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Paul Waterman and WCST are not affiliated with any other group, including but not limited to the Nethack Development Team or Wheaton College.

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| The Beginning |

Introduction:

Once upon a time, there was a game called hack. Hack was a pretty good game, and a lot of people really enjoyed playing it. Then a strange and wonderful creature called "The Dev Team" got hold of it, and hack was never the same again. For starters, it suddenly got a name change, and was called nethack. But the biggest change was in the game itself. No longer was it a fun afternoon show to watch in black and white on a nine inch set. It suddenly became a three dimensional color holovision show with dolby surround sound and much, much more. (Our thanks to the dev team for a job well done.)

The problem with this is that people started getting addicted to the action, the adventure, their character getting killed over and over again... In order to prevent the untimely demise of characters whose rated lifespan was about double the actual lifespan, a bunch of people came together and began giving each other hints about how to dodge that nasty shopkeeper, and how to get rid of that awful wizard, and this worked well... for a time.

There was still a problem with this, though, for once the suggestion was given, unless carefully hoarded away, it was gone forever, and there were always new people who hadn't heard the suggestions. Thus, the nethack spoiler file was created.

Within this file is a large collection of lore about the game of nethack. Some of it may not be true, but we have made the best effort possible to verify all of the information contained herein. Much of it has been verified, corrected, or added since the original posting of revision one on the net.

Also, we would like to request that any corrections, modifications, suggestions, etc. be e-mailed directly to nhspoil@wheaton.UUCP and not posted to the net. We will attempt to verify any information sent us and then we will both add it to the spoiler file (for the next release) and post an official correction/addition to rec.games.hack.

Note: Please do not send e-mail to us asking for a copy of the spoilers or for a copy of nethack itself (or the source code, etc.). We do not honor these requests, and often just ignore them.

Be warned: If you use the knowledge contained herein, your game will never be the same. Your horizons will suddenly be expanded, but you may end up thinking that the game is less than it once was. That is the risk you must take if you choose to read this file.

Good luck, and happy hacking!

Revision Numbers:

In order to keep a decent idea of how the spoiler file is progressing, we have set up an official policy on how Revision Numbers will change. Any minor revisions corrections or amplifications will advance the revision number by .01. New sections added (such as this one), or complete re-writes of existing sections will advance the revision number by .10. Any complete rewrite of the entire file (just in case - it might actually happen) will advance the revision number to the next integer.

Credits:

Well, this should actually be a very large list. Among others, it should include almost everyone who has posted any hints of value to the net within about the last year (or even longer in some cases). Some people who have made contributions to the cause of these spoilers above and beyond the call of duty, however, are listed here:

Kenneth Arromdee
Bill de Beaubien
Alan Edwards
Walter Fergusson
David Goldfarb
Laurence Gordon
Kate Gregory
Dolf Grunbauer
David Hairston
Michael Heggen
Douglas Henke
Greg Hudson
Lucas B. Kruijswijk
Alan Light
Stephen Marino
Andrew Pearce
Robert Potter
Ken Roth
Brajesh K. Singh
C. G. J. Thompson, et.al
David Throop
Steve Warren
Laura C. Waterman
Dominik Zemmler

If any of the rest of you out there know you contributed something to the cause, but don't see your name listed here - don't get us wrong. It's not that we're ungrateful! We probably just nuked your name by mistake!

Note: All names are listed in alphabetical order by last name, and not by order of importance of contribution.

Using The Spoilers:

There's really not much to say on this subject, other than a few intuitive pointers. How you use the spoilers is simple: You read them, and apply the knowledge contained within to your game of nethack.

Those of you who are using the commercial version of the spoilers will have a complete index at your disposal, which should aid greatly in looking up just about anything you'd like to know about. For those of you who are using the public version, however, we do have one major hint for getting at what you want within the file quickly.

The section titles tend to be fairly unique, and are always followed by a colon. This should make it very simple to get to whatever section you want quickly. Just load the file into your editor (or if you're on a unix system, even use 'more' for that matter), and use the search function to look for the section. For instance, from within more or vi, use the slash key ("/") and what you'd like to search for ("Armor:" for example).

This technique is also very useful for finding every reference to a particular topic. If you'd like to know about wishing for instance, just search for every occurrence of the word "wish" in the file.

Common Questions:

- Q: I've made it to the first level of hell (probably by falling through a trap in the castle level), but I can't find any down staircases? How can I get down farther?
- A: You'll find that if you're confused and read a scroll of teleportation you'll get teleported to a different level. Cursed scrolls of teleportation and level teleporters also do this. If you have teleport control (via a ring or intrinsic), you can choose what level to teleport to. Teleport down to about level fifty and then work your way up.
- Q: I've got the amulet, and I'm on my way up through the levels of Hell, but I'm stuck. I'm in a relatively small area in the middle of the level, I can't find a way out, and there's no stairway up - only one going back down.
- A: Sounds like you've found Vlad's Tower. Try going back down two levels and exiting from the base of the tower. Then try looking in the upper left hand corner of the maze for another stairway going up. The tower levels always have an up staircase placed there. See the section on SPECIAL LEVELS for more information.
- Q: I've got the amulet, and I'm on my way up, but the Wizard keeps popping in and I'm tired of killing him. Is there anything I can do to get him off of my case?
- A: Most things you can do won't stop him from coming after you again. I saw a post once on rec.games.hack that had about thirty suggestions, but none of them would work. Basically, the only way to stop him from coming after you is to exploit a "feature" of the game. Wait near the up staircase for him. Then, throw a potion of paralysis at him. During the 1-15 turns that he will be paralyzed, go up the staircase. He won't come after you any more. The reason for this is that the game only updates the paralysis counters for creatures on the same level as you - thus, it realizes that the Wizard is still around, but paralyzed, and it won't un-paralyze him unless you go back to that level. (Incidentally, don't count on this working in the next version of nethack.)
- Q: I'm in the endgame and I'm in a long hallway that runs north-south. I can't seem to find a secret door, though, and I can't teleport. How do I get to the other side of the level?
- A: Be patient and keep searching. There's a secret door in the upper left wall of the corridor. However, there's a lot of nasty creatures in the center of the endgame level, so if you're willing to sacrifice the experience, and you can polymorph, it might be better to turn into a xorn and go around the center area.
- Q: I've heard a lot about "named weapons," but I can't seem to get one. How can I get one?
- A: Well, there are five ways of getting named weapons, also known as artifacts. The first, and perhaps most obvious one, is to wish for it. When you are asked what you want to wish for, type "a (blessed) (+n) [weapon type] named [name]," where blessed and +n (be sure to substitute a number for n!) are optional, and the weapon type is correct for that named weapon (see the ARTIFACTS section and WISHING section for more information). Another way to get a named weapon is to have it given to you by your deity. If you sacrifice (#offer) enough, eventually you will probably see an object appear at your feet. This will be a named weapon. A third way to get a named weapon is to find it. Some of them will just be randomly generated (although very rare), so be on the lookout. You will know it's named when you pick it up - it's not necessary to identify it. You can also gain some of the named weapons

by simply finding the appropriate weapon type and using the #name command. Sting and Orcrist are notable in this regard. Finally, you can get Excalibur by #dipping a normal longsword in a fountain (see FOUNTAIN EFFECTS for more details about this).

Q: I was playing a character and he/she got polymorphed into a new human. I was asked to give the character a different name, and now I can't get the character back. What do I do?

A: Nethack allows you to have multiple characters with different names, and whenever nethack saves a character it always uses the character's name, regardless of whether that character used to have a different name. In order to access a character of a particular name (or start one with a different name), the easiest thing is to give nethack a -u flag and your name. For instance, type "nethack -u name" where "name" is your character's name ("Endiel" in my case - and I'll send you updates to the spoilers if you can figure out where it came from).

Q: I was playing nethack when I hit the '!' key by mistake. Now I'm sitting at my prompt, and I don't know what's happened to my game. What gives?

A: In nethack, the '!' key will create a shell for you. What this does is allow you to quickly pop out of nethack in order to do stuff, without messing up your nethack game. On most systems, you can exit the shell and get back to your nethack game by typing "exit."

Q: I've found a hawaiian shirt lying around, and I've heard them mentioned in the spoilers. What use are they?

A: Basically, Hawaiian shirts let you effectively drop your AC by several more points, as they can be worn under a suit of armor (the more pieces of armor, the better the possible AC). When not enchanted, they don't do much good (and actually can do harm, as shopkeepers will try to cheat you if they see it). But if it's enchanted and under a suit of armor or cloak (where the shopkeeper can't see it), it can be quite useful.

Q: I've been punished, and I can't stand lugging around this ball and chain. What can I do to get rid of it?

A: There are several ways to accomplish this. In the meantime, though, unless you have a pretty good weapon, pick up the iron ball and wield it. To get it off, try reading a scroll (or casting a spell) of remove curse. Or, try feeding it to a rust monster, rock mole, or iron golem. A nymph may steal it. Or, you can polymorph into a rust monster, rock mole, or iron golem, and eat it yourself. Finally, you can polymorph into a nymph and remove it. Note that lock-picks and keys won't work to get it off.

Q: I've come up with some cool ideas for additions/modifications to nethack. What should I do with them?

A: You should send your ideas (also bugs) to nethack-bugs@linc.cis.upenn.edu. Don't expect to receive back a confirmation that they received it - the nethack-bugs account receives a lot of mail.

Q: I'm interested in making some modifications to nethack (or already have done so), and think they would make a cool addition to the game. I'd like to make these modifications/additions public. What should I do?

A: Once again, send some e-mail to nethack-bugs@linc.cis.upenn.edu. Here's some hints as to what all you should send: 1) If you have already made the modifications, make sure it is well documented with comments, and then send the changes (*not* the whole source code) to the Dev Team (at nethack-bugs...). 2) Send a description of the planned (or finished) code changes and how this affects other sections of the code. 3) Include a description of how you think the idea will impact the game, and why you think your idea is good or necessary. 4) Be prepared for a rejection on grounds that appear totally arbitrary to you. If you do, consider the reasons given and think about re-working your ideas and repeating the process. 5) If you really think your ideas are worthwhile but the Dev Team refuses to agree (possible, but unlikely), consider

distributing them as optional add-ons through net newsgroups such as rec.games.hack and comp.sources.games.

Q: I have these spoilers, but where can I get a copy of nethack from?

A: Please don't send e-mail to us! We're not in the habit of sending out copies of nethack, and rarely reply to messages asking where to get it from. Information is posted on a regular basis on rec.games.hack about where to get the latest version of nethack.

Q: I was playing nethack via modem from my personal computer when I lost the connection. I dialed back into the system immediately, and my login was sitting there idle, still playing nethack. What should I do to get it to save out?

A: This problem tends to happen only on unix systems. If you're non-technical, and don't know much about unix, you should contact the games administrator, system administrator, or any person with superuser priveleges and ask them to "please send a hangup signal to my nethack process." If you know a little more, you might want to try doing this yourself. First of all, find the process ID (PID) of the nethack process. This can be accomplished with the 'ps' command (see your manual for more information about the ps command). Next, use the 'kill' command to send a 'HUP' (hangup) to the process (again, see your manual for more information about the kill command). Don't send a 'KILL' signal, as this will cause the game to die instantly and not save. Sending a 'HUP' should cause the program to exit, saving your game, and you should then be able to load it in again normally. If the computer won't allow you to kill the process, your nethack game is probably running with special priveleges, and you'll need to contact the games administrator, system administrator, or a superuser in order to send it a hangup signal.

General Hints:

Lizard corpses, like food rations, won't ever spoil.

It is a great idea to give like-aligned priests 400*your level in gold.

If you attack a rival priest in his temple, his god will fight for him, so make it your temple first (i.e. convert the altar).

A guaranteed way to change your alignment is to kill a unicorn of your alignment and offer the fresh corpse at an altar of the god whose alignment you wish to convert to.

Friendly monsters may become tame if you give them the right food (try tripe).

Zombie and mummy corpses are already old corpses, so can't be sacrificed (however, they can be eaten before they spoil).

The bigger the sacrifice, the better the reward.

Eating a clove of garlic cures lycanthropy. Prayer can too.

A ring of warning warns: white, pink, red, ruby, purple, and run at black.

Kicking is great for killing monsters at low levels (especially for Samurais and Priests).

Don't kick in shop doors that are closed for inventory.

A wand of digging makes a quick way down (use '>' for the direction).

Fill trap doors with boulders. You can also cross water this way.

When dipping in holy water, amber means uncursed, light blue means blessed.

Dipping a corpse in holy water will make it take longer to rot.

Dipping a dart may identify a potion of sickness (it poisons the dart).

To make a scroll blank and or holy/unholy water normal, zap a wand of cancellation at it.

To use a wand on yourself, use '.' for the direction.

Blessed magic lamps always give wishes if they have a charge.

When you run into a great number of statues, don't look out.

Zap monsters that engulf you with a wand of digging.

To find the mimics in a shop, walk in, then back out.

To create a scroll with a magic marker just write the name of the scroll on a blank scroll (i.e. "magic mapping").

If you are wearing dragon scale mail and get polymorphed, you will polymorph into the same type of dragon as your dragon scale mail.

Being magic resistant prevents teleport traps from working properly.

You cannot pick up items while levitating, therefore it is not always good to be levitating. However, vampire lords levitate but can pick up objects.

If you want to stop levitating, just fly over a sink, and you will.

Mirrors may be used to scare some monsters. They also, of course, kill Medusa.

If you cannot eat it now, tin it or freeze it.

You can wield a cockatrice corpse if you're wearing gloves, but don't go down stairs while carrying one, especially if you are overloaded. They are wonderful for clearing out zoos, barracks, and throne rooms.

To determine whether an item is blessed, regular, or cursed, drop it on an altar. If the glow is amber, it's blessed. Black means cursed.

Dropping water or unholy water at a lawful altar will turn it into holy water.

Dropping water (holy or unholy) at a neutral altar will make it normal water.

Dropping water or holy water at a chaotic altar will make it unholy water.

A ring of levitation will protect you from a xan (they're real short).

It is possible to lose telepathy if you are not chaotic and you kill a peaceful human.

Gremlins can steal intrinsics from you.

It is possible to jump through an escaped trapdoor by hitting '>'.

| The Character |

Alignment:

Every character and monster in nethack has an alignment. Even some objects (specifically artifacts, or named weapons) have alignments. Describing exactly what alignment is and what it entails is tricky, however. Expressed simply, alignment is what side you've aligned yourself with - good, evil, or neither. What is considered "good" and "evil" in nethack is very much the traditional medieval picture of good and evil. Thus, a brief description of the three alignments and the behavior expected from a character of that alignment follows:

Chaotic: A chaotic character has basically aligned him/herself with the side of evil. He/she likes doing things that would normally be considered "bad" just for the joy of it. Chaotics tend to have the attitude of "looking out for number one." A chaotic character will probably kill anything that walks, just for fun, and will tend to rob shops as a principle.

Neutral: Neutrality tends to be a refusal to take sides. The attitude of a neutral is basically "live and let live." A character who is neutral probably won't kill creatures that aren't bothering it, but won't have any qualms about killing those that do. A neutral character won't really care about robbing from shops, as long as it will benefit him/her.

Lawful: A lawful character has aligned him/herself with the side of good. He/she will tend to follow societal rules, even if it won't benefit him/her. A lawful character will have the attitude that "there is a higher good." Lawful characters usually will try to befriend other creatures, but may attempt to hunt down and kill those creatures that are by their very nature "evil." (Chaotic monsters especially would be considered to be "evil" by a lawful type.) A lawful character would never even think of robbing a shop.

Now, here's how alignment works in nethack: There is a number associated with your alignment, which will determine if you are "stridently aligned," etc. This number is increased for every action you perform which is in keeping with your alignment, and decreased for every action you perform which would be against your alignment. Thus, if a lawful character were to rob a shop or kill a lawful creature, this alignment would be decreased. If a chaotic character, on the other hand, were to do the very same thing, the number would be increased.

Carrying Capacity:

In order to compute the carrying capacity of a character, you need to know three things: the character's strength, level, and if either leg is wounded. Strength is divided into two parts, and is shown as str/nn. Str ranges from 1 to 18 (and can jump to 25 with gauntlets of power), and nn ranges from 01 to ** (** is used since 100 won't fit in the two digit space).

There are two different methods for computing your carrying capacity, depending on how your game of nethack was originally compiled. On most systems, nethack is compiled with the HARD option set to on. If that is the case on your system, use Method 1 for computing your carrying capacity. If your system has HARD set to off, use Method 2 for computing your carrying capacity.

In either case, how strength affects carrying capacity varies depending upon the strength. The character's level is always multiplied by five and added into the carrying capacity (although in Method 1, you only can count the first 16 levels for this), and finally, for each wounded leg (either the

left, right, or both can be wounded) you have to subtract ten from the carrying capacity. Thus, the formulae for figuring out your carrying capacity are as follows:

Method 1:

Strength	Capacity
1-18	$5 \cdot \text{level} + 5 \cdot \text{str} - 10 \cdot (\text{wounded legs})$
18/01-25	$5 \cdot \text{level} (\text{up to level } 16) + 40 - 10 \cdot (\text{wounded legs})$

Method 2:

Strength	Capacity
1-18	$5 \cdot \text{level} + 5 \cdot \text{str} - 10 \cdot (\text{wounded legs})$
18/01-18/50	$5 \cdot \text{level} + 90 + \text{nn} - 10 \cdot (\text{wounded legs})$
18/51-18/75	$5 \cdot \text{level} + 140 + 2 \cdot (\text{nn} - 50) - 10 \cdot (\text{wounded legs})$
18/76-18/90	$5 \cdot \text{level} + 190 + 3 \cdot (\text{nn} - 75) - 10 \cdot (\text{wounded legs})$
18/91-18/95	$5 \cdot \text{level} + 235 + 5 \cdot (\text{nn} - 90) - 10 \cdot (\text{wounded legs})$
18/96-18/99	$5 \cdot \text{level} + 260 + 10 \cdot (\text{nn} - 95) - 10 \cdot (\text{wounded legs})$
18/**	$5 \cdot \text{level} + 410 - 10 \cdot (\text{wounded legs})$
25	$5 \cdot \text{level} + 380 - 10 \cdot (\text{wounded legs})$

Interestingly enough, with Method 2, a strength of 25 doesn't allow as much of a carrying capacity as 18/** does.

In either case, when you are levitating, your carrying capacity is automatically at maximum.

Character Classes:

The Archeologist

Starting equipment:	
1	uncursed or blessed +2 bull whip
1	uncursed or blessed +0 leather armor
1	uncursed or blessed +0 fedora
3	uncursed food rations
1	uncursed or blessed +(random) pick axe
1	uncursed or blessed tinning kit
1	uncursed sack
10%	chance of 1 uncursed tin opener - otherwise
25%	chance of 1 uncursed lamp - otherwise
10%	chance of 1 uncursed magic marker

Level	Title	Intrinsics
1	Digger	speed, stealth
2	Digger	
3-5	Field Worker	
6-9	Investigator	
10	Exhumer	searching
11-13	Exhumer	
14-17	Excavator	
18-21	Spelunker	
22-25	Speleologist	
26-29	Collector	
30	Curator	

Alignment: Lawful

The archeologist in nethack is basically an Indiana Jones clone. The clothing is the same, the abilities are the same, and to all intents and purposes, the goals are the same: Survive, explore, and bring back lots of exotic treasures!

The archeologist starts with the innate ability to identify any gem.

The Barbarian

Starting Equipment:		
1 uncursed or blessed +0 two-handed sword		
1 uncursed or blessed +0 axe		
1 uncursed or blessed +0 ring mail		
1 uncursed food ration		
17% chance of 1 uncursed lamp		

Level	Title	Intrinsic

1	Plunderer	poison resistance
2	Plunderer	
3-5	Pillager	
6	Bandit	
7	Bandit	speed
8-9	Bandit	
10-13	Brigand	
14	Raider	
15	Raider	searching
16-17	Raider	
18-21	Reaver	
22-25	Slayer	
26-29	Chieftain	
30	Conqueror	

Alignment: Chaotic

Conan was, is, and always will be the classic example of a barbarian. Good wine, good food, good money, and good women are what a barbarian considers to be the most important aspects of life, and they will do almost anything in their pursuit of these things, including delving deep into the dungeons of nethack.

The Caveman

Starting Equipment:		
1 uncursed or blessed +1 club		
1 uncursed or blessed +1 bow		
13-42 uncursed or blessed +0 arrows		
1 uncursed or blessed +0 leather armor		

Level	Title	Intrinsic

1-2	Troglodyte	
3-5	Aborigine	
6	Wanderer	
7	Wanderer	speed
8-9	Wanderer	
10-13	Vagrant	
14	Wayfarer	
15	Wayfarer	warning
16-17	Wayfarer	
18-21	Roamer	
22-25	Nomad	

26-29	Rover	
30	Pioneer	

Alignment: Lawful

"You Jane, Me Stupid." That about sums up the eloquent vocabulary, stunning personality, and puissant brain-power of a caveman.

The Elf

Starting Equipment:		
1	uncursed or blessed +0	elven short sword
1	uncursed or blessed +0	elven bow
16-35	uncursed or blessed +0	elven arrows
50%	chance of 1 uncursed or blessed +0	mithril
	otherwise 1 uncursed or blessed +0	elven cloak
2	uncursed lembas wafers	
20%	chance of 1 uncursed blindfold - otherwise	
17%	chance of 1 uncursed lamp	

Level	Title	Intrinsic
1	Edhel	searching, see invis.
		sleep res., speed
2-5	Edhel	
6-9	Ohtar	
10-13	Kano	
14-17	Arandur	
18-21	Hir	
22-25	Aredhel	
26-29	Ernil	
30	Elentar	

Alignment: Lawful

Elves are hardy folk of humanoid stock. Nethack elves are fashioned after Tolkien's elves, and as such are tall, thin, and light of foot. Elves have excellent vision, and thus are more likely to notice things like secret doors.

The Healer

Starting Equipment:		
1	uncursed or blessed +0	scalpel
1	uncursed or blessed +1	pair of leather gloves
1	uncursed	stethoscope
4	uncursed or blessed	potions of healing
4	uncursed or blessed	potions of extra healing
1	uncursed or blessed	wand of sleep
1	blessed	spellbook of healing
1	blessed	spellbook of extra healing
5	uncursed	apples
4%	chance of 1 uncursed	lamp

Level	Title	Intrinsic
1-2	PreMed	poison resistance
3-5	Med Student	
6-9	Medic	
10-13	Intern	
14	Doctor	
15	Doctor	warning
16-17	Doctor	

18-21	Physician	
22-25	Specialist	
26-29	Surgeon	
30	Chief Surgeon	

Alignment: Lawful

The healer has dedicated his life to medicine and have the capability to restore hit points through their spells. Healers are not trained in the skills of fighting, but when in need, healers can turn their sharpened scalpel against a foe.

The Knight

Starting Equipment:	
1 uncursed or blessed +0 long sword	
1 uncursed or blessed +2 spear	
1 uncursed or blessed +1 ring mail	
1 uncursed or blessed +0 helmet	
1 uncursed or blessed +0 small shield	
1 uncursed or blessed +0 pair of leather gloves	

Level	Title	Intrinsic
1-2	Gallant	
3-5	Esquire	
6	Bachelor	
7	Bachelor	speed
8-9	Bachelor	
10-13	Sergeant	
14-17	Knight	
18-21	Banneret	
22-25	Chevalier	
26-29	Seigneur	
30	Paladin	

Alignment: Lawful

The knight is considered by many to be one of the hardest nethack characters to play. The knight does not start with exceptional items, does not gain much as he goes along, and is constrained by many more rules than normal characters, because of the code of chivalry that a knight must follow.

