

Oubliette Strategy Guide

v.0.1 - written by Peter Liska <peter@liska.ca>

Introduction

Oubliette is perhaps the earliest and certainly one of the most venerated ancestors of the modern video RPG genre. Predating the Rogue series, the Bard's Tale and even Wizardry, Oubliette pioneered the party-based adventure game, appearing first on the PLATO system, then later on the home computer market.

Oubliette is an outstandingly mature and uniquely balanced game. The consumer version's game mechanics, concept and design evolved over 7 years, culminating in a 1983 release for the home computer. The game is difficult and sometimes frustrating, but its closer-to-reality design than is found in most modern games injects an addictive character and sense of accomplishment lacking in many current titles.

The concept behind Oubliette is simple – go into a dungeon and kill monsters to gain levels and get better gear. This seemingly facile mantra has been at the core of an astoundingly successful sector of the video game market for 20 years. In fact, the character building ideas pioneered in video games like Oubliette still forms the base of hugely popular titles like Warcraft III and The Sims.

Software and Systems

Oubliette was first released for PLATO in the fall of 1977 by Jim Schwiager. Home computer versions for DOS and the Commodore 64 followed several years later in 1983. The Apple II classic Wizardry may share the same code base as Oubliette, but conflicting information on this topic makes it uncertain.

Gameplay

In the DOS and C64 versions of Oubliette, the player creates a group (a *party*) of up to 6 characters, all of whom are under the player's direct control. After equipping and training each member for specific survival roles, the party enters a dungeon and begins their journey toward conquest and glory.

There is no particular quest or goal to fulfill in Oubliette. The open-ended and self-motivated nature of the game is perhaps its most endearing aspect. No matter how far your party progresses, there will always be denizens on the lowest levels that can pose a real threat, even to your most seasoned dungeoneers

Note from the Author

This guide is still a work-in-progress, and contains many formatting and stylistic inconsistencies, incomplete information and typos. I decided to publish it in unfinished form in case someone, somewhere could get some benefit from it

now rather than wait for the weeks or months it would take to flesh it out completely. Feedback, corrections, suggestions, etc. are always welcome. You can reach me via email here: peter@liska.ca.

Party planning

The most important part of having a successful party is planning ahead. You will need to balance brawn with healing, offensive magic with protection and stealth. The survival of your party depends on you knowing the game mechanics and making sure such balances exist.

For example, only your first 2 party members can use melee (hand-to-hand) attacks, so having either 1 or 3 (or more) fighters in your party is a bad idea. Your combat members will also need a way of being healed in-mission, so some kind of clerical support is essential. Before you begin planning your party, read through the class descriptions thoroughly to make sure your class selections cover all the bases for a new party.

Plan for your level

You will need to constantly redesign your party around the level of dungeon you're delving into. Players will outgrow their usefulness to you, and need to be replaced: classes that are essential in the early levels can be useless later on, and vice-versa. For example, a rapid-advancing Priest is very handy early on, but because of their specialized nature, Priests prove to be a poor use of space later in the game. Be prepared to keep your party dynamic, and don't grow too fond of your favorite thief, because she'll have to go if you want to advance any distance in the game.

Short-term

For levels 1-4 of the dungeon, you'll principally be facing 'normal' types of monsters like humanoids, animals and some undead. These monsters have trouble hitting AC -1 or lower and rarely do any damage to party members 3-6: a couple of well-armored fighters can guard your weaker types early on. These monsters are also very vulnerable to low-level magical spells like *nargor* and *geigor* (see spells section)

The purpose of your starting party, really, is to make it possible for you to eventually take in and train new players who will become your heavy hitters for later in the game. You want races and classes that develop good offensive and healing power quickly, so Hirebrands, Mages, and Priests are the order of the day. Ninjas do advance quickly, but their armor limitations make them easy pickings early on.

