movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, use rod, use horn, spellcaster
Cunning gnome			1000	100	1	Very fast movement, reflect spells, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, use rod, spellcaster Attacks: magical, paralyze Immune: fire, cold, confusion, turn undead
Dark elf			20	20	1	Extremely fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, use rod, spellcaster

Name		Gen	Exp	Hp	Ac	Special
Demilich			100000	1000	-15	Fast movement, armour+30, see invisible, spellcaster, unaggressive Spell abilities: paralyze spells, fear, poison spell, ice spells Attacks: depletion Immune: magical, fire, electricity, cold, confusion, acid, drain, poison, slow, paralyze, fear Protected: magical
Demon			800	165	1	Slow movement, armour+30, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, use rod, spellcaster Immune: fire Vulnerable: cold, confusion
Demon lord			90000	3000	-11	Fast movement, see invisible, spellcaster Spell abilities: hellfire, fear, lightning spells, magic missile spell, paralyze spells Attacks: physical, fire Immune: fire, cold, fear Protected: magical
Dog			30	10	4	Fast movement
Dragon			90000	3500	-12	Very fast movement, see invisible, spellcaster Spell abilities: dragonbreath, fear Immune: fire, fear Protected: magical Vulnerable: cold, confusion
Dragonman			60000	3500	-10	Very fast movement, see invisible, spellcaster Spell abilities: dragonbreath, fear Immune: fire, electricity, acid, drain, poison, slow, paralyze, fear Protected: physical, cold, confusion, weaponmagic
Dread			50000	1500	-10	Normal movement, levitate, see invisible, spellcaster Spell abilities: paralyze spells, fear, poison spell, lightning spells, ice spells, fire spells, magic missile spell, magic bullet spell, speedball spell, mass confusion, slow spell, cancellation Immune: magical, fire, poison, paralyze, fear

Name		Gen	Exp	Hp	Ac	Special
Dwarf			100	70	1	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, spellcaster, unaggressive
Dwarf priest			5	28	10	Very slow movement, spellcaster, unaggressive
Dwarf wizard			10	38	10	Very slow movement, spellcaster, unaggressive
Earth elemental			250	280	5	Slow movement Attacks: cold Immune: cold Vulnerable: fire
Earth para elemental			210	200	5	Slow movement Attacks: cold Immune: cold
Electric dragon			70000	3500	-12	Very fast movement, see invisible, spellcaster Spell abilities: fear, lightning spells, lightning spells, lightning spells Immune: electricity, cold, confusion, fear Vulnerable: fire
Elf			30	30	0	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, use rod, spellcaster, unaggressive
Ent			1000	500	-1	Fast movement, wield weapon, unaggressive Vulnerable: fire
Faerie dragon			1000	40	5	Slow movement, levitate, see invisible, spellcaster, unaggressive Spell abilities: small dragonbreath, fear Immune: magical, poison, paralyze, fear
Fighter			40	50	1	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, spellcaster, unaggressive
Fire elemental			250	200	2	Fast movement, levitate Attacks: fire Immune: fire Vulnerable: confusion
Fire para elemental			200	150	5	Fast movement, levitate Attacks: fire Immune: fire Vulnerable: confusion

Name		Gen	Exp	Hp	Ac	Special
Gaelotroll			70000	3000	-15	Fast movement, wield weapon Attacks: physical, acid Protected: physical, fear Vulnerable: fire
Ghast			100	100	2	Normal movement, undead, wield weapon, wear armour, wear ring Attacks: physical, magical, fire, electricity, cold, confusion, acid, drain, weaponmagic, ghosthit, poison, slow Immune: fear Protected: fire, cold
Ghost			40	15	10	Normal movement, levitate, undead, pass through doors Attacks: cold, ghosthit Immune: fear Protected: cold
Giant bat			100	30	2	Fast movement, levitate
Giant centipede			32	10	10	Slow movement
Giant cobra			150	30	-2	Slow movement Attacks: physical, poison
Gnoll			30	8	13	Slow movement
Goblin			20	6	14	Slow movement, wield weapon, archer, wear armour, wear ring, fire wand
Golem			50	50	5	Slow movement
Green slime			200	20	9	Slow movement, hitback Attacks: acid
Grimreaper			800	50	10	Fast movement, levitate, undead Attacks: drain Immune: physical, drain, fear Protected: cold Vulnerable: magical
Guildmaster			0	50	10	Very slow movement, spellcaster, unaggressive
Hill giant			1500	250	1	Slow movement, wield weapon, archer Protected: electricity
Ice para-elemental			200	120	8	Slow movement Attacks: cold Immune: cold, confusion Vulnerable: fire