The Priest

Starting Equipment:	
1 blessed +1 mace	
1 uncursed or blessed +0 chain mail	
1 uncursed or blessed +0 small shield	
4 potions of holy water	
1 uncursed clove of garlic	
2 uncursed or blessed random spellbooks *	
10% chance of 1 uncursed magic marker - otherwise	
10% chance of 1 uncursed lamp	

Level	Title	Intrinsic
1-2	Aspirant	
3-5	Acolyte	
6	Adept	
7	Adept	warning
8-9	Adept	
10-13	Priest	

14-17	Curate		
18-19	Canon		
20	Canon	fire resistance	
21	Canon		
22-25	Lama		
26-29	Patriarch		
30	High Priest		

Alignment: Neutral

The priest is a cleric who has set him/herself apart for service to his/her deity. Priests begin the game blessed with the ability to immediately determine whether items are cursed, uncursed, or blessed. Also, since many orders have injunctions against the shedding of blood, priests are trained in kicking instead, and get bonuses when doing so.

The Rogue:

Starting Equipment:		
1 uncursed or blessed +0 short sword		
6-15 uncursed +0 daggers		
1 uncursed or blessed +1 leather armor		
1 uncursed potion of sickness		
1 uncursed lock pick (9 charges)		
1 uncursed sack		
20% chance of 1 uncursed blindfold		

Level	Title	Intrinsic	
1	Footpad	stealth	
2	Footpad		
3-5	Cutpurse		
6-9	Rogue		
10	Pilferer	searching	
11-13	Pilferer		
14-17	Robber		
18-21	Burglar		
22-25	Filcher		
26-29	Magsman		
30	Thief		

Alignment: Chaotic

The rogue is an outlaw, a bandit who makes his living off of the misery of others. Killing, maiming, and despoiling passing strangers gives a rogue great glee.

The Samurai

Starting Equipment:		
1 uncursed or blessed +0 katana (long sword)		
1 uncursed or blessed +0 wakizashi (short sword)		
9 uncursed or blessed shurikens (throwing stars)		
1 uncursed or blessed +0 splint mail		
3 uncursed or blessed fortune cookies		
20% chance of 1 uncursed blindfold		

Level	Title	Intrinsic	
1	Chigo	speed	
2	Chigo		
3-5	Bushi		
6-13	Genin		

14	Chunin		
15	Chunin	stealth	
16-21	Chunin		
22-30	Jonin		

Alignment: Lawful

The samurai is an ancient order of Japanese warrior, the oriental equivalent of a european knight. The samurai follows the code of bushido, much like the knight follows the code of chivalry.

Samurai get bonuses when kicking due to their martial arts training.

The Tourist

Starting Equipment:		
21-40 uncursed or blessed +2 darts		
10 uncursed random food items		
2 uncursed or blessed potions of extra healing		
4 uncursed or blessed scrolls of magic mapping		
1 uncursed expensive camera		
1 uncursed or blessed +0 hawaiian shirt		
1 uncursed credit card		
4% chance of 1 uncursed tin opener - otherwise		
4% chance of 1 uncursed magic marker - otherwise		
4% chance of 1 uncursed leash		

Level	Title	Intrinsic	
1-2	Rambler		
3-5	Sightseer		
6-9	Excursionist		
10	Peregrinator	searching	
11-13	Peregrinator		
14-17	Traveler		
18-19	Journeyer		
20-21	Journeyer	poison resistance	
22-25	Voyager		
26-29	Explorer		
30	Adventurer		

Alignment: Neutral

"Oh Wanda! Take a look at that beautiful lake! (*CLICK*)" Tourists are just what they sound like - loud, hungry, overweight people carrying cameras and wearing ugly clothing who have no business being where they are. As adventurers, it must be said that playing a tourist is truly a challenge.

The Valkyrie

Starting Equipment:			
1 uncursed or blessed +1 long sword			
1 uncursed or blessed +0 dagger			
1 uncursed or blessed +3 small shield			
1 uncursed food ration			
17% chance of 1 uncursed lamp			
Level	Title	Intrinsic	
1	Stripling	stealth, cold res.	
2	Stripling		
3-5	Skirmisher		
6	Fighter		

7	Fighter	speed	
8-9	Fighter		
10-13	Woman-at-arms		
14-17	Warrior		
18-21	Swashbuckler		
22-25	Heroine		
26-29	Champion		
30	Lady		

Alignment: Chaotic

These women warriors out of Norse mythology are among the fiercest fighters known. This, of course, is because their main mission in life is to fight glorious battles and then escort the fallen warriors to the halls of Valhalla.

The Wizard

Starting Equipment:	
1 blessed +1 athame	
1 uncursed or blessed +0 cloak of magic resistance	
1 uncursed or blessed random wand *	
2 uncursed or blessed random rings *	
3 uncursed or blessed random potions *	
3 uncursed or blessed random scrolls *	
1 uncursed or blessed random spellbook *	
20% chance of 1 uncursed magic marker	
20% chance of 1 uncursed blindfold	

Level	Title	Intrinsic	
1-2	Evoker		
3-5	Conjuror		
6-9	Thaumaturge		
10-13	Magician		
14	Enchanter		
15	Enchanter	warning	
16	Enchanter		
17	Enchanter	teleport control	
18-21	Sorcerer		
22-25	Necromancer		
26-29	Wizard		
30	Mage		

Alignment: Neutral

Wizards are considered by many to be a difficult character to play, because they are very poor fighters when they start. However, with a little bit of luck, a wizard can end up being one of the most powerful characters in the game.

* There are some limitations on the generation of random magic items. These are delineated as follows:

1. No "useless" items will be generated. The following items are considered (by the game) to be useless items:
 - potion of hallucination
 - scroll of amnesia
 - scroll of fire
 - ring of aggravate monster
 - ring of hunger
 - wand of nothing

2. No ring of levitation will be generated.

3. It is impossible to begin the game with both polymorph and polymorph control. In other words, if your character has a ring, wand, or spellbook of polymorph, he/she will not have a ring of polymorph control, and vice-versa.

4. Two of the same ring will not be generated.

Character Stats:

The following is information about each of the major character stats. They are listed in the order in which they appear on the status line - not in alphabetical order. All stats can be increased by quaffing potions of gain ability.

St (Strength):

Strength affects various aspects of combat in nethack (see the HIT PROBABILITY and DAMAGE sections for details on how these bonuses work). Additionally, strength affects your carrying capacity (see CARRYING CAPACITY section for more details). Also, the distance you can throw objects, your chances of bashing down a door or kicking open a lock, and your chances of opening a stuck door (among other things) are affected by your strength. It is possible to increase strength by eating royal jelly, giant corpses, or wearing gauntlets of power.	St.	Hit Dam
	-----	-----
	01-05	-2 -1
	06-07	-1 0
	08-15	0 0
	16	0 +1
	17	+1 +1
	18	+1 +2
	18/01-18/50	+1 +3
	18/51-18/75	+2 +3
	18/76-18/90	+2 +4
	18/91-18/99	+2 +5
	18/**-25	+3 +6

----- Dx (Dexterity):

Dx.	Mle Msl	Your dexterity is your ability to dodge, your agility, and your manual dexterity, all rolled into one.
-----	-----	
01-03	-3 -3	Dexterity affects how likely you are to hit (see HIT PROBABILITY for more information). Note that on the table to the right, to hit bonuses are different for
04-05	-2 -2	melee than they are for missile weapons. In other
06-07	-1 -1	words, if you are fighting hand to hand, you receive a
08-14	0 0	different bonus that if you are using a bow, sling,
15	+1 0	etc.) Dexterity also affects how well you can use a
16	+2 +1	harp. To increase your dexterity, wear gauntlets of
17	+3 +2	dexterity.
*	* *	
25	+11 +10	

* Each bonus continues to increase by one as the stat increases by one, up to 25, which is the maximum the stat can reach.

Co (Constitution):

Constitution is a measure of how healthy you are. Constitution affects how quickly your character heals, but the major benefit of constitution is extra hit points as each level is gained. When a character gains a higher experience level, the character's current and maximum hit points are raised by a random amount. This random amount is modified by a bonus which is determined by the constitution of the character (see the table to the right).	Co.	HP+
	-----	-----
	3	-2
	4-6	-1
	7-14	0
	15-16	+1
	17	+2
	18	+3

In (Intelligence)

Intelligence plays an important part in determining if you will be able to memorize a spell by reading a spellbook. It also is factored into your chances of casting any given spell that you have memorized (see MAGIC for more details on both of these). Finally, intelligence determines how often your power will recharge (wisdom determined how many points recharge each time). Your intelligence can also be increased by wearing a helm of

brilliance.

Wi (Wisdom)

Wisdom is taken into account when you pray to your god. It also affects how many energy points you will gain when you go up an experience level, and how many power points you will recharge each time you recharge (intelligence affects how often they recharge). Wisdom can be increased by wearing a helm of brilliance.

Ch (Charisma):

"Beauty is only skin deep." Well, in nethack beauty is charisma, and charisma affects a couple of key things in the game. First of all, charisma affects the prices a shopkeeper will give you in a shop (see the table to the right for price modifiers). The other major affect is that charisma adds to your chances of having a beneficial encounter when faced with a succubus/incubus. It is possible to increase charisma with a ring of adornment (which nymphs happen to love).	Ch.		Mod	
	3-5		*2.00	
	6-7		*1.66	
	8-10		*1.33	
	11-15		*1.00	
	16-17		*0.75	
	18		*0.66	
	19+		*0.50	

Score:

The following formula can be used to compute what any character's score is:

player gold (see explanation)
+ real experience (see explanation)
+ max dungeon level bonus (see formula)

* ascension bonus (see explanation)
+ gem values (see explanation)
+ amulet values (see explanation)
+ pet bonus (see explanation)

score

Player gold: Take the amount of gold the character has in his/her possession, and subtract 10% if the character died or was killed (not if the character ascended, escaped, or quit).

Real experience: This is the number of experience points that have actually been gained from slaying monsters, not including experience points that may have been gained via potions of gain level, eating wraith corpses, etc.

Max dungeon level bonus: Compute this bonus as follows: (50 * maximum dungeon level visited) + 1000 for each level between 21 and 30 attained (a level is considered "attained" if the maximum dungeon level visited is greater than that level)

Ascension bonus: If the character has ascended to demigod(dess)hood, multiply the score computed up to this point by 2. Otherwise, just keep it the way it is.

Gem values: If you escaped or ascended, add the gold value of each gem currently possessed by the character to the score (see GEMS section for exact gold values).

Amulet values: If you escaped or ascended, add 2 points for each amulet possessed with a negative value (i.e. a -2 amulet of protection), add 500 points for each non-negative amulet possessed (i.e. an amulet of reflection), and add 5000 points if the Amulet of Yendor is in your character's possession.

Pet bonus: If you escaped or ascended, and you did so with pets, add the

maximum hit points of each pet.

Status Line:

At the bottom of the nethack screen appears a status line. This status line (which is really two lines) will give you a lot of information about the character being played at a glance. The following is a sample status line:

```
Endiel the Evoker  St:9 Dx:16 Co:15 In:15 Wi:10 Ch:13  Neutral S:132
Dlvl:3  G:325  HP:21(35) Pw:8(11) AC:4  Xp:3/53 T:461
```

Now, item by item we will describe what each part of the status line means:

1. "Endiel the Evoker" is the name and rank of the character. The name will be either your account name or a name that you have chosen (see COMMON QUESTIONS for more information about how to name your character). The rank is dependent upon your character class (i.e. wizard, samurai, barbarian, etc.) and your experience level (see CLASS RANKS for a list of the ranks).

2. "St: 9 Dx:16 Co:15 In:15 Wi:10 Ch:13" is a listing of what the character's stats are. Respectively, this line would mean that the character's strength is 9, dexterity is 16, constitution is 15, intelligence is 15, wisdom is 10, and charisma is 13 (see CHARACTER STATS for more information about what these stats mean).

3. "Neutral" is the character's alignment. Alignment can be one of three things: "Chaotic," "Neutral," or "Good." Alignment is a tricky subject, but in general it determines whether you tend to be on the side of "good" or "evil" or just sit the fence, and your character's actions are judged accordingly. Alignment is initially determined by character class, but can also be changed during play via several different methods (see ALIGNMENT for more details).

4. "S:132" is the character's score. If the character were to quit the game at this moment, the score listed would be the score received. There is a score penalty for dying. Some compilations of nethack will not show score. (For more information on how to compute score, see SCORE.)

5. "Dlvl:3" means that this character is on dungeon level three, or the third level down. In nethack, dungeon levels are counted downwards, so the first level you encounter is level one, and then you go down through levels two, three, four, and so on. Level fifty is the lowest level in the dungeon.

6. "G:325" is the amount of gold (\$) the character has. This character has 325 gold pieces in his/her possession.

7. "HP:21(35)" is two measurements: the character's current and maximum hit points (HP). The current hit points are how many you have right now, and the maximum is what you can raise your current hit points to. Basically, hit points are a measure of how alive you are. Your current hit points are decreased when you are hit by a monster, caught in a trap, or do many other things that damage you. Hit points are healed naturally over time, or can be increased via potions of healing, praying, etc. Maximum hit points is raised automatically whenever you go up an experience level, or may be increased via praying, quaffing healing potions while your current hit points are equal to the maximum, etc.

8. "Pw:8(11)" is also two measurements: your current and maximum power. Current power is used to cast spells that have been memorized from spell books. It is regenerated naturally over time, or can be increased via potions of gain energy. Maximum power is increased whenever the character increases an experience level, or can be increased by quaffing potions of gain energy while current energy is at maximum.

9. "AC:4" is the character's armor class. Armor class (AC) is a measure of how well protected the character is against blows from hostile monsters. Armor class starts at 10, and goes downwards as it gets better. Thus, a character with an AC of -10 would be much better than a character with an AC of 5. AC can be improved by wearing more or better or more enchanted armor,

by wearing rings of protection, by having your deity grant you intrinsic protection, or by other methods.

10. "Xp:3/53" is, once again, two measurements: the character's experience level and experience points. Experience points (always the second and larger figure) are gained by killing monsters, quaffing potions of gain level, etc., and are the determining factor for what your experience level is. Experience points also affect your score. A character's experience level (or just "level" for short) determines many other factors about the character, such as maximum hit points, power, some intrinsics, ability to convert altars, etc. In general, the higher the character's experience level, the better the character is.

11. "T:461" shows the "time," or the number of moves that the character has made. Every time the character does anything, this counter is incremented by one. This timer is optional, and can be turned on or off by using the "O" key for the options command. In most compilations of nethack it is set to off by default.

The Beasts

Monster Attacks:

This section details the number and types of attacks each monster has, as well as how much damage they can do for each attack, and what type of damage is done. Each monster can have from one to five attacks (except the mail daemon, which doesn't attack). These attacks are listed in the order in which they will occur, in the following format: Attack-type Damage (Damage type)

Attack types, damage, and damage types are explained below the chart.

Name	Attacks
acid blob	Defensive LEVd8 (Acid)
air elemental	Engulf 2d10
ape	Claw 1d3, Claw 1d3, Bite 1d6
archeologist	Weapon 1d6
Asmodeus	Claw 4d4, Magic 6d6 (Cold)
Baalzebub	Bite 2d6 (Str.), Gaze 2d6 (Stun)
baby black dragon	Bite 2d6
baby blue dragon	Bite 2d6
baby crocodile	Bite 1d4
baby gray dragon	Bite 2d6
baby green dragon	Bite 2d6
baby long worm	Bite 1d6
baby orange dragon	Bite 2d6
baby purple worm	Bite 1d6
baby red dragon	Bite 2d6
baby white dragon	Bite 2d6
baby yellow dragon	Bite 2d6
balrog	Weapon 8d4, Weapon 4d6
baluchitherium	Claw 5d4, Claw 5d4
barbarian	Weapon 1d6
barbed devil	Claw 2d4, Claw 2d4, Sting 3d4
barrow wight	Claw 1d4, Magic 0d0 (Spell), Weapon 0d0 (Drain Life)
bat	Bite 1d4
black dragon	Breath 4d10 (Disint./Death), Bite 3d8, Claw 1d4, Claw 1d4
black naga	Bite 2d6, Spit 1d25 (Acid)
black naga hatchling	Bite 1d4
black pudding	Bite 3d8 (Rust), Defensive 0d0 (Rust)
black unicorn	Butt 1d12, Kick 1d6
blue dragon	Breath 4d6 (Shock), Bite 3d8, Claw 1d4, Claw 1d4
blue jelly	Defensive (LEV+1)d6 (Cold)
bone devil	Weapon 3d4, Sting 2d4 (Str.)
brown mold	Defensive (LEV+1)d6 (Cold)
brown pudding	Bite 0d0 (Decay)
bugbear	Weapon 2d4
captain	Weapon 4d4, Weapon 4d4
carnivorous ape	Claw 1d4, Claw 1d4, Hug 1d8
cave spider	Bite 1d2
caveman	Weapon 2d4
cavewoman	Weapon 2d4
Cerberus	Bite 3d6, Bite 3d6, Bite 3d6
chameleon	Bite 4d2
Charon	Weapon 1d8, Touch 1d8 (Paralyze)
clay golem	Claw 3d10
cobra	Bite 2d4 (Str.), Spit 1d25 (Blind)

cockatrice	Bite 1d3, Touch 0d0 (Petrify), Defensive 0d0 (Petrify)
crocodile	Bite 4d2, Claw 1d12
demilich	Touch 3d4 (Cold), Magic 0d0 (Spell)
Demogorgon	Magic 8d6 (Spell), Sting 1d4 (Drain Life), Claw 1d6 (Disease), Claw 1d6 (Disease)
demon	Weapon 1d4, Claw 1d4, Bite 1d4
Dispater	Weapon 4d6, Magic 6d6 (Spell)
djinni	Weapon 2d8
dog	Bite 1d6
dust vortex	Engulf 2d8 (Blind)
dwarf	Weapon 1d8
dwarf king	Weapon 2d6, Weapon 2d6
dwarf lord	Weapon 2d4, Weapon 2d4
earth elemental	Claw 4d6
electric eel	Bite 4d6 (Shock), Touch 0d0 (Wrap)
elf	Weapon 1d8
elf mummy	Claw 2d4
elf zombie	Claw 1d7
elf-lord	Weapon 2d4, Weapon 2d4
Elvenking	Weapon 2d4, Weapon 2d
energy vortex	Engulf 1d6 (Shock), Engulf 0d0 (Drain Energy), Defensive (LEV+1)d4 (Shock)
erinyes	Weapon 2d4 (Str.)
ettin	Weapon 2d8, Weapon 3d6
ettin mummy	Claw 2d6, Claw 2d6
ettin zombie	Claw 1d10, Claw 1d10
fire ant	Bite 1d4 (Fire)
fire elemental	Claw 3d6 (Fire), Defensive (LEV+1)d4 (Fire)
fire giant	Weapon 2d10
fire vortex	Engulf 1d10 (Fire), Defensive (LEV+1)d4 (Fire)
flesh golem	Claw 2d8, Claw 2d8
floating eye	Defensive (LEV+1)d70 (Paralyze)
fog cloud	Engulf 1d6
forest centaur	Weapon 1d8, Kick 1d6
freezing sphere	Explode 4d6 (Cold)
frost giant	Weapon 2d12
garter snake	Bite 1d2
gecko	Bite 1d3
gelatinous cube	Touch 2d4 (Paralyze), Defensive (LEV+1)d4 (Paralyze)
Geryon	Claw 3d6, Claw 3d6, Sting 2d4 (Str.)
ghost	Touch 1d1
giant	Weapon 2d10
giant ant	Bite 1d4
giant bat	Bite 1d6
giant beetle	Bite 3d6
giant eel	Bite 3d6, Touch 0d0 (Wrap)
giant mimic	Claw 3d6 (Stick), Claw 3d6 (Stick)
giant mummy	Claw 3d4, Claw 3d4
giant rat	Bite 1d3
giant spider	Bite 2d4 (Str.)
giant zombie	Claw 2d8, Claw 2d8
gnome	Weapon 1d6
gnome king	Weapon 2d6
gnome lord	Weapon 1d8
gnome mummy	Claw 1d6
gnome zombie	Claw 1d5
gnomish wizard	Magic 0d0 (Spell)
goblin	Weapon 1d4
golden naga	Bite 2d6, Magic 4d6 (Spell)
golden naga hatchling	Bite 1d4
gray dragon	Breath 4d6 (Mag. Mis.), Bite 3d8, Claw 1d4, Claw 1d4
gray ooze	Bite 2d8 (Rust)

gray unicorn	Butt 1d12, Kick 1d6
green dragon	Breath 4d6 (Str.), Bite 3d8, Claw 1d4, Claw 1d4
green mold	Defensive LEVd4 (Acid)
Green-elf	Weapon 2d4
gremlin	Claw 1d6, Claw 1d6, Bite 1d4, Claw 0d0 (Curse)
Grey-elf	Weapon 2d4
grid bug	Bite 1d1 (Shock)
guard	Weapon 4d10
guardian naga	Bite 1d6 (Paralyze), Hug 2d4, Spit 1d6 (Str.)
guardian naga hatchling	Bite 1d4
healer	Weapon 1d6
hell hound	Bite 3d6, Breath 3d6 (Fire)
hell hound pup	Bite 2d6, Breath 2d6 (Fire)
hezrou	Claw 1d3, Claw 1d3, Bite 4d4
hill giant	Weapon 2d8
hill orc	Weapon 1d6
hobbit	Weapon 1d6
hobgoblin	Weapon 1d6
homunculus	Bite 1d3 (Sleep)
horned devil	Weapon 1d4, Claw 1d4, Bite 2d3, Sting 1d3
housecat	Bite 1d6
human	Weapon 1d6
human mummy	Claw 2d4, Claw 2d4
human zombie	Claw 1d8
ice devil	Claw 1d4, Claw 1d4, Bite 2d4, Sting 3d4 (Cold)
ice troll	Claw 2d6, Claw 2d6 (Cold), Bite 2d6
ice vortex	Engulf 1d6 (Cold)
iguana	Bite 1d4
imp	Claw 1d4
incubus	Bite 0d0 (Seduce), Claw 1d3, Claw 1d3
iron golem	Weapon 4d10, Breath 4d6 (Str.)
iron piercer	Bite 3d6
jabberwock	Bite 2d10, Bite 2d10, Claw 2d10, Claw 2d10
jackal	Bite 1d2
jackalwere	Bite 1d4 (Lycanthropy)
jaguar	Claw 1d4, Claw 1d4, Bite 1d8
Juiblex	Engulf 4d10 (Disease), Spit 3d6 (Acid)
Keystone Kop	Weapon 1d4
killer bee	Sting 1d3 (Str.)
kitten	Bite 1d6
knight	Weapon 1d6
kobold	Weapon 1d4
kobold lord	Weapon 2d4
kobold mummy	Claw 1d4
kobold shaman	Magic 0d0 (Spell)
kobold zombie	Claw 1d4
Kop Kaptain	Weapon 2d6
Kop Lieutenant	Weapon 1d8
Kop Sergeant	Weapon 1d6
kraken	Claw 2d4, Claw 2d4, Hug 2d6 (Wrap), Bite 5d4
large cat	Bite 2d4
large dog	Bite 2d4
large kobold	Weapon 1d6
large mimic	Claw 3d4 (Stick)
leather golem	Claw 1d6, Claw 1d6
lemure	Claw 1d3
leocrotta	Claw 2d6, Bite 2d6, Claw 2d6
leprechaun	Claw 1d2 (Steal \$)
lich	Touch 1d10 (Cold), Magic 0d0 (Spell)
lieutenant	Weapon 3d4, Weapon 3d4
little dog	Bite 1d6
lizard	Bite 1d6
long worm	Bite 1d4
lurker above	Engulf 1d8 (Digest)
mail daemon	

manes	Claw 1d3, Claw 1d3, Bite 1d4
marilith	Weapon 2d4, Weapon 2d4, Weapon 2d4, Weapon 2d4, Weapon 2d4
master lich	Touch 3d6 (Cold), Magic 0d0 (Spell)
Medusa	Claw 1d8, Gaze 0d0 (Petrify), Bite 1d6 (Str.), Weapon 2d4
minotaur	Claw 3d10, Claw 3d10, Butt 2d8
Mordor orc	Weapon 1d6
mountain centaur	Weapon 1d10, Kick 1d6, Kick 1d6
mountain nymph	Claw 0d0 (Steal), Claw 0d0 (Seduce)
mumakil	Butt 4d12, Bite 2d6
nalfeshnee	Claw 1d4, Claw 1d4, Bite 2d4, Magic 0d0 (Spell)
Nazgul	Weapon 1d4 (Drain Life), Breath 0d0 (Sleep)
newt	Bite 1d2
nurse	Claw 2d6 (Heal)
ochre jelly	Engulf 3d6 (Acid), Defensive LEVd6 (Acid)
ogre	Weapon 2d5
ogre king	Weapon 3d5
ogre lord	Weapon 2d6
Olog-hai	Claw 2d8, Weapon 3d6, Bite 2d6
oracle	Defensive (LEV+1)d4 (Mag. Mis.)
orange dragon	Breath 4d25 (Sleep), Bite 3d8, Claw 1d4, Claw 1d4
orc	Weapon 1d8
orc mummy	Claw 1d6
orc shaman	Magic 0d0 (Spell)
orc zombie	Claw 1d6
orc-captain	Weapon 2d4, Weapon 2d4
Orcus	Magic 8d6 (Spell), Weapon 3d6, Claw 3d4, Claw 3d4, Sting 2d4 (Str.)
owlbear	Claw 1d6, Claw 1d6, Hug 2d8
pit fiend	Weapon 4d2, Weapon 4d2, Hug 2d4
pit viper	Bite 1d4 (Str.), Bite 1d4 (Str.)
plains centaur	Weapon 1d6, Kick 1d6
priest	Weapon 1d6
priestess	Weapon 1d6
purple worm	Bite 2d8, Engulf 1d10 (Digest)
python	Bite 1d4 (Str.), Hug 2d4 (Wrap)
quantum mechanic	Claw 1d4 (Teleport)
quasit	Claw 1d2 (Dex.), Claw 1d2 (Dex.), Bite 1d4
queen bee	Sting 1d8 (Str.)
quivering blob	Touch 1d8
rabid rat	Bite 2d4 (Con.)
ratwere	Bite 1d4 (Lycanthropy)
red dragon	Breath 6d6 (Fire), Bite 3d8, Claw 1d4, Claw 1d4
red mold	Defensive (LEV+1)d4 (Fire)
red naga	Bite 2d4, Breath 2d6 (Fire)
red naga hatchling	Bite 1d4
rock mole	Bite 1d6
rock piercer	Bite 2d6
rock troll	Claw 2d8, Weapon 3d6, Bite 2d6
rogue	Weapon 1d6
rope golem	Claw 1d6, Hug 6d1
rothe	Claw 1d3, Bite 1d3, Bite 1d8
rust monster	Touch 0d0 (Rust), Touch 0d0 (Rust), Defensive 0d0 (Rust)
samurai	Weapon 1d8
scorpion	Claw 1d2, Claw 1d2, Sting 1d4 (Str.)
sergeant	Weapon 2d6
sewer rat	Bite 1d3
shopkeeper	Weapon 4d4, Weapon 4d4
small mimic	Claw 3d4
snake	Bite 1d6 (Str.)
soldier	Weapon 1d8
soldier ant	Bite 2d4, Sting 3d4 (Str.)

