

GENERAL WARNING:

Hex editing MM9 save game files is hazardous. Always have a backup file of the file to be edited. Only a skilled hex hacker should try it (most locations are variable with relative addressing). You also need a good hex editor utility that runs in Windows (I like HexEdit V2.x from www.expertcomsoft.com which has all the features that a hex hacker needs). If you make a mistake, the hacked game file may crash MM9 on start up or crash when you open the inventory screen or crash when you switch the inventory screen to a particular character. Any other weirdness is also possible. I strongly suggest that you study the entire document before any hack attempt. The following information is my "best interpretation" but I am not perfect and there may be mistakes.

What Can Be Hacked With This Information:

This document provides the details needed to hack almost anything in MM9 except for character promotion levels and quest states.

Recommended Hacking Technique:

Start a new game, select your characters but put all skill points into Might and Luck "evenly" while minimizing the other stats (this makes it easy to find as the "local offset address base point" for all stats to be hacked). Initial skill selection is no longer critical as you can hack it but it can make it easier to locate the skills section if you give fighters Blade/Armor/Cudgel/Bow and give initiates Elemental/spirit/light/dark. Go through the "boot camp training" as this gets you more inventory items to start with (spell scrolls). Go to the store and sell enough to get a positive gold balance (keep at least one inventory item for each character and don't equip anything yet). Write down character names with related type, race, stats, skills, gold, and inventory items. Save the file twice and start hacking on only one of them after having studied all of the following detailed information. There are two basic techniques. One technique is to just buy anything available at the store (after hacking Gold) and then to hack it to what you want. This eats up money fast as you start with zero merchant skill and there are only so many items in the bootcamp store. The other technique is to "insert edit the appropriate 30-byte inventory item strings" for the items that you want for each character (WARNING: Item string insertion will only work on a character that has NO equipped items on pain of crash [possibly even system]). For this technique always leave at least one inventory item to act as a marker and increment the "non-equipped inventory counter" for each item you insert. For insertion, I suggest you make up a separate hex file of the items to be added (makes it easier to track the patterns of the item substring format) and use "copy" and "insert paste" to add the new stuff to the target file. With either technique, only make a few changes per character at a time (until you gain experience) and then load the hacked file into MM9 to check for success. Then repeat this cycle as needed.

Special Tips on Hacking:

While you can directly hack character skill points, you will need to check that the corresponding skill mastery field is not “blocked” (see details later). For example, hack only armor skill points for an initiate and you still can’t equip leather armor. However, hack an armor skill book for the initiate, use it, and you can equip the initiate with leather armor. Another example is that even if you hack an initiate to expert armor, you still can’t equip chain type armor on an initiate (chain armor will work for fighter hacked to expert armor). Also you can decrease the chances of errors by hacking desired skill books, loading the game file in MM9, using the skill books, re-save the game, and then go back and hack the skill level/mastery to the desired values. Another tip is that you can’t fulfill a quest by hacking the quest item directly into your inventory. Doing this will not set the appropriate “quest flags” (as indicated by the “bell” sound when achieving a quest item/action) and the “quest issuer” will not respond with the proper conversation cues to allow quest completion. Item “equipping restrictions” are first tested by character class (possible second test of mastery level or stat value). Skill book “learning restrictions” are by character class (eg. for Shield Skill: Initiate=no Healer=yes). If you directly hack a skill not allowed a particular class, you risk crash. If hacking character level, also change the experience to an appropriate amount (eg. For Level 60 set experience to 2,000,000). Skill mastery levels appear to be fully hackable for “not-blocked” skills all the way to grandmaster with no problems. If you attempt to directly hack a “blocked” skill/mastery level, there is a serious risk that the characters promotion quests will not work correctly. Stat ranges up to 250 (hex FA) were tested and seemed OK in the game. Skill Level ranges up to 25 (hex 19) were tested and seemed OK in the game.

Details of MM9 Saved Game Files:

In MM9, a save game generates two files (*.mm9 and *.hdr). The character data is in the *.hdr file. Each character has a varying size string that starts with the name and ends with the next name. **CRITICAL WARNING:** The internal starting positions (relative to Name and each other) within each character string of the stats and skills subsections varies with regards to character class/type/magic-skills and the “quest-state” of the saved game. The stats and skills sections **MUST** be re-located by the “number pattern” each and every time you hack the file. The four main character strings are contiguous sequential and you locate each character string “start point” by search for character name. The amount of gold is stored (32-bit fixed point format) starting at the 20th byte (?? Always search for the value for cross-check) after the character string of the forth character. Locate it by search for value. Interpretation may be confused if these is banked gold. Consider character strings (ASCII character name followed by hex data) to be variable in starting position within the save file and variable in individual length (not word aligned). The general contents (areas of interest) in each character string (in sequence) are shown in the table below:

Region	Contents	Notes
Name	ASCII text	Character name
	Small gap	Mostly hex 00s with some complex codes
Level	Hex byte	Level of character, fixed position relative to name
Experience	32-bit fixed	Fixed position relative to name
	Small gap	Mostly hex 00s with some complex codes
Count of non-equipped inventory items	Hex byte	If any, this must match the number of 30-bit non-equipped item substrings that follow it.
Non-equipped inventory	30-byte substrings	If any
	Small gap	Mostly hex 00s with some complex codes
Equipped Inventory	30-byte substrings	If any, Not recommended for hacking
Stats region	Hex bytes	Must be located and identified by the known pattern prior to hacking.
Active Magic Spells Region	Hex byte	Located relative to Stats region.
Skill Points Region (Assigned points)	Hex bytes	Must be located and identified by the know pattern prior to hacking
Skill Mastery Region (ie. Normal, expert, master, etc)	Hex bytes	Starts with certain “masteries” blocked per character type/class. Promotions may unblock certain masteries subject to character type/class. Hacking this region can mess up promotion quests and/or crash MM9.
Gold	32-bit fixed	After Last Character (or team terminator??) only.

		Locate by search for value. Probably find it at about 20 bytes after last "FF-string".
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The details of the character strings are given the the following table:

Positive Hex Offset from Name	Local Hex Offsets	Type	Function	Notes
0		ASCII	Name	
		Small gap	unknown	For 2nd & 3rd names will contain fragments of "strange text" rather than 00s.
41		Hex byte	Level	
45		32-bit Fixed	Experience	
		Small gap	Mostly 00s	Wild guess, this region may contain character picture ID, voice ID, and type/class????
AC		Hex byte	N-E Inventory Item Counter	Not there if no inventory, number of 30-byte item substrings following.
??		substrings	Non-equipped Inventory	Not there if no inventory. See later tables for Item ID Codes.
??		Small gap	Mostly 00s	
??		substrings	Equipped Inventory	Not there if no equipped inventory, series of 30-byte item substrings, This structure is unclear and should not be hex hacked.
??		Medium gap	Mostly 00s	Wild guess, this region may the Quest states???
	-12	Hex byte	Skill Points	
	00	XX-00-00-00-00	Might	Locate by search, XX=stat level Index local offset to Might
	05	XX-00-00-00-00	Magic	
	0A	XX-00-00-00-00	Endurance	
	0F	XX-00-00-00-00	Accuracy	
	14	XX-00-00-00-00	Speed	
	19	XX-00-00-00-00	Luck	

				Start of spell region, Index local offset to Luck
	05	XX	Arms of Earth	HEX "01" = Enabled, Else "00"
	06	XX	Bless	
	07	XX	Chain Lightning	
	08	00		Don't use or crash
	09	XX	Column of Fire	
	0A	XX	Curse	
	0B	XX	Dark Grasp	
	0C	XX	Death's Touch	
	0D	XX	Disease	
	0E	XX	Divine Intervention	
	0F	XX	Elemental Aura	
	10	XX	Elemental Blast	
	11	XX	Elemental Bolt	
	12	XX	Elemental Protection	
	13	XX	Enchant Item	
	14	XX	Enrage	
	15	XX	Eye of Leggib	
	16	XX	Eye of the Storm	
	17	XX	Faith	
	18	XX	Fear	
	19	XX	Feather Fall	
	1A	XX	Fleet Foot	
	1B	XX	Haste	
	1C	XX	Heal	
	1D	XX	Lloyd's Beacon	
	1E	XX	Magic Mine	
	1F	XX	Meteor Shower	
	20	XX	Natural Armor	
	21	XX	Pain Reflection	
	22	XX	Paralyze	
	23	XX	Phantom Fighter	
	24	XX	Poison	
	25	XX	Poison Cloud	
	26	XX	Power Draw	
	27	XX	Purify	
	28	XX	Regeneration	
	29	XX	Resist Death	

	2A	XX	Resurrection	
	2B	XX	Shared Life	
	2C	XX	Souldrinker	
	2D	XX	Sparks	
	2E	XX	Spell Reaver	
	2F	XX	Torchlight	
	30	XX	Town Portal	
	31	XX	Transfusion	
	32	XX	Turn Undead	
	33	XX	Wizard Eye	
	34	XX	Wound	
	35	XX	Wrath of Bugs	
	36	00-00-00-00	"Buffer"	End of Active Spell Region
	00	XX-00-00-00	Blade Skill	Start of Skills Region Locate by search, XX=skill points
	04	XX-00-00-00	Cudgel Skill	
	08	XX-00-00-00	Bow Skill	
	0C	XX-00-00-00	Spear Skill	
	10	XX-00-00-00	Thrown Skill	
	14	XX-00-00-00	Unarmed Skill	
	18	XX-00-00-00	Armor Skill	
	1C	XX-00-00-00	Dodging Skill	
	20	XX-00-00-00	Shield Skill	
	24	XX-00-00-00	Elemental Magic Skill	
	28	XX-00-00-00	Dark Magic Skill	
	2C	XX-00-00-00	Light Magic Skill	
	30	XX-00-00-00	Spirit Magic Skill	
	34	XX-00-00-00	Armsmaster Skill	
	38	XX-00-00-00	Disarm Trap Skill	
	3C	XX-00-00-00	Merchant Skill	
	40	XX-00-00-00	Perception Skill	
	44	XX-00-00-00	Item Repair Skill	
	48	XX-00-00-00	ID Item Skill	
	4C	XX-00-00-00	ID Monster Skill	
	50	XX-00-00-00	Body Building Skill	
	54	XX-00-00-00	Learning Skill	
	58	XX-00-00-00	Meditation Skill	
				Begin Skill Mastery Region
	5C	XX-00-00-00	Blade Mastery	If "FF-FF-FF-FF", then particular mastery is currently blocked.

