Monsters:

<https://datadrivengamer.blogspot.com/2019/08/the-bestiary-of-wizardry.html>

<https://datadrivengamer.blogspot.com/2020/06/the-bestiary-of-wizardry-ii.html>

<https://datadrivengamer.blogspot.com/2021/08/the-bestiary-of-wizardry-iii.html>

* ID\_number
* Icon ID
* Single Unidentified Name
* Plural Unidentified Name
* Single Identified Name
* Plural Identified Name
* Group size Minimum
* Group Size Maximum
* Level
* HP per level
* HP bonus
* Class
* Armor Class (defense)
* Number of attacks
* Attack Maximum Damage
* Specials
* Reward 1 table ID
* Reward 2 table ID
* Partner Chance
* Partner ID
* Mage Spell Level
* Priest Spell Level
* Spell Resistance
* Elemental Resistance
* Abilities
* XP

Player Characters:

<https://datadrivengamer.blogspot.com/2019/08/the-not-so-basic-mechanics-of-wizardry.html>

* Roster\_ID
* Name
* Race (Human, Elf, Dwarf, Gnome, Halfling)
* Class (Fighter, Rogue, Priest, Mage, Bishop, Paladin, Ninja, Samurai)
* Strength
* IQ
* Piety
* Vitality
* Agility
* Luck
* Age in Weeks
* Death Saving Throw
* Wand Saving Throw
* Breath Saving Throw
* Petrify Saving Throw
* Spell Saving Throw
* LegacyHP (this is what a PC’s maxHP was before they changed class)
* Max HP
* Current HP
* XP Level
* XP
* Mage Spell Slots[level]
* (bool) Mage Spells known[level, spell in that level]
* Armor Class
* HP Adjust per time unit (Regen or Poison)
* (bool) Can Crit\_Hit in battle
* Number of Swings in Battle
* RoomID
* Thievery
* (bool) OK
* (bool) Afraid
* (bool) Asleep
* (bool) Paralyzed
* (bool) Stoned
* (bool) Dead
* (bool) Ashes
* (bool) Lost
* Alignment
* Equipped Weapon
* Equipped Shield
* Equipped Armor
* Equipped Accessory
* Equipment[10]

New Idea:

* Xp\_Drain
* Level\_Drain

When a character is level drained, they gain xp\_Drain and level\_Drain. Earned XP is reduced by xp\_Drain until it is zero, and as long as xp\_Drain is present, maximum hitpoints are reduced by level\_Drain.

Equipment

<https://datadrivengamer.blogspot.com/2019/08/the-treasury-of-wizardry.html>

<https://datadrivengamer.blogspot.com/2020/06/the-treasury-of-wizardry-ii.html>

* ID
* Name, identified
* Name, unidentified
* Slot (none, Weapon, Shield, Armor, Accessory)
* Price
* Number in store (-1 for infinite)
* Classes (condensed string)
* Hit modifier
* Hit Damage
* Swing Count
* Armor Bonus
* Special
* Class Protection
* Elemental Protection
* Cast
* Invoke
* Chance to transform
* Item ID to transform into when cast or invoked
* Alignment

Services:

1. Create characters. (100 slots in roster)
2. Add character to party/ remove character from party.
3. View character sheet.
   1. Equip/unequip
   2. Drop
   3. Trade items with party member (if in party)
   4. Identify items (if bishop)
   5. View spell slots
   6. View mage spell list
   7. View priest spell list
   8. Cast mage spells (if in dungeon or combat)
   9. Cast priest spells (if in dungeon or combat)
4. Buy/sell items
5. Identify items (store prices)
6. Destroy cursed item
7. Restore HP
8. Cure poison (free)
9. Cure magical sleep
10. Cure magical paralysis
11. Turn living statue back into person
12. Raise the dead/ Resurrect ashes
13. Level up
14. Go to dungeon
15. Talk to Tavern keeper
16. Talk to Innkeeper
17. Talk to Boltac
18. Talk to Priest
19. Talk to Guard Commander