spotted jelly	Defensive LEVd6 (Acid)	
stalker	Claw 4d4	
steam vortex	Engulf 1d8 (Fire)	
stone giant	Weapon 2d10	
stone golem	Claw 3d8	
straw golem	Claw 1d2, Claw 1d2	
succubus	Bite 0d0 (Seduce), Claw 1d3, Claw 1d3	
temple priest	Weapon 4d10, Kick 1d4, Magic 0d0 (Cleric Spl)	
temple priestess	Weapon 4d10, Kick 1d4, Magic 0d0 (Cleric Spl)	
tengu	Bite 1d7	
tiger	Claw 2d4, Claw 2d4, Bite 1d10	
titan	Weapon 2d8, Magic 0d0 (Spell)	
titanothera	Claw 2d8	
tourist	Weapon 1d6	
trapper	Engulf 1d10 (Digest)	
troll	Claw 4d2, Claw 4d2, Bite 2d6	
umber hulk	Claw 3d4, Claw 3d4, Bite 2d5,	
	Gaze 0d0 (Confuse)	
unarmored soldier	Weapon 1d8	
Uruk-hai	Weapon 1d8	
valkyrie	Weapon 1d8	
vampire	Claw 1d6, Bite 1d6 (Drain Life)	
vampire bat	Bite 1d6, Bite 0d0 (Str.)	
vampire lord	Claw 1d8, Bite 1d8 (Drain Life)	
violet fungus	Touch 1d4, Touch 0d0 (Stick)	
Vlad the Impaler	Weapon 1d6, Bite 1d6 (Drain Life)	
vrock	Claw 1d4, Claw 1d4, Claw 1d8, Claw 1d8,	
	Bite 1d6	
warg	Bite 2d6	
water demon	Weapon 1d3, Claw 1d3, Bite 1d3	
water elemental	Claw 5d6	
water moccasin	Bite 1d6 (Str.)	
water nymph	Claw 0d0 (Steal), Claw 0d0 (Seduce)	
water troll	Claw 2d8, Claw 2d8, Bite 2d6	
werejackal	Weapon 2d4	
wererat	Weapon 2d4	
werewolf	Weapon 2d4	
white dragon	Breath 4d6 (Cold), Bite 3d8, Claw 1d4, Claw 1d4	
white unicorn	Butt 1d12, Kick 1d6	
winter wolf	Bite 2d6, Breath 2d6 (Cold)	
wizard	Weapon 1d6	
Wizard of Yendor	Claw 2d12 (Amulet), Magic 0d0 (Spell)	
wolf	Bite 2d4	
wolfwere	Bite 2d6 (Lycanthropy)	
wood golem	Claw 3d4	
wood nymph	Claw 0d0 (Steal), Claw 0d0 (Seduce)	
Woodland-elf	Weapon 2d4	
wraith	Touch 1d6 (Drain Life)	
wumpus	Bite 3d6	
xan	Sting 1d4 (Legs)	
xorn	Claw 1d3, Claw 1d3, Claw 1d3, Bite 4d6	
Yeenoghu	Weapon 3d6, Weapon 2d8 (Confuse),	
	Weapon 1d6 (Paralyze), Magic 2d6 (Mag. Mis.)	
yellow dragon	Breath 4d6 (Acid), Bite 3d8, Claw 1d4, Claw 1d4	
yellow light	Explode 10d20 (Blind)	
yellow mold	Defensive (LEV+1)d4 (Stun)	
yeti	Claw 1d6, Claw 1d6, Bite 1d4	
zruty	Claw 3d4, Claw 3d4, Bite 3d6	

Attack types: The various attack types possible for an attack are listed below, with a brief explanation for each.

Attack Type	Description
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Bite	The monster will attempt to bite you.
Breath	With this attack type, the monster will breathe at you, usually breathing a gas, liquid, fire, or the like. The classical example of this is the fire breathing dragon (a red dragon in nethack and most fantasy role playing games).
Butt	The monster will head-butt you, much in the same way that a bull would, usually in order to bring a horn into play.
Claw	The monster attacks using its claws.
Defensive	This attack type will only occur if you successfully attack (i.e. hit) the monster in question. I.E. this is a retributive strike.
Engulf	The monster will attempt to engulf you. This can involve swallowing you whole, as a purple worm would do, or simply surrounding you, as a fog cloud would.
Explode	With this attack type, the monster will literally explode if you come within range of it, and the explosion does the damage.
Gaze	The monster will look at you in order attack. Usually you have to meet the monster's gaze in order for the attack to be successful.
Hug	With this attack type, the monster will use a crushing bear- like hug in order to incapacitate you as well as prevent you from running away.
Kick	The monster will kick you. For example, a horse (if it were a nethack monster) would probably kick you. Temple priest(ess)s also use kicking attacks.
Magic	The monster will use a magic spell to attack.
Spit	The monster will spit at you, and if the liquid that is spat touches you, the attack is successful. A prime example of this type of attack would be the spitting cobra.
Sting	The monster will attempt to sting you with a stinger.
Touch	In order to successfully attack with this attack type, the monster need only touch you.
Weapon	The monster in question will use a weapon of some type in order to do the damage listed. Thus, monsters with this attack type will always be generated with weapons.

Damage: Damage is listed in the format xdy. In this format, x is the number of dice rolled to determine the damage, and y is the number of faces on each die rolled. Thus, if '1d6' were listed, it would mean that one six-sided die would be rolled to determine the damage, giving a possible range of 1-6. If '3d8' were listed, it would mean that three eight-sided dice would be rolled to determine the damage, giving a possible range of 3-24.

Note: where "LEV" is listed (i.e. "LEVd4" or "(LEV+1)d4"), substitute the monster's level.

Note that with some damage types, the damage indicated here will not be used for actual hit point damage to the character, but may be used (for example) to determine the length of paralyzation or blindness, etc.

Damage types: The various damage types possible for an attack are listed below, with a brief explanation for each. The default damage type (i.e. if no damage type is listed for the attack) is "Physical."

Damage Type	Description
Acid	The damage done in this case is via acid. Thus, if you are acid resistant (only certain monsters are), you would take no damage.
Amulet	Monsters with this damage type (basically the Wizard of

Yendor only) will attempt to steal the Amulet of Yendor (assuming you have it).

Blind This damage type is used in conjunction with the engulf, explode, and spit attack types. With the engulf attack type, normal damage is done, and you will be blinded until you manage to kill the creature or are expelled from it. With the explode attack type, you will be blinded for a number of rounds equal to the listed damage, but no damage will be taken. For the spit attack type, you will take normal damage and be blinded for 1-25 rounds.

Cleric Spl Monsters with this damage type will cast a random cleric spell, having random effects depending upon the spell cast.

Cold The damage is done via cold or freezing. Thus, if you are cold resistant, no damage will be done. However, this type of damage also has a chance of destroying potions.

Con. Damage of this type has the possibility of being poisoned. If the attack is poisoned, your character will lose 3 to 5 points of constitution in addition to the normal damage taken.

Confuse An attack doing damage of this type will confuse you for the number of rounds that would normally be damage. (i.e. if 1d6 is listed for damage, you would be confused for 1d6 rounds). No normal damage is received, however.

Curse If an attack using this damage type succeeds, the attacking monster will "steal" one of your intrinsics.

Decay This damage type, in addition to doing normal damage, has the capability of decaying organic material. Thus, it can damage armor that is organic in nature (i.e. robes, leather armor, etc.).

Dex. Damage of this type has the possibility of being poisoned. If the attack is poisoned, your character will lose 3 to 5 points of dexterity in addition to the normal damage taken.

Digest This damage type occurs only in conjunction with the attack type "Engulf." Basically, once the monster has swallowed you whole, any damage done if via digestion in the monster's stomach.

Disease In addition to the normal damage done, you also have a chance of becoming sick and eventually dying of it.

Disint./Death This type of attack will usually kill you outright. However, if the attack is a disintegration beam and you are wearing armor, your outermost layer of armor will be destroyed instead.

Drain Energy Damage of this type is done by draining the amount of damage from your store of energy points instead of from hit points.

Drain Life Monsters doing this kind of damage have a chance of draining an experience level from you in addition to the normal damage done.

Fire The damage is done via fire or heat. Thus, if you are fire resistant, no damage will be done. This type of damage also has a chance of catching scrolls and spellbooks on fire, and causing potions to boil and burst.

Heal This is probably the most unique of all the damage types, and is basically reserved for nurses. If you are wearing any type of armor, or are wielding any weapon when this damage type is done to you, normal damage will occur (unless you are a healer, in which case you'll get a fun message). If, however, you aren't wearing any armor, and are not wielding any weapon, you will actually be healed by the attack, and if already at

	maximum hit points, there is a chance that your maximum will be increased by one point.
Legs	Monsters doing this type of damage attack and do damage primarily to your legs. Such damage can incapacitate you and prevent you from walking or fighting, especially if you're carrying a heavy load.
Lycanthropy	Monsters with this damage type have a chance of not only doing normal damage, but also conferring lycanthropy upon you. If you catch lycanthropy (signified by the message, "You feel feverish."), you will periodically change form into a rat, jackal, or wolf, depending upon which type of lycanthrope you got the disease from.
Mag. Mis.	Attacks with this damage type are made via magic missiles. If you are magic resistant, no damage will be sustained.
Paralyze	For most attack types, this kind of damage includes not only the normal physical damage, but also the chance of being paralyzed for a random time period. However, for "Defensive" attacks, no damage is done, and you will be paralyzed for the number of rounds listed as damage.
Petrify	Monsters doing this type of damage have a chance of turning you to stone. Generally the stoning (as it's called) starts with the limbs, and then proceeds to the rest of the body.
Physical	The damage done is physical in nature (i.e. a cut to the torso, etc.).
Rust	Damage of this type has the capability of rusting metal. If the attack type is defensive in nature, the weapon you used to attack can rust. Otherwise, any metal armor you might be wearing can rust.
Seduce	Monsters with this damage type will attempt to seduce you and will steal as many of your items as possible while they are seducing you. Incubi/Succubi have slightly different effects with this damage type, and can have effects ranging from giving you experience to outright killing you.
Shock	Damage of this type is done via electrical shock. Thus, if you are shock resistant, no damage will be done. However, this damage also has a chance of destroying wands and rings.
Sleep	If an attack doing sleep damage succeeds, there is a chance that you will be put to sleep for a random time period in addition to the normal damage. Sleep resistance will prevent you from being put to sleep, but you will still sustain the normal damage.
Slow	Attacks doing damage of this type have the possibility of not only doing normal damage, but also of slowing you down to normal speed if you are moving at faster than normal speed.
Spell	Monsters with this damage type will cast a random magic-user spell, having varying effects depending upon the spell cast.
Steal	Monsters with this damage type will attempt to steal an item from your inventory.
Steal \$	Monsters with this damage type will attempt to steal any gold which you might have.
Stick	If an attack doing damage of this type succeeds, in addition to doing the normal damage, you will be unable to escape the monster in the next round.
Str.	Damage of this type has the possibility of being poisoned. If the attack is poisoned, your character will lose 3 to 5 points of strength in addition to the normal damage taken.
Stun	An attack doing damage of this type will stun you for the number of rounds that would normally be damage.

(i.e. if 1d6 is listed for damage, you would be stunned for 1d6 rounds). In addition to stunning you for this time period, you will take damage equal to one-half of the time period you are stunned. (I.e., let's say the monster can do 1d6 damage. Let's say it rolls a 4 for that 1d6. Thus, you would be stunned for 4 rounds, and take 2 hit points of damage.) The exception to all this is "Defensive" attacks, where you will be stunned as per a normal stun attack, but no physical damage is taken. Monsters doing damage of this type can, in addition to doing normal damage, teleport you to another spot on the level.

Teleport

Wrap

This is a special damage type which is similar to "Stick." However, this damage type is reserved for eels, and if successful, in addition to keeping you from running away the next round, there is a chance that you will be dragged into the water.

Monster Information:

Name	Lvl	Spd	AC	MR	Aln	Wgt	Nutr	Siz
acid blob	1	3	8	0	N	3	30	S
air elemental	8	36	2	30	N	5	0	L
ape	4	12	6	0	N	50	500	L
archeologist	1	10	10	1	L	45	400	L
Asmodeus	105	12	-7	90	L	50	500	L
Baalzebub	89	9	-5	85	L	50	500	L
baby black dragon	12	9	2	10	N	50	500	L
baby blue dragon	12	9	2	10	N	50	500	L
baby crocodile	3	6	7	0	N	20	200	L
baby gray dragon	12	9	2	10	N	50	500	L
baby green dragon	12	9	2	10	N	50	500	L
baby long worm	8	3	5	0	N	25	250	L
baby orange dragon	12	9	2	10	N	50	500	L
baby purple worm	8	3	5	0	N	25	250	L
baby red dragon	12	9	2	10	N	50	500	L
baby white dragon	12	9	2	10	N	50	500	L
baby yellow dragon	12	9	2	10	N	50	500	L
balrog	16	5	-2	75	C	45	450	L
baluchitherium	14	12	5	0	N	80	800	L
barbarian	1	10	10	1	C	45	400	L
barbed devil	8	12	0	35	L	45	450	L
barrow wight	3	12	5	5	C	30	0	L
bat	0	22	8	0	N	2	20	S
black dragon	10	9	-1	20	C	150	1500	L
black naga	8	14	2	10	L	60	400	L
black naga hatchling	3	10	6	0	N	20	100	L
black pudding	10	6	6	0	N	50	500	L
black unicorn	4	24	2	70	C	30	300	L
blue dragon	10	9	-1	20	C	150	1500	L
blue jelly	4	0	8	10	N	2	20	L
bone devil	9	15	-1	40	C	45	450	L
brown mold	1	0	9	0	N	5	30	S
brown pudding	5	3	8	0	N	50	500	L
bugbear	3	9	5	0	C	25	250	L
captain	12	4	-3	15	C	45	400	L
carnivorous ape	5	12	6	0	N	55	550	L
cave spider	1	12	3	0	N	5	50	S
caveman	1	10	10	0	L	45	400	L
cavewoman	1	10	10	0	L	45	400	L
Cerberus	12	10	2	20	C	50	350	L
chameleon	6	5	6	10	N	10	100	S
Charon	76	18	-5	120	N	45	400	L

clay golem	11	7	7	40	N	75	0	L
cobra	6	18	2	0	N	15	100	L
cockatrice	5	6	6	30	N	3	30	S
crocodile	6	9	5	0	N	45	400	L
demilich	14	9	-2	60	C	30	100	L
Demogorgon	106	15	-8	95	C	50	500	L
demon	10	12	4	30	C	45	450	L
Dispater	78	15	-2	80	L	50	500	L
djinni	7	12	4	30	N	40	400	L
dog	4	16	5	0	N	20	200	L
dust vortex	4	20	2	30	N	20	0	L
dwarf	2	6	4	10	L	30	300	L
dwarf king	6	6	4	20	L	30	300	L
dwarf lord	4	6	4	10	L	30	300	L
earth elemental	8	6	2	30	N	50	0	L
electric eel	7	10	-3	0	N	10	250	L
elf	1	12	10	2	L	35	350	L
elf mummy	6	12	4	30	C	35	350	L
elf zombie	3	6	9	0	C	35	350	L
elf-lord	8	12	5	20	L	35	350	L
Elvenking	9	12	5	25	L	35	350	L
energy vortex	6	20	2	30	N	20	0	L
erinyes	7	12	2	30	L	45	450	L
ettin	10	12	3	0	N	50	500	L
ettin mummy	7	12	4	30	C	50	500	L
ettin zombie	6	8	6	0	C	50	500	L
fire ant	3	18	3	10	N	3	30	S
fire elemental	8	12	2	30	N	5	0	L
fire giant	9	12	4	5	L	75	750	L
fire vortex	8	22	2	30	N	30	0	L
flesh golem	9	8	9	30	N	60	600	L
floating eye	2	1	9	10	N	1	10	S
fog cloud	3	1	0	0	N	10	0	L
forest centaur	5	18	3	10	C	55	600	L
freezing sphere	6	13	4	0	N	1	10	S
frost giant	10	12	3	10	C	75	750	L
garter snake	1	8	8	0	N	5	60	S
gecko	1	6	8	0	N	2	20	S
gelatinous cube	6	6	8	0	N	30	300	L
Geryon	72	3	-3	75	L	50	500	L
ghost	10	3	-5	50	C	45	0	L
giant	6	6	0	0	L	75	750	L
giant ant	2	18	3	0	N	1	10	S
giant bat	2	22	7	0	N	3	30	L
giant beetle	5	6	4	0	N	1	10	L
giant eel	5	9	-1	0	N	10	250	L
giant mimic	9	3	7	20	N	60	500	L
giant mummy	8	14	3	30	C	75	750	L
giant rat	1	10	7	0	N	3	30	S
giant spider	5	15	4	0	N	10	100	L
giant zombie	8	8	6	0	C	75	750	L
gnome	1	6	5	4	N	10	100	S
gnome king	5	10	2	20	N	20	150	S
gnome lord	3	8	4	4	N	15	120	S
gnome mummy	4	10	6	20	C	10	100	S
gnome zombie	1	6	10	0	C	10	100	S
gnomish wizard	3	10	4	10	N	15	120	S
goblin	0	6	6	0	C	10	100	S
golden naga	10	14	2	70	L	60	400	L
golden naga hatchling	3	10	6	0	N	20	100	L
gray dragon	10	9	-1	20	L	150	1500	L
gray ooze	3	1	8	0	N	50	500	L
gray unicorn	4	24	2	70	N	30	300	L
green dragon	10	9	-1	20	L	150	1500	L
green mold	1	0	9	0	N	5	30	S

Green-elf		5		12		5		10		L		35		350		L	
gremlin		5		12		2		25		C		10		30		S	
Grey-elf		6		12		5		10		L		35		350		L	
grid bug		0		12		9		0		N		5		50		S	
guard		12		12		-1		40		L		45		400		L	
guardian naga		12		16		0		50		L		60		400		L	
guardian naga hatchling		3		10		6		0		N		20		100		L	
healer		1		10		10		1		L		45		400		L	
hell hound		12		14		2		20		N		30		300		L	
hell hound pup		7		12		4		20		C		20		200		S	
hezrou		9		6		-2		55		C		45		450		L	
hill giant		8		10		6		0		C		70		700		L	
hill orc		2		9		6		0		C		20		200		L	
hobbit		1		9		7		0		L		20		200		S	
hobgoblin		1		9		6		0		C		20		200		L	
homunculus		2		12		6		10		C		20		200		S	
horned devil		6		9		-5		50		L		45		450		L	
housecat		4		16		5		0		N		20		200		S	
human		0		12		10		0		N		45		400		L	
human mummy		6		12		4		30		C		40		400		L	
human zombie		4		6		8		0		C		40		400		L	
ice devil		11		6		-4		55		C		45		450		L	
ice troll		9		10		2		20		C		40		300		L	
ice vortex		5		20		2		30		N		30		0		L	
iguana		2		6		7		0		N		3		30		S	
imp		3		12		2		20		C		1		10		S	
incubus		6		12		0		70		C		45		450		L	
iron golem		18		6		3		60		N		100		0		L	
iron piercer		5		1		0		0		N		40		300		L	
jabberwock		15		12		-2		50		N		60		600		L	
jackal		0		12		7		0		N		25		250		S	
jackalwere		2		12		7		10		C		25		250		S	
jaguar		4		15		6		0		N		30		300		L	
Juiblex		50		3		-7		65		C		50		250		L	
Keystone Kop		1		6		7		10		L		45		200		L	
killer bee		1		18		-1		0		N		1		10		S	
kitten		2		18		6		0		N		15		150		S	
knight		1		10		10		1		L		45		400		L	
kobold		0		6		7		0		C		10		100		S	
kobold lord		2		6		5		0		C		20		200		S	
kobold mummy		3		8		6		20		C		10		100		S	
kobold shaman		1		6		6		10		C		15		150		S	
kobold zombie		0		6		10		0		C		10		100		S	
Kop Kaptain		4		12		4		20		L		45		200		L	
Kop Lieutenant		3		10		5		20		L		45		200		L	
Kop Sergeant		2		8		6		10		L		45		200		L	
kraken		20		3		6		0		C		100		1000		L	
large cat		6		15		4		0		N		25		250		S	
large dog		6		15		4		0		N		25		250		L	
large kobold		1		6		6		0		C		15		150		S	
large mimic		8		3		7		10		N		40		400		L	
leather golem		6		6		6		0		N		40		0		L	
lemure		3		3		7		0		C		10		100		L	
leocrotta		6		18		4		10		N		50		500		L	
leprechaun		5		15		8		20		N		30		300		S	
lich		11		6		0		30		C		30		100		L	
lieutenant		10		4		-2		15		C		45		400		L	
little dog		2		18		6		0		N		15		150		S	
lizard		5		6		6		10		N		1		40		S	
long worm		8		3		5		10		N		50		500		L	
lurker above		10		3		3		0		N		40		350		L	
mail daemon		56		24		10		127		N		30		300		L	
manes		1		3		7		0		C		10		100		S	
marilith		7		12		-6		80		C		45		450		L	
master lich		17		9		-4		90		C		30		100		L	