				Otherwise: 00-00-00-00 = normal 01-00-00-00 = expert 02-00-00-00 = master 03-00-00-00 = grandmaster
	60	XX-00-00-00	Cudgel Mastery	
	64	XX-00-00-00	Bow Mastery	
	68	XX-00-00-00	Spear Mastery	
	6C	XX-00-00-00	Thrown Mastery	
	70	XX-00-00-00	Unarmed Mastery	
	74	XX-00-00-00	Armor Mastery	
	78	XX-00-00-00	Dodging Mastery	
	7C	XX-00-00-00	Shield Mastery	
	80	XX-00-00-00	Elemental Mastery	
etc.	84	XX-00-00-00	Dark Mastery	
-30	88	XX-00-00-00	Light Mastery	
-2C	8C	XX-00-00-00	Spirit Mastery	
-28	90	XX-00-00-00	Armsmaster Mastery	
-24	94	XX-00-00-00	Disarm Mastery	
-20	98	XX-00-00-00	Merchant Mastery	
-1C	9C	XX-00-00-00	Perception Mastery	
-18	A0	XX-00-00-00	Repair Mastery	
-14	A4	XX-00-00-00	ID Item Mastery	
-10	A8	XX-00-00-00	ID Monster Mastery	
-0C	AC	XX-00-00-00	Body Building Mastery	
-08	B0	XX-00-00-00	Learning Mastery	
-04	B4	XX-00-00-00	Meditation Mastery	
00	B8	ASCII	Name of next character starts	

Detail Example of Inventory Substring (30 bytes):

00-00-00-XX-XX-00-00-YY-00-00-00-ZZ-00-00-00-32-
00-00-00-01-00-00-00-00-00-00-00-00-00-00

XX-XX = Item ID Code (left justified, zero filled)

YY = Qualifier (as in magic spell on item, 69 = normal)

ZZ = Quality of Item (0 = normal, 1 = good, 2 = excellent)

Special Note: When editing certain inventory items, you may find non-zero bytes where this example shows zeros. If you hack one of these to a new item, make sure that you also change these to zero.

The Item ID Codes for Skill Books are given in the following table:

Hex ID Code	Skill Book
1D-01	DO NOT USE, would have been blade skill but only Fighter (up) class can have it and they get it automatically. Use will crash MM9
1E-01	Bow Skill
1F-01	Cudgel Skill
20-01	Spear Skill
21-01	Armsmaster Skill
22-01	Unarmed Combat Skill
23-01	ArmorSkill
24-01	Shield Skill
25-01	Dodging Skill
26-01	Elemental Magic Skill
27-01	Light Magic Skill
28-01	Dark Magic Skill
29-01	Spirit Magic Skill
2A-01	Disarm Traps Skill
2B-01	Merchant Skill
2C-01	Perception Skill
2D-01	Repair Item Skill
2E-01	ID Item Skill
2F-01	ID Monster Skill
30-01	Body Building Skill
31-01	Learning Skill
32-01	Meditation Skill
33-01	Thrown Skill

The Item ID Codes for Spell Books are given in the following table:

Hex Code	Spell Name	Level	Elem.	Dark	Light	Spirit
4D-01	Bless	Normal			N	N
3E-01	Curse			N	N	
5D-01	Elemental Bolt		N			N
47-01	Elemental Protection				N	N
40-01	Enchant Item		N			N
A4-01	Feather Fall		N		N	
4E-01	Heal				N	N
3F-01	Poison		N	N		
5A-01	Sparks		N		N	
A6-01	Torchlight		N		N	
4F-01	Turn Undead				N	N
A5-01	Wizard Eye				N	N
49-01	Arms of Earth	Expert	E			E
60-01	Disease		N	E		
61-01	Elemental Aura		E			N
46-01	Elemental Blast		E		E	
57-01	Enrage		N			E
A7-01	Eye of Leggib			E		E
50-01	Faith				E	N
3D-01	Fear			E		N
4C-01	Fleet Foot		E			N
56-01	Haste				E	N
48-01	Magic Mine		E	N		
35-01	Pain Reflection			E		N
52-01	Paralyze		N	E		
58-01	Phantom Fighter		N			E
5E-01	Purify		N		E	
34-01	Resist Death		N		E	
3A-01	Spell Reaver				E	E
41-01	Town Portal		E		N	
39-01	Wound			E		E
44-01	Chain Lightning	Master	M		N	
45-01	Column of Fire		M		E	
38-01	Dark Grasp			M		E
43-01	Lloyd's Beacon		M		E	E
4B-01	Meteor Shower		M		E	
5F-01	Natural Armor		N			M
42-01	Poison Cloud		M	E		
36-01	Power Draw				N	M
51-01	Regeneration		N		M	
54-01	Resurrection		E		M	

