

Oubliette v2.5 (IBM/DOS version) - byte editing v1.2

by Snafaru

with the help of Ozone and John G.

Notes: This document contains 4 sections: OUB Bytes, Item Spells, Item Numbers, Wall Data
 (hex) = hexadecimal value, (dec) = decimal value
 When a byte is not shown, then it is the high byte and it always has a value of 00

File: oub1.dat (races)**Note: each race is 23 bytes long**

Bytes (hex)	Bytes (dec)	Information	Value (hex)	Value (dec)
00-0A	0-10	Race Name	Must end with 00	
0B	11	Hit Points Modifier (the greater the more hit points the character gains at level up)	Dwarf=0A Elf=06 Gnoll=09 Hobbit=04 Human=06 Kobold=04 Ogre=0C Orc=08	Dwarf=10 Elf=6 Gnoll=9 Hobbit=4 Human=6 Kobold=4 Ogre=12 Orc=8
0D	13	Experience Modifier (the greater the more experience points are required to level up)	Dwarf=14 Elf=19 Gnoll=0E Hobbit=08 Human=0E Kobold=06 Ogre=10 Orc=08	Dwarf=20 Elf=25 Gnoll=15 Hobbit=8 Human=15 Kobold=6 Ogre=16 Orc=8
0F	15	Age Maximum (in years, then you start losing attribute points and your character may die)	Dwarf=78 Elf=00 (Infinite) Gnoll=32 Hobbit=64 Human=3C Kobold=46 Ogre=3C Orc=28	Dwarf=120 Elf=00 (Infinite) Gnoll=50 Hobbit=100 Human=60 Kobold=70 Ogre=60 Orc=40
11	17	Strength Modifier (upon creating a new character)	Values in the guide: 6=+++ , 5=++ , 4=+ , 3=* 2=- , 1=--	Dwarf=5 Elf=3 Gnoll=5 Hobbit=2 Human=3 Kobold=2 Ogre=6 Orc=4
12	18	Intelligence Modifier (upon creating a new character)	Values in the guide: 6=+++ , 5=++ , 4=+ , 3=* 2=- , 1=--	Dwarf=2 Elf=4 Gnoll=1 Hobbit=2 Human=3 Kobold=1 Ogre=1 Orc=2

13	19	Wisdom Modifier (upon creating a new character)	Values in the guide: 6=+++ , 5=++ , 4=+ , 3=* 2=- , 1=- -	Dwarf=4 Elf=3 Gnoll=3 Hobbit=3 Human=3 Kobold=1 Ogre=1 Orc=2
14	20	Charisma Modifier (upon creating a new character)	Values in the guide: 6=+++ , 5=++ , 4=+ , 3=* 2=- , 1=- -	Dwarf=2 Elf=4 Gnoll=3 Hobbit=4 Human=3 Kobold=2 Ogre=1 Orc=2
15	21	Constitution Modifier (upon creating a new character)	Values in the guide: 6=+++ , 5=++ , 4=+ , 3=* 2=- , 1=- -	Dwarf=4 Elf=2 Gnoll=4 Hobbit=4 Human=3 Kobold=3 Ogre=5 Orc=3
16	22	Dexterity Modifier (upon creating a new character)	Values in the guide: 6=+++ , 5=++ , 4=+ , 3=* 2=- , 1=- -	Dwarf=2 Elf=4 Gnoll=4 Hobbit=4 Human=3 Kobold=3 Ogre=2 Orc=3

File: oub2.dat (classes)

