

Oubliette

A Fantasy Adventure

Additional Player's Guide v2.0

By Snafaru

Oubliette Additional Player's Guide by Snafaru v2.0
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Introduction

Based on the PC version of Oubliette v2.5.

Credits and References

Snafaru, GabySoft, Graham, HES, Liska, Ozone.

Features

Up to 6 characters at a time in your party out of 16 possible on each disk. A 3D wireframe or bird's eye view of the dungeon with stairs, pits, teleports. 150 monsters, 127 items, 27 magic spells, 18 clerical spells (spells are in a specially created language by David Emigh called Varget), characters can be of any 8 races and 10 classes.

Installation

This game runs in DOS mode, either from a diskette or the C: drive. If your computer is too fast you won't see any messages on the screen (they blink in and out too fast). As an example to get the correct speed I use a Pentium III Celeron at 617Mhz with the Level 1 Cache disabled in the CMOS (Setup) of the computer as well as running Oubliette with Moslo with the speed switch set at /45, i-e, the DOS command to start Oubliette is "moslo.com /45 oub.exe". Oub.exe is the bird's view of the dungeon, Goub.exe is the 3D wireframe view of the dungeon. Your config.sys and autoexec.bat startup files can be empty. If you find other ways to run it, please e-mail me.

Keyboard Shortcuts

Anytime Option

CTRL-L display "at work" screen, press CTRL-L to go back to the game, any other key exits the game.

Castle Options

D – Enter the Dungeon
E – Exit the Game
G – Enter a Guild
H – House of Healing
M – Get information on a particular player
N – Create New Players
O – Order the Party
P – Party information replot
R – Rest up at an Inn
S – Grundig's General Store
T – LIGNE Tavern
X – Transfer Gold or Equipment

Rest at the Inn (castle)

1 – Roadway Inn, cost: 6 per month, cures 2 hit points per month
2 – Pleasure Palace, cost: 250 per month, cures 9 hit points per month
3 – Comfy Cove, cost: 50 per month, cures 4 hit points per month
4 – The Streets, cost: 0 per month, cures 1 hit points per month

Note: any of the above also restores all spell points.

Note: any of the above also removes all protective spells, buffs, and summoned entities.

Dungeon Options (passive, non-combat)

A, D, W, X – Party movement
B – Bury
K – Kill companions
M – Get information on a particular player
O – Order the party
P – Party information replot
Q – Quit
S – Cast spell
T – Paladin touch (Heal)
U – Use item

Dungeon Options (combat)

C – Dispel (Priests and Paladins, dispels undead, may be used only once per encounter)
D – Double Blow (Hirebrands and Paladins, see instruction manual for further details)
E – Evade (player using this option moves to the back of the party)
F – Fight
K – Swing to Kill (Samurais, Ninjas and Thieves higher than 15th level, see instruction manual for further details)
M – Get information on a particular player
P – Party information replot
Q – Seduce (Female thieves only)
S – Spell
U – Use item

Bug Report

- If using the 3-D wireframe interface (GOUB.EXE) and you use the arrow keys to move instead of the A-W-D keys, then you won't see screen messages such as the stairs to go up.
- Even if his condition is *PARALYSED*, a thief can disarm a chest (is the same true for a ninja or samurai?).
- After casting Narpic to get the monsters off your back, you will still get a chance to disarm a treasure chest if they deem so to leave one behind.
- The option K (Dungeon Options, non-combat), does not seem to work.
- The Altatok and Bonashef spells don't have any visible effects (do they even work at all?)
- If you run the game from the C: drive, then you get a "Not ready reading drive A" error message with the options "Abort, Retry, Fail?", simply type "f" to select "Fail" and the game will start, or insert a blank floppy disk in drive A:

Adventuring tips

- Although only the first 2 characters get to fight hand-to-hand, it is good to have a 3rd character that can fight so that one of the 2 first characters that gets into trouble can evade to the back of the party, this is especially true with your first ever party.
- The spell Kotier removes the poisoned and other conditions off of a character.
- The spell Geitorga is an excellent way to prevent your low hit points Mage from dying while falling into a pit.
- The "bird's eye" view of "oub.exe" makes it easier to map levels albeit it is not as nice as the "3-D frame wire" view of "goub.exe".