53-01	Shared Life				N	M
3C-01	Transfusion			M		N
4A-01	Wrath of Bugs		M			N
3B-01	Death's Touch	Grandmaster	N	GM	E	
55-01	Divine Intervention		N		GM	E
5B-01	Eye of the Storm		GM		E	E
59-01	Souldrinker		E	GM		E

Know Inventory Item Codes (other than skills/spells) are given in the following table:

(Note that the following item code table was directly ripped off of the "MMIXHEX.ZIP" uploaded to Adrenaline Vault by Christopher Prahl who gets my thanks for saving me lots of work and my praise for having done a very good job of hacking. I have yet to find any serious mistakes in his work. I hope his PC survived all of those MM9 crashes that it took to provide this data.).

HEX	Item	Skill - Type	Useable Class (Minimums)
00-00	Do not use		
01-00	Do not use		
02-00	Poor Sword	Blade - Short Sword	F-M-A-G-C-R-P
03-00	Do not use		
04-00	Do not use		
05-00	Shaba Couta	Blade -Short Sword	F-M-A-G-C-R-P
06-00	Do not use		
07-00	Scramasax	Blade - Long Sword	F-M-A-G-C-R-P
08-00	Do not use		
09-00	Imperial Sword	Blade - Long Sword	F-M-A-G-C-R-P
0A-00	Do not use		
0B-00	Do not use		
0C-00	Mercenary Sword	Blade - Broad Sword	F-M-A-G-C-R-P
0D-00	Do not use		
0E-00	Do not use		
0F-00	Mortuary Sword	Blade - Broad Sword	F-M-A-G-C-R-P
10-00	Do not use		
11-00	Saber	Blade - Scimitar	F-M-A-G-C-R-P
12-00	Scimitar	Blade - Scimitar	F-M-A-G-C-R-P
13-00	Do not use		

14-00	Do not use		
15-00	Flamberge	Blade - Two-Handed Sword	F-M-A-G-C-R-P
16-00	The Chopper	Blade - Two-Handed Sword	F-M-A-G-C-R-P
17-00	Do not use		
18-00	Do not use		
19-00	Do not use		
1A-00	Stiletto	Blade - Dagger	F-M-A-G-C-R-P
1B-00	Do not use		
1C-00	Do not use		
1D-00	Elite Dagger	Blade - Dagger	F-M-A-G-C-R-P
1E-00	Do not use		
1F-00	Do not use		
20-00	Baselard	Blade - Dagger	F-M-A-G-C-R-P
21-00	Do not use		
22-00	Throwing Dagger	Thrown - Blade - Dagger	F-M-A-G-C-R-P
23-00	Do not use		
24-00	Hatchet	Blade - Axe	F-M-A-G-C-R-P
25-00	Combat Axe	Blade - Axe	F-M-A-G-C-R-P
26-00	Battle Witch	Blade - Axe	F-M-A-G-C-R-P
27-00	Storm Axe	Blade - Axe	F-M-A-G-C-R-P
28-00	Throwing Axe	Thrown - Blade - Axe	F-M-A-G-C-R-P
29-00	Student's Bow	Bow	All
2A-00	Cavalry Bow	Bow	All
2B-00	Coward's Bow	Bow	All
2C-00	Do not use		
2D-00	Do not use		
2E-00	Do not use		
2F-00	Do not use		
30-00	Composite Bow	Bow	All
31-00	Do not use		
32-00	Dark Bow	Bow	All
33-00	Deadman's Crossbow	Bow - Crossbow	All
34-00	Do not use		
35-00	Do not use		
36-00	Do not use		
37-00	Thjoradric Arbalest	Bow - Crossbow	All (30 Might)
38-00	Crude Spear	Spear	F-M-A-G-C-R-P
39-00	Sergeant's Spear	Spear	F-M-A-G-C-R-P
3A-00	Abli Duta	Spear	F-M-A-G-C-R-P
3B-00	Pike	Spear	F-M-A-G-C-R-P
3C-00	Imperial Spear	Spear	F-M-A-G-C-R-P