Name		Gen	Exp	Hp	Ac	Special
Jessy			2000000	8000	-20	Lightning fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, use rod, spellcaster Spell abilities: paralyze spells, fear, poison spell, lightning spells, ice, fire, magic missile spell, magic bullet spell, slow spell Attacks: physical, magical, fire, electricity, cold, confusion, acid, drain, weaponmagic, poison, slow, paralyze, turn undead, fear, cancellation Immune: physical, magical, fire, cold, confusion, acid, drain, ghosthit, poison, slow, paralyze, turn undead Vulnerable: electricity, fear
Killer bee			50	15	10	Fast movement, levitate
King			150	20	5	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, spellcaster
Knight			55	25	8	Very fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, spellcaster
Kobold			5	2	18	Fast movement
Lava para elemental			200	150	5	Fast movement, levitate Attacks: fire Immune: fire Vulnerable: cold
Lich			40000	1000	-3	Normal movement, undead, see invisible, wield weapon, wear armour, wear ring, read scroll, fire wand, spellcaster Spell abilities: paralyze spells, fear, petsummoning, magic bullet spell, ice spells Attacks: physical, drain, paralyze Protected: physical, magical
Lightning para-elemental			200	120	3	Fast movement, levitate Attacks: electricity Immune: fire, electricity
Madman			45	20	7	Slow movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand
Man			25	18	8	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, use rod, spellcaster, unaggressive
Mouse			5	1	7	Slow movement

Name		Gen	Exp	Hp	Ac	Special
Mud para-elemental			200	150	8	Slow movement Attacks: physical Immune: cold Vulnerable: fire
Mystic fist			200	50	5	Extremely fast movement
Nightmare			800	50	10	Fast movement, levitate, undead Attacks: ghosthit, depletion Immune: physical, drain, fear Protected: confusion Vulnerable: magical, turn undead
Ninja			30	30	0	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, spellcaster, unaggressive
Ninja			30	30	0	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, spellcaster, unaggressive
Ogre			100	50	10	Slow movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand Protected: electricity
Orc			15	4	16	Normal movement, wield weapon, archer, wear armour, wear ring, fire wand
Panther			60	50	4	Fast movement
Pawn			20	10	5	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, spellcaster
Pirate			45	20	7	Slow movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand
Pirate lass			60	50	1	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, spellcaster
Pixie			10	8	6	Fast movement, levitate, see invisible, fire wand, spellcaster
Princess			20	30	5	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, spellcaster, unaggressive
Prisoner			1	10	8	Unaggressive
Queen			90	20	8	Very fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, spellcaster

Name		Gen	Exp	Hp	Ac	Special
Raas			700	100	0	Fast movement, armour+20 Attacks: physical Vulnerable: fire
Rook			70	20	0	Fast movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, spellcaster
Royal guard			1500	250	0	Slow movement, armour+75, reflect spells, reflect missiles, see invisible, spellcaster, unaggressive Immune: magical
Rustmonster			300	100	-10	Extremely fast movement, hitback Attacks: acid Vulnerable: fire
Sage			0	18	10	Very slow movement, spellcaster, unaggressive
Sage			0	18	10	Very slow movement, spellcaster, unaggressive
Sandy			500	280	5	Slow movement Attacks: cold Immune: cold Vulnerable: fire
Scorpion			70	30	10	Slow movement Attacks: physical, poison Immune: fire Protected: electricity Vulnerable: cold, confusion
Servant			50	50	4	Normal movement, armour+25 Immune: magical
Skeleton			40	45	4	Fast movement, undead, wield weapon, wear armour, wear ring Attacks: physical, cold Immune: fear Protected: cold Vulnerable: fire