Some items' special power when invoked

Staff of Cloudkill	Casts Itogetit.
Staff of Glory	Was supposed to have a teleport capability (Ref: Liska) but instead when you use its special power you get the following message: "<character_name>'s Earth Elemental casting..." and nothing happens.

Magical Spells - Quick Reference Chart (Mage, Ranger, Sage)

Spell	Lvl	Use When	Affects	Description
Geibor	1	Combat	1 Opponent	"Air rod". Damaging magic missile
Morfiegor	1	Combat	1 Humanoid	"Direct fire thought". Humanoid joins and assists party during dungeon trip
Nargor	1	Combat	1 Group	"Not thought". Low level monsters may fall asleep (undead are immune)
Tokshef	1	Any Time	Caster	"Earth Shield". AC = AC -5 (less armor you wear except for 1 AC in some cases)
Altatok	2	Any Time	1 Person	"Strength earth". Increase strength
Geigor	2	Combat	All opponents	"Air thought". Confuse, opponents < level 10 run (undead are immune)
Geitorga	2	Any Time	Caster	"Air ground". Float (to avoid pit damage)
Narpic	2	Combat	Party	"Not light". Darkness, escape monsters < level 9 (but with exceptions). No treasure.
Fieminat	3	Combat	All opponents	"Fire wound". Fireball damage (with backfire)
Fietokshef	3	Any Time	Caster	"Fire earth shield". Fire (50%), light, and breath shield (disappears after absorbed damage)
Iptofeh	3	Travel	Party	"Self point". Determine dungeon position
Iptonarvay	3	Any Time	Caster	"Self not see". Invisible to low monsters until attack. Undead and mythical are immune
Mortokgor	3	Combat	1 Non-humanoid	"Direct earth thought". Non-humanoid assists party during dungeon trip
Pictageit	3	Combat	All opponents	"Light air storm". 50% chance of lightning damage (with backfire)
Karpafier	4	Any Time	Party	"Summon fire". Summon 1-4 low-level monsters to help
Karpageir	4	Any Time	Party	"Summon air". Summon 1-4 higher level monsters to help
Minagor	4	Combat	All opponents	"Wound thought". Fear, low to mid-level opponents run (undead are immune)
Narfiet	4	Combat	All opponents	"Not fire". Ice storm damage (with backfire)
Narvaybona	4	Any Time	Party	"Party not see". Invisibility against low/mid-level monsters (except undead/mythical) until attack
Fieshef	5	Combat	All opponents	"Fire shield". Low/medium monsters die of fright except demons, dragons, enchanted, mythical
Itogeit	5	Combat	All opponents	"Ill air". Cloud of foul gases that kills all monsters and players lower than level 8
Karpasom	5	Any Time	Party	"Summon water". Summon even higher level monsters to help
Skorpic	5	Combat	All opponents	"End light". Blinding flash of consuming light. 50% chance to hit each monster
Alito	6	Combat	All opponents	"Death". Kills most monsters.
Fieminamor	6	Combat	All opponents	"Fire wound directed". Fire damage (no backfire)
Karpatok	6	Any Time	Party	"Summon earth". Summons the highest level of monsters to help
Torgafier	6	Any Time	Party	"Ground fire". Teleport. Limited range depending on the party size (A bug in the DOS version prevents this spell from functioning)

Other Spells (undocumented)

Farital	6	Any Time	???	"??? life". Although you can cast this undocumented spell, nothing seems to happens.
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Clerical Spells - Quick Reference Chart (Paladin, Priest, Ranger, Sage, Samurai)

