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
* 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]

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