3D-00	Halberd	Spear - Halberd	F-M-A-G-C-R-P
3E-00	Ronenguard Halberd	Spear - Halberd	F-M-A-G-C-R-P
3F-00	Yagar Axe	Spear - Halberd	F-M-A-G-C-R-P
40-00	Regimental Halberd	Spear - Halberd	F-M-A-G-C-R-P
41-00	Laga Couta	Spear - Halberd	F-M-A-G-C-R-P
42-00	Bone Club	Cudgel - Club	All
43-00	Crude Mace	Cudgel - Club	All
44-00	Spiked Club	Cudgel - Club	All
45-00	Dragon Club	Cudgel - Club	All
46-00	Thjoradic Mace	Cudgel - Club	All
47-00	Flail	Cudgel - Flail	All
48-00	Horseman's Flail	Cudgel - Flail	All
49-00	Morning Star	Cudgel - Flail	All
4A-00	War Star	Cudgel - Flail	All
4B-00	Imperial Star	Cudgel - Flail	All
4C-00	Wooden Staff	Cudgel - Staff	All
4D-00	Tournament Staff	Cudgel - Staff	All
4E-00	Steel Staff	Cudgel - Staff	All
4F-00	Monastic Staff	Cudgel - Staff	All
50-00	Truth Staff	Cudgel - Staff	H-P-D
51-00	Hammer	Cudgel - Hammer	All
52-00	Dwarven Hammer	Cudgel - Hammer	All
53-00	Pondata	Cudgel - Hammer	All
54-00	Dragon Hammer	Cudgel - Hammer	All
55-00	Trellberg Hammer	Cudgel - Hammer	All
56-00	Arming Doublet	Body Armor - Leather	All
57-00	Padded Leather	Body Armor - Leather	All
58-00	Hardened leather	Body Armor - Leather	All
59-00	Beldonian Hard Leather	Body Armor - Leather	All
5A-00	Scaled Leather	Body Armor - Leather	All
5B-00	Imperial Scale	Body Armor - Leather	All
5C-00	Brigandim	Body Armor - Leather	All
5D-00	Combat Brigandine	Body Armor - Leather	All
5E-00	Brigan der Combit	Body Armor - Leather	All
5F-00	Aklean Bouila	Body Armor - Leather	All
60-00	Butted Chain	Body Armor - Chain	All except: F-I-S
61-00	Riveted Chain	Body Armor - Chain	All except: F-I-S
62-00	Iron Chain	Body Armor - Chain	All except: F-I-S
63-00	Steel Chain	Body Armor - Chain	All except: F-I-S
64-00	Chain Habergeon	Body Armor - Chain	All except: F-I-S
65-00	Chain Hauberk	Body Armor - Chain	All except: F-I-S

66-00	Chedian Chain	Body Armor - Chain	All except: F-I-S
67-00	Chain Harness	Body Armor - Chain	All except: F-I-S
68-00	Lachmon Hauberk	Body Armor - Chain	All except: F-I-S
69-00	Trigvanian Mail	Body Armor - Chain	All except: F-I-S
6A-00	Do not use		
6B-00	Do not use		
6C-00	Ronenguard Plate	Body Armor - Plate	A-G-R-P-Pr-D
6D-00	Field Plate	Body Armor - Plate	A-G-R-P-Pr-D
6E-00	Full Plate	Body Armor - Plate	A-G-R-P-Pr-D
6F-00	Paladin's Plate	Body Armor - Plate	A-G-R-P-Pr-D
70-00	Heavy Plate	Body Armor - Plate	A-G-R-P-Pr-D
71-00	Thjoradric Plate	Body Armor - Plate	A-G-R-P-Pr-D
72-00	Imperial Harness	Body Armor - Plate	A-G-R-P-Pr-D
73-00	Dark Plate	Body Armor - Plate	A-G-R-P-Pr-D
74-00	Coif	None - Helm	All
75-00	Plain Helm	None - Helm	All
76-00	Do not use		
77-00	Barbute Helm	None - Helm	All
78-00	Loaf Helm	None - Helm	All
79-00	Bascinet	None - Helm	All
7A-00	Sallet	None - Helm	All
7B-00	Dragon Helm	None - Helm	All
7C-00	Imperial Helm	None - Helm	All
7D-00	Jarl's Helm	None - Helm	All
7E-00	Leather Boots	None - Boots	All
7F-00	Hardened Boots	None - Boots	All
80-00	Chain Boots	None - Boots	All
81-00	Ronenguard Boots	None - Boots	All
82-00	Steel Boots	None - Boots	All
83-00	Sabaton	None - Boots	All
84-00	Prote der Fatta	None - Boots	All
85-00	Leather Gloves	None - Gloves	All
86-00	Leather Gauntlets	None - Gloves	All
87-00	Mail Gauntlets	None - Gloves	All
88-00	Steel Gauntlets	None - Gloves	All
89-00	Exceptional Mail Gauntlets	None - Gloves	All
8A-00	Superior Steel Gauntlets	None - Gloves	All
8B-00	Prote der Hanne	None - Gloves	All
8C-00	Processional Gauntlets	None - Gloves	All
8D-00	Magreeb Gauntlets	None - Gloves	All