Medusa	20	12	2	50	C	45	400	L
minotaur	15	15	6	0	N	70	700	L
Mordor orc	3	5	6	0	C	20	200	L
mountain centaur	6	20	2	10	C	55	500	L
mountain nymph	3	12	9	20	N	30	300	L
mumakil	5	9	0	0	C	70	500	L
nalfeshnee	11	9	-1	65	C	45	450	L
Nazgul	13	12	0	25	C	30	0	L
newt	0	6	8	0	N	2	20	S
nurse	11	6	0	0	N	45	400	L
ochre jelly	6	3	8	20	N	2	20	L
ogre	5	10	5	0	C	60	500	L
ogre king	7	14	4	60	C	70	750	L
ogre lord	7	12	3	30	C	70	700	L
Olog-hai	13	12	-4	0	C	40	400	L
oracle	12	0	0	50	N	45	400	L
orange dragon	10	9	-1	20	L	150	1500	L
orc	1	9	6	0	C	15	150	L
orc mummy	5	10	5	20	C	15	150	L
orc shaman	3	9	5	10	C	30	300	L
orc zombie	2	6	9	0	C	15	150	L
orc-captain	5	5	4	0	C	35	350	L
Orcus	66	9	-6	85	C	50	500	L
owlbear	5	12	5	0	N	70	700	L
pit fiend	13	6	-3	65	C	45	450	L
pit viper	6	15	2	0	N	5	60	L
plains centaur	4	18	4	0	N	50	500	L
priest	1	10	10	2	N	45	400	L
priestess	1	10	10	2	N	45	400	L
purple worm	15	9	6	20	N	70	700	L
python	6	3	5	0	N	15	100	L
quantum mechanic*	7	12	3	10	N	2	20	L
quasit	3	15	2	20	C	20	200	S
queen bee	9	24	-4	0	N	1	10	S
quivering blob	5	1	8	0	N	20	200	S
rabid rat	2	12	6	0	N	3	10	S
ratwere	2	12	6	10	C	3	30	S
red dragon	10	9	-1	20	C	150	1500	L
red mold	1	0	9	0	N	5	30	S
red naga	6	12	4	0	C	60	400	L
red naga hatchling	3	10	6	0	N	20	100	L
rock mole	3	3	0	20	N	3	30	S
rock piercer	3	1	3	0	N	20	200	S
rock troll	9	12	0	0	C	40	300	L
rogue	1	10	10	1	C	45	400	L
rope golem	4	9	8	0	N	20	0	L
rothe	2	9	7	0	N	10	100	L
rust monster	5	18	2	0	N	50	500	L
samurai	1	10	10	1	L	45	400	L
scorpion	5	15	3	0	N	10	100	S
sergeant	8	4	0	5	C	45	400	L
sewer rat	0	12	7	0	N	2	20	S
shopkeeper	12	18	0	50	N	45	400	L
small mimic	7	3	7	0	N	20	200	L
snake	4	15	3	0	N	10	80	S
soldier	6	4	3	0	C	45	400	L
soldier ant	3	18	3	0	N	2	20	S
spotted jelly	5	0	8	10	N	2	20	L
stalker	8	12	3	0	N	40	400	L
steam vortex	7	22	2	30	N	30	0	L
stone giant	6	6	0	0	L	75	750	L
stone golem	14	6	5	50	N	90	0	L
straw golem	3	12	10	0	N	10	0	L
succubus	6	12	0	70	C	45	450	L
temple priest	12	12	0	50	L	45	400	L

temple priestess	12	12	0	50	L	45	400	L	
tengu	6	13	5	30	L	30	300	S	
tiger	6	12	6	0	N	30	300	L	
titan	16	18	-3	70	L	90	900	L	
titanothera	12	12	6	0	N	65	650	L	
tourist	1	10	10	1	N	45	400	L	
trapper	12	3	3	0	N	40	350	L	
troll	7	12	4	0	C	40	400	L	
umber hulk	9	6	2	25	N	50	500	L	
unarmored soldier	6	4	10	0	C	45	400	L	
Uruk-hai	3	7	5	0	C	30	300	L	
valkyrie	1	10	10	1	C	45	400	L	
vampire	10	12	1	25	C	40	400	L	
vampire bat	5	20	6	0	N	3	20	S	
vampire lord	12	14	0	50	C	40	400	L	
violet fungus	3	1	7	0	N	10	100	S	
Vlad the Impaler	14	18	-3	80	C	40	400	L	
vrock	8	12	0	50	C	45	450	L	
warg	7	12	4	0	C	35	350	L	
water demon	8	12	4	30	C	45	450	L	
water elemental	8	6	2	30	N	50	0	L	
water moccasin	4	15	3	0	N	10	100	S	
water nymph	3	12	9	20	N	30	300	L	
water troll	11	14	4	40	C	40	400	L	
werejackal	2	12	7	10	C	45	400	L	
wererat	2	12	7	10	C	45	400	L	
werewolf	5	12	6	20	C	45	400	L	
white dragon	10	9	-1	20	C	150	1500	L	
white unicorn	4	24	2	70	L	30	300	L	
winter wolf	7	12	4	0	N	30	300	L	
wizard	1	10	10	3	N	45	400	L	
Wizard of Yendor	30	12	-8	100	C	45	400	L	
wolf	5	12	4	0	N	25	250	S	
wolfwere	5	12	4	20	C	25	250	L	
wood golem	7	3	4	0	N	50	0	L	
wood nymph	3	12	9	20	N	30	300	L	
Woodland-elf	4	12	5	10	L	35	350	L	
wraith	6	12	4	15	C	30	0	L	
wumpus	8	3	2	10	N	50	500	L	
xan	7	18	-4	0	N	30	300	S	
xorn	8	9	2	20	N	70	700	L	
Yeenoghu	56	18	-5	80	C	50	500	L	
yellow dragon	10	9	-1	20	L	150	1500	L	
yellow light	3	15	0	0	N	1	10	S	
yellow mold	1	0	9	0	N	5	30	S	
yeti	5	15	6	0	N	70	700	L	
zrutu	9	8	3	0	N	60	600	L	

Following is a description of the contents of each column:

Lvl This column contains the level of the monster. Level determines items the monster's hit points, how many experience points it's worth, etc.

Spd This is the monster's speed. Compare this with your standard character's speed of 10.

AC This is the monster's armor class. The lower this is, the harder it will be to hit the monster.

MR This is the magic resistance of the monster, and it is the percentage chance that any spell hitting the monster has of failing.

Aln This is the monster's alignment. C = Chaotic, N = Neutral, and L = Lawful

Wgt This is the weight of the monster. Consequently, it is also the weight of any corpse the monster may leave.

Nutr This is the nutritional value that can be gained from the monster's corpse, if eaten.

Siz This is the size of the monster, as may be used to compute weapon damage. S is smaller than human size, and L is larger than human size.

* Just for the physics types, these are the names of the Quantum Mechanics. How many do you know?

Max (Born)	Niels (Bohr)
Wolfgang (Pauli)	Paul (Dirac)
Louis (de Broglie)	Pascual (Jordan)
Erwin (Schroedinger)	Dick (Feynman)
Werner (Heisenberg)	Sam (Beckett)

Monster Intrinsic:

Name	Intrinsic
acid blob	Acid, Amorph., No Eyes, No Limbs, Sleep Res, Stone Res
air elemental	Fly, No Corpse, No Eyes, No Limbs, Poison, Pois Res
ape	
archeologist	No Poly., Tunnel
Asmodeus	Cold Res, Fire Res, Fly, No Corpse, No Poly., Poison, See Invis
Baalzebul	Fire Res, Fly, No Corpse, No Poly., Poison, See Invis
baby black dragon	Disin Res, Fly, No Hands, Thick Hide
baby blue dragon	Fly, No Hands, Shock Res, Thick Hide
baby crocodile	No Hands, Swim
baby gray dragon	Fly, No Hands, Thick Hide
baby green dragon	Fly, No Hands, Poison, Pois Res, Thick Hide
baby long worm	No Limbs
baby orange dragon	Fly, No Hands, Sleep Res, Thick Hide
baby purple worm	No Limbs
baby red dragon	Fire Res, Fly, No Hands, Thick Hide
baby white dragon	Cold Res, Fly, No Hands, Thick Hide
baby yellow dragon	Acid, Fly, No Hands, Stone Res, Thick Hide
balrog	Fire Res, Fly, No Corpse, Poison, See Invis
baluchitherium	No Hands, Thick Hide
barbarian	No Poly., Poison, Pois Res
barbed devil	Fire Res, No Corpse, Poison, Thick Hide
barrow wight	No Corpse, Poison, Pois Res
bat	Fly, No Hands
black dragon	Fly, Disin Res, Eggs, No Hands, See Invis, Thick Hide
black naga	Acid, Eggs, No Limbs, Poison, Pois Res, Stone Res, Thick Hide
black naga hatchling	No Limbs, Poison, Pois Res, Stone Res, Thick Hide
black pudding	Amorph., Cold Res, No Eyes, No Limbs, Poison, Pois Res, Shock Res
black unicorn	No Hands, Poison, Pois Res
blue dragon	Fly, Eggs, No Hands, See Invis, Shock Res, Thick Hide
blue jelly	Amorph., Cold Res, No Eyes, No Limbs, Poison, Pois Res
bone devil	Fire Res, No Corpse, Poison
brown mold	Cold Res, No Eyes, No Limbs, Poison, Pois Res
brown pudding	Amorph., Cold Res, No Eyes, No Limbs, Poison, Pois Res, Shock Res
bugbear	
captain	No Poly.
carnivorous ape	
cave spider	Eggs, No Hands, Poison, Pois Res

caveman	No Poly.
cavewoman	No Poly.
Cerberus	Fire Res, No Hands, No Poly.
chameleon	No Hands, No Poly.
Charon	Fire Res, No Corpse, No Poly., Poison, Pois Res, See Invis
clay golem	No Corpse, Poison, Pois Res, Thick Hide
cobra	Eggs, No Limbs, Poison, Pois Res, Swim
cockatrice	Eggs, No Hands, Poison, Pois Res, Stone Res
crocodile	Eggs, No Hands, Swim, Thick Hide
demilich	Cold Res, Poison, Regen
Demogorgon	Fire Res, Fly, No Corpse, No Hands, No Poly., Poison, See Invis
demon	Fire Res, No Corpse, Poison
Dispater	Fire Res, Fly, No Corpse, No Poly., Poison, See Invis
djinni	Fly, No Corpse, No Poly., Poison
dog	Domestic, No Hands
dust vortex	Fly, No Corpse, No Eyes, No Limbs, Poison, Pois Res
dwarf	Tunnel
dwarf king	Tunnel
dwarf lord	Tunnel
earth elemental	No Corpse, No Eyes, No Limbs, Phase, Poison, Pois Res, Stone Res, Thick Hide
electric eel	Eggs, No Limbs, No Poly., Shock Res, Swim
elf	No Poly., See Invis, Sleep Res
elf mummy	No Corpse, Poison, Sleep Res
elf zombie	No Corpse, Poison, Pois Res, Sleep Res
elf-lord	Sleep Res
Elvenking	Sleep Res
energy vortex	Fly, No Corpse, No Eyes, No Limbs, Poison, Pois Res, Shock Res
erinyes	Fire Res, No Corpse, Poison
ettin	
ettin mummy	No Corpse, Poison
ettin zombie	No Corpse, Poison, Pois Res
fire ant	Fire Res, Eggs, No Hands
fire elemental	Fire Res, Fly, No Corpse, No Eyes, No Limbs, Poison, Pois Res
fire giant	Fire Res
fire vortex	Fire Res, Fly, No Corpse, No Eyes, No Limbs, Poison, Pois Res
flesh golem	Cold Res, Fire Res, Poison, Pois Res, Shock Res
floating eye	Fly, No Limbs
fog cloud	Amorph., Fly, No Corpse, No Eyes, No Limbs, Poison, Pois Res
forest centaur	
freezing sphere	Cold Res, Fly, No Limbs
frost giant	Cold Res
garter snake	Eggs, No Limbs, Swim
gecko	No Hands
gelatinous cube	Cold Res, Fire Res, No Eyes, No Limbs, Shock Res, Sleep Res
Geryon	Fire Res, Fly, No Corpse, No Poly., Poison, See Invis
ghost	Fly, No Corpse, No Poly., Phase, Poison, Pois Res
giant	
giant ant	Eggs, No Hands
giant bat	Fly, No Hands
giant beetle	No Hands, Poison, Pois Res
giant eel	Eggs, No Limbs, No Poly., Swim
giant mimic	Hide, No Eyes, No Limbs
giant mummy	No Corpse, Poison

giant rat	No Hands
giant spider	Eggs, No Hands, Poison, Pois Res
giant zombie	No Corpse, Poison, Pois Res
gnome	
gnome king	
gnome lord	
gnome mummy	No Corpse, Poison
gnome zombie	No Corpse, Poison, Pois Res
gnomish wizard	
goblin	
golden naga	Eggs, No Limbs, Poison, Pois Res, Thick Hide
golden naga hatchling	No Limbs, Poison, Pois Res, Thick Hide
gray dragon	Fly, Eggs, No Hands, See Invis, Thick Hide
gray ooze	Amorph., No Eyes, No Limbs, Poison, Pois Res
gray unicorn	No Hands, Poison, Pois Res
green dragon	Fly, Eggs, No Hands, Poison, Pois Res, See Invis, Thick Hide
green mold	Acid, No Eyes, No Limbs, Stone Res
Green-elf	Sleep Res
gremlin	Poison, Swim
Grey-elf	Sleep Res
grid bug	No Corpse, Shock Res
guard	No Poly.
guardian naga	Eggs, No Limbs, Poison, Pois Res, Thick Hide
guardian naga hatchling	No Limbs, Poison, Pois Res, Thick Hide
healer	No Poly., Poison, Pois Res
hell hound	Fire Res, No Hands
hell hound pup	Fire Res, No Hands
hezrou	Fire Res, No Corpse, Poison
hill giant	
hill orc	
hobbit	
hobgoblin	
homunculus	Fly, Poison, Pois Res, Sleep Res
horned devil	Fire Res, No Corpse, Poison, Thick Hide
housecat	Domestic, No Hands
human	No Poly.
human mummy	No Corpse, Poison
human zombie	No Corpse, Poison, Pois Res
ice devil	Cold Res, Fire Res, No Corpse, Poison, See Invis
ice troll	Cold Res, Regen
ice vortex	Cold Res, Fly, No Corpse, No Eyes, No Limbs, Poison, Pois Res
iguana	No Hands
imp	Regen
incubus	Fire Res, Fly, No Corpse, Poison
iron golem	Cold Res, Fire Res, No Corpse, Poison, Shock Res, Thick Hide
iron piercer	Hide, No Eyes, No Limbs
jaberwock	Fly
jackal	No Hands
jackalwere	No Corpse, No Hands, No Poly., Poison, Regen
jaguar	No Hands
Juiblex	Acid, Amorph., Fire Res, Fly, No Corpse, No Poly., Poison, See Invis
Keystone Kop	
killer bee	Fly, No Hands, Poison, Pois Res
kitten	Domestic, No Hands
knight	No Poly.
kobold	Poison
kobold lord	Poison
kobold mummy	No Corpse, Poison
kobold shaman	Poison
kobold zombie	No Corpse, Poison, Pois Res

Kop Kaptain	
Kop Lieutenant	
Kop Sergeant	
kraken	No Hands, No Poly., Swim
large cat	Domestic, No Hands
large dog	Domestic, No Hands
large kobold	Poison
large mimic	Hide, No Eyes, No Limbs
leather golem	No Corpse, Poison, Pois Res
lemure	No Corpse, Poison, Regen, Sleep Res
leocrotta	No Hands
leprechaun	Teleport
lich	Cold Res, Poison, Regen
lieutenant	No Poly.
little dog	Domestic, No Hands
lizard	No Hands, Stone Res
long worm	Eggs, No Limbs, No Poly.
lurker above	Fly, Hide, No Eyes, No Limbs
mail daemon	Cold Res, Fire Res, Fly, No Corpse, No Poly., Poison, See Invis, Sleep Res, Swim
manes	No Corpse, Poison
marilith	Fire Res, No Corpse, Poison, See Invis
master lich	Cold Res, Fire Res, Poison, Regen
Medusa	No Poly., Poison, Pois Res, Stone Res
minotaur	
Mordor orc	
mountain centaur	
mountain nymph	Teleport
mumakil	No Hands, Thick Hide
nalfeshnee	Fire Res, No Corpse, Poison
Nazgul	No Corpse, Poison, Pois Res
newt	No Hands, Swim
nurse	No Poly., Poison, Pois Res
ochre jelly	Acid, Amorph., No Eyes, No Limbs, Stone Res
ogre	
ogre king	
ogre lord	
Olog-hai	Regen
oracle	No Poly.
orange dragon	Fly, Eggs, No Hands, See Invis, Sleep Res, Thick Hide
orc	
orc mummy	No Corpse, Poison
orc shaman	
orc zombie	No Corpse, Poison, Pois Res
orc-captain	
Orcus	Fire Res, Fly, No Corpse, No Poly., Poison, See Invis
owlbear	
pit fiend	Fire Res, No Corpse, Poison, See Invis
pit viper	Eggs, No Limbs, Poison, Pois Res, Swim
plains centaur	
priest	No Poly.
priestess	No Poly.
purple worm	Eggs, No Limbs
python	Eggs, No Limbs, Poison, Pois Res, Swim
quantum mechanic	Poison, Teleport
quasit	Poison, Pois Res, Regen
queen bee	Fly, No Hands, Poison, Pois Res
quivering blob	No Eyes, No Limbs, Poison, Pois Res
rabid rat	No Hands, Poison
ratwere	No Corpse, No Hands, No Poly., Poison, Regen
red dragon	Fire Res, Fly, Eggs, No Hands, See Invis, Thick Hide
redmold	Fire Res, No Eyes, No Limbs, Poison, Pois Res

red naga	Fire Res, Eggs, No Limbs, Poison, Pois Res, Thick Hide
red naga hatchling	Fire Res, No Limbs, Poison, Pois Res, Thick Hide
rock mole	Metalvore, No Hands, Tunnel
rock piercer	Hide, No Eyes, No Limbs
rock troll	Regen
rogue	No Poly.
rope golem	No Corpse, Poison, Pois Res
rothe	No Hands
rust monster	Metalvore, No Hands, Swim
samurai	No Poly.
scorpion	Eggs, No Hands, Poison
sergeant	No Poly.
sewer rat	No Hands
shopkeeper	No Poly.
small mimic	Hide, No Eyes, No Limbs
snake	Eggs, No Limbs, Poison, Pois Res, Swim
soldier	No Poly.
soldier ant	Eggs, No Hands, Poison, Pois Res
spotted jelly	Acid, Amorph., No Eyes, No Limbs, Stone Res
stalker	Fly, See Invis
steam vortex	Fire Res, Fly, No Corpse, No Eyes, No Limbs, Poison, Pois Res
stone giant	
stone golem	No Corpse, Poison, Pois Res, Stone Res, Thick Hide
straw golem	No Corpse, Poison, Pois Res
succubus	Fire Res, Fly, No Corpse, Poison
temple priest	No Poly., Shock Res
temple priestess	No Poly., Shock Res
tengu	Poison, Pois Res, Teleport, Tel Cont
tiger	No Hands
titan	Fly
titanothera	No Hands, Thick Hide
tourist	No Poly.
trapper	Hide, No Eyes, No Limbs
troll	Regen
umber hulk	Tunnel
unarmored soldier	No Poly.
Uruk-hai	
valkyrie	Cold Res, No Poly.
vampire	Fly, Poison, Regen
vampire bat	Fly, No Hands, Poison, Regen
vampire lord	Fly, Poison, Regen
violet fungus	No Eyes, No Limbs, Poison, Pois Res
Vlad the Impaler	Fly, No Corpse, No Poly., Poison, Regen
vrock	Fire Res, No Corpse, Poison
warg	No Hands
water demon	Fire Res, No Corpse, Poison, Swim
water elemental	No Corpse, No Eyes, No Limbs, Poison, Pois Res, Swim
water moccasin	Eggs, No Limbs, Poison, Pois Res, Swim
water nymph	Swim, Teleport
water troll	Regen, Swim
werejackal	No Poly., Poison, Regen
wererat	No Poly., Poison, Regen
werewolf	No Poly., Poison, Regen
white dragon	Cold Res, Fly, Eggs, No Hands, See Invis, Thick Hide
white unicorn	No Hands, Poison, Pois Res
winter wolf	Cold Res, No Hands
wizard	No Poly.
Wizard of Yendor	Fire Res, Fly, No Poly., Poison, Pois Res, Regen, See Invis, Teleport, Tel Cont

wolf	No Hands	
wolfwere	No Corpse, No Hands, No Poly., Poison, Regen	
wood golem	No Corpse, Poison, Pois Res, Thick Hide	
wood nymph	Teleport	
Woodland-elf	Sleep Res	
wraith	Fly, Poison, Pois Res	
wumpus	No Hands	
xan	Fly, No Hands, Poison, Pois Res	
xorn	Cold Res, Fire Res, Phase, Stone Res,	
	Thick Hide	
Yeenoghu	Fire Res, Fly, No Corpse, No Poly., Poison,	
	See Invis	
yellow dragon	Acid, Fly, Eggs, No Hands, See Invis,	
	Stone Res, Thick Hide	
yellow light	Fly, No Limbs	
yellow mold	No Eyes, No Limbs, Poison, Pois Res	
yeti	Cold Res	
zrutu		

Following is a description of the various intrinsics listed in the monster information section above. Note that not all possible intrinsic flags for each monster were listed, as we consider some of them to be unimportant to play of the game. If an intrinsic is preceded with an asterisk (*) here, the corpse of any monster with that intrinsic can have an effect upon or confer an intrinsic to a player if eaten. See the FOOD - CORPSES section for more information about corpses conferring intrinsics or having other effects.

Intrinsic	Description
*Acidic	Monster corpse is acidic when eaten
Amorph	Monster is amorphous and can flow under doors
Domestic	Monster can be tamed by throwing food at it
*Cold Res	Monster is cold resistant
*Disin Res	Monster is resistant to disintegration
*Fire Res	Monster is fire resistant
Fly	Monster can fly or float in the air
Hides	Monster can hide under objects
Lay Eggs	Monster can lay eggs
Metalvore	Monster is "metallivorous," and will eat all metal encountered
No Corpse	Monster will never leave a corpse when killed
No Eyes	Monster has no eyes to gaze into or blind
No Hands	Monster has no hands to pick things or manipulate objects
No Limbs	Monster has no limbs (arms or legs)
No Poly.	Player cannot polymorph into this type of monster
*Phase	Monster can "phase" (i.e. walk through walls, doors, etc.)
Poison	Monster corpse is poisonous if eaten
*Pois Res	Monster is poison resistant
Regen	Monster regenerates hit points each round
See Invis	Monster can see invisible creatures
*Shock Res	Monster is resistant to electrical attacks
*Sleep Res	Monster is sleep resistant
Stone Res	Monster cannot be turned to stone
Swim	Monster can swim through water (moats, etc.)
*Teleport	Monster can teleport
*Tel Cont	Monster controls where it teleports to
Thick Hide	Monster has thick hide (kicking attacks do no damage to it)
Tunnel	Monster can tunnel through rock

middle. Be warned, though - xorns can't swim, so you'll still have to bridge the moat.

A final method of getting in is using the back door. Using boots of levitation or water walking (or equivalent items or spells), walk through the moat around to the back of the castle. Pick the lock on the back door and walk in. Be careful of the trapdoors, though!

