

Survival Manual for OUBLIETTE

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Introduction

Welcome to the world of OUBLIETTE. In this game you will find much adventure, glory, and fun. This fantasy land that you will read about in the following sequences) will test your talent and wit. The world is full of danger above and in the dungeon. Best of luck in the world of Oubliette

Characteristics

Before you can run in the world, you must create a character. This is done by choosing what type of character you want and then rolling up 'stats' for that character. (Human, Elf, etc.)

Each different type has certain characteristics which are explained in the section on TYPES. Choose your type carefully because you will have to keep it until your character has been killed.

The stats are a numerical measure of the various abilities of you character and consist of:

Strength: A high strength is needed for a good hirebrand. The stronger you are, the more damage you can do against a given monster. In addition, a high strength is necessary for carrying dead bodies and using certain weapons and armor. It takes even more to carry stoned bodies.

Intelligence: A good intelligence is necessary for a mage. The higher your intelligence, the more likely you will learn a given spell (see section on SPELLS).

Wisdom: A good wisdom is desirable for the clerics. While clerical spells are all known by the grace of god, the higher your wisdom, the more successful you will be at casting them.

Charisma: This is a measure of the 'leadership' potential of a character. This characteristic also takes into account the 'sexual' appeal of characters which is important for Courtesans and Valkyries.

Constitution: This is a measure of how tough your character is. The higher your constitution, the more damage you can take before being killed. Also a high constitution is important when you wish to be raised.

Dexterity: This is a measure of how quick your character is. It is an important stat for hirebrands because the higher your dex, the more 'swings' you get at the attacking monster. In addition, a high dex gives you a better chance of evading, disarming boxes, and stealing.

These six characteristics are determined by 'rolling' dice. The number of dice you roll for each characteristic depends on the type of character you have chosen. Different types excel in different areas (see the section on types for more details). If you do not like the stats you have rolled, you may 'reroll' by pressing lab. You may reroll as many times as you wish, however, the first few rolls will probably be the best. At the same time you roll for your stats, the sex of your character will be determined. The advantages and disadvantages of being male or female will be discussed later.

Alignment

After you have rolled up characteristics which you like, you will be given a choice of what ALIGNMENT you wish to be. Choose your alignment carefully, because you will not be able to change it later and some of the various CLASSES have alignment restrictions.

You will then be given a choice of what class you wish to be. Many classes have minimum standards for some of their stats, as well as alignment and type restrictions (see the section on classes). Your choice of classes will, therefore, depend on your roll and your choice of type and alignment.

Hits

In addition to your other six stats, there is also your 'HITS'. This is a measure of just how much damage your character can take. When your hits go to zero, your character is dead. The number of hits you get depends on your constitution, type, class, (see the section on types and classes) and are rolled once the primary statistics have been determined.

Naming

Finally you must choose a NAME for your character. The name MUST be unique (ie. it cannot be the same as any other character's name). Choose your name carefully because it is the name your character must use for the rest of his/her life.

Equipment

A character starts the game WITHOUT any EQUIPMENT, and must, therefore, purchase the things he needs to survive. TORCHES are a must since the dungeon is dark and it is not possible to see without some form of light (AN EXCEPTION to this would be the case of the types who have infravision and have no need of torches). It would also be advisable to get some additional equipment before you attempt to brave the terrors of the dungeon. Remember that the ability of certain characters to use certain equipment may be restricted by the strength or class of the character.

PRESS NEXT to see a chart of the 'usual' equipment that may be used by the various character classes.

	Armor	Helm	Shield	Weapon	Bracers
Cleric	Chain	No	Yes	Mace	No
Demondim	Chain	No	Yes	Mace	No
Courtesan	Leather	No	Yes	S. Sword	Yes
Hirebrand	Plate	Yes	Yes	S. Sword	Yes
Mage	Cloak	No	No	Dagger	No
Minstrel	Chain	No	Yes	S. Sword	No
Ninja	Chain	No	Yes	S. Sword	Yes
Paladin	Plate	Yes	Yes	S. Sword	Yes
Peasant	Cloak	No	No	Mace	No
Ranger	Leather	Yes	Yes	S. Sword	Yes
Raver	Plate	Yes	Yes	S. Sword	Yes
Thief	Leather	No	Yes	S. Sword	Yes
Sage	Leather	No	Yes	Mace	No
Samurai	Cloak	No	No	Hands	Yes
Valkyrie	B.Plate	Yes	Yes	S. Sword	Yes

The place to go for all these things is Corwin's general store. Of course buying such items requires a great deal of money (at least in the case of the fighter). When you create your character, you will be given a small amount of

money with which to buy equipment. If this is not sufficient, you will either have to borrow the money from another player or go down into the dungeon and try your luck at finding some.

Parties

In order to survive in the dungeon it will be necessary for players to travel in PARTIES (the authors suggest that parties of < 4 players will have a POOR CHANCE of survival). It is usually a good idea for players to try to meet in the castle, although they are able to meet in the dungeon. The best place in the castle for players to meet is in one of the various TAVERNS located throughout LIGNE castle. The taverns provide convenient locations for players to meet others and to discuss their adventures. However, it is important to note that taverns are usually not used for drinking and brawling (see Bars).

In order to have a maximum chance of survival, a party should be "well-balanced", having a number of fighters, clerics and mages. (See notes on character classes).