In general, for a starting party, you want **two fighters**, at least **two magic-spell casters**, and at least **one clerical-spell caster**. You may choose to take along someone to disarm traps, though this is really not critical in the low levels, and many classes are descent enough at disarming without using up a whole slot in your party employing a top-notch lockpick.

Fighters

There's no reason to bother with long-lived, slow-advancing races for your first two fighters: they're going to be obsolete by Level 5 or 6 of the dungeon, so you want characters that are going to hit hard, wear heavy armor and get tons of hit points. Ogre Hirebrands are ideal in this role, as long as you can find two with dexterity of at least 15 to start. It's entirely worth holding out for good stats, and you should wait for at minimum **STR 25**, **CON 25**, and **DEX 15**. INT, PIE(WIS) and LDR(CHA) are irrelevant to Hirebrands.

Magic Spell Casters

You have two choices of class that can cast magic spells early on: Mage and Sage. Sages take a bit of re-rolling to find a good one and are slow to advance, though they do gain clerical spell capability very early, making them double-duty party members. Mages advance much more rapidly, and can be found among even the very weak races like Orcs and Kobolds, making them quick to gain personal levels and consequently spell levels.

An excellent strategy is to take one Orc and one Kobold Mage, waiting for **INT 20** for the Orc and **INT 14** for the Kobold (this is the max stat for each race). These two oddballs will advance extraordinarily quickly, and if you've held out for high INT scores, they will prove to be invaluable when facing large groups of the tougher early-game monsters.

Clerical Spell Casters

Priests are the primary Clerical Spell casters. Several other classes gain the ability to act as priests as they progress levels, but since we're looking for big clout early, the other classes will not mature fast enough to be useful as clerics in a starting party.

Medium Term

Once your party has generally firm control over levels 1-3, you will need to start developing new characters that can carry you to new depths in the dungeon.

The first major change in store is replacing your Hirebrands with 2 Elvin Samurais. This can be a tricky prospect, as low-level Samurais are very weak and prone to, well, death. Keep your better Hirebrand, and give him all the good gear. Then, remove (DOS) or kill-off (C64) the other. Creating a new Samurai can be a trial of patience, and you'll want to make lots of backups along the way once you've found one (see section below). If your patience holds, wait for a Samurai with at least **CON 16**, and 18-20 is better still. This can take an hour or more of re-rolling, so get a coffee and dig in. The benefits of waiting for great stats will become very apparent by levels 6 and 7 of the dungeon.

Now, equip your new Samurai with a short-sword and cloak, and place him/her in slot 2. Before you do anything else, backup your game! Now you are ready to re-enter the dungeon. Move around level one, and let your Samurai do most of the killing (use the "K" option for swing-to-kill). Lots of protective and healing

spells will be required to keep him alive until he's gained 6 or 7 levels. Very soon, you will notice the short-sword wielding Samurai is capable of dealing more damage and outright kills than even your seasoned, much stronger, better equipped Hirebrand. By the time he reaches level 15 or 16, his AC will be comparable with the Hirebrand, too, and his rapid-developing Clerical Spell abilities will help carry him through this more vulnerable period (every 2 personal levels, the Samurai's AC drops by 1).

Once you notice your Samurai is at least on par with your Hirebrand for general durability and function, get rid of your last Hirebrand and get a second Samurai like the first. Help your new Samurai progress just as you did before – these two Samurais will make it possible for you to delve deeper into the dungeon where Magic Spell casters are far less effective.

With 2 good Samurais, you'll no longer need your specialized Priest and if you have a Thief, you'll no longer need her special services, either (Samurais are excellent at disarming traps). Get rid of them in the usual manner to free up space in the party.

Besides the relative uselessness of Magic Spell casters in the middle-levels of the dungeon, you will start encountering monsters that can do significant damage to characters in positions 3-6 of your party. Mages and Sages, with very few hit points will always be in real danger of spell-casting and fire-breathing monsters. If you elect to keep them (you will certainly need some sort of Magic Spell caster for some situations), buff-up with protections like *fietokshel* and *geitorga*.