Note: each class is 35 bytes long

Bytes (hex)	Bytes (dec)	Information	Value (hex)	Value (dec)
00-0A	0-10	Class Name	Must end with 00	
0B-0C	11-12	Hits Modifier (the greater the more hit points the character gains at level up)	Hirebrand=03 00 Mage=FE FF Ninja=01 00 Paladin=04 00 Peasant=00 00 Priest=00 00 Ranger=06 00 Sage=FE FF Samurai=04 00 Thief=00 00	Hirebrand=3 or +++ Mage=-2 or -- Ninja=1 or + Paladin=4 or ++++ Peasant=0 or * Priest=0 or * Ranger=6 or ++++++ Sage=-2 or -- Samurai=4 or ++++ Thief=0 or *
e	13-14	Experience Modifier (the greater the more experience points are required to level up)	Hirebrand=09 00 Mage=12 00 Ninja=10 00 Paladin=18 00 Peasant=06 00 Priest=0E 00 Ranger=20 00 Sage=30 00 Samurai=12 00 Thief=07 00	Hirebrand=9 or + Mage=18 or -- Ninja=16 or * Paladin=24 or --- Peasant=6 or +++ Priest=14 or -- Ranger=32 or ---- Sage=48 or ---- Samurai=18 or -- Thief=7 or ++
0F	15	Learning Magical spells start when class reaches this level		
11	17	Learning Clerical spells start when class reaches this level		
13	19	Weapon restriction	01 – Restricted to daggers 02 – No edged weapons 03 – Use any normal weapon	1 – Restricted to daggers 2 – No edged weapons 3 – Use any normal weapon
15	21	Armor restriction	01 – Cloaks only 02 – Leather Armor 03 – Chain Mail & Shield 04 – Plate Mail & Shield	1 – Cloaks only 2 – Leather Armor 3 – Chain Mail & Shield 4 – Plate Mail & Shield
17	23	Minimum Strength Required	00 = Not Applicable	0 = Not Applicable
19	25	Minimum Intelligence Required	00 = Not Applicable	0 = Not Applicable
1B	27	Minimum Wisdom Required	00 = Not Applicable	0 = Not Applicable
1D	29	Minimum Charisma Required	00 = Not Applicable	0 = Not Applicable
1F	31	Minimum Constitution Required	00 = Not Applicable	0 = Not Applicable
21	33	Minimum Dexterity Required	00 = Not Applicable	0 = Not Applicable
22	34	Always 00	00	0

File: oub3.dat (guilds)**Note: each guild is 33 bytes long**

Bytes (hex)	Bytes (dec)	Information	Value (hex)	Value (dec)
00-14	0-20	Guild Name	Must end with 00	
15-16	21-22	Class allowed		0=No Restriction 1=Hirebrand 2=Mage 3=Ninja 4=Paladin 5=Peasant 6=Priest 7=Ranger 8=Sage 9=Samurai 10=Thief
17-18	23-24	Chance of successful graduation		
19-1A	25-26	Years of study		
1B-1C	27-28	Quality of education		
1D-1E	29-30	Risk to the student		
1F-20	31-32	Race Allowed		0=No Restriction 1=Dwarf 2=Elf 3=Gnoll 4=Hobbit 5=Human 6=Kobold 7=Ogre 8=Orc

File: oub4.dat (items)

Note: each item is 44 bytes long

Bytes (hex)	Bytes (dec)	Information	Value (hex)	Value (dec)
00-14	00-20	Item Name	Must end with 00	
15-16	21-22	Frequency	00 00-??	0-??
17	23	Type		1=Weapon 2=Armor 3=Shield 4=Jewelry 5=Misc
18-19	24-25	Cost	00 00-??	0-??
1A	26	Weapon		0=No Restriction 1=Daggers Only 2=No Edged 3=All Normal
1C	28	Armor		0=No Restriction 1=Cloaks Only 2=Leather 3=Chain&Shield 4=Plate&Shield
1E-1F	30-31	Damage per physical attacks	00-??	0-??
20-21	32-33	# Attacks per round	00-??	0-??
22-23	34-35	HP (Chance To Hit Bonus)	00-??	0-??
24-25	36-37	AC Bonus	00-??	0-??
26	38	Spell or Special Power		00 = No spell or power. For other values, see Table 1: "Item Spells" below.
27	39	Destruct Percentage	00-64	0-100
28	40	Race		0=No Restriction 1=Dwarf 2=Elf 3=Gnoll 4=Hobbit 5=Human 6=Kobold 7=Ogre 8=Orc
29	41	Class		0=No Restriction 1=Hirebrand 2=Mage 3=Ninja 4=Paladin 5=Peasant 6=Priest 7=Ranger 8=Sage 9=Samurai 10=Thief
2A	42	Item into which an item turns into when its power is depleted		00 = Item does not change. For other values, see Table 2: "Item Numbers" below.
2B	43	Always 00		

File: oub5.dat (???)

File: oub6.dat (spells)

Note: each spell is 14 bytes long

Bytes (hex)	Bytes (dec)	Information	Value (hex)	Value (dec)
00-0A	0-10	Spell Name		
0B	11-12	Spell Type	43=C 4D=M	C=Clerical Spell M=Magical Spell
0C-0D	12-13	Spell Level	01 00 to 06 00	0-6

File: oub7.dat (character data)

Note: assumes the character has had companions/summons, and all 5 item slots are used.