Spell	Lvl	Use When	Affects	Description
Kominah	1	Any Time	1 Person	"Close wound". Cure hit points
Konarbona	1	Combat	1 Group	"Dispel party". Dispel undead and demons
Minat	1	Combat	1 Opponent	"Wound". Inflict damage
Bonashef	2	Combat	Party	"Party shield". Shield party from physical attacks
Dumafiegor	2	Combat	1-4 Humanoids	"Control fire thought". Control 1-4 humanoids to assist party
Fehtier	2	After Combat	1 Chest	"Point trap". Disarm Trap
Kominasom	3	Not combat	1 Person	"Close wound water". Cure more hit points
Minatok	3	Combat	1 Opponent	"Wound earth". Inflict more damage
Dumatokgor	4	Combat	1-4 Opponents	"Control earth thought". Control 1-4 humanoids or monsters to assist party
Kominatok	4	Not Combat	1 Person	"Close wound earth". Cure all hit points
Kotier	4	Not Combat	1 Person	"Close distress". Cure poison or paralysis
Minabor	4	Combat	1 Group	"Wound rods". Shoot magical quarrels at opponents
Etishef	5	Combat	All Opponents	"Blade shield". Damaging blades (generally hits 4, 5 or 6 opponents in each group)
Fehalito	5	Combat	1 Opponent	"Point death". Death, spell may fail
Koalito	5	Any Time	1 Person	"Close death". Restore life but with only 1 hit point left (lowers constitution stat by 1 permanently)
Kominalito	6	Any Time	1 Person	"Close wound death". Resurrection (all conditions and hit points cured, no loss of constitution)
Mohipto	6	Any Time	Party	"Home self". Teleport party one level up
Sheinoget	6	Combat	All Opponents	"Holy word". Damn opponents to hell

Other Spells (undocumented)

Koalget	5	Not Combat	1 Person	"Close word". Used to unequip cursed items (which were never actually implemented in the game)
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Player Races Characteristics (Ref: HES) (with corrections and additions)

Race	Str	Int	Wis	Cha	Con	Dex	Hits	Age	Exp
Dwarf	(5) ++	(2) -	(4) +	(2) -	(4) +	(2) -	(10) ++	(120 years) ++	(20) +++
Elf	(3) *	(4) +	(3) *	(4) +	(2) -	(4) +	(6) *	(Immortal) &+	(25) ++++
Gnoll	(5) ++	(1) --	(3) *	(3) *	(4) +	(4) +	(9) ++	(50 years) -	(15) ++
Hobbit	(2) -	(2) -	(3) *	(4) +	(4) +	(4) +	(4) --	(100 years) +	(8) -
Human	(3) *	(3) *	(3) *	(3) *	(3) *	(3) *	(6) *	(60 years) *	(15) *
Kobold	(2) -	(1) --	(1) --	(2) -	(3) *	(3) *	(4) --	(70 years) *	(6) ---
Ogre	(6) +++	(1) --	(1) --	(1) --	(5) ++	(2) -	(12) +++	(60 years) *	(16) ++
Orc	(4) +	(2) -	(2) -	(2) -	(3) *	(3) *	(8) +	(40 years) ---	(8) --

Above is a list of the races within the game, and their typical characteristics. + means higher than average, * indicates average, and - denotes below average. The &+ for the age of elves indicates that elves are not affected by aging, and can, provided they stay out of trouble in the dungeon, be immortal. The +, or bigger numbers, for experience indicates the race requires more experience to make a level.

Class Minimum Statistics Required

Race	Str	Int	Wis	Cha	Con	Dex
Hirebrand	12	0	0	0	0	6
Mage	0	12	0	0	0	0
Ninja	12	9	12	0	6	15
Paladin	12	12	12	17	7	9
Peasant	0	0	0	0	0	0
Priest	0	0	12	7	0	0
Ranger	12	14	14	14	15	12
Sage	0	14	14	7	0	0
Samurai	15	9	15	0	9	15
Thief	5	0	4	0	0	12

Maximum Starting Stats (Ref: Liska)

A new character's maximum starting stats is determined entirely by his race. Each race has a rating from -- to ++ for each stat, and this rating governs the possible range of starting values a stat may assume. The - to ++ designation has no impact on stats once the character is generated, so a good guild and leveling can create a very intelligent Orc Mage.