An alternative is to start training some Rangers to take the place of your Mages/Sages. Be warned: Rangers will take much longer to groom for regular use than your two Samurais, and need to earn their first 6 personal levels at the front of the party the old-fashioned way.

Long Term

Once you have spent any time on levels 4-6, you will probably come to the conclusion that due to their low hit points, Mages and Sages are a real labor to keep alive. The best solution is to replace all your spell casters with Rangers, who can cast Magic Spells, Clerical Spells and get the best Hit Points in the game. You will need the most hearty and resilient party you can assemble to face Titans, Grand Masters and Hell Spawns, and that party consists of 2 Samurais and 4 Rangers.

Considering their HP and mastery of both spell schools, High-level Rangers are easily the most powerful characters in the game. Samurais are still better hand-to-hand fighters, though, and will let you weather many lesser encounters without using up all the Rangers' super-powerful spells like *fieal* and *fieminamor*.

Creating new Rangers is even more tedious than creating new Samurais. Forget the coffee and buy a six-pack – you'll need it to dull the pain from ripping out your hair as you sit for hours re-rolling to get the perfect candidate. INT, PIE (WIS) and CON are the Ranger's most important long-term stats, and since his function is purely long-term play, hold out for very high stats in all – at least as far as your patience will allow.

Again, backups are critical unless you want to relive your stat rolling sessions. Though Rangers are similarly vulnerable to Samurais at first level, by level 3 they generally have enough HP to let them survive most easy encounters. Once a new Ranger reaches level 7 and gains magic spell capability, put your Samurais back in front and let the Ranger exercise his/her new Magic muscle on dungeon level 3 to gain some more personal levels. In short order, your Rangers will be out-living your old mages on dungeon level 7 and deeper. See the combat sections later in this guide on how to keep your Rangers advancing even in the middle dungeon levels.

One last note on party planning: avoid the temptation to get your Samurais and Rangers into the picture too early. Both are very vulnerable at low levels, and until they've matured, can't match the versatility of a well-rounded party of specialists. This is another case of classes' function being realized best at particular levels of the dungeon. Their early weakness will be vindicated when they unleash a gigantic can of whoop-ass on dungeon level 10.

Player Creation

Before you start creating any characters, you need to develop a plan for your party (see previous section). Is this a first-time, quick hack-and-slash party, or is it one you want to eventually storm the deepest regions of the Oubliette as masters of their realm? Decide on your party layout, classes, and then pick individuals to fulfill the required roles.

Race

Choosing a race should be the last step in your character creation process. Generally, you want to stick with the fast-advancing (though short-lived) races for your early-level parties, and move to entirely Elves (ageless) for your Rangers and Samurais. You invest so much time in generating and cultivating your long-term characters; it would be a shame to lose them unceremoniously to Father Time.

Good early-game choices are as follows:

- **Hirebrand:** Ogre and Groll
- **Mage:** Orc and Kobold
- **Priest:** Human

Dwarves are a very powerful and gifted race, but they are not ageless and advance levels slowly, making them a less-than-ideal choice for both early and late in the game.

Conversely, A kobold mage can easily advance to personal level 20 just trolling around dungeon levels 1 and 2. They will dramatically outclass any monsters you meet in the first 3 levels of the Oubliette.

Class

As you've read above, class selection must be made in accordance with your dungeon level and party plan. A tight, efficient party will leave slots open to experiment with less common classes like Ninjas and Paladins, and may lead you to excellent strategies that get you further, faster.

Following is a practical overview of each class:

Hirebrand

Very useful early in the game due to good HP, reasonable fighting skill and full-armor capability. Hirebrands advance personal levels easily, and quickly outmatch early-game monsters. Their usefulness deteriorates through levels 4 and 5, and unless you stumble upon exceptional armor, they are essentially useless beyond dungeon level 6..

Mage

Mages are the core Magic Spell casters in the game. They advance 1 spell rank for each 2 personal levels, and receive the best spell bonus for high intelligence. Mages are patently useless in melee, and receive very few Hit Points each level. They are invaluable early in the game, but even very powerful mages can be wiped out by a medium-strength breath weapon.