Note: the companion/summon is 51 bytes long.

Note: each item/equipment is 44 bytes long.

Note: stats (Str, Int, Etc.) higher than 999 (E7 03) alters column alignment, and makes the game difficult to view.

Bytes (hex)	Bytes (dec)	Information	Value (hex)	Value (dec)
00-0F	0-15	Character Name	Must end with 00	
10-11	16-17	Position in LIGNE Tavern (Roster)	01 00 to 10 00	1-16
12	18	Strength	00-FF	0-255
13	19	Strength High Byte	00-03	0-768
14	20	Intelligence	00-FF	0-255
15	21	Intelligence High Byte	00-03	0-768
16	22	Wisdom	00-FF	0-255
17	23	Wisdom High Byte	00-03	0-768
18	24	Charisma	00-FF	0-255
19	25	Charisma High Byte	00-03	0-768
1A	26	Constitution	00-FF	0-255
1B	27	Constitution High Byte	00-03	0-768
1C	28	Dexterity	00-FF	0-255
1D	29	Dexterity High Byte	00-03	0-768
1E-1F	30-31	Gender	00 00 or 01 00	0=Male 1=Female
20-21	32-33	Race	00 00 to 07 00	Dwarf=0 Elf=1 Gnoll=2 Hobbit=3 Human=4 Kobold=5 Ogre=6 Orc=7
22-23	34-35	Class	00 00 to 09 00	Hirebrand=0 Mage=1 Ninja=2 Paladin=3 Peasant=4 Priest=5 Ranger=6 Sage=7 Samurai=8 Thief=9

24	36	Character Level Low Byte	00-63	00-99 (Levels above 99 (Hex 63) are possible, but the column alignment is altered, making the game difficult to view)
25	37	Character Level High Byte	You can try but ----->	Same as above
26	38	Hit Points Current Low Byte		
27	39	Hit Points Current High Byte		
28	40	Hit Points Max Low Byte		
29	41	Hit Points Max High Byte		
2A	42	Armor Class (AC) Low Byte		
2B	43	Armor Class (AC) High Byte		
2C-2D	44-45	Not Used ???		
2E-2F	46-47	Not Used ???		
30-31	48-49	Not Used ???		
32-33	50-51	Not Used ???		
34-35	52-53	*Paralyzed*	00 00 = Off 01 00 = On	0 = Off 1 = On
36-37	54-55	*Poisoned*	00 00 = Off 01 00 = On	0 = Off 1 = On
38-39	56-57	Bonashef (Party Shield)	00 00 = Off 01 00 = On	0 = Off 1 = On
3A-3B	58-59	Iptonarvay/Narvaybona (Invisibility)	00 00 = Off 01 00 = On	0 = Off 1 = On
3C-3D	60-61	Tokshef (Lowers AC)	00 00 = Off 01 00 = On	0 = Off 1 = On
3E-3F	62-63	Geitorga (Float)	00 00 = Off 01 00 = On	0 = Off 1 = On
40-41	64-65	Fietokshef (Fire Shield)	00 00 = Off 01 00 = On	0 = Off 1 = On
42-43	66-67	Altatok (Strenght)	00 00 = Off 01 00 = On	0 = Off 1 = On
44-45	68-69	Probably for Fieal (Haste) spell which is not used in the DOS version of the game	00 00 = Off 01 00 = On	0 = Off 1 = On
46-78	70-120	Summoned or Controlled Monster	51 bytes long – see monsters in oub8.dat below	
79	121	Companion Control Type	43 = Control 1 companion 48 = Control 1-4 companions	67 = Morfiegog, Mortokgor, or seduce 72 = Dumafiegog, Dumatokgor, Karpafier, Karpageir, Karpasom, Karpatok
7A-7B	122-123	How many summoned/alive	00 00 to 04 00	0-4
7C-7D	124-125	Companions #1's hit points		
7E-7F	126-127	Companions #2's hit points		
80-81	128-129	Companions #3's hit points		
82-83	130-131	Companions #4's hit points		
84-85	132-133	Hit Points lost per round due to poisoning	00 00 or FF FF	0 or -1
86	134	Gold Low Byte		
87	135	Gold High Byte		