8E-00	Footman's Buckler	Shield	All except: I-S-Mg-L
8F-00	Small Shield	Shield	All except: I-S-Mg-L
90-00	Kite Shield	Shield	All except: I-S-Mg-L
91-00	Heater	Shield	All except: I-S-Mg-L
92-00	Pavise	Shield	All except: I-S-Mg-L
93-00	Ronenguard Shield	Shield	All except: I-S-Mg-L
94-00	Prote der Solle	Shield	All except: I-S-Mg-L
95-00	Haklea Shoves	Shield	All except: I-S-Mg-L
96-00	Peasant Belt	None - Belt	All
97-00	Fancy Belt	None - Belt	All
98-00	Soldier's Belt	None - Belt	All
99-00	Regal Belt	None - Belt	All
9A-00	Dragon Belt	None - Belt	All
9B-00	Iron Ring	Ring	All
9C-00	Gold Ring	Ring	All
9D-00	Puzzle Ring	Ring	All
9E-00	Pearl Ring	Ring	All
9F-00	Diamond Ring	Ring	All
A0-00	Bronze Amulet	Amulet	All
A1-00	Platinum Amulet	Amulet	All
A2-00	Gemmed Amulet	Amulet	All
A3-00	Warrior Amulet	Amulet	All
A4-00	Thjoradic Amulet	Amulet	All
A5-00	Do not use		
A6-00	Do not use		
A7-00	Do not use		
A8-00	Do not use		
A9-00	Do not use		
AA-00	Do not use		
AB-00	Do not use		
AC-00	Do not use		
AD-00	Do not use		
AE-00	Do not use		
AF-00	Sing Sword	Treasure Level 6 - Blade	
B0-00	Excala Banna	Treasure Level 6 - Blade	
B1-00	Do not use		
B2-00	Mervan Sword	Treasure Level 6 - Blade	
B3-00	Jorhgamesh	Treasure Level 6 - Blade	
B4-00	Black's Heart	Treasure Level 6 - Blade	
B5-00	Integris	Treasure Level 6 - Blade	
B6-00	Blood Axe	Treasure Level 6 - 2H Axe	

B7-00	Sygnir	Treasure Level 6 - Axe	
B8-00	Everstrike	Treasure Level 6 - Bow	
B9-00	Trolleri	Treasure Level 6 - Throwing Dagger	
BA-00	Tillhygge	Treasure Level 6 - Throwing Axe	
BB-00	Kraftig Bage	Treasure Level 6 - Light Crossbow	
BC-00	Black Powder	Treasure Level 6 - Hand Cannon	
BD-00	Gungnir	Treasure Level 6 - 2H Spear	
BE-00	Formanir	Treasure Level 6 - 2H Spear	
BF-00	Einherjar	Treasure Level 6 - 2H Spear	
C0-00	Stouka Couta	Treasure Level 6 - 2H Spear	F-M-A-G-C-R-P
C1-00	Vanir's Hammer	Treasure Level 6 - Hammer (Cudgel)	All
C2-00	Blutterbunger	Treasure Level 6 - Flail	All
C3-00	Manarus	Treasure Level 6 - Morning Star	I-S-Mg-L-H-Pr-D
C4-00	Samarjit	Treasure Level 6 - Staff	All (20 Might & Acc)
C5-00	Thjorad	Treasure Level 6 - Hammer (Maul)	All (60 Might)
C6-00	Spencer's Obedience	Treasure Level 6 - Club	All
C7-00	Mjølunir	Treasure Level 6 - Hammer	All (25 Might)
C8-00	Igdrasine	Treasure Level 6 - Leather Armor	All
C9-00	Poltergeist	Treasure Level 6 - Chain Armor	All except: F-I-S
CA-00	Swordsbane	Treasure Level 6 - Plate Armor	A-G-R-P-Pr-D
CB-00	Witchbane	Treasure Level 6 - Helm	All
CC-00	Brongnoker	Treasure Level 6 - Helm	All
CD-00	Walking Boots	Treasure Level 6 - Boots	All
CE-00	Laet'ax	Treasure Level 6 - Gloves	All
CF-00	Arrowfoe	Treasure Level 6 - Shield	All except: I-S-Mg-L
D0-00	Hubris	Treasure Level 6 - Belt	All
D1-00	Weregild	Treasure Level 6 - Ring	All
D2-00	Soulband	Treasure Level 6 - Ring	All
D3-00	Sturkabygel	Treasure Level 6 - Ring	All
D4-00	Lubricious	Treasure Level 6 - Ring	All
D5-00	The Green Man	Treasure Level 6 - Amulet	All
D6-00	Mountbattem	Treasure Level 6 - Amulet	All
D7-00	Pendant of Spheres	Treasure Level 6 - Amulet	All
D8-00	Fizbin of Misfortune	Quest Item	
D9-00	Screever	Treasure Level 6 - Amulet	All