Sage

Sages enjoy the same magic progression and bonuses as Mages, but advance far more slowly and are similarly weak in combat and fortitude. Because of their Magic and Clerical Spell abilities, Sages can find a niche role in many parties. Unfortunately they face the same shortcomings as Mages late in the game, and often need to be replaced when spell-casting or fire-breathing monsters become common.

Priest

Priests are the only class capable of casting Clerical Spells at first level. Priests can wear heavy armor and carry a shield, but compared to even a Hirebrand, their fighting skills are second-rate. Priests gain exclusive rights to wield extraordinarily powerful weapons late in the game, but they are still grossly outclassed in offense by the Samurai, and can never hope to match the Samurai's improved AC. A Priest's effectiveness is doubly daunted by the large number of other classes that can become proficient Clerics.

Peasant

Characters that have not completed a guild are defaulted to the class of Peasant. You may sometimes roll an extraordinary character and want to save them before entering a guild (lest they die in training), or find you are 1 or 2 stat points shy of an elite class like Ranger or Samurai. In both cases, the Peasant class has its uses. Be warned: though gaining levels as a peasant can improve your stats and allow you entry to an elite guild, your chance of death during training is drastically increased.

Ninja

The Ninja is a scaled-down version of the Samurai class, and is rarely found in seasoned parties. Ninjas may use the "swing-to-kill" combat option, but with limited effectiveness. Coupled with poor armor selection and no Clerical Spell capabilities, they are unfortunately a class without a real home in low-, medium-, or high-level parties. Their particular weaknesses make them either too vulnerable or too impotent to be viable party members in most circumstances.

Thief

All thieves advance personal levels easily, and are masters at disarming traps on treasure chests. Unfortunately, their usefulness is near zero in combat situations. Female thieves have the unique ability to seduce normal humanoid monsters in the dungeon, but this is a minimal offensive skill compared that of a hard-hitting fighter or skilled magician. Samurais and Ninjas can effectively disarm unwanted traps, and thieves are usually rendered useless early in the game.

Paladin

Paladins are a sort of Hirebrand/Priest hybrid, but advance personal levels too slowly to ever excel in either trade. Paladins suffer from the same long-term weaknesses as Hirebrands (poor AC compared to Samurais), and are never able to swing-to-kill. Pound-for-pound they are still a strong, multi-purpose class, but will have trouble keeping up with the big players late in the game.

Samurai

Though vulnerable at low personal levels, the Samurai quickly evolves into the most sturdy, potent melee class in the game. Their well-rounded trap-disarming and Clerical abilities can obsolete several other classes like Thief, Ninja, Priest, Hirebrand and Paladin. Samurais are the only class that can swing-to-kill with the full number of attacks by weapon (do not underestimate the benefit of this unique ability), and gain 1 bonus to their AC for every 2 personal levels. Samurais should be at the front of any deep-delving party.

Ranger

Rangers are the slowest-advancing class in the game, and because of this are best paired with the ageless lifespan of Elvenkind. Not only do Rangers have the best Hit Points of any class, but gain Clerical abilities at level 6 and Magical abilities at level 7 (they advance spell levels as rapidly as a Mage, but gain only

half the benefit from increased intelligence). Relatively weak early in their careers, Rangers mature into the ultimate long-term, deep-dungeon, ass-stomping class.

Stats and Rolling

The most tedious, frustrating, rewarding and memorable part of Oubliette is the re-rolling of candidates to make the perfect party. If you're not particularly picky on stats (which you really ought to be), rolling characters can be quick and unmemorable. The more you play, though, the more it becomes a challenge to have the absolute smartest Mage, fastest Samurai, or fortitudinous Ranger.