The maximum possible stat for each rating is as follows:

--	14
-	20
*	26
+	32
++	36

Permanent stat-increasing items (Ref: Liska)

Item	Stat	% Destruction
Ring of Strength	STR	90
Tome of the Magi	INT	25
Holy Ring	WIS	90
Tome of Light	WIS	90
Book of Leadership	CHA	90
Book of Health	CON	90

*Note by Snafaru: the stat increases between 1 to 3 points.

Class Numbers (In regards to equipment, Class is the number of the class to which the equipment is restricted)

Class Number	Class Description
0	No restrictions
1	Hirebrand
2	Mage
3	Ninja
4	Paladin
5	Peasant
6	Priest
7	Ranger
8	Sage
9	Samurai
10	Thief

Class Information Summary (Ref: HES) (with additions)

Class	Hits	Exp.	Magic	Cleric	Weapon	Armor
Hirebrand	(3) +++	(9) -	0	0	3	4
Mage	(-2) --	(18) ++	1	0	1	1
Ninja	(1) +	(16) *	0	0	3	2
Paladin	(4) ++++	(24) +++	0	8	3	4
Peasant	(0) *	(6) ---	0	0	2	2
Priest	(0) *	(14) ++	0	1	2	3
Ranger	(6) ++++++	(32) ++++	7	6	3	2
Sage	(-2) --	(48) ++++	1	3	2	1
Samurai	(4) ++++	(18) ++	0	6	3	1
Thief	(0) *	(7) --	0	0	3	2

Hits: Extra personal hit points awarded to the player, each time the player advances, allowing the player to withstand more personal damage.

Exp.: Experience needed to make a level. A +, or bigger numbers, indicates more experience is required to make a level.

Magic & Cleric Levels: Level at which player of that class can throw spells of that type, 0 indicates NONE.

Weapon Levels:

- 1 – Restricted to daggers
- 2 – No edged weapons
- 3 – Use any normal weapon

Armor Levels:

- 1 – Cloaks only
- 2 – Leather Armor
- 3 – Chain Mail & Shield
- 4 – Plate Mail & Shield

Guilds (Ref: Liska)

The Guild your character attends will have a significant effect on their stats. Guilds can add from 0 to 10 points to class-relevant statistics, which equates to 30% or more for most characters. For example, an Elvin Sage could enter a guild with INT 30, and leave with INT 40. Not all of the 29 Guilds are created equal, though, so it is important to know which guild offers the best training for your character. The table below lists all guilds in the game, and the maximum possible increase for each stat:

		STR	INT	PIE	LDR	CON	DEX
1. Kirgar Brigands	Hirebrand						
2. Praetorian Guard	Hirebrand						
3. Tokal Legions	Hirebrand						
4. Orc Bandits	Hirebrand						
5. Ogre Raiders	Hirebrand						
6. Magician's Alliance	Mage						
7. Eldar Academy	Mage						
8. The Tower	Mage	0	5	0	0	0	0
9. Illuvitars	Mage						
10. Order of the Robe	Priest						
11. Dwarf Abbey	Priest						
12. Church of Life	Priest						
13. The Faithful	Priest						
14. Alvic's Retreat	Sage	0	10	10	5	0	0
15. Ancient Ruins	Sage						
16. Order of Faelich	Sage						
17. Hobbit Brotherhood	Thief						
18. Gang of Kobold	Thief						
19. Rogue's Gallery	Thief						
20. Thieves' Guild	Thief						
21. The Service	Ranger						
22. Forest Order	Ranger	5	5	5	5	6	5
23. Knights of the Cross	Paladin						
24. Order of the Light	Paladin						
25. Holy Crusaders	Paladin						
26. Shaolin Temple	Samurai	10	5	10	0	5	10
27. The Disciples	Samurai						
28. Mr. Ninja	Ninja						
29. Order of the Knife	Ninja						

References

1. HES - Oubliette Instruction Manual by Human Engineered Software
2. Liska - Oubliette Strategy Guide v.0.1 - written by Peter Liska <peter@liska.ca>