Once you're into the castle, if you're not prepared to fight for your life against ravenous hordes of monsters, there are two ways of getting rid of most of them (albeit forfeiting the experience for killing them). Either use a ring of conflict or walk back over the trapdoors, letting them all go falling down into the upper level of hell as they try to follow you. Kill off the rest, grab the wand of wishing, try sitting on the throne for another wish or two, and then go for the ultimate challenge - the Wizard himself, by teleporting down to level fifty or so.

Special Levels:

Nethack has several "special levels." The actual level of each of these varies from game to game, so we can't tell you what level to look for each on, but we can give you a description of each so that you recognize what you're running into.

Big Level: Basically, this level is exactly what the name implies. The entire level is one big room. This is a bad level to have aggravate monster on, and a ring of conflict is really handy here. Here's an example of a big level:

|......d...).....o...ooo.....|
|......o.o.oo.....|
|......oo.....Z.....|
|......w<.....oo.....|
|......o.....|
|......P.....a.....|
|......i.....f.....|
|?.....|
|......[.....|
|......!...a.....[.....q.....|
|......a.....|
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Castle/Stronghold Level: see section CASTLE LEVEL

Medusa Level: Of all the creatures of Greek mythology, the gorgons -----
were among the most powerful. One of these was the medusa, whose |.```.|
visage was so terrible to behold that one look at her countenance -...`.|
would turn any living creature instantly to stone. She was finally |...`.|
slain by Perseus with the use of a reflective shield given him by |.@..`|
Athena. It is rumored that the only two ways to kill a medusa are -----
to fight her without gazing upon her, or to reflect her terrible gaze back
upon her, so that she, looking upon her own reflection, should turn to stone.
The medusa is raised back to life in nethack, so beware of the level upon
which she resides. You will know you are there when you begin to see an
inordinately large number of statues, hear nothing but silence, etc. A sample
room in which the medusa might reside is above at right.

Oracle of Delphi: The Oracle of Delphi was reknowned in ancient -|-@--
times for her ability to tell the future with admirable accuracy. |.```.|

Wizard Level: The wizard level is (you guessed it) where the Wizard of Yendor lives. He has a little room in the middle of an otherwise normal maze level. Now, the trick is that this little room looks just like the little rooms that are on about half of the maze levels. Only one of them holds the Wizard of Yendor, and the real Amulet of Yendor, though, so don't be fooled. The best way to tell where you are in relation to the Wizard is to put on a blindfold and apply a mirror to yourself (use '.' for direction). After a few tries, this will tell you whether the wizard is above you, below you, or very close. When you're on the same level, trek in towards the middle, get past the moat, break into his home, and take the Amulet! An example of the Wizard's room is above at right. Incidentally, the traps are squeaky boards which will instantly wake up the Wizard.

Special Rooms:

There are many varied and interesting rooms to explore in nethack. Besides your standard room with the possibility of randomly generated items, traps, monsters, etc., there are several special room types that can be found within the dungeon. These are listed below:

Beehives: Beehives are (you guessed it) rooms completely filled with killer bees. There are usually one or more queen bees in one as well. Beehives can be quite nasty for the inexperienced character, but if you can manage to kill them off, run around picking up the royal jelly that will be left behind. Eat it, and hey presto -instant strength!

Barracks: The barracks are a room type that will usually only show up on lower levels due to the fact that it will kill of all but the most powerful characters. Barracks are rooms filled with soldiers. Be careful not to blow a whistle or play a bugle on the level if you don't want to face them. Soldiers will always wake up for a whistle or a bugle, and come to investigate what woke them!

David's Treasure Zoo: David's Treasure Zoo is a room totally filled with random monsters of all types and sizes. This room can be quite deadly, but each monster in the room will carry a sizeable sum of gold, so if you can kill off all of them, you'll probably end up quite rich. Wands and other ray type weapons, rings of conflict, the ability to teleport out if you have to can be quite handy here, as in any room filled with monsters.

Graveyards: If you have a character with a bad AC, you'd better pray that you don't run into one of these. Graveyards are rooms filled with nasty undead creatures - wraiths and vampires that will drain your levels away, and zombies and skeletons and ghosts. (Note that ghosts in a graveyard are randomly generated, although they may take names from the high score file. Thus, they won't leave ghost stacks.) If you have a character with a good AC, these can be quite a boost: Kill off all the wraiths and eat the corpses to go up many levels!

Shops: Shops can be an adventurer's best friend. Note that I said shops, not shopkeepers - shopkeepers can be an adventurer's worst nightmare! Shops come in all sizes and types. There are shops that sell everything, and shops that specialize in an item type (wands, for instance). Shopkeepers always carry a key and a lot of gold, and they guard their wares jealously. Check out the section on ROBBING SHOPS for more information on how to rob shopkeepers blind.

Temples: A temple is a room that is dedicated to a particular deity. Temples invariably contain an altar to that deity in the center of the room, and a priest(ess) of that deity nearby. You can give an offering to the deity by #chatting to the priest(ess), and will perhaps have a blessing bestowed upon you. You'll know you're entering a temple when you get a message along the lines of "Pilgrim, you enter a holy place."

Throne Rooms: A throne room is a room filled with monsters. The major difference between this room and David's Treasure Zoo is that throne rooms have a throne in them. Sitting on this throne can produce all sort of interesting effects, and gold can be gotten (if you're lucky) by kicking the throne. See the THRONE EFFECTS and KICKING sections for more information about thrones.

Vaults: Vaults are scattered about the various levels, and can never be entered except by digging, teleporting, or walking through walls (they have no doors). Most levels with one of these two by two rooms filled with gold will also have a closet with a single use teleport trap in it. That teleport trap will teleport you into the vault (just be sure you have a way to get out). Oh, and remember - Croesus was the king who commissioned the vaults, and all of the vault guards know him.

Damage:

If you would like to figure out how much damage you can do to a given monster upon a successful hit, this section will tell you how. Please note that all computations will involve ranges, so you will end up with a minimum and maximum amount of damage you can do to a monster.

The following formula can be used to compute damage when attacking a monster:

```

  weapon damage value      (see explanation)
+ undead/demon bonus      (see explanation)
+ weapon enchantment      (see explanation)
+ relative damage bonus   (see explanation)
+ special bonuses         (see chart)
+ ring bonus              (see explanation)
+ strength bonus          (see chart)

```

 total damage done

Weapon damage value: The weapon damage value will be listed in the WEAPONS section as a minimum and maximum value. Just look up the weapon that you're using and take either the small or large monster value depending upon what type of monster you're fighting. If the "weapon" you're using isn't really a weapon, but is some other object, look at the chart at the end of this section for information on the damage values of other objects. Undead/demon bonus: If the weapon you are fighting with is blessed, and the monster you are fighting is undead or a demon, you will do an extra one to four points of damage.

Weapon enchantment: This is whatever the "plus" on the weapon is. For instance, if it's a +3 crysknife, you can add another +3 here.

Relative damage bonus: The relative damage bonus is only figured in for artifacts (named weapons). See the section on ARTIFACTS to look up the relative damage bonus on a named weapon. Also, please note that if "x2" is listed for the relative damage bonus, it means to total everything up to the relative damage bonus in the above equation and double it. Then you can continue adding the other bonuses.

Special bonuses:	Bonus
weapon is boomerang, is thrown, and breaks	+1
weapon is silver arrow, and is used versus a lycanthrope, minor demon (except tengus) or major demon	+1-20
if the weapon drains life (also removes one level from monster)	+1-8
if the weapon is poisoned (or can kill monster outright)	+1-6

Ring bonus: The ring bonus is only figured in if you are wearing a ring of increase damage. If so, take the enchantment on the ring (for instance, 2 if you're wearing a +1 ring of increase damage) and add it in here.

Strength	Bonus
01-05	-1
06-15	0
16-17	+1
18	+2

18/01-18/75	+3
18/76-18/90	+4
18/91-18/99	+5
18/**-25	+6

These objects use the following for the weapon damage value:

Object	Dam
bare hands	1-2
boulder	1-20
bow (any type when used to bash)	1-2
clove of garlic (undead will flee)	1
egg	1
corpse (depends on size)	1-5
heavy iron ball	1-25
mirror (also -2 luck)	1
potion	1

Finally, all other objects except cameras and cream pies use a weapon damage value based upon their weight (cameras and cream pies cannot do damage):
 damage value = weight/10 (minimum of 1, maximum of 6)

Fountain Effects:

There are basically two things you can do at a fountain. You can either quaff or dip something. Different effects can occur when you do these as follows:

Quaffing at the fountain:

Chance	Effect
9/30	"The cool draught refreshes you." You gain 1-10 nutrition points (i.e. makes you less hungry).
9/30	"This tepid water is tasteless." Nothing happens.
1/30	"You feel self knowledgeable..." Lists all of your intrinsics for you.
1/30	"The water is foul! You gag and vomit!" You lose 11-30 nutrition points (i.e. makes you hungrier).
1/30	"The water is contaminated!" If you are poison resistant, you will lose 1-4 hit points. Otherwise, you will lose 1-10 hit points and 3-6 points of strength.)
1/30	"An endless stream of snakes pour forth!" "You hear something hissing!" (if blind) "The fountain bubbles furiously for a moment, then calms." (if water moccasins have been genocided) Creates several water moccasins around you.
1/30	"You have unleashed a water demon!" "You feel the presence of evil." (if blind) This creates a water demon. The water demon will give you a wish (20 - dungeon level)% of the time.

1/30	"This water's no good!" Each item you have has a percentage chance of being cursed.
1/30	"You see an image of someone stalking you. But it disappears." You gain the intrinsic of see invisible.
1/30	"You sense the presence of monsters." You detect monsters, as the spell or potion of detect monster.
1/30	"You spot a gem in the sparkling waters." A gem appears where the fountain is.
1/30	"You have attracted a water nymph!" "You hear a seductive voice." (if blind) "A large bubble rises to the surface and pops." (if nymphs have been genocided) "You hear a loud pop." (if blind and nymphs are genocided) Creates a water nymph next to you.
1/30	"This water gives you bad breath." Monsters around you will flee for one round.
1/30	"Water gushes forth from the overflowing fountain." Just exactly like it sounds - creates several pools in the room. (Note: this cannot happen in a room with a staircase.)

Dipping an item at a fountain:

If the item is a longsword, your experience level is five or greater, the longsword dipped is not an artifact, and Excalibur does not yet exist in your dungeon, then you have a one out of six chance of gaining Excalibur. "A murky hand from the depths reaches up to bless the sword. As the hand retreats, the fountain disappears."

Otherwise the following effects can occur:

Chance	Effect
16/30	"The [object name] gets wet." Nothing happens.
4/30	"The water glows for a moment." "A feeling of loss comes over you." (if dipped item is not cursed) The dipped item will become uncursed if it is currently cursed.
1/30	No message. The item becomes cursed.
1/30	A water demon is summoned (same messages and effects as in quaffing).
1/30	A water nymph is summoned (same messages and effects as in quaffing).
1/30	Water moccasins are created (same messages and effects as in quaffing).
1/30	You find a gem (same message and effect as in quaffing)
1/30	The fountain overflows (same message and effect as in quaffing).
1/30	"A strange tingling runs up your arm."

	Nothing happens.
1/30	"You feel a sudden chill."
	Nothing happens.
1/30	"An urge to take a bath overwhelms you." (only if gold > 10...)
	You will lose some of your gold in the fountain.
1/30	"Far below, you see coins glistening in the water."
	You will find some gold (the lower the dungeon level number, the greater the treasure).

Game Messages:

"The hair on the back of your neck stands up"	- graveyard on level
"You feel a momentary chill."	- fire resistance gained
"You feel a strange mental acuity."	- telepathy gained
"You feel controlled."	- teleport control gained
"You feel feverish."	- lycanthropy gained*
"You feel foolish."	- wisdom decreased
"You feel full of hot air."	- cold resistance gained
"You feel healthy."	- poison resistance gained
"You feel hardy."	- poison resistance gained
"Your health currently feels amplified."	- shock resistance gained
"You feel hidden."	- invisibility gained
"You feel in control of yourself."	- teleport control gained
"You feel sensitive."	- warning gained
"You feel strong."	- strength increased
"You feel tough."	- constitution increased
"You feel very firm."	- disintegration resistance gained
"You feel very jumpy."	- teleportation gained
"You feel vulnerable."	- constitution decreased
"You feel wide awake."	- sleep resistance gained
"You hear a low buzzing."	- beehive on level
"You hear an angry drone."	- beehive on level
"You hear the sound of crashing rock."	- dwarf, rock mole, or umber hulk on level
"You hear a jackal howling at the moon."	- werejackal on level
"You hear a slurping sound."	- gelatinous cube on level
"You hear a gulping sound."	- ochre jelly nearby
"You hear a gurgling noise."	- sink on level
"You seem to hear Donald Duck."	- fountain on level
"You hear a dishwasher."	- sink on level
"You hear a mumbled curse."	- monster trying to curse you
"You hear a slow drip."	- sink on level
"You hear bubbling water."	- sink on level
"You hear someone counting money."	- vault on level
"You hear someone cursing shoplifters."	- shop on level
"You hear the chime of a cash register."	- shop on level
"You hear someone searching."	- vault on level
"You hear the sound of a door opening."	- monster has opened a door
"You hear the splashing of a naiad."	- fountain on level
"You hear water falling on coins."	- fountain on level
"Your health currently feels amplified!"	- shock resistance gained
"You hear the howling of CwnAnnwn."	- character in bad shape
"You hear the wailing of the Banshee."	- you have 1 HP left
"You hear a rushing sound."	- an invisible swallower just missed you

* Lycanthropy means that you will periodically change into a were-thing.

Hit Probability:

Computing your probability to hit a monster involves many variables, and is quite a complicated procedure (which is why the computer does it so much better). However, here is an outline of how you can figure out your probability of hitting a given monster with a given weapon...

First of all, compute your chance to hit by using the following formula:

```

character luck
+ character level
+ monster AC           (see MONSTER INFORMATION section)
+ dexterity bonus     (see chart)
+ strength bonus      (see chart)
+ level bonus         (see chart)
+ special bonuses     (see chart)
+ to hit modifier     (see chart)
+ weapon enchantment  (see explanation)
+ relative hit bonus  (see explanation)
- weight modifier     (see formula)

```

chance to hit

The chance to hit is out of twenty. Thus, to determine your percentage chance of hitting, use the following formula:

$$\text{percent chance to hit} = 100 * (\text{chance to hit}) / 20$$

Dex	Bonus	Str	Bonus	Level	Bonus
01-03	-3	01-05	-2	01-03	+2
04-05	-2	06-07	-1	04-05	+1
06-07	-1	08-16	0	05-30	0
08-13	0	17-18/50	+1		
15	+1	18/51-18/99	+2		
16	+2	18/**-25	+3		
17	+3				
*	*	* Both the Dex and the bonuse just keep increasing by one until the hit maximum at 25 and +11.			
25	+11				

Special bonuses:	Bonus
character is an elf and monster is an orc	+1
character is trapped	-3
monster cannot move	+4
monster is fleeing	+2
monster is sleeping	+2
monster is stunned	+2

To hit modifier:	Bonus
athame	+2
crysknife	+3
dagger (elven/orcish)	+2
dwarvish mattock	-1
katana	+1
scalpel	+2
two handed sword	-1
blessed weapon vs. undead or demon	+2
spear (elven/orcish/dwarvish) or javelin vs.	

Weapon enchantment: This is whatever the "plus" on the weapon is. For instance, if it's a +3 crysknife, add +3 for the weapon enchantment.

Relative hit bonus: The relative hit bonus is only figured in for artifacts (named weapons). See the section on ARTIFACTS to look up the relative hit bonus on a named weapon.

Weight modifier: the weight modifier is computed as follows (to determine carrying capacity, see the section on CARRYING CAPACITY, and to determine weight you are carrying, total the weights of all items in your inventory):
$$(\text{weight you are carrying} - \text{carrying capacity} + 40) / 20$$

Kicking:

Kicking is one of the more useful functions in nethack. Basically, you can kick any creature or object within the game. You cannot, however kick anything if you are polymorphed into a monster with no legs (a snake, for instance) or a monster that is too small, if your legs are wounded, if your load is too heavy, or if you are stuck in a pit or bear trap. The effects of kicking certain things are listed below (although be careful - kicking things can make a lot of noise and wake up monsters on the level):

Altars - kicking an altar is, in general, a bad idea. Deities can do all sorts of nasty things to you if you get them pissed off.

Doors - if a door is locked and you don't have a lock-pick, one way to get through the door is to kick it down. Watch out for lost hit points and wounded legs if you do this, though. Similarly, it is possible to kick down a secret door, even if you haven't found it. So... if you're pretty sure there's a secret door there, and you haven't found it after the last five searches, you might want to try kicking it a bit.

Chests - it is possible to break the lock on a locked chest by kicking it. Of course, it is also possible to lose hit points and damage your legs by doing so, so be careful to keep on eye out when at lower experience levels.

Empty space - kicking at empty space isn't terribly smart. Although you probably will get away with it, you do have a chance of straining a muscle, which wounds your right leg.

Monsters - in general, when you kick a monster you will damage it. Kicking a monster is a good alternative if you have no weapon. It is also a good alternative if you are confused, as you will not then randomly wander around if you miss the monster aimed at. There are however a few exceptions to the rule with kicking monsters... notably, kicking dragons and other thick-skinned creatures will do no damage.

Objects - in general, when you kick an object, it will move in the direction in which you kick it. The distance it moves will depend on your strength and the weight of the object. Fragile objects are not good to kick. For instance, kicking an egg will cause it to go splat, and kicking a potion will generally break it. Of course, this can be a way of identifying potions, as you will then get the vapor effect if the potion has any.

Sinks - kicking a sink will produce various effects. 75% of the time, you will merely get the message "Klunk! The pipes vibrate noisily." (or just "Klunk!" if you're blind). Otherwise, there is a 1/3 chance of having a black pudding ooze up from the drain and attack you (assuming they haven't been genocided yet). If this doesn't happen, you have a 1/3 chance of "the dish washer" returning. It just so happens that the dish washer is a succubus/incubus, however, so you might want to watch out for this. Assuming

that doesn't happen, you've got a 1/3 chance that a ring (only one per sink) will pop up from the drain in a bunch of muddy waste.

Thrones - kicking a throne can have several effects. If your luck is negative, you will always end up destroying the throne and finding several gold pieces in the rubble (probably after a few sore toes, however). If your luck is positive, you have a chance of kicking loose some ornamental coins and gems instead.

Luck:

Your luck begins at 0, (+/-1 depending on the moon), and can range from -10 to +10. When modified, it will decrease or increase (time-out) by 1 toward its starting value every 600 moves (300 for angry gods) unless you're carrying a luckstone (see TOOLS for more information about luckstones). While carrying a luckstone it is still possible to change your luck.

Increasing Luck

1. Throw a gem at a unicorn.
 - +5 luck if the jewel is identified and the unicorn is co-aligned.
 - +1 luck if the jewel is unidentified.
 - 3 to +3 luck if the jewel is identified and the unicorn is non-co-aligned.
2. Sacrifice on a co-aligned altar.
 - +0 to +5 luck if the sacrifice is accepted, depending on monster difficulty factor. Seeing a four-leaf clover is a sign that your luck has improved.
 - =0 if your luck is negative and your god is not angry.
 - +1 luck if your luck is negative and your god is angry.
3. Sacrifice on a non-co-aligned altar.
 - +1 if your luck is negative, the sacrifice is accepted and your god is not angry. Chance of success is $(3 + \text{exp. level}) / (8 + \text{exp. level})$
4. Sacrificing a human corpse at a chaotic altar.
 - +2 luck if you are chaotic too.
5. Sitting on a throne.
 - +1 luck if your luck is negative (sometimes).
6. Prayer.
 - =0 if your luck is negative and your god is not angry (small chance)

Decreasing Luck

1. Killing a co-aligned unicorn.
 - 5 luck no matter what.
2. Sacrificing a human.
 - 5 luck if you are non-chaotic.
3. After converting to a new god, trying to sacrifice at the altar of your original god. Conversion is accomplished by sacrificing at a non-co-aligned altar while your god is angry.
 - 5 luck no matter what.
4. Converting to a new god.
 - 3 luck always.
5. Praying before your between prayer time-out expires.
 - 3 luck. Moral: don't pray too often.
6. Breaking a mirror.
 - 2 luck. (It figures, doesn't it?)
7. Killing a friendly human.
 - 2 luck always.
8. Killing a pet (or other tame monster).
 - 1 luck each time.
9. Desecrating (kicking or digging) a co-aligned altar.
 - 1 luck (Ouch!)
10. Killing a peaceful monster.
 - 1 luck (50% chance).

11. Sacrifice at a non-co-aligned altar.
-1 luck if you fail and your god is not angry. Chance of success is $(3 + \text{exp. level}) / (8 + \text{exp. level})$.
12. Hitting a blind monster.
-1 luck (0.2% chance).

Robbing shops does not lower your luck.

Magic:

Many people have asked for a section which details information about how the reading of spellbooks and casting of spells works. Well, here it is!

Memorizing spellbooks: If the spellbook is cursed, it will be impossible to memorize under any conditions. Otherwise, the following test must be passed in order to successfully memorize a spellbook:

$$\begin{aligned} & (\text{your intelligence} + 4) \\ & + (\text{your experience level} / 2) \\ & - (2 * \text{the spell level of the spellbook}) \end{aligned}$$

Must be greater than a randomly generated number from 0 to 20.

The possible effects from failing to memorize a spellbook are as follows (chances of each effect are equal):

1. Your character is teleported.
"You feel a wrenching sensation."
2. Your character gains the aggravate monster intrinsic.
"You feel threatened."
3. You are blinded for 250 to 349 turns.
4. You lose all of your gold.
"You realize that you have no gold."
5. You become confused for 16 to 22 turns.
"These runes were just too much to comprehend."
6. Poison! Gloves, if being worn, are corroded (assuming they're not rustproof) by 1 (i.e. +2 gloves become +1, +0 gloves become -1. -2 is the worst your gloves will corrode to). If you are poison resistant, you will lose 2 points of strength and 1 to 6 hit points. Otherwise, you will lose 3 to 6 points of strength and 1 to 10 hit points.
"The book was coated with contact poison!"
7. The book explodes, doing 7 to 25 points of damage. If you are magic resistant, no damage ensues.
"As you read the book, it explodes in your face."

When a spellbook is successfully memorized, it is placed in the list of spells that you know. You will then be able to use that spell (i.e. cast or attempt to cast it) from 2 to $(10 - \text{the spell level})$ times before you will need to "re-memorize" the spell by reading another spellbook of that type.

Casting memorized spells: Attempts to cast a spell while you are confused will always fail. Otherwise, in order to successfully cast a spell, the following test must be passed:

$$\begin{aligned} & \text{your intelligence} \\ & + \text{your luck} \\ & - (3 * \text{the level of the spell}) \end{aligned}$$

Must be greater than or equal to 0.

If a spell is successfully cast, the appropriate effects take place and a number of energy points equal to the level of the spell is removed from your current EP.

If the spell is failed, a number of energy points equal to the level of the spell is still removed from your current EP, and the following message is given:

"The air around you crackles as you goof up." or
"Far out... a light show!" (if you are hallucinating)

Pets:

Pets are one of the most useful things in the dungeons and so should be treated as such. Here are a few useful hints regarding pets:

They will eat only what they need in order to survive and will leave food rations alone unless they are very hungry or you throw them one.

Pets will become violent if they are too hungry, or if you leave them on a level, go down the stairs and then come back later.

You can actually chat with your pets to gain knowledge about how hungry they are.

"You feel worried about your [pet]" means that your pet is starving. "You have a sad feeling for a moment" means that your pet has snuffed it. "You hear noises in the distance" means that your pet is in battle.

Kittens change into housecats and then large cats, whereas little dogs become dogs, and then large dogs.

Watch out when you are confused, blind, etc. You do not want to accidentally kill your pet.