Each stat affects a particular aspect of a character's ability to perform certain functions. Obviously, fighters need to be strong, but they also need dexterity to accurately wield weapons and constitution for resilience to physical damage. Below is a breakdown of each stat's in-game function:

Strength (STR)

Strength only affects how much physical damage your character does when using a weapon. The formula is simple: big strength means big weapon damage. Since the game has no ranged weapons, strength plays absolutely no role for characters other than those in slots 1 and 2.

Intelligence (INT)

Intelligence adds a bonus to the number of magical spells a character may cast, provided the character can cast magical spells. For Mages and Sages, the bonus is equivalent to one personal level for every 2 point of INT over 12. For Rangers, the bonus equals one personal level for every 4 points of INT over 12. Magic spell casters advance 1 spell level for every 2 personal levels, so for Mages 4 points of INT gains one spell level. The same gain would take 8 points of INT for Rangers. See the Spells section later in this guide for more details on spell level advancement and the affects of Intelligence. Intelligence is of no use to pure fighting types like Hirebrands.

Piety (PIE) or Wisdom (WIS)

Called Piety in the C64 version and Wisdom in the DOS version, this stat's sole effect is to add a bonus to the number of Clerical spells a character can cast, provided the character can cast clerical spells. High or low Piety has no impact on characters who are unable to cast clerical spells, like Thieves and Mages.

Leadership (LDR) or Charisma (CHA)

Called Leadership in the C64 version and Wisdom in the DOS version, LDR/CHA's only effect appears to be on the Seduction skill of female thieves. Priests, Paladins and Rangers all have Leadership requirements, but the stat seems to have no bearing on gameplay for these classes.

Constitution (CON)

Constitution has a direct impact on how many hit points your character receives when gaining personal levels. Higher CON means more HP, though at varying rates for different classes. Rangers with extremely high CON scores can actually achieve the maximum hit points in the game (999) if they progress to high personal levels.

Dexterity (DEX)

The ability to hit opponents with physical weapons is determined by a high or low dexterity score. Fighters in the front of the party will need good dexterity scores, especially against the shielded and agile opponents deep in the dungeon. There are hints in the game manual that dexterity can affect spell casters accuracy with difficult spells like fieminat and etishef, but evidence to support this is difficult to confirm.

Maximum Starting Stats

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

So the maximum possible stats for an Elf are:

STR: 26
INT: 32
PIE: 26
LDR: 32
CON: 20
DEX: 32

Odds are good that no one has ever actually rolled such a character, so holding out for these stats would probably be a many-lifetimes quest. Holding out for one prime requisite (say 32 INT for an Elvin Mage) is not unreasonable, though, and if you're really gunning for powerful characters, you should do just that. Combining excellent starting stats with a good Guild will give your characters a real edge throughout your dungeon adventures, so sit tight and wait for the stats that you'll be satisfied with.

Guilds

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						

Equipment

Amassing gold and finding the best magical gear is less important in Oubliette than in many other adventure or role-playing games. Since only the first 2 characters can physically attack (or be attacked by) monsters, armor and weapons are useless to the 4 characters in slots 3-6.

Still, early in the game your 2 Hirebrands (or whatever fighter you choose) will greatly benefit from having the best plate mail and shield they can buy, and late in the game some excellent magical items can be found. With a good party, though, even the most powerful items will only serve to augment characters' performance, and will not dramatically shift the balance of the game. This decision in game design keeps the focus on character development, and away from treasure hunting.

Grundig: what to buy, who gets it, and when

While in Ligne Castle, characters can purchase equipment from Grundig's equipment shoppe. Transfer all the money you have to your first two characters, and then buy the best gear you can for them, ignoring everyone in slots 3-6. Every time you make more money in the dungeon, upgrade your gear until you've got the best equipment money can buy. The rule to remember in Grundig's store is "Spend it now: you can't take it with you".

It's very unlikely you will be able to afford plate mail and shield with a newly-created party. The best weapons are also usually out of reach for new characters. Focus on the armor first, and maybe an axe or short sword if you can afford it.