88-89	136-137	Status	00 00 = Normal 63 00 = Dead 64 00 = Perm Dead	0 = Normal 99 = Dead 100 = Perm Dead
8A	138	Levels-up Gained Low Byte	00-02	0-2
8B	139	Levels-up Gained High Byte	00	0
8C	140	Age Low Byte (in months)		
8D	141	Age High Byte (in months)		
8E-8F	142-143	Hit Points Regeneration Rate	Usually 00 00 or 01 00	Usually 0 or 1
90-BB	144-187	Equipment Slot #1	(Note: assumes 5 equipment slots are used and each slot is 44 bytes long)	
BC-E7	188-231	Equipment Slot #2	Same as above	
E8-113	232-275	Equipment Slot #3	Same as above	
114-13F	276-319	Equipment Slot #4	Same as above	
140-16B	320-363	Equipment Slot #5	Same as above	
16C	364	# of level 1 mage spells	00-14	0-20, note: 24 th Last byte
16D	365	# of level 2 mage spells	00-14	0-20, note: 23 th Last byte
16E	366	# of level 3 mage spells	00-14	0-20, note: 22 th Last byte
16F	367	# of level 4 mage spells	00-14	0-20, note: 21 th Last byte
170	368	# of level 5 mage spells	00-14	0-20, note: 20 th Last byte
171	369	# of level 6 mage spells	00-14	0-20, note: 19 th Last byte
172	370	# of level 1 cleric spells	00-14	0-20, note: 18 th Last byte
173	371	# of level 2 cleric spells	00-14	0-20, note: 17 th Last byte
174	372	# of level 3 cleric spells	00-14	0-20, note: 16 th Last byte
175	373	# of level 4 cleric spells	00-14	0-20, note: 15 th Last byte
176	374	# of level 5 cleric spells	00-14	0-20, note: 14 th Last byte
177	375	# of level 6 cleric spells	00-14	0-20, note: 13 th Last byte
178-179	376-377	Paladin healing touch available	00 00 = No 01 00 = Yes	0 = No 1 = Yes Note: 11-12 th Last byte
17A-183	378-387	End of character data	Last 10 bytes are always all zeros?	

File: oub8.dat (monsters)

Note: each monster is 51 bytes long

Bytes (hex)	Bytes (dec)	Information	Value (hex)	Value (dec)
00-14	0-20	Monster Name	Must end with 00	
15-16	21-22	Level		
17-18	23-24	Hit Points Dice		
19-1A	25-26	Type	01 = Hirebrand 02 = Magician 03 = Priest 04 = Thief 05 = Giant 06 = Midget 07 = Animal 08 = Werebeast 09 = Insect 0A = "not used" 0B = Undead 0C = Mythical 0D = Dragon 0E = Enchanted 0F = Demon	1 = Hirebrand 2 = Magician 3 = Priest 4 = Thief 5 = Giant 6 = Midget 7 = Animal 8 = Werebeast 9 = Insect 10 = "not used" 11 = Undead 12 = Mythical 13 = Dragon 14 = Enchanted 15 = Demon
1B-1C	27-28	Armor Class		
1D-1E	29-30	Treasure/Lair type	00 00 to 07 00	0 to 7
1F-20	31-32	Max # of monsters appearing	01 00 to 0F 00	1 to 15
21-22	33-34	Damage per physical attacks		
23-24	35-36	# of physical attacks per round		
25-26	37-38	Relative dungeon level where it lives	0A to 00	0 to 10
27-28	39-40	Attack #1	00 00 = 0 = Swing 01 00 = 1 = Double-Blow 02 00 = 2 = Critical Hit 03 00 = 3= Paralyze 04 00 = 4 = Poison 05 00 = 5 = Drain 06 00 = 6 = Breathe 07 00 = 7 = Summon 08 00 = 8 = Stone D6 FF = -42 = Fieminamor D8 FF = -40 = Skorpik DC FF = -36 = Dumatokgor E7 FF = -25 = Morfiegor E8 FF = -24 = Fehalito	EB FF = -21= Minabor ED FF = -19 = Minabor F0 FF = -16 = Fieshef F1 FF = -15 = Sheinoget F2 FF = -14 = Alito F5 FF = -11 = Minagor F6 FF = -10 = Narfiet FA FF = -6 = Pictageit FB FF = -5 = Fieminat FC FF = -4 = Minatok FD FF = -3 = Minat FE FF = -2 = Geibor FF FF = -1 = Nargor
29-2A	41-42	Attack #2	Same as above	See previous column
2B-2C	43-44	Attack #3	Same as above	See previous column
2D-2E	45-46	Attack #4	Same as above	See previous column
2F-30	47-48	Attack #5	Same as above	See previous column
31-32	49-50	Attack #6	Same as above	See previous column