The minute you eat a dog or cat, every non-tame, non-peaceful monster that is on the level will head for you with blood in its eye(s). That is, you gain an intrinsic: Aggravate monster

What monsters your pets will attack is directly dependent on the level of the pet and the level of the monster. Pets will not attack monsters more powerful than them. The one exception is if you have on a ring of conflict. If so, your pets will attack anything. (Ever seen a minotaur make doggie pancake? Moral: keep your ring of conflict off if you're near a big nasty.)

If you think your pet is a bit wimpy, use a wand of polymorph on him. If this makes him wimpier, don't blame us - try again!

A scroll of taming can create more pets for you, but having devils as pets can be a minor problem (although not as much of a problem in current versions).

If you meet a wild pet, the best bet is to throw food at it - anything you could eat. Tripe is wonderful, but don't bother throwing rotted corpses.

You can even tame pets with names given by other people, i.e. bones levels.

A leash will allow you to keep the animal with you at all times (even if you get teleported or go through a trap door), but also tends to make him get in your way more often.

A whistle will attract your pet to you when applied. Even better, a magic whistle will teleport your pet to your side when applied. Very useful when going up or down levels with your pet.

Pets will not pick up cursed objects or even cross over them, which will help you to avoid these items. However, keep in mind that you may have to clear cursed items from halls if you want your pet to follow you, and that if you throw a food item (especially tripe) on a cursed item, your pet will be

trained to step on cursed items in the future. A warning: dead-end corridors can be very bad if there is a cursed item in the exit and the pet is between you and the cursed item (this can happen if your pet kills a creature that was carrying a cursed item).

Praying:

Praying can get you out of a lot of jams in the game of nethack, if your god is pleased with you. On the other hand, if the gods are angry at you, you can get into an awful lot of trouble.

If your deity is pleased with you, chances are that your worst problem will be fixed, although all of your problems could be fixed, or none of them might be fixed (this is dependent on your luck). The following are problems that your deity might fix, from worst (in the deity's eyes, not necessarily yours!) to least:

1. You are turning to stone.
2. You are being strangled (by an amulet of strangulation).
3. You are sick.
4. You are starving.
5. Your hp are below 5, or your hp are below 1/7 of max.
6. You have lycanthropy.
7. You are stuck in a wall.
8. You are wearing a cursed item which levitates you.
9. You are wearing a cursed blindfold.
10. You are being punished.
11. You have a cursed loadstone or cursed luckstone.
12. You are wielding/wearing a cursed weapon/armor.
13. You are blind.
14. You are hungry.
15. You are poisoned.
16. You have wounded legs.
17. You are stunned.
18. You are confused.
19. You are hallucinating.

Removing Curses:

There are several ways to uncure cursed items - and several other ways to get rid of cursed items:

1. Dipping in fountains will eventually remove the curse from stuff - "The water glows for a moment" indicates that your item has been uncursed. You can dip items even if you are wearing them.
2. Reading a scroll of remove curse will remove the curse from stuff you are wearing. If the scroll of remove curse is blessed, everything in your pack will be uncursed.
3. If you have good relations with your god, your god will uncure things you are wearing, and occasionally will remove the curse from items in your pack. This will happen when you pray.
4. Reading an uncursed scroll of enchant armor/weapon will remove the curse from the armor/weapon that gets enchanted. Similarly, reading a blessed scroll of enchant armor/weapon will bless the armor/weapon that gets enchanted.
5. Dipping cursed items in holy water will uncure them.
6. A wand of cancellation will remove the curse from all items in your pack if you zap yourself with it. Note, however, that it will also remove

all enchantments and names (i.e. Stormbringer) on all items in your pack.

7. Try having a monster steal your cursed items. Nymphs will steal cursed armor and weapons. Be sure that you have dropped everything else, however, before trying this. Succubi/incubi will also remove cursed armor sometimes.
8. An uncursed or blessed scroll of destroy armor can be used to destroy cursed armor. Be sure to take off all your other armor before reading the scroll.
9. Polymorphing yourself into a monster that can't wear armor or use a weapon will cause you to fall out of your armor (or it may destroy your armor altogether) and/or drop your weapon.
10. For those that enjoy risks, rarely, very rarely, a magic trap will inform you that 'You feel that someo

Robbing Shops:

Here we have outlined a few of the standard ways of robbing a shop. Some of them let you get away with it scott-free. Others will send the keystone kops after you. Some will even allow you to keep robbing the shop and selling the stuff back to the shopkeeper until you have all his money! Experiment with these and have fun!

For reference, in all the diagrams:

@ = shopkeeper
X = you (for clarity)
f = cat (or whatever pet you may have)
P = pile of goodies (also for clarity)
K = Keystone Kops (after you robbed the shop)

Method One: Pile everything in the shop up and teleport it out with a wand of teleport. This scatters the items on the level for you to find.

Enter the shop...	Make a pile...	Poof!
-----	-----	-----
!!!\$%([)]... # #@ #
\$+\$\$(![[.@.X#	P....f....@-#-#
+\$\$%]**!\$... f###	.X..... ###	.X...f..... ###
-----	-----	-----

Method Two: Dig a hole in the wall with a wand of digging or any other handy method of digging, and then kick the stuff out. Two notes, here: 1) kicking potions, eggs, or other fragile items will destroy them. 2) You cannot just kick an item out of the shop - if you do so, the shopkeeper will charge you for it. You have to be outside the shop (i.e., in the wall) while you're kicking it out of the shop.

Get positioned...	Dig... #	Make a pile...
-----	-----	-----X--
!!!\$%([)]... #	!!!\$%([)]... #	!!!.f.....P #
\$+\$\$(![[.@.-#	\$+\$\$(![[.@..f!.....@.#
+\$\$%]**!\$... Xf##	+\$\$%]**!\$... X###!..... ###
-----	-----	-----
Kick... #	You're rich!	
-----X--	-----	
!!!..... #	!!!.....f #	
.....!.....@P#!.....X#	
.....!f... ###!...@. ###	
-----	-----	

Method Three: Dig a hole in the wall of the shop. Then dig a hole just outside of the shop (by specifying '>' for the digging direction), falling through to the next level. Trek back up to the shop, grab everything you can carry, walk out of the shop, onto the hole, and hey presto! You're on the next level with all the loot, and the Keystone Kops and shopkeeper are still back on the previous level. If you don't fall through the trapdoor, don't worry - just hit '>' to go down through the hole you made.

X Dig out...	^ Make a pit...	^ Grab stuff...
-----	-----	-----
!!!\$%%f))... #	!!!\$%%())... #	Xf..... #
\$+\$\$(![[@.-#	\$+\$\$(![[@.-#@-#
+\$%]**!\$.... ###	+\$%]**!\$.... ### ###
-----	-----	-----
X Walk onto pit...	^ You're rich! (and gone!)	
-f-----	-----	
..... #@.K.. #	
.....@-#	.K...KK..K.-#	
..... ###	..KK...K... ###	
-----	-----	

Method Four: Polymorph the shopkeeper into something easier to handle (with a wand of polymorph) and then kill him/her. Of course, once the shopkeeper's gone, you can take what you like, including his or her gold!

Enter the shop...	Polymorph...	Kill shopkeeper!
-----	-----	-----
!!!\$%%())... #	!!!\$%%())f.. #	!!!\$%%())f... #
\$+\$\$(![[@.X#	\$+\$\$(![[@.s-#	\$+\$\$(![[@...-#
+\$%]**!\$.... f###	+\$%]**!\$.X. ###	+\$%]**!\$.X. ###
-----	-----	-----

Method Five: If you do not happen to have any props (wands, etc), and have a ration (especially tripe) or two, then this method is for you. It is also the most common: train your pet. Basically, if your pet drops an item right in front of the door to the shop, you can pick it up for free. Throw him food, and he'll keep on doing it!

Let pet in shop...	It brings item...	Throw pet food and take item - it is free!
-----	-----	-----
!!!\$%%())*.. #	!!!\$%%())... #	!!!\$%%())... #
\$+\$\$(![[[f.X#	\$+\$\$(![[[f*X#	\$+\$\$(![[[.X-#
+\$%]**!\$.@ ###	+\$%]**!\$.@ ###	+\$%]**!\$.f@ ###
-----	-----	-----

Method Six: Teleport out. Grab everything in the shop and then teleport the heck out of there. This is especially effective if you have teleport control and know where the stairway is. It's even better if you have your pet on a leash, or a magic whistle, so you don't have to worry about leaving your pet behind. But note - the Kops and the shopkeeper will be after you.

Enter the shop...	Grab everything...	Poof!
-----	-----	-----
!!!\$%%())... # #	..K....K.@. #
\$+\$\$(![[@.X#f....@-#	...K.KK....-#
+\$%]**!\$.... f###	.X..... ###f..KK. ###
-----	-----	-----

Method Seven: Push a boulder into the shop, then use the boulder to block the door. Once the door is blocked, rip off everything in the shop and then teleport out. Although the Kops will be after you, you won't have to deal with a pissed off shopkeeper.

Push in a rock...	Keep on going...	Push it back...
-----	-----	-----
!!\$%%[])..@	!!\$%%[])..@	!!\$%%[])..@.
\$+\$\$(![[...-'Xf#	\$+\$\$(![[...'X-f###	\$+\$\$(![[...X'f###
+\$%]**!\$...	+\$%]**!\$...	+\$%]**!\$...
-----	-----	-----
Grab everything...	Poof!	
-----	-----	
.....	.KK.....KK.	
.....@'f###K.....@'####	
.X.....	...K..K....	
-----	-----	

Sink Effects:

There are basically three things that you can do with a sink. You can kick it (which is detailed under KICKING), you can quaff from it, or you can drop a ring down it.

Quaffing from a sink

Chance	Effect
6/20	"You take a sip of [cold/warm/hot] water." No effect.
1/20	"You take a sip of very cold water." No effect.
1/20	"You take a sip of very warm water." No effect.
1/20	"You take a sip of scalding hot water." "It seems quite tasty." (if fire resistant) You will lose 1-6 hp unless you are fire resistant.
1/20	"Eek! There's a sewer rat in the sink!" "Eek! There's something squirmy in the sink!" (if blind) "The sink seems quite dirty." (if sewer rats have been genocided) A sewer rat will be created adjacent to the sink.
1/20	"The sink emits a stream of [color] water." Will have the effect of a potion of the same color, sometimes allowing you to identify a potion type.
1/20	"You find a ring in the sink!" "Some dirty water backs up in the drain." (if ring already found in sink) You can find up to one random ring in each sink.
1/20	"The pipes break! Water spurts out!" The sink will turn into a fountain.
1/20	"The water moves as though of its own will!" "But it quiets down." (if water elementals are genocided) Creates a water elemental adjacent to the sink.
1/20	"Yuk, this water tastes awful." You will gain a few experience points.

1/20	"Gaggg... this tastes like sewage! You vomit." You vomit, making you slightly more hungry.
1/20	"This water contains toxic wastes! You undergo a freakish metamorphosis!" You will be polymorphed into a random creature.
1/20	"You hear clanking from the pipes...." No effect.
1/20	"You hear snatches of song from among the sewers..." No effect.
1/20	"A murky hand reaches up out of the drain." (only if hallucinating) No effect.

Dropping a ring down a sink (Note - approximately 95% chance of losing ring):

Drop this ring in sink. Get this effect...	
Adornment	The faucets will flash brightly for a moment.
Aggravate Monster*	Several flies buzz angrily from the sink
Cold Resistance	The cold faucet flashes brightly for a moment.
Conflict*	You here loud noises coming from the drain
Heat Resistance	The hot faucet flashes brightly for a moment.
Hunger	All items on the same square as the sink will be "eaten" (i.e. will disappear).
Increase Damage*	The water's force seems [greater/smaller], depending whether the ring is plus or minus.
Invisibility	You don't see anything happening.
Levitation*	The sink quivers upward for a moment.
Poison Resistance*	You smell rotten [fruit].
Polymorph	The sink momentarily looks like a fountain.
Polymorph Control	The sink momentarily looks like a regularly erupting geyser.
Protection	Ring glows [silver/black], depending on blessed or cursed state.
Prot frm Shape Changers	The sink looks nothing like a fountain.
Regeneration	The sink looks as good as new.
Searching*	You thought you lost your ring down the sink, but there it is! (You won't lose the ring.)
See Invisible	You see some air in the sink.
Shock Resistance*	Static electricity surrounds the sink.
Stealth	The sink seems to blend into the floor for a moment.
Strength*	Waters flow seems [stronger/weaker], depending whether the ring is plus or minus.
Teleport	The sink disappears momentarily.
Teleport Control	The sink looks like it is being beamed up.
Warning	The sink glows [color].

* These rings can be identified without the benefit of eyesight.

Survival:

If you are low on hit points, or are worried about the zoo that you just stumbled across while blind and confused, there are two primary methods to survive beyond running away: engraving Elbereth and a scroll of scare monster. As an interesting note, if you happen to get the message "This

water gives you bad breath," you will scare monsters near you away (due to your awful halitosis).

Engraving Elbereth

If you engrave "Elbereth" in the dust and keep standing on it, most monsters will not attack you. Note that humans, elves, soldiers, shopkeeper, etc. (in short, all @'s) will not regard Elbereth, and other monsters may throw things at you. Dragons can also still use their breath weapons against you. If you swing at them or throw things at them you will scuff out the engraving, allowing them to attack. Also, in most cases the writing will eventually fade out. How long it takes to fade or scuff is dependent on what you used to engrave. Your fingers will do, but not for long. A weapon is really good, but you tend to dull blades that way (athames will not dull from engraving). Some wands, magic markers, and other objects can also be used to engrave, although it will take a charge to do so (wands of fire or digging are excellent for engraving, for instance). The trick here is to levitate, which will prevent you from scuffing the writing.

Scare monster

Monsters (this does not include humans) will not cross a scroll of scare monster. Thus, you can stand on it, and they will not attack you (similar to Elbereth), or you could drop it in a doorway, and the monsters would not come through (good way to cork the bottleneck of a zoo).

Every time you drop/pick up a scroll of scare monster it moves toward a cursed state. Drop a blessed scroll, pick it up it is uncursed. Drop that uncursed scroll, pick it up it is cursed. Drop that cursed scroll, pick it up it turns to dust. (Incidentally, placing a scroll of scare monster in a chest and then picking it up later will not change its status.) Thus, if you pick up a scroll that turns to dust, it is a worn out scare monster scroll. One neat trick is to keep blessing the scroll after you use it, so that you can use it over and over again.

Note: Minotaurs are the exception to the rule. Standing on a scroll of scare monster or engraved Elbereth does nothing to stop them from attacking you.

Throne Effects:

When you sit upon a throne, you have a one in six chance of having some effect take place (no effect = "You feel out of place..."). The effects which can take place are as follows (equal chances):

1. You lose 3-6 points from a random attribute, and lose 1-10 hp.
2. One point is added to random attribute.
3. You lose 1-6 hp if shock resistant. Otherwise you lose 1-30 hp.
"A [massive] charge of electricity shoots through your body!"
4. If your hit points are within 5 of max, add 4 to your max. Your hit points are raised to max, and blindness, sickness, and bad legs will all be healed.
"You feel much, much better!"
5. You will lose all of your gold.
"You notice you have no gold."
"You feel a strange sensation." (if you have no gold)
6. If your luck + random of [0-4] is less than 0, your luck will increase by one. Otherwise, you can wish for an item.
"You feel your luck is changing."
7. This one's rather obvious: lots of nasties will get summoned.
"You hear a voice echo: 'Thy audience has been summoned, Sire!'"
8. You will be given the boon of genociding one creature.
"You hear a voice echo: 'By thy imperious order, Sire!'"
9. If your luck is greater than zero, you will be blinded for 250-349 turns.

Otherwise a random item you possess will be cursed.

"You hear a voice echo: 'A curse upon thee for sitting upon this most holy throne.'"

10. If your luck is less than zero or you have the intrinsic see invisible, the level will be magically mapped for you. Otherwise, you will gain the intrinsic of see invisible.

"An image forms in your mind."

"Your vision clarifies."

11. If your luck is less than zero, you will gain the intrinsic of aggravate monsters. Otherwise, you will be randomly teleported on the level.

"You feel threatened."

"You feel a wrenching sensation."

12. One or more items in your pack will be identified.

"You are granted a gift of insight."

13. You will become confused for 16 to 22 turns.

"Your mind turns into a pretzel."

Unicorn Horns:

When applied, an uncursed or blessed unicorn horn can do any or all of the following: cure blindness, stop confusion, stop hallucination, cure sickness, stop stunning, or restore ability. Note that if the unicorn horn is cursed, these effects will be reversed.

You can dip a unicorn horn in a potion, and if the potion is a potion of confusion, hallucination, or sickness, the potion will become a potion of water. If it says, "Interesting," the potion is of another type.

Unicorn horns will not rust, and they enchant well, so they make ideal weapons, especially against rust monsters, acid blobs, etc.

Wishes:

There are five ways to get wishes. These are:

1. A wand of wishing (Note for poly-pilers here: It is no longer possible to polymorph another wand into a wand of wishing.)
2. A magic lamp - djinni appears and is grateful for his release (Also no longer possible to create via a polymorph.)
3. A fountain - water demon appears and is sometimes grateful for his release (see FOUNTAIN EFFECTS for more information).
4. Occasionally, a glowing potion will have a djinni in it who is grateful for his release.
5. Sitting on a throne can occasionally give you a wish. (See THRONE EFFECTS)

To wish effectively, you should wish for an item (or items) that can (literally) be placed in your inventory. You could wish for a "wide sword" and get one. Better yet, you could wish for a "+3 wide sword" and you would at least get a wide sword. Whether you get the asked for enchantments depends on a random factor. You may wish for an enchantment as high as you want, but your chances of getting it go exponentially downwards after +3, and to zero after +5. Thus, you're better off wishing for "+2 gray dragon scale mail" than let's say "blessed +4 gray dragon scale mail." In either case you would get at least +0 gray dragon scale mail (although it might be cursed). If the item is one that often comes in multiples (scrolls or potions, for example) instead of having an enchantment, you can wish for several (i.e. 3 scrolls) and have a good chance of getting them. The exceptions to this rule are gold, which you can wish for a lot of, and rocks, which you can wish for as many as you like.

The general modifiers to use when wishing are, of course, "blessed," "uncursed," and "cursed." A specific modifier for small missile weapons is

"poisoned" (as it appears in your inventory). Also there are named weapons (artifacts), as in a "blessed +3 wide sword named Stormbringer."

Here's a few useful items and the exact wording you need to use to get them:

"blessed +3 war hammer named Mjollnir"
"blessed +3 broadsword named Stormbringer"
"blessed +3 katana named Snickersnee"
"blessed +3 long sword named Excalibur"
"blessed +3 gray dragon scale mail"
"blessed +3 helm of telepathy"
"blessed +3 pair of speed boots"
"blessed +3 gauntlets of power"
"blessed +3 shield of reflection"
"blessed +3 cloak of displacement"
"blessed +3 Hawaiian shirt"
"blessed amulet of life saving"
"3 blessed potions of gain ability"
"3 blessed scrolls of genocide"
"3 cursed scrolls of genocide" (caution is advised)
"blessed spellbook of identify" (you never get more than one spellbook)
"blessed ring of levitation"
"wand of polymorph"
"blessed tinning kit" (makes blessed tins)
"figurine of a gray dragon" (for that pet gray dragon you always wanted)

The Items

Amulets:

Note: for all item lists, the "Prob" column lists the relative probability of that particular item being randomly generated (when a level is created, a monster is killed, an item is polymorphed, etc.).

Name	Effect	Prob	Weight
amulet of change	Polymorph (change sex)	150	2
amulet of esp	Telepathy	190	2
amulet of life saving	Life saved	90	2
amulet of reflection	Reflecting	90	2
amulet of restful sleep	Sleep	150	2
amulet of strangulation	Strangled	150	2
amulet versus poison	Poison resistance	180	2
Amulet of Yendor	-----	0	0

Amulet of esp - gives intrinsic telepathy.

Amulet of life saving - will save your life once. After you die it brings you back up to max hp. Note that if you choke on something while wearing one of these, you're liable to keep right on eating and choke again. Also, this won't save you if you genocide whatever you are.

Amulet of Yendor - no effect from wearing. When in your possession prevents level teleport, often prevents normal teleports, randomly maps out blocks of level around you, and causes spell casting to take more energy.

Amulet of restful sleep - waits many turns, and then causes you to go to sleep (against your will).

 Identifying Amulets:

Identifying amulets is a process of elimination, starting with determining whether or not the amulet is cursed. Determining whether it's cursed is easy enough if you're a priest or have a pet on hand. If the amulet is cursed, don't wear it - there are too many nasty things cursed amulets can do. If the amulet isn't cursed, it's probably either an amulet of esp, life saving, reflection, or versus poison. However, watch out - amulets of change often aren't cursed. So, if you don't mind risking the possibility of changing sexes (and character name), try it on and see what it does. To see if it's an amulet of esp, get blinded (put on a blindfold, quaff a potion of blindness, etc.). If you can suddenly see all the monsters on the level, that's what it is. Next, find a room away from all the monsters, and zap a wand at the wall so that it bounces at you (do this with a wand that you're immune to, or something non-harmful like a sleep ray). If your medallion reflects the ray, it's an amulet of reflection. Finally, try eating something poisonous. If it doesn't do you any harm, it's vs. poison. If none of these are the case, you know it's an amulet of life saving - one of the most valuable items in the game.

 Armor:

Name	Description	Wt	Cost	AC	
				Mod	Rust
banded mail		8	90	-6	Y
bronze plate mail		9	400	-6	N
chain mail		6	75	-5	Y

cloak of displacement		2	50	-1	N
cloak of invisibility		2	60	-1	N
cloak of magic resistance		2	60	-1	N
cloak of protection		2	50	-3	N
crystal plate mail		9	820	-7	N
dragon scale mail		5	1000	-9	N
dwarvish cloak	colorful hooded cloak	2	50	0	N
dwarvish iron helm	hard hat	3	20	-2	Y
dwarvish mithril-coat		2	240	-6	N
dwarvish roundshield	large round shield	4	7	-2	Y
elven boots		3	8	-1	N
elven cloak		2	60	-1	N
elven mithril-coat		2	240	-5	N
elven shield	blue and green shield	2	3	-2	Y
fumble boots		4	30	-1	N
gauntlets of dexterity		2	50	-1	N
gauntlets of fumbling		2	50	-1	N
gauntlets of power		2	50	-1	Y
orcish chain mail	black chain mail	6	75	-5	Y
orcish cloak	black mantelet	2	40	0	N
orcish helm	black cap	3	10	-1	Y
orcish ring mail	black ring mail	5	80	-2	Y
orcish shield	red-eyed shield	3	3	-1	Y
fedora		1	8	-1	N
hawaiian shirt		2	5	0	N
helmet		2	10	-1	Y
helm of brilliance		2	50	-1	Y
helm of opposite alignment		2	50	-1	Y
helm of telepathy		2	50	-1	Y
high boots	jackboots	4	12	-2	N
iron shoes	hard shoes	5	16	-2	Y
jumping boots		4	50	-1	N
large shield		4	7	-2	Y
leather armor		2	5	-2	N
leather gloves		2	8	-1	N
levitation boots		4	30	-1	N
low boots	walking shoes	3	8	-1	N
mummy wrapping		2	2	0	N
plate mail		9	600	-7	Y
ring mail		4	100	-3	Y
scale mail		5	45	-4	Y
shield of reflection	polished silver shield	3	50	-2	N
small shield		2	3	-1	Y
speed boots		4	50	-1	N
splint mail		8	80	-6	Y
studded leather armor		3	15	-3	N
Uruk-hai shield	white-handed shield	4	3	-1	Y
water walking boots		4	50	-1	N

Armor Effects:

Cloak of displacement - displaces you, causing first hit against you by a monster to miss and other hits to be at a severe disadvantage.

Cloak of invisibility - makes you invisible.

Cloak of magic resistance - gives you resistance against magic, such that certain spells won't work against you and magic based traps like teleport and polymorph traps won't have any effect on you.