Name		Gen	Exp	Hp	Ac	Special
Skull			3500	250	-2	Slow movement, levitate, undead, spellcaster Spell abilities: paralyze spells, fear, poison spell, lightning spells, ice spells, fire spells, magic missile spell, magic bullet spell, speedball spell, mass confusion, slow spell Attacks: physical, cold Immune: magical, cold, poison, paralyze, fear Protected: cold
Slime			7	5	10	Very slow movement
Small troll			450	90	2	Slow movement, wield weapon, wear ring Vulnerable: fire
Snake			35	5	4	Slow movement
Snake			50	10	5	Slow movement Attacks: physical, poison Immune: poison
Spectre			100000	500	-5	Slow movement, undead, see invisible, wear ring, read scroll, fire wand, spellcaster Spell abilities: paralyze spells, fear, petsummoning, magic bullet spell, ice spells Attacks: physical, cold Protected: physical, magical
Speedball			2	0	30	Lightning fast movement, levitate, see invisible Attacks: magical, ghosthit
Sphinx			4001	300	2	Slow movement, see invisible, spellcaster, unaggressive Attacks: physical Immune: fire, fear
Spider			60	5	8	Very fast movement
Stalker			250	75	-1	Very fast movement, levitate, see invisible Protected: electricity
Thief 1			50	25	0	Fast movement, wield weapon, wear armour, wear ring
Titan			100000	4000	-5	Fast movement, see invisible, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, use rod, spellcaster Spell abilities: paralyze spells, fear, fear, lightning spells, lightning spells, slow spell Immune: electricity, fear Protected: magical

Name		Gen	Exp	Hp	Ac	Special
Tree			1400	500	0	Fast movement Immune: magical
Troll			8000	1000	-2	Fast movement, wield weapon Protected: fear Vulnerable: fire
Unicorn			2000	200	4	Slow movement, see invisible, spellcaster, unaggressive Attacks: physical Immune: magical, acid, poison, paralyze, fear
Vampire			2000	150	0	Very fast movement, wield weapon, wear armour, wear ring, read scroll, fire wand, use rod, spellcaster Spell abilities: fear, fear, fear, slow spell, paralyze spells Immune: physical
Viking			40	50	1	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, spellcaster
Violent fungi			25	5	8	Very slow movement Attacks: poison
Warrior			40	50	1	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, use rod, spellcaster, unaggressive
Water elemental			250	140	4	Slow movement Attacks: physical Immune: confusion Vulnerable: cold
Water para elemental			200	120	6	Slow movement Attacks: physical Immune: confusion Vulnerable: cold
Wight			75	75	6	Slow movement, undead Attacks: physical, fear Immune: cold, fear Protected: electricity
Wild pyromaniac			500	100	6	Fast movement, spellcaster Spell abilities: create bomb Immune: magical

Name		Gen	Exp	Hp	Ac	Special
Wizard			100000	3500	-15	Lightning fast movement, see invisible, wield weapon, wear armour, wear ring, read scroll, fire wand, use rod, spellcaster Spell abilities: paralyze spells, fear, poison spell, lightning spells, ice, fire, magic missile spell, magic bullet spell, slow spell Attacks: drain Immune: magical, poison, paralyze, fear Protected: magical
Woman			20	18	10	Normal movement, wield weapon, archer, wear armour, wear ring, read scroll, fire wand, use rod, spellcaster, unaggressive
Wraith			120	40	2	Normal movement, undead, pass through doors Attacks: cold, ghosthit Immune: fear Protected: cold Vulnerable: fire
Wyvern			4000	300	2	Slow movement, see invisible, spellcaster Spell abilities: small dragonbreath, fear Attacks: physical Immune: fire, fear Vulnerable: cold, confusion
Xan			20	1	10	Extremely fast movement, levitate Attacks: physical, poison
Zombie			60	35	9	Very slow movement, undead Attacks: physical Immune: fear Protected: cold