File: oub9.dat (dungeon position)

Bytes (hex)	Bytes (dec)	Information	Value (hex)	Value (dec)
00-01	0-1	Dungeon Trips		
02-03	2-3	Players Created		
04-05	4-5	Players Slain		
06-07	6-7	Monsters Slain		
08-09	8-9	Game Entries		
0A	10	Dungeon current level	00-0A	0-10
0C	12	Dungeon x position	00-18	0-24 (squares 1-25 on grid)
0E	14	Dungeon y position	00-18	0-24 (squares 1-25 on grid)
10	16	Character in party position 6	01-10	1-16
12	18	Character in party position 5	01-10	1-16
14	20	Character in party position 4	01-10	1-16
16	22	Character in party position 3	01-10	1-16
18	24	Character in party position 2	01-10	1-16
1A	26	Character in party position 1	01-10	1-16
1C	28	Always 00, not used ???		
1E	30	Direction facing (when starting the game with goub.exe instead of oub.exe)	00 = East 01 = North 02 = West 03 = South	0 = East 1 = North 2 = West 3 = South

File: oub10.dat (dungeon data)

Note: each level is 840 bytes long

See Table 3: "Wall Data" below.

See Table 4: "Treasure Box" below.

Bytes (hex)	Bytes (dec)	Information	Value (hex)	Value (dec)
00	0	Wall data x=1, y=1	See Table 3: "Wall Data"	See Table 3: "Wall Data"
01	1	Wall data x=1, y=2	See Table 3: "Wall Data"	See Table 3: "Wall Data"
02	2	Wall data x=1, y=3	See Table 3: "Wall Data"	See Table 3: "Wall Data"
...	...			
20	32	Wall data x=2, y=1	See Table 3: "Wall Data"	See Table 3: "Wall Data"
21	33	Wall data x=3, y=2	See Table 3: "Wall Data"	See Table 3: "Wall Data"
22	34	Wall data x=4, y=3	See Table 3: "Wall Data"	See Table 3: "Wall Data"
...	...			
2A4-2A5	676-677	Treasure contains 1 to x Silver	Table 4: "Treasure Box"	Table 4: "Treasure Box"
2A6-2A7	678-679	Treasure contains 1 to x Gold	Table 4: "Treasure Box"	Table 4: "Treasure Box"
2A8-2A9	680-681	% chance contains Gems	Table 4: "Treasure Box"	Table 4: "Treasure Box"
2AA-2AB	682-683	Treasure contains 1 to x Gems	Table 4: "Treasure Box"	Table 4: "Treasure Box"
2AC-2AD	684-685	% chance contains Jewels	Table 4: "Treasure Box"	Table 4: "Treasure Box"
2AE-2AF	686-687	Treasure contains 1 to x Jewels	Table 4: "Treasure Box"	Table 4: "Treasure Box"
2B0-2B1	688-689	% chance contains an Item	Table 4: "Treasure Box"	Table 4: "Treasure Box"
2B2-2B3	690-691	Stairs/Teleport from coord. X	01-19	1-25
2B4-2B5	692-693	Stairs/Teleport from coord. Y	01-19	1-25
2B6-2B7	694-695	Stairs/Teleport to coord. X	01-19	1-25
2B8-2B9	696-697	Stairs/Teleport to coord. Y	01-19	1-25
2BA-2BB	698-699	Stairs/Teleport to level Z	01-0A	1-10
2BC-2BD	700-701	Stairs/Teleport from coord. X	01-19	1-25
2BE-2BF	702-703	Stairs/Teleport from coord. Y	01-19	1-25
2C0-2C1	704-705	Stairs/Teleport to coord. X	01-19	1-25
2C2-2C3	706-707	Stairs/Teleport to coord. Y	01-19	1-25
2C4-2C5	708-709	Stairs/Teleport to level Z	01-0A	1-10
...	...			
33E-33F	830-831	Stairs/Teleport from coord. X	01-19	1-25
340-341	832-833	Stairs/Teleport from coord. Y	01-19	1-25
342-343	834-835	Stairs/Teleport to coord. X	01-19	1-25
344-345	836-837	Stairs/Teleport to coord. Y	01-19	1-25
346-347	838-839	Stairs/Teleport to level Z	01-0A	1-10

File: oub11.dat (???)

File: oub12.dat (???)