Cloak of protection - makes your AC better.

Dragon scale mail - depending upon the type of dragon scale mail (red, gray, etc.) it will give you a different immunity. See FOOD - CORPSES for information about what immunity each dragon type provides.

Elven boots - gives you stealth (i.e. if you walk into a room, a monster that

Elvencloak - gives you stealth.

Fumble boots - makes you drop your weapon, stumble and fall occasionally, etc. Tends to be cursed.

Gauntlets of dexterity - increases your dexterity by the defense bonus.

Gauntlets of fumbling - makes you drop your weapon, stumble and fall occasionally, etc. Tends to be cursed.

Gauntlets of power - increases your strength to 25.

Helm of brilliance - adds bonus to your intelligence and wisdom (i.e. a +1 helm will add one point to each).

Helm of opposite alignment - changes your alignment to opposite, or if neutral to random alignment. It can be removed to return to the original alignment.

Helm of telepathy - gives you telepathy, as the intrinsic, but you don't have to be blind to use it. When not blind, only gives telepathy in vicinity, not for the entire screen.

Jumping boots - allows you to jump up to two squares away.

Levitation boots - causes you to levitate. (Nasty if cursed)

Shield of reflection - ray attacks (like lightning, fire, gas) are reflected, and also prevents gaze attacks where the monster gazes at you. Note that this will not help if you look at the monster (i.e. the medusa). Especially useful against dragons and floating eyes.

Speed boots - doubles your speed. Allows you to have more attacks and be able to run away better.

Water walking boots - allows you to safely walk on water.

Identifying Armor:

Identifying armor is usually pretty simple. First, make sure the armor isn't cursed (again, simple enough if you're a priest of have a pet on hand). Then, simply try it on. Any bonuses will immediately be identified for you. Certain items will also do other things, as listed above, and these effects will show up immediately. The only two types of armor that are somewhat difficult to identify are water walking boots and jumping boots. Jumping boots can be identified by trying to #jump once you've put them on. If you can jump, that's what they are. Water walking boots are only positively identifiable (short of a scroll of identify or equivalent) by taking a step of faith and trying to tread on the wet stuff.

Food:

Name	Prob	Wt	Nutr.	Special effects
apple	10	1	50	
banana	7	1	80	
candy bar	7	1	100	
carrot	15	1	50	Cures blindness
cram ration	20	3	600	
cream pie	25	1	100	Throw to blind monsters
clove of garlic	5	1	40	Scares off vampires
egg	75	1	80	Could be deadly!
food ration	385	4	800	
fortune cookie	55	1	40	Gives hints, some true
K-ration	0	1	400	
lembas wafer	20	1	800	
lump of royal jelly	0	1	200	Increases strength & fixes bad legs
melon	7	1	100	
orange	7	1	80	
pancake	40	1	200	
pear	7	1	50	
slime mold	75	1	250	
tin	75	1	*	Spinach increases strength**
tripe ration	150	2	200	Feed to pets

* Variable

** These may also be a monster type: i.e. floating eyes will give esp.

Food - Corpses:

Eating certain dead monsters (monster corpses) can confer intrinsic or have other effects. Generally intrinsic are conferred by eating a monster with that intrinsic, although certain individual monsters or monster types can also confer intrinsic or have other effects.

If you eat a monster with one of the following intrinsic, you will have a chance of gaining that intrinsic yourself. The major exception in all cases are baby dragon corpses, which can never confer intrinsic (so as to prevent polymorph abuse via laying of eggs). Note also that each monster corpse may only confer one of these intrinsic, and they are tested for in the order in which they are listed.

Monster Intrinsic	Chance of gaining
Teleport	- monster level / 10
Tel. Cont.	- monster level / 15
Fire Res	- monster level / 15
Cold Res	- monster level / 15
Disin Res	- monster level / 15
Pois Res	- monster level / 15 (killer bee and scorpion are 1/4)
Shock Res	- monster level / 15
Sleep Res	- monster level / 15 (undead cannot confer this)

In addition, eating the following monster corpses can also have effects as noted:

bat	- You become stunned for 30 rounds.
chameleon	- Polymorphs you.
floating eye	- You gain telepathy.
giant bat	- You become stunned for 60 rounds.
giant mimic	- You mimic a pile of gold for 50 rounds.
large mimic	- You mimic a pile of gold for 40 rounds.
lizard	- Cures stunning and confusion, and will stop you from turning to stone.
nurse	- Restores all lost hit points
quantum mechanic	- If you are currently fast, will bring your speed to normal. Otherwise, doubles your speed.
small mimic	- You mimic a pile of gold for 20 rounds.
stalker	- If you are already invisible, you will gain intrinsic invisibility and intrinsic see invisible. Otherwise, you will become invisible for a random time period. Also, you will be stunned for 60 rounds in either case.
violet fungus	- Makes you hallucinate for 200 rounds.
werejackal	- You catch lycanthropy (i.e. become a werejackal)
wererat	- You catch lycanthropy (i.e. become a wererat)
werewolf	- You catch lycanthropy (i.e. become a werewolf)
wraith	- Gain one experience level, up to level 30
yellow light	- You become stunned for 60 rounds.

Finally, other intrinsic or effects may be conferred as follows:

Monsters which attack via stunning will cause you to hallucinate for 200 rounds if their corpse(s) are eaten.

If you eat a giant corpse, your strength will be increased.

Monsters that are acidic when eaten will stop you from turning to stone.

Gems:

Name	Prob	Wt	Value
amber	11	1	1000
amethyst	19	1	600
aquamarine	10	1	1500
blue glass	131	1	0
diamond	4	1	4000
dilithium crystal	3	1	4500
emerald	7	1	2500
fluorite	22	1	400
garnet	17	1	700
green glass	131	1	0
jade	23	1	300
jasper	21	1	500
loadstone	10	50	1
luckstone	10	1	60
opal	15	1	800
red glass	131	1	0
ruby	5	1	3500
sapphire	6	1	3000
topaz	13	1	900
turquoise	8	1	2000
violet glass	131	1	0
white glass	131	1	0
yellowish brown glass	131	1	0

Potions:

Name	Prob	Cost
blindness	45	150
booze	45	50
confusion	45	100
enlightenment	20	200
extra healing	50	100
fruit juice	70	50
gain ability	45	300
gain energy	45	150
gain level	20	300
hallucination	45	100
healing	65	100
invisibility	45	150
levitation	45	200
monster detection	45	150
object detection	45	150
paralysis	45	300
restore ability	45	100
see invisible	45	50
sickness	45	50
speed	45	200
water (clear)	125	100

Potion Quaffing Effects:

Cur = cursed potion (unless specifically mentioned, same as regular)
 Reg = regular potion quaffed
 Bls = blessed potion (unless specifically mentions, same as regular)
 Cnf = potion quaffed while confused
 Bld =potion quaffed while blind

Hal = potion quaffed while hallucinating

Blindness

Reg - You become blind for a random time period.

"A cloud of darkness falls upon you."

Hal - "Bummer! Everything is dark! Help!"

Booze

Bls - No effect.

Reg - You are confused for a random time period.

"Ooph! This tastes like liquid fire!"

Cur - Knocks you unconscious for a time.

"You pass out. You awake with a headache."

Hal - "Ooph! This tastes like furniture polish!"

Confusion

Reg - You are confused for a random time period.

"Huh, What? Where am I?"

Hal - "What a trippy feeling!"

Enlightenment

Cur - No effect.

"You have an uneasy feeling."

Reg - Know intrinsics.

"You feel self-knowledgeable..."

Bls - Know intrinsics and adds one to Int and Wis.

Extra healing

Reg - Heals you (or adds 2 points to max. if at max.), and cures blindness and sickness.

"You feel much better."

Bls - Heals you (or adds 5 pts. to max if at max), and cures blindness and sickness.

Fruit juice

Cur - "Yecch! This tastes rotten."

Reg - Gives small amount of sustenance.

"This tastes like [fruit] juice."

Hal - "Yecch! This tastes overripe."

"This tastes like 10% real [fruit] juice all-natural beverage."

Gain ability

Cur - No effect.

"Ulch! That potion tasted foul!"

Reg - Adds one to random stat.

Bls - Adds one to all stats.

Gain energy

Cur - Removes energy points.

"You feel lackluster."

Reg - Adds to max energy points.

"Magical energies coursethrough your body."

Gain level

Cur - Raises you through the ceiling to the level above.

"You rise up, through the ceiling!"

Unless you are on level one and don't have the Amulet, or are in the endgame, in which case...

"You have an uneasy feeling."

Reg - Adds one level (up to max. of level 30)

"You feel more experienced."

Bls - Takes you halfway to next level as well (or adds xp at level 30)

Hallucination

Reg - You hallucinate for a random time period.

"Oh wow! Everything looks so cosmic!"

Healing

Reg - Heals you (or adds 1 point to max. if at max.) and cures blindness.

"You begin to feel better."

Bls - Heals you and cures blindness and sickness.

Invisibility

Cur - Aggravates monsters.

"For some reason, you feel your presence is known."

Reg - Makes you invisible for a random time period.

"Gee! All of a sudden you can't see yourself."
Bls - Player's choice whether permanent or not.
Bld - "You feel rather airy."
Hal - "Far out, man! You can see right through yourself!"

Levitation
Cur - Bumps your head on the ceiling
Bls - Asks number of turns (1-300) to levitate.
Hal - "You're floating in the air!"

Monster detection
Reg - You are shown where monsters are on level.
"You sense the presence of monsters."
"You feel threatened." (if no monsters on level)
Cur - They know where you are.

Object detection
Cur - All mimics disguised as objects know where you are.
Reg - You are shown where objects are on level.
"You sense the presence of objects."
"You have a strange feeling." (if no objects on level)

Paralysis
Reg - You are paralyzed for a random time period.
"Your feet are frozen to the floor!"
"You are motionlessly suspended." (if levitating)

Restore ability
Cur - No effect.
"Ulch! This makes you feel mediocre!"
Reg - One stat restored.
"Wow! This stuff makes you feel good!"
Bls - All stats restored.
"Wow! This stuff makes you feel great!"

See invisible
Cur - "Yecch! This tastes rotten."
Reg - Cures blindness, see invisible for a random time.
"This tastes like [fruit] juice."
Bls - Intrinsic see invisible.
Hal - "Yecch! This tastes overripe."
"This tastes like 10% real [fruit] juice all-natural beverage."

Sickness
Reg - Stats lost, sickness, and lose hp.
"Yech! This stuff tastes like poison."
If poison resistant, or a healer, lessened effects.
"But in fact it was biologically contaminated [fruit] juice."
"Fortunately, you have been immunized."
Bls - Does 1 hp damage to you.
"But in fact it was mildly stale [fruit] juice."
Hal - Stops hallucination.
"You are shocked back to your senses."

Speed
Reg - Heals wounded legs and doubles movement rate temporarily.
"You are suddenly moving much faster."
"Your legs gain new energy." (if already fast)

Water
Cur - Unholy water. Will curse items #d)ipped in it.
"You feel full of dread."
If undead, demon, or chaotic you gain 2-12 hp:
"You feel quite proud of yourself."
If lawful, you lose 2-12 hp:
"This burns like acid!"
Reg - Reduces hunger. Will erase scrolls if #d)ipped in it.
"This tastes like water."
"This tastes like impure water."
Bls - Holy water. Cures sickness. Will bless items #d)ipped in it.
"You feel full of awe."

Potion Throwing Effects:

All = monster hit with a cursed, regular, or blessed potion
Cur = monster hit with a cursed potion
Reg = monster hit with a regular potion
Bls = monster hit with a blessed potion
Bld = monster hit with a potion thrown while blind

Blindness

All - The monster hit becomes temporarily blinded.

Booze

All - The monster hit becomes confused.

Confusion

All - The monster hit becomes confused.

Extra healing

All - The monster hit is healed up to maximum hit points.

"The [monster name] looks sound and hale again."

Bld - No message.

Gain ability

All - The monster hit is healed up to maximum hit points.

"The [monster name] looks sound and hale again."

Bld - No message.

Healing

All - The monster hit is healed up to maximum hit points.

"The [monster name] looks sound and hale again."

Bld - No message.

Invisibility

All - The monster hit becomes invisible.

Paralysis

All - The monster hit becomes paralyzed for 1-25 turns.

Restore ability

All - The monster hit is healed up to maximum hit points.

"The [monster name] looks sound and hale again."

Bld - No message.

Sickness

All - Hit points and maximum hit points of monster hit are halved.

"The [monster name] looks rather ill."

Bld - No message.

Speed

All - Slow monsters hit become normal, while normal monsters become fast.

Water

Cur - Adds 2-12 hit points to undead or demons when hit.

"The [monster name] looks healthier."

Reg - No effect. In a future version will cause gremlins to multiply.

Bls - Does 2-12 hit points of damage to undead or demons when hit.

Potion Vapor Effects:

All = cursed, regular, or blessed potion vapor inhaled

Cur = cursed potion vapor inhaled

Reg = regular potion vapor inhaled

Bls = blessed potion vapor inhaled

Bld = potion vapor inhaled while blind

Blindness

All - Blinds you for 1-5 turns.

"It suddenly gets dark."

Booze

All - Causes you to be confused for 1-5 turns.

"You feel somewhat dizzy"

Confusion

All - Causes you to be confused for 1-5 turns.

"You feel somewhat dizzy"

Extra healing

All - Increases current hit points by one if under maximum.

Gain ability

Cur - No effect.

"Ulch! That potion smells terrible!"

Reg - Increases a random stat by one if that stat is under maximum.

Bls - Increases each stat by one if that stat is under maximum.

Hallucination

All - No effect.

"You have a vision for a moment."

Healing

All - Increases current hit points by one if under maximum.

Invisibility

All - No effect.

"For an instant you could see through yourself!"

Paralysis

All - Paralyzes you for 1-5 turns.

"Something seems to be holding you."

Restore ability

Cur - No effect.

"Ulch! That potion smells terrible!"

Reg - Increases a random stat by one if that stat is under maximum.

Bls - Increases each stat by one if that stat is under maximum.

Sickness

All - Decreases current hit points to 1 if current hit points are under 5.

Otherwise, decreases current hit points by 5.

Speed

All - Speeds you up for 1-5 turns.

"Your knees seem more flexible now."

Identifying Potions:

There are several ways of identifying potions, mostly based upon the messages listed above. If you quaff a potion, you should be able to tell what it was from the info in the quaffing section. Throwing a potion at a monster will often tell you what it was from the effects on that monster (especially if you have a stethoscope to examine it with). Finally, potions can often be identified by breaking them and observing the vapor effect. Set the potion down and kick it until it smashes. Then pay close attention to what happens. Oh, and remember - when that red dragon breathes fire at you and your potion boils and explodes, all is not lost. You still get the vapor effect, so you can figure out what the next one like that will do.

Rings:

Name	Cost
adornment	100
aggravate monster	150
cold resistance	150
conflict	300
fire resistance	200
gain strength	150
hunger	100
increase damage	150
invisibility	150
levitation	200
poison resistance	150
polymorph	300
polymorph control	300
protection	100
protection from shape changers	100
regeneration	200
searching	200
seeinvisible	150

shock resistance	150
stealth	100
teleport control	300
teleportation	200
warning	100

Ring Effects:

Note that all rings except +0 rings increase your food consumptions to varying degrees.

- Adornment - Will raise your charisma by the bonus on the ring.
- Cold resistance - You become invulnerable to cold, including backblasts from the wand and freezing spheres.
- Conflict - Causes monsters to attack each other instead of you if they are next to each other.
- Fire resistance - You become invulnerable to fire, including backblasts from the wand and (red) dragon's breath.
- Gain strength - Increments (or decrements if cursed) your strength by the appropriate amount.
- Increase damage - Increases the damage you do to monsters when hitting them.
- Poison resistance - You are invulnerable to poison (including poisonous corpses, but not rotted ones, and all poison stings, bites, and potions).
- Polymorph - Will occasionally cause you to randomly polymorph into another creature.
- Polymorph control - Allows you to choose what monster you turn into if you get polymorphed.
- Protection - Increases your armor class and (probably) your saving throws by the appropriate amount. (Or decreases if cursed.)
- Protection from shape changers - Forces chameleons and other shape changers to take on their true form.
- Regeneration - Replenishes HP at about 1 a move, but increases food consumption a lot.
- Searching - Will automatically look for hidden traps/doors.
- Shock resistance - Lightning/other electrical resistance.
- Stealth - Monsters don't wake up when you enter a room.
- Teleportation - Teleports you randomly around every once in a while.
- Teleport control - Gives you control of teleport destination, no matter what does the teleporting. If you try to teleport into a wall or monster, you get a random teleport.
- Warning - Will glow different colors when different monsters are near.

Identifying Rings:

To figure out what a ring is, again start by figuring out if the ring is cursed or not. If the ring is cursed, don't throw it away! It's a prime candidate for identification through the first method: chuck it down a sink, and see what happens. See the SINK EFFECTS section for more information about what happens when various ring types are thrown down a sink. If the ring isn't cursed, it probably is somewhat beneficial. Try it on. If something happens immediately, you'll know what it is (levitation, for example). Some rings can only be identified after being worn for a while - for example, a ring of polymorph will only polymorph you every once in a while, and a ring of teleport also only works now and then. Other rings can only be guessed at -for instance, if you suddenly can find secret doors easier than you have been, it might be a ring of searching. If you suddenly are killing monsters more easily, it might be a ring of increase damage.

Scrolls:

Name	Prob	Cost
amnesia	35	200
blank paper	28	60
charging	15	300
confuse monster	53	100
create monster	45	200
destroy armor	45	100
enchant armor	63	80
enchant weapon	85	60
fire	48	100
food detection	25	100
genocide	15	300
gold detection	33	100
identify	185	20
light	95	50
magic mapping	45	100
punishment	15	300
remove curse	65	80
scare monster	35	100
taming	15	200
teleportation	55	100

Scroll Effects:

Cur = cursed scroll (unless specifically mentioned, same as regular)
 Reg = regular (uncursed) scroll
 Bls = blessed scroll (unless specifically mentioned, same as regular)
 Bld = messages given while blind
 Hal = messages given while hallucinating

Amnesia

Cur - Complete loss of map and spells.
 Reg - Partial loss of map and spells.
 "Thinking of Maud you forget everything else."
 "Who was that Maud person anyway?"
 "As your mind turns inward on itself, you forget everything else." (if
 your character's name is Maud)
 Bls - Partial loss of map, no loss of spells.
 Hal - "Your mind releases itself from mundane concerns."

Blank paper

Reg - No effect.
 "This scroll seems to be blank."

Charging

Reg - Charges item to original charges (can charge magic lamps)
 Bls - Charges item to maximum charges (can charge magic lamps)

Confuse monster (effects are cumulative)

Cur - You become confused for 1 to 100 turns.
 "You feel confused."
 Reg - The next monster you hit will become confused.
 "Your hands begin to glow red."
 Bls - Next 2-9 monsters hit will become confused.
 "Your hands glow a brilliant red."
 Bld - "Your hands begin to tingle."
 "Your hands tingle very sharply."

Create monster

Cur - Creates 13 to 17 random monsters.
 Reg - Creates 1 to 5 random monsters.

Destroy armor

Cur - Same as regular, unless outermost armor is also cursed, in which
 case you are stunned for 11-20 rounds.
 "Your [armor name] vibrates."
 Reg - Outermost armor you are wearing is destroyed.

"Your shield crumbles and turns to dust."
"Your helmet turns to dust and is blown away."
"Your gloves vanish."
"Your boots disintegrate."
"Your skin itches." (if no armor is being worn)

Enchant armor

Cur - Takes 1 point off bonus and curses random armor you are wearing.
"Your [armor name] glows black for a moment."
Reg - Adds +1 to bonus and uncurses random armor you are wearing.
"Your [armor name] glows silver for a moment."
"Your skin glows then fades." (if no armor is being worn)
"Your [armor name] glows violently silver for a while, then evaporates." (if enchantment fails)
Bls - Adds +1-3 to bonus and blesses random armor you are wearing.
"Your [armor name] glows silver for a moment/while."
Bld - "Your [armor name] feels warm for a moment."
"Your skin feels warm for a moment." (if no armor is being worn)
"Your [armor name] violently vibrates for a while, then evaporates." (if enchantment fails)

Enchant weapon**

Cur - Takes 1 point off bonus of weapon you are wielding.
"Your [weapon name] glows black for a moment."
Reg - Adds +1 to bonus and uncurses weapon you are wielding.
"Your [weapon name] glows blue for a moment."
Bls - Adds +3 to bonus and blesses weapon you are wielding.
"Your [weapon name] glows blue for a while."

Fire

Cur - You lose 1 to 9 hit points and maximum hit points. Monsters within three squares take similar damage.
Reg - You lose 1 to 6 hit points and maximum hit points. Monsters within three squares take similar damage.
"The scroll erupts in a tower of flame!"
"You are uninjured." (if fire resistant)
Bls - You lose 1 to 3 hit points and maximum hit points. Monsters within three squares take similar damage.
This scroll is dangerous! It will burn scrolls and explode potions.

Food detection

Reg - Detects all food on the level.

Genocide

Cur - Surrounds you with monster you tried to genocide.
Reg - Allows you to genocide one monster type (ex. 'rothe').
Bls - Allows you to genocide one monster class (ex. 'q' for quadruped).

Gold detection

Cur - As normal, but "gold" detected are actually traps.
Reg - Detects all gold on level.

Identify

Cur - Identifies 1 item.
Reg - Identifies 1 or more items (hit 'a' instead of 'y').
Bls - Identifies 1 or more items (better chance).

Light

Cur - Darkens room you are in.
Reg - Lights up room you are in.

Magic mapping

Cur - Partial map of the level is drawn.
"Unfortunately, it is of a very poor quality."
Reg - Map of the level is drawn.
"On this scroll is a map."

Mail

Reg - No effect.
"This seems to be junk mail addressed to the finder of the Eye of Larn." (The game of Larn sends you junk mail if you win...)

Punishment

Cur - Creates a very heavy iron ball and chains it to you.
Reg - Creates a heavy iron ball and chains it to you, or if you are already being punished, your current iron ball becomes very heavy.

"You are being punished."

Bls - No effect.

"You feel guilty."

Remove curse

Reg - Removes curses on worn items and will unlock iron balls.

"You feel like someone is helping you."

Bls - Removes curses on all items and will unlock iron balls.

Hal - "You feel in touch with the Universal Oneness."

Scare monster

Cur - Aggravates monsters when read.

"You hear a sad wailing in the distance."

"You hear a sad wailing close by."

Reg - Should be dropped and stood upon. When read, monsters will flee for a short period of time.

"You hear maniacal laughter in the distance."

"You hear maniacal laughter close by."

Taming

Cur - Causes every monster within one square of you to become non-peaceful

Reg - Tames every monster within one square of you, and will calm down angry shopkeepers within one square of you.

Teleportation

Cur - Teleports you randomly to a different level.

Reg - Teleports you randomly on the level.

Bls - Randomly teleports you on the level if you want to.

* Determining your chances for successfully enchanting armor is fairly simple. Your chance for succeeding (and not causing the item to disintegrate due to over enchantment) is totally dependent upon the current bonus of the item. If the current bonus is three or less (five or less for elven mithril coats), you will always succeed. Otherwise, you have one chance out of whatever the current bonus of the item is. In other words, if the bonus is +4, you have a 1/4 or 25% chance of being successful. If the bonus is +8, you have a 1/8 or 12.5% chance of being successful. Thus, it is theoretically possible to enchant armor up to +maxint, but the laws of probability would not favor it!

** Chances for successfully enchanting weapons are far easier. Basically, you will always succeed if the weapon is at +5 or less. Once you're over that, you have a 2/3 chance of being successful each time, regardless of the bonus.

Confused Scroll Effects:

All = cursed, regular, or blessed scroll

Cur = cursed scroll (unless mentioned, same as non-confused)

Reg = regular (uncursed) scroll (unless mentioned, same as non-confused)

Bls = blessed scroll (unless mentioned, same as non-confused)

Bld = messages given while blind

Hal = messages given while hallucinating

Amnesia

Reg - Complete loss of map and spells.

