

A rudimentary infomration can be found in **slots.IDS**.  
It can be watched with the help of [Near Infinity](#).

The numbers are used in **itemtype.2DA**(last column).

Further sources:  
\* [https://gibberlings3.github.io/iesdp/file\\_formats/ie\\_formats/itm\\_v1.htm#Header\\_ItemType](https://gibberlings3.github.io/iesdp/file_formats/ie_formats/itm_v1.htm#Header_ItemType)  
\* <https://gibberlings3.github.io/iesdp/files/ids/bgee/slots.htm>

<i>ID</i>	<i>Slot-Name</i>	<i>Description</i>
0	SLOT_AMULET	Self-explanatory
1	SLOT_ARMOR	Self-explanatory
2	SLOT_BELT	Self-explanatory
3	SLOT_BOOTS	Self-explanatory
4	SLOT_CLOAK	Self-explanatory
5	SLOT_GAUNTLETS	Self-explanatory
6	SLOT_HELMET	Self-explanatory
7	SLOT_RING_LEFT	Self-explanatory Although both ring slots are highlighted, only the left ring slot accepts item.
8	SLOT_RING_RIGHT	Self-explanatory Although both ring slots are highlighted, only the right ring slot accepts item.
9	SLOT_SHIELD	Self-explanatory
10	SLOT_FIST	No equippable inventory slot was found that would hold the item.
11	SLOT_AMMO	All ammo slots (slots are not highlighted)
15	SLOT_MISC	This is possibly all the storage slots in inventory?
35	SLOT_WEAPON	Mainhand slots only
11	SLOT_AMMO0	All ammo slots (slots are not highlighted)
12	SLOT_AMMO1	No equippable inventory slot was found that would hold the item.
13	SLOT_AMMO2	No equippable inventory slot was found that would hold the item.
14	SLOT_AMMO3	No equippable inventory slot was found that would hold the item.
15	SLOT_MISC0	This is possibly all the storage slots in inventory?
16	SLOT_MISC1	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
17	SLOT_MISC2	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
18	SLOT_MISC3	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
19	SLOT_MISC4	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
20	SLOT_MISC5	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
21	SLOT_MISC6	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
22	SLOT_MISC7	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
23	SLOT_MISC8	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
24	SLOT_MISC9	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
25	SLOT_MISC10	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
26	SLOT_MISC11	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
27	SLOT_MISC12	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
28	SLOT_MISC13	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
29	SLOT_MISC14	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
30	SLOT_MISC15	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
31	SLOT_MISC16	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
32	SLOT_MISC17	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
33	SLOT_MISC18	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
34	SLOT_MISC19	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.
35	SLOT_WEAPON0	Mainhand slots only
36	SLOT_WEAPON1	No equippable inventory slot was found that would hold the item.
37	SLOT_WEAPON2	No equippable inventory slot was found that would hold the item.
38	SLOT_WEAPON3	No equippable inventory slot was found that would hold the item.
-1	???	No equippable inventory slot was found that would hold the item.
x>38 (39, 5000 and 10000)	???	No equippable inventory slot was found that would hold the item.
10 000 000	???	The game crashes if an existing e.g. katana weapon is set to this type and grabbed in inventory.



# Inventory

11

Quiver

35

Quick Weapons

Quick Items

1

5

6

0

7

4

3

2

977640

8

96/96

13

2 - 3

Armor Class: 10

Dexterity: -2

Class Hit Points/Level: +10

Bonus Hit Points/Level: +2

Base THACO: 13

Fist: 1d2

Strength: +1

Ground

1/1