You may, at some point wish to outfit your Mages with cloak and dagger, or your Priests with heavy mail and mace, but these trappings will be purely cosmetic. No character except the front two will benefit from any kind of normal melee gear.

Xfer Command

The transfer (Xfer or Give) command varies between releases of Oubliette. In the DOS version, transferring an item to one character from another will cause the recipient to simply drop their old item, and it will be irretrievable. For instance, if Grunk the Hirebrand transfers a sword to his brother-in-arms Bashie, he will receive nothing in return and will need to find another sword.

The Commodore 64 version is more forgiving. If Grunk gives up his sword to Bashie, he will be repaid with whatever weapon Bashie happened to be carrying, provided he is capable of using it. For example, Uttar the Priest may relinquish his Kargen Hammer to Grunk in aid of the party, but the broadsword Grunk was carrying will be lost, as Uttar's profession does not allow him to wield blood-shedding instruments.

Magic Buff Equipment (tomes, rings)

There are some interesting items in the deeper regions of the Oubliette that can slightly but permanently augment your character's abilities. These rare items will add 1-3 points to a particular stat, and then usually vanish or become unusable. Every stat-increasing item has a % chance of disintegrating upon use, so plan ahead before you activate (or check the cheating sections below).

Below is a complete list of permanent stat-increasing items, along with a description and their disintegration percentage:

<u>Item</u>	<u>Stat</u>	<u>%Des</u>
Ring of Strength	STR	90
Tome of the Magi	INT	25
Holy Ring	PIE(WIS)	90
Tome of Light	PIE(WIS)	90
Book of Leadership	LDR(CHA)	90
Book of Health	CON	90

Aside from making your good characters better, if you have a few of these lying around, it can save you some time when rolling new characters. Often times, you will roll an exceptional character who is a little light in one stat to make the cut. A prospective Ranger with 13 LDR(CHA) could be legitimized by using a Book of Leadership, meaning the Rangers' guilds would accept him immediately. These items can be very handy, but be careful not to lose perspective: using buff items to boost a prospective Mage's intelligence to 12 is a bad idea.

Best Long-Term Equipment

There are some neat items in the game, mostly found on the deepest dungeon levels, that can add some interesting twists to gameplay. Notably, the buff items listed in the previous section be very fun, but there are weapons, mail, staves, etc with unique powers that you will certainly want to experiment with. Below is a quick guide to some of the best items to be found in the Oubliette:

Kargen Hammer: Two swings, good damage and an AC bonus. Found early in the game, this weapon's excellent for Samurais and new Rangers who still need melee to gain experience.

Axe of Kirgar: Like the Kargen Hammer but better. No special properties other than ass-kicking goodness.

Axe of Mortokgor: The best fighters' weapon in the game. Similar offensive power to the Axe of Kirgar, but with the ability to cast Mortokgor. As Samurais never learn magical spells, this weapon is the only way for them to enlist long-term allies. A few extra Titans or Earth Whales in your party can pack a mighty whallop.

Wizard's Staff: Not particularly useful, but good bling value. This will satisfy every Mage's physical inferiority complex.

Mithryl Mail: Best Armor in the game, and can be worn by any class or race. Really only useful to the first two fighters, but since no armor has magical capabilities, you may as well have the best.

Book of Darkness: This item will save you from an overwhelming encounter by ending it immediately, provided you live long enough to use it.

Staff of Level 5/7: Takes you down to level 5 or 7 without the bother of walking there yourself. Make sure you can handle these levels before you use the item, and have your maps handy, because you won't materialize next to a stairway up.

Staff of Glory: Teleports the party to level 10. If you have a Mage with Torgafier capabilities, you can pop down for a quick encounter or two and teleport back up to gain some quick levels. Using the Staff of Glory is also a quick way to wipe out your party if you are not ready for the toughest encounters in the game.

Regeneration Ring: After being activated, the wearer will regenerate 1 HP per square moved in the dungeon (reverse of the poison effect). A few of these rings can save your skin on long trips deep into the dungeon before you've gained teleporting ability.

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