Bls - Complete loss of map, no loss of spells.

Blank paper

All - No effect.

"You try to read the strange patterns on this scroll, but it disappears."

Charging

All - Puts energy points at max, or at 5-20 points above max if already at max (doesn't up the maximum, though).

"You feel charged up."

Confuse monster

Reg - You become confused for 1 to 100 turns.

"Your hands begin to glow purple."

Bls - You become unconfused if confused.
"A red glow surrounds your head."
Bld - "Your hands begin to tingle."
"A faint buzz surrounds your head."
Create monster
All - Creates 13 to 17 acid blobs.
Destroy armor
All - Picks a random armor you are wearing, and removes any rustproofing.
"Your [armor name] glows purple."
"Your bones itch." (if no armor is being worn)
Enchant armor
Cur - No effect.
"Your [armor name] is covered by a mottled black glow."
Reg - Rustproofs random armor you are wearing.
"Your [armor name] is covered by a shimmering gold shield."
"Your [shield name] is covered by a shimmering gold layer."
Bld - "Your [armor name] feels warm for a moment."
Enchant weapon
Cur - Removes rust proofing on the weapon you are wielding.
"Your [weapon name] is covered by a mottled purple glow."
Reg - Rustproofs weapon you are wielding.
"Your [weapon name] is covered by a shimmering gold shield."
Bld - "Your weapon feels warm for a moment."
Fire
All - Does one hit point of damage (unless fire resistant).
"The scroll catches fire and you burn your hands."
"Oh, look, what a pretty fire in your hands." (if fire resistant)
Bld - "You feel [sic] a pleasant warmth in your hands." (if fire resistant)
Genocide
Cur - Surrounds you with whatever you are (i.e. wizards).
Reg - You genocide whatever you are.
Gold detection
All - As normal, but "gold" detected are actually traps.
Identify
All - No effect.
"You identify the scroll as an identify scroll."
Light
All - Darkens room you are in.
Magic mapping
All - Creates an incorrect map of the level.
"On this scroll was a map."
Punishment
All - No effect.
"You feel guilty."
Remove curse
All - Will unlock iron balls.
"You feel like you need some help."
Hal - "You feel the power of the Force against you!"
Scare monster
All - Aggravates monsters when read.
"You hear a sad wailing in the distance."
"You hear a sad wailing close by."
Taming
Cur - Causes every monster within five squares of you to become non-peaceful.
Reg - Tames every monster within five squares of you, and will calm down angry shopkeepers within five squares of you.
Teleportation
All - Teleports you to a different level.

Identifying Scrolls:

Unfortunately, there aren't any easy ways to figure out what a scroll is.

Short of using and identify scroll (or equivalent) or actually reading it, you can't tell what a scroll is.

 Spellbooks:

Name	Prob	Time	Lvl	Direct
cancellation	12	8	7	Y
cause fear	25	3	3	N
charm monster	20	3	3	Y
clairvoyance	15	3	3	N
cone of cold	10	8	5	RAY
confuse monster	37	2	2	Y
create familiar	10	7	6	N
create monster	37	3	2	N
cure blindness	27	2	2	Y
cure sickness	32	3	3	N
detect food	37	3	2	N
detect monsters	45	1	1	N
detect treasure	25	5	4	N
detect unseen	25	4	3	N
dig	22	6	5	RAY
extra healing	32	5	3	N
finger of death	5	10	7	RAY
fireball	20	6	4	RAY
force bolt	40	2	1	Y
genocide	5	10	7	N
haste self	33	4	3	N
healing	40	2	1	N
identify	25	8	5	N
invisibility	32	5	4	N
knock	40	1	1	Y
levitation	25	4	4	N
light	45	1	1	N
magic mapping	18	7	5	N
magic missile	45	3	2	RAY
polymorph	12	8	6	Y
remove curse	25	5	5	N
restore ability	25	5	4	N
sleep	50	1	1	RAY
slow monster	37	2	2	Y
teleport away	15	6	6	Y
turn undead	17	8	6	Y
wizard lock	35	3	2	Y

 Tools:

Name	Desc	Prob	Wt	Cost
bag of holding	bag	20	3	100
bag of tricks	bag	20	3	100
blindfold		55	2	20
bugle		6	3	15
chest		35	40	20
credit card		5	1	10
crystal ball		35	15	60
drum		4	4	25
drum of earthquake	drum	2	4	25
expensive camera		5	3	200
figurine		35	5	80
fire horn	horn	2	4	15
flute		6	3	12

frost horn	horn	2	4	15	
harp		4	10	50	
horn		5	4	15	
ice box		5	40	30	
key		100	1	10	
lamp		105	10	50	
large box		40	40	20	
leash		70	3	20	
lock pick		55	2	20	
magic flute	flute	2	3	12	
magic harp	harp	2	10	50	
magic lamp	lamp	20	10	50	
magic marker		15	1	50	
magic whistle	whistle	50	2	10	
mirror		50	3	40	
pick-axe		20	10	50	
sack	bag	40	3	20	
skeleton key	key	60	1	10	
stethoscope		15	2	75	
tinning kit		15	10	30	
tin opener		25	1	30	
whistle		120	2	10	

Tool Effects:

Bag of holding - will hold many items, only adding part of their weight to your total pack weight. Blessing and cursing of bags of holding does not currently work correctly. Also, do not put a bag of holding, a bag of tricks, or a wand of cancellation into a bag of holding. Both items and contents will blow up.

Bag of tricks - will allow you to create a monster whenever you activate it.

Blindfold - makes you blind. Useful when you have telepathy.

Bugle - will awaken soldiers on level. Useful for getting into castle.

Chest - holds things, but is very heavy.

Credit card - can be used to open locked doors.

Crystal ball - can be used to detect things on level.

Drum - awakens monsters; may scare them away.

Drum of earthquake - will initiate an earthquake whose intensity depends on player level. That is, it creates random pits.

Expensive camera - can be flashed at monsters to blind them. Can also blind self (useful if you don't have a blindfold).

Figurine - when activated will provide a tame pet of the same type as the figurine.

Fire horn - when played will act as a wand of fire; a ray of flame shoots out in desired direction.

Flute - may calm snakes if player has enough dexterity. Can also be used to get into the castle.

Frost horn - when played will act as a wand of cold; a ray of cold shoots out in desired direction.

Harp - may calm nymph if player has enough dexterity. Can also be used to

Horn - will awaken monsters; range depends on player level. May also scare monsters.

Ice box - will prevent monster corpses from spoiling if they are promptly placed within the ice box.

Key - differently shaped keys will open differently shaped locks.

Lamp - will light up a room when activated.

Large box - holds things, but is very heavy.

Leash - will keep your pet with you, even if you fall through a trapdoor, teleport, etc. However, your pet tends to get in your way more.

Lock pick - used to open locked doors and chests.

Magic flute - may put monsters to sleep; area of effect depends on player level.

Magicharp - charms monsters; area of effect depends on player level.

Magic lamp - if rubbed, a djinni will appear. Djinnis from blessed lamps will always give wishes; from normal lamps may give a wish (random); from cursed lamps they will never give a wish. May be recharged once with a blessed scroll of charging.
 Magic marker - useful for writing graffiti on dungeon floors. Also can be used to write spells on blank scrolls.
 Magic whistle - will teleport all of your pets on the level to the same room as you.
 Mirror - can scare some monsters. Also useful for reflecting gaze attacks. Can be used in conjunction with blindfold to determine relative position of medusa or Wizard of Yendor.
 Pick-axe - can be used to dig through walls. Also useful as a weapon.
 Sack - will hold items, freeing inventory space.
 Skeleton key - will open any locked door or chest.
 Stethoscope - will tell you stats on creature applied to (HP, level, AC, gold, etc.).
 Tinning kit - allows you to tin monster corpses to take with you. Heavy.
 Tin opener - allows you to open tins easier.
 Whistle - when blown, your pets will start heading in your direction. Other monsters may do likewise, though.

Identifying Tools:

Once again, make sure that the item is not cursed before playing around with it. Most tools are fairly obvious as to their function. For instance, a blindfold is always a blindfold, with no other magical properties. Certain items (horns, for instance) will have more than one type that appear the same though. Here's how you can figure out what they are:

Bags - first of all, drop the bag on the ground and #loot it. If you feel something furry, it's a bag of tricks. Otherwise, load up until you can't carry anything more. Then dump some stuff into the bag (by applying it). If you can then pick up more, it's a bag of holding.

Drums - activate the drum. If it's a drum of earthquake, you'll know it immediately from the pits opening up around you.

Flutes - try playing the flute when you have several monsters around you. If they go to sleep, it's a magical flute.

Harps - try playing the harp when you have several monsters around you. If they become charmed (tame), you have a magic harp.

Horns - activate the horn, tell it to improvise, and give it a direction (if it asks). You'll immediately notice the effect if it's magical.

Keys - try a key on various locks. If it appears to open all of them, it's probably a skeleton key. (Note, however, that a credit card works just as well, and is lighter.)

Lamps - try activating the lamp. If it has no oil, it's a magic lamp.

Whistles - try blowing it. If it produces a high whistle, it's normal. A wierd whistling will be a magic whistle.

Wands:

Name	Prob	Cost	Direct.
cancellation	45	200	Y
create monster	45	200	N
cold	40	175	RAY
death	5	500	RAY

digging	55	150	RAY	
fire	40	175	RAY	
light	95	100	N	
lightning	40	175	RAY	
locking	40	150	Y	
magic missile	50	150	RAY	
make invisible	45	150	Y	
nothing	25	100	Y	
opening	40	150	Y	
polymorph	45	200	Y	
probing	30	150	Y	
secret door detection	50	150	N	
sleep	50	175	RAY	
slow monster	55	150	Y	
speed monster	55	150	Y	
striking	75	150	Y	
teleportation	45	200	Y	
undead turning	55	150	Y	
wishing	5	500	N	

Wand Effects:

Reg = regular use of wand

Eng = when used to engrave

Cur = nothing different, but makes chance for explosion slightly higher.

Cancellation

Reg - Destroys magical abilities of the monster(s) or item(s) aimed at.

demons- cancels ability to summon other demons

leprechauns - cancels teleport ability

nymphs- cancels magical allure

wraiths - cancels level drain

Cold

Reg - Does heavy damage along a line. Will also freeze over pools of water or sections of the moat on the castle level.

Eng - "A few ice cubes drop off your wand."

Create monster

Reg - Creates a monster right next to you.

Eng - Creates a monster right next to you.

Death

Reg - If it hits, it kills all living things automatically.

Eng - "The bugs on the ground stop moving."

Digging

Reg - Produces new corridor sections. Can be used to dig out of creatures that engulf you.

Eng - Identifies the wand.

"Gravel flies up from the floor."

Fire

Reg - Does heavy damage to all creatures along line. Will also evaporate pools of water or sections of the moat on the castle level.

Eng - Identifies the wand.

"Flames fly from the wand."

Light

Eng - Lights up the room.

Reg - Will light up a dark room.

Lightning

Reg - Again, heavy damage in a line, may blind you if you get hit.

Eng - Identifies the wand, and blinds you.

"Lightning arcs from the wand. You are blinded by the flash."

Magic missile

Reg - Lower damage along a line, but still effective.

Eng - "The ground is riddled by bullet holes."

Make invisible

Reg - Makes monsters permanently invisible.

Eng - The engraving vanishes.

Polymorph

Reg - Will polymorph monster or item(s) aimed at into something else.

Probing

Reg - Gives stats (hp, hp max., gold) on the monster aimed at.

Secret door detection

Reg - Discovers all secret doors in room, or in sight if in a corridor.

Will also detect hidden monsters in the room (i.e. mimics).

Sleep

Reg - Causes monsters to go to sleep. (Some monsters get saving throw.)

Eng - "The bugs on the ground stop moving."

Slow monster

Reg - Monster aimed at moves at half normal speed.

Eng - "The bugs on the ground slow down."

Speed monster

Reg - Monster aimed at moves at twice normal speed.

Eng - "The bugs on the ground speed up."

Striking

Reg - Hits the first monster in the direction you aim it. A wand of striking may also be used to destroy boulders, statues, or the drawbridge on the castle level.

Eng - "The wand unsuccessfully fights your attempt to write."

Teleport away

Reg - Monster (or item) aimed at is teleported elsewhere on level.

Undead turning

Reg - Causes undead creatures (zombies, skeletons, etc.) to run away.

Raises corpses from the dead.

Note: Many of these wands can be useful to zap yourself with (i.e. make invisible, speed monster).

Identifying Wands:

When identifying a wand, I generally start by engraving anything (usually I use 'xxxxx') on a spot with my fingers (use the '-' key when asked what to engrave with). Next, I try to engrave with the wand. The reason that I engrave something else first is simple: a wand of polymorph will change the writing to something else, thus identifying it. Also, a wand of cancellation or make invisible will make any writing already on the spot disappear. A wand of teleport will teleport the writing to another spot on the level. Barring these four wand types, many wands will be either be immediately identified upon trying to engrave (for instance, a wand of light will light up the room or a wand wishing will give you a wish), and failing that, you can often figure out what the wand is based upon the message that you're given (see WAND EFFECTS above for effects that occur when engraving).

If engraving doesn't identify the wand, find a handy monster to zap the wand at (not your pet - they're not invincible). Make sure you're standing on a diagonal from the monster, so the wand won't bounce back at you. Now, zap the wand and see what happens. You'll often be able to immediately figure out what happened. (A brief note here: be careful not to mistake make

invisible for teleport - just because the monster disappears doesn't mean it's not still there!)

If you still can't figure out what it is, try zapping it when you're near where you think a secret door is (to check for secret door detection) if it's non-directional, or zap it at a doorway (to check for opening or locking) if it's directional.

Failing all of these tests usually means it's a wand of nothing.

Weapons:

For information about how to compute hit probabilities and possible damage for each listed weapon, see the two sections on HIT PROBABILITY and DAMAGE.

Name	Description	Prob	Wt	Cost	Damage vs.	
					Small	Large
aklys	thonged club	8	3	4	1-06	1-03
arrow		37	0	2	1-06	1-06
athame		0	2	4	1-04	1-03
axe		50	3	8	1-06	1-04
bardiche	long poleaxe	8	3	7	2-08	3-12
bec de corbin	beaked polearm	8	3	8	1-08	1-06
bill-guisarme	hooked polearm	8	3	7	2-08	1-10
boomerang		15	3	20	1-09	1-09
bow		24	3	120	1-30	1-06
bullwhip		5	2	4	1-02	1-01
broadsword	wide sword	8	4	10	2-08	2-07
club		10	3	4	1-06	1-03
crossbow		45	3	40	1-35	1-06
crossbow bolt		60	0	2	2-05	2-07
crysknife		0	3	100	1-10	1-10
dagger		25	2	4	1-04	1-03
dart		60	0	2	1-03	1-02
dwarvish mattock	huge shiny sword	15	6	50	1-12	3-20
dwarvish short sword	short shiny sword	2	3	10	1-07	1-08
dwarvish spear	shiny spear	12	3	5	1-08	1-08
elven arrow	runed arrow	10	0	2	1-07	1-06
elven bow	runed bow	12	3	120	1-35	1-06
elven broadsword	wide runed sword	4	4	10	2-10	2-07
elven dagger	large runed knife	8	2	4	1-05	1-03
elven short sword	short runed sword	2	3	10	1-08	1-08
elven spear	runed spear	10	3	5	1-07	1-08
fauchard	pole sickle	11	3	5	1-06	1-08
flail		40	3	4	2-07	2-08
glaive	single-edged polearm	15	3	6	1-06	1-10
guisarme	pruning hook	11	3	5	1-04	1-08
halberd	angled poleaxe	16	3	10	1-10	2-12
javelin	throwing spear	10	3	5	1-06	1-06
katana	samurai sword	6	4	100	1-10	1-12
knife		25	2	4	1-03	1-03
lance		8	4	10	1-06	1-08
long sword		60	4	15	1-08	1-12
lucern hammer	pronged polearm	10	3	7	2-08	1-06
mace		40	4	8	2-07	1-06
morning star		12	4	10	2-08	2-07
orcish arrow	black arrow	11	0	2	1-05	1-06
orcish bow	black bow	12	3	120	1-25	1-06
orcish dagger	large black knife	10	2	4	1-03	1-03
orcish short sword	short black sword	3	3	10	1-05	1-08
orcish spear	black spear	13	3	5	1-05	1-08
partisan	vulgar polearm	10	3	10	1-06	2-07
quarterstaff	staff	10	3	8	1-06	1-06
ranseur	hilted polearm	10	3	6	2-08	2-08
rubber hose		0	2	4	1-06	1-03
scalpel		0	1	4	1-04	1-03
scimitar	curved sword	6	4	15	1-08	1-08
spear		55	3	5	1-06	1-08
short sword		6	3	10	1-06	1-08
shuriken	throwing star	30	0	5	1-08	1-06
silver arrow		8	0	2	1-06	1-06
sling		40	2	20	1-04	1-06
spetum	forked polearm	10	3	5	2-07	2-12
trident		8	4	15	2-07	3-12

two-handed sword		40	5	50	1-12	3-18	
voulge	pole cleaver	8	3	5	2-08	2-08	
war hammer		15	3	5	2-05	1-04	
worm tooth		0	3	2	1-02	1-02	

Artifacts:

Artifacts, also known as named weapons, are the most powerful weapons in the game. They can be wished for, granted by your god, and some of them can a longsword in a fountain (see FOUNTAIN EFFECTS), and Sting or Orcrist can be obtained by naming the appropriate weapons. Polymorphing a regular weapon into an artifact is no longer possible.

Artifacts may also have special features. These special features are explained below. Finally, all artifacts have an alignment. This affects your chances of getting a given weapon from your deity (i.e. a lawful god will not bestow a neutral weapon).

Certain weapons will have a monster listed under the what column. If so, the artifact's bonuses are only gained against that type of monster. Against other creatures the artifact fights as a regular weapon of its type.

For more information on how to compute hit probabilities, how much damage an artifact does, and what the relative hit and damage bonuses are, see the sections on HIT PROBABILITY and DAMAGE.

Name	Weapon type				Special	What	Al
Cleaver	Axe 3	1	2				C
Demonbane	Long sword	5	x2			demons	L
Dragonbane	Broadsword	5	x2			dragon	N
Excalibur	Long sword	5	10		seek, def., search		L
Fire brand	Long sword	5	x2		defend, fire		N
Frost brand	Long sword	5	x2		defend, cold		N
Giantslayer	Long sword	5	x2			giants	N
Grimtooth	Orcish dagger	2	6				C
Mjollnir	War hammer	5	24		shock		L
Ogresmasher	War hammer	5	x2			ogres	L
Orcrist	Two handed sword	5	x2			orcs	L
Snickersnee	Katana	0	8				L
Sunsword	Long sword	5	x2			undead	L
Sting	Elven dagger	5	x2		warn	orcs	L
Stormbringer	Broadsword	5	2		defend, drain lvl		C
Trollsbane	Morning star	5	x2			trolls	L
Werebane	Long sword	5	x2			weres	L

These are the special abilities:

cold - The extra damage done is cold damage, and as a result will not affect cold resistant creatures.

defend - This will defend you against whatever special attack type the artifact has. Excalibur and Stormbringer defend against level draining attacks (even though Excalibur can't drain levels itself), Frost brand defends against cold based attacks (i.e. gives cold resistance), and Fire brand defends against fire based attacks (i.e. gives fire resistance).

drain level - This will drain a level from the creature attacking, effectively making it less powerful as well as removing eight hp from it.

fire - The extra damage done is fire damage, and as a result will not affect

fire resistant creatures.

search - Will aid you in searching, much as a ring of searching.

seek - This should (eventually) "aid you in seeking objects." Currently, this ability is unimplemented.

shock - The extra damage done is electrical damage, and as a result will not affect shock resistant creatures.

warn - Will warn you when more monsters more powerful than you are around, much as a ring of warning.

Also, note that Excalibur, if gained via dipping in a fountain or via becoming the Hand of Elbereth, will be rust proof. Stormbringer, if gained via becoming the Hand of Elbereth will also be rust proof. Stormbringer and Excalibur, if gained via other means (including wishing), as well as all other named weapons, are not rust proof unless they are rust proofed by a player character (i.e. you rust proof it yourself or find it on a bones level, and the previous owner had rust proofed it).

have the same number of charges after it's polymorphed, a sword will still have the same blessing/curse after being polymorphed, and will still be plus or minus whatever it was before. Thus, it's a good plan to remove all the curses on items (along with any minuses on weapons) before polypiling. This can be accomplished by zapping a wand of cancellation at the item(s). Just be careful, though, because this will also remove blessings and bonuses that the weapon might have, which you might want to keep.

The final rule to remember is that certain "polypile abuses" which used to be quite common no longer work. You can no longer polymorph a wand into a wand of wishing, and you can no longer polymorph a tool into a magic lamp. Thus, you can't gain (basically) infinite wishes. Also, it is no longer possible to gain named weapons (artifacts) via polypiling.

Oh, one of the nice things to remember about poly-piling is that corpses will always be turned into a regular type of food, that is not spoiled. So, if you kill off a large room full of monsters, pile up the corpses and zap them all with the wand of polymorph. You'll end up with a pile of food rations, melons, candy bars, slime molds, and the like, which won't spoil, unlike the corpses. This can also be a handy trick to get tins of spinach.

Scenario 3: Another classical form of nethack abuse is known as the "Troll Dance of Death." It is named this because of the fact that trolls have the uncanny ability to come back from the dead if the corpse is not disposed of. However, no matter how many times a troll dies, you always get experience points for killing him, and there's always a chance that he'll be carrying something when he dies, even if he wasn't the last time you killed him.

Thus, once you have a fairly powerful character, if you want to gain experience points and possibility quite a few good items, find a troll and engage him in the dance of death. Kill him, then pick up anything good you might find on the corpse. Wait for a bit (whilst regaining hit points) until he raises from the dead, and then kill him again. You can keep this up basically indefinitely, and the only precautions you might want to take are to prevent other creatures from entering the room where you're having fun. This can be easily accomplished by engraving Elbereth in the doorways. Have fun!

Expected In Version 3.1:

Many people have wondered about the fabled version 3.1 of Nethack. This new version has been in the works by the nethack "Dev Team" for a period of more than a year now, and it is still hush-hush, with no release date(s) given or projected. We have, however, managed to glean a few pieces of information about version 3.1 of nethack, and have included them here for you.

STOP DROOLING!

All right then... On to the details:

Messages will be more verbose when you are using artifacts. For instance, Stormbringer currently tells you "The black blade drains life from the (insert poor hapless creature's name here)." Fire brand, for instance, might say "The fiery blade burns the (monster)," or, if the monster was immune, "The (monster) seems not to be affected by the flame of your blade."

The bug that has been running around for quite some time now which allows bags of holding to hold basically limitless quantities of stuff (by playing with the blessed/cursed status of the bag) will be fixed. Thus, some of the scores that were being obtained by dilithium crystaldiving will be much more difficult to get, because the amount of dilithium you can carry out of the dungeon will be severely limited.

The entire vision and display system of nethack has been re-written. Among

other things, this will fix the annoying problem of teleported stuff not showing up on your screen or creating blank spots randomly scattered around the screen. Question: Will this mean that nethack will now have an improved line of sight algorithm, similar to the one currently being used in Moria?

New ranged effects have been added. This will allow, for instance, fireballs to go until they hit a monster and then explode in a radius around that monster, instead of just going in a line like they currently do. It is also rumored that various other cloud type effects will be included.

There will supposedly be several new special levels and/or rooms, although no details as to what exactly these will be are available. Also, nethack's level handling capabilities have been re-written so that it will now be very easy for the Dev Team (and others!) to add in new special levels or new special rooms.

It is rumored that some "Nethack Abuses" have been made impossible. Specifically, paralyzing the Wizard of Yendor and taking advantage of kicking sinks have supposedly been fixed or limited.