DA-00	Fre's Heart	Treasure Level 6 - Amulet	All
DB-00	Prize Gladius	Prize Set Mercenary & Gladiators Only	
DC-00	Prize Plate		
DD-00	Prize Skullcap		
DE-00	Prize Ring		
DF-00	Prize Shield		
E0-00	Broderick's 2-Handed Sword	Broderick's Set Crusaders and Paladins Only	
E1-00	Broderick's Hauberk		
E2-00	Broderick's Helm		
E3-00	Broderick's Gloves		
E4-00	Broderick's Amulet		
E5-00	Death Hammer	Death's Set Scholars & Lichs Only	
E6-00	Death Cuirass		
E7-00	Death Cap		
E8-00	Death Ring		
E9-00	Death Boots		
EA-00	Fre's Smooth Mace	Fre's Set Healer & Priests Only	
EB-00	Fre's Ring		
EC-00	Fre's Helm		
ED-00	Fre's Gloves		
EE-00	Fre's Chain Boots		
EF-00	Green Stone		
F0-00	Lock of Hair	Quest Item	
F1-00	Tree of Life	Quest Item	
F2-00	Verhoffin's Book	Quest Item (Fake)	
F3-00	Verhoffin's Book	Quest Item (Real)	
F4-00	Book Key	Quest Item	
F5-00	Lich Instructions	Quest Item	
F6-00	Elixer of Defedation	Quest Item	
F7-00	Love Letter	Quest Item	
F8-00	Ludwig's Manuscript	Quest Item	
F9-00	Keg of Strange Brew	Quest Item	
FA-00	Black Orb of Knowledge	Quest Item	
FB-00	Scroll of Bad News	Quest Item	
FC-00	Orb of Linking	Quest Item	
FD-00	Cure Wounds	Potions - Condition	
FE-00	Magic Potion	Potions - Condition	
FF-00	Cure Weakness	Potions - Condition	
00-01	Cure Disease	Potions - Condition	

01-01	Awaken	Potions - Condition	
02-01	Cure Poison	Potions - Condition	
03-01	Haste	Potions - Condition	
04-01	Bless	Potions - Condition	
05-01	Red Stone	Miscellaneous	
06-01	Remove Fear	Potions - Condition	
07-01	Remove Curse	Potions - Condition	
08-01	Might Boost	Potions - Temporary Stat Increase	
09-01	Magic Boost	Potions - Temporary Stat Increase	
0A-01	Endurance Boost	Potions - Temporary Stat Increase	
0B-01	Accuracy Boost	Potions - Temporary Stat Increase	
0C-01	Speed Boost	Potions - Temporary Stat Increase	
0D-01	Luck Boost	Potions - Temporary Stat Increase	
0E-01	Cure Paralysis	Potions - Condition	
0F-01	Flaming Potion	Potions - Temporarily adds to Weapon	
10-01	Freezing Potion	Potions - Temporarily adds to Weapon	
11-01	Vampiric Potion	Potions - Temporarily adds to Weapon	
12-01	Shocking Potion	Potions - Temporarily adds to Weapon	
13-01	Divine Cure	Potions	
14-01	Divine Power	Potions	
15-01	Divine Restoration	Potions	
16-01	Pure Might	Potions - Permanently adds +20; One Time Only	
17-01	Pure Magic	Potions - Permanently adds +20; One Time Only	
18-01	Pure Endurance	Potions - Permanently adds +20; One Time Only	
19-01	Pure Accuracy	Potions - Permanently adds +20; One Time Only	
1A-01	Pure Speed	Potions - Permanently adds +20; One Time Only	
1B-01	Pure Luck	Potions - Permanently adds +20;	

		One Time Only	
1C-01	Slaying Potion	Potions - Permanently adds "of Dragon Slaying" to weapon	
4E-02	4-Leat Clover	"Eat" for +1 Skill Point	

Inventory Item Qualifiers (Enchantments) are given in the following table:

HEX Code	Enchantment Qualifier	Effect
00	of Haste	- 5 to Weapon Recovery
01	of Speed	-10 to Weapon Recovery
02	of Flight	-15 to Weapon Recovery
03	of Wind	1d6 Elemental Damage
04	Icy	2d6 Elemental Damage
05	Flamed	3d6 Elemental Damage
06	of the Jig	+1 Attack
07	of the Reel	+1 Attack
08	of the Polka	+1 Attack
09	of Goo	Slows Target
0A	of Stone	Stuns Target
0B	of Fear	Paralyzes Target
0C	Vampiric	1/3 of damage goes to HP
0D	of Vampiric Meditation	1/3 of damage goes to Mana
0E	of Vampiric Drain	1/3 of damage goes to both HP & Mana
0F	The Expert's	+1/+1 Weapon/Armor Skills
10	The Master's	+3/+2 Weapon/Armor Skills
11	The Grandmaster's	+5/+3 Weapon/Armor Skills
12	of Magic	+1 skill level in Elemental Magic
13	of Conjuring	+3 skill level in Elemental Magic
14	of Incantation	+5 skill level in Elemental Magic
15	of Sleep	+1 skill level in Dark Magic
16	of Mortal Rest	+3 skill level in Dark Magic
17	of Death	+5 skill level in Dark Magic
18	of Life	+1 skill level in Light Magic
19	of Existence	+3 skill level in Light Magic
1A	of Being	+5 skill level in Light Magic
1B	of Spirit	+1 skill level in Spirit Magic
1C	of Soul	+3 skill level in Spirit Magic
1D	of Vital Force	+5 skill level in Spirit Magic
1E	of the Tree	+ 5 Resistance to Elemental Magic
1F	of the River	+10 Resistance to Elemental Magic
20	of the Rock	+20 Resistance to Elemental Magic
21	of Vitality	+ 5 Resistance to Dark Magic
22	of Vital Spark	+10 Resistance to Dark Magic
23	of Vital Flame	+20 Resistance to Dark Magic
24	of Mortality	+ 5 Resistance to Light Magic
25	of Release	+10 Resistance to Light Magic
26	Entropic	+20 Resistance to Light Magic
27	Anima Resistance	+ 5 Resistance to Spirit Magic
28	Hollow	+10 Resistance to Spirit Magic
29	Soulless	+20 Resistance to Spirit Magic
2A	of Durability	Slightly Harder to Break
2B	of Endurance	Moderately Harder to Break

2C	of Permanence	Unbreakable
2D	of Brutes	Knock Target back 2d5 ft
2E	of Bruisers	Knock Target back 2d5 ft and +2d4 Damage
2F	of Brawlers	Knock Target back 2d5 ft and +2d6 Damage
30	of Nimbleness	+1 skill level to Disarm Trap
31	of Agile Fingers	+3 skill level to Disarm Trap
32	of Practiced Hands	+5 skill level to Disarm Trap
33	of Swapping	+1 skill level to Merchant
34	of Bartering	+3 skill level to Merchant
35	of Trading	+5 skill level to Merchant
36	of Fine Reflexes	- 5 to Armor Recovery
37	of Agility	-10 to Armor Recovery
38	of Recovery	-15 to Armor Recovery
39	Agile	+1 skill level to Dodging
3A	Nimble	+3 skill level to Dodging
3B	Spry	+5 skill level to Dodging
3C	of Health	2x normal HP Regeneration
3D	of Meditation	2x normal Mana Regeneration
3E	of Amelioration	2x normal HP & Mana Regeneration
3F	of Erosion	+2- 7 pts Damage
40	of Ablation	+4-10 pts Damage
41	of Disease	+3-12 pts Damage
42	of Defense	AC+ 2
43	of Protection	AC+ 5
44	of Guarding	AC+10
45	of the Gladiator	Might + 5
46	of the Gezzampt	Might +15
47	of the Giant	Might +30
48	of the Jarb	Magic + 5
49	of the PunJarb	Magic +15
4A	of the JaJarb	Magic +30
4B	of the Bigfoot	Endurance + 5
4C	of the Sasquatch	Endurance +15
4D	of the Yeti	Endurance +30
4E	Accurate	Accuracy + 5
4F	Vigilant	Accuracy +15
50	Eagle Eye	Accuracy +30
51	of the Wight	Speed + 5
52	of the Wrath	Speed +15
53	of the Wraith	Speed +30
54	of the Pixie	Luck + 5
55	of the Fairy	Luck +15
56	of the Elf	Luck +30
57	of Item Lore	+1 skill level to ID Item
58	of Item Lore	+3 skill level to ID Item
59	of Item Lore	+5 skill level to ID Item
5A	of Craft	+1 skill level to Repair Item
5B	of Skill	+3 skill level to Repair Item
5C	of Mastery	+5 skill level to Repair Item
5D	of Sensing	+1 skill level to Perception
5E	of Perception	+3 skill level to Perception

5F	of All-Seeing	+5 skill level to Perception
60	of Arms Mastery	+1 skill level to Arms Mastery
61	of Arms Mastery	+3 skill level to Arms Mastery
62	of Arms Mastery	+5 skill level to Arms Mastery
63	of Animals	+1 skill level to ID Monster
64	of Monsters	+3 skill level to ID Monster
65	of Monster Lore	+5 skill level to ID Monster
66	of Dragon Slaying	2x Damage against Dragons
67	Fragile	Item has 30% chance of breaking on first use
68	NULL	Do Not Use
69	Normal	Has no effect