Taverns

The tavern is the general meeting place for all adventurers in the world. There are various taverns situated at convenient locations throughout the castle. In the tavern you can get together your party and boast about your adventures. The maximum capacity of each tavern is 15 so if a tavern is full, you should try one of the others down the road.

Please note that if you attempt to J_oin another party, you automatically leave the party you are in. If you are not accepted in the party you were trying to join, then you will have to rejoin your old party (if you so wish). Remember that the maximum party size is twelve.

When you L_eave the tavern, if you are the leader of the party, your entire party will follow you. If, however, you are a follower and you L_eave the tavern, then the rest of your party will be left behind and you will be on your own.

There are other options in the tavern that are explained in later sections.

Types

When you start the game for the first time (and every time after your character is PERMANENTLY KILLED), you will be given the opportunity to roll up a new character, and will be asked which type (or race) you would like to be.

Each race has certain advantages and disadvantages. For instance, Dwarves tend to be strong and healthy, while Elves tend to be handsome and intelligent. You will soon learn the differences between the types and can choose your type wisely.

Humans are the standard by which all other types are based. That is, humans are your Mr. and Mrs. average.

Elves are very special characters. In general, they tend to be intelligent, good looking and fairly agile. In addition, elves are immortal and cannot be paralyzed.

Dwarves are exceptionally strong, ugly brutes, with good constitution, which makes for a good fighter. Being dungeon creatures, they have infravision (ability to see in the dark) and hence have no need for torches.

A Halfdwarf is a cross between a dwarf and a human. As a result, he is not quite as strong as a dwarf and has no infravision.

A Halfelf is a cross between an elf and a human. His intelligence and dexterity are as good as an elf's, but like humans, his life-span is limited, though longer than for a normal human. A half-elf may be paralyzed.

A Hobbit is a small goodlooking creature, with a high constitution, dexterity, and hairy toes. Hobbits, who are experts in the stelh department, make excellent thieves. Hobbits may only be lawful or neutral.

An Orc is a strong, ugly, stupid little creature who is never lawful. Becuase of his very short life-span, an orc tends to make levels very fast.

Uruk-hai are half orc, half human (I think?) They are exceptionally strong, quite ugly, and only chaotic.

An Ogre is a strong ugly brute with a good constitution and low dexterity. Ogres are never lawful, however.

A Pixie is a good looking fragile little creature with a high dexterity and good thieving abilities. Pixies are always lawful or neutral.

A Goblin's only claim to fame is that he has infravision. He does, however, make levels quickly and has a reasonable lifespan. Goblins can be only neutral or chaotic, however.

A Hobgoblin has infravision, good constitution and dexterity. He doesn't make levels as fast as a goblin, but like a goblin he can only be neutral or chaotic.

A Kobold is an incredibly stupid, weak little creature. His only virtue is that he makes levels very fast and lives longer than an orc. A kobold may only be neutral or chaotic.

Ur-vile: I don't know what these are, but they sure are ugly and they can only be chaotic.

The Eldar-elf is the most intelligent of all creatures and as a result, makes an excellent mage. He is, however, a very weak character and should be kept out of the fighting as much as possible. Like an elf, an eldar-elf is immortal, but unlike elves, he is always lawful. Likewise, he cannot be paralyzed.

Summary of Different Types/Races
(on the average)

Type	Str.	Int.	Wis.	Cha.	Con.	Dex.	Hits	Age	I.F.	Base
Human	*	*	*	*	*	*	*	*	no	1.950
Elf	*	+	*	+	*	+	*	+++	no	2.250
Dwarf	++	-	+	-	+	-	++	++	yes	2.050
Halfdwarf	+	-	*	-	+	*	+	+	yes	2.050
Halfelf	*	+	*	*	*	+	*	+	no	2.175
Hobbit	-	-	-	+	+	++	--	++	no	1.926
Orc	+	*	-	-	*	*	*	-	yes	1.825
Uruk-hai	++	-	*	*	+	*	+	-	no	2.000
Ogre	+++	-	-	+	+	*	++	*	yes	2.100
Pixie	-	*	-	+	*	+	-	*	no	1.900
Goblin	*	-	-	-	*	*	*	*	yes	1.850
Hobgoblin	+	--	-	-	+	+	++	+	yes	2.000
Kobold	-	--	-	-	*	*	--	*	no	1.745
Ur-vile	*	*	+	--	*	*	*	*	no	1.925
Eldar elf	-	++	*	+	*	*	-	+++	no	2.250

Str.-Strength	Dex.-Dexterity	--	Much below average
Int.-Intelligence	Hits-Hits	-	Below average
Wis.-Wisdom	Age -Lifespan	*	Average
Cha.-Charisma	I.F.-Infravision	+	Above average
Con.-Constitution	Base-Base	++	Well above average
		+++	Outstanding

Classes

After you choose what type of character you want to be, you will be given the choice of a class. Your stats for each of the characteristics makes a difference in the choice of classes possible. For instance: you have 22 strength; you will be given the choice of being a fighter for sure. The higher each of your stats are the better your possibilities of being the class you want to be.

You can look at the summary to find what you need in each category to become what you want to be. Remember: Alignment will make a difference in some classes.

Summary of Different Classes/Occupations

Minimum Required

Class	Str.	Int.	Wis.	Cha.	Con.	Dex.	Mul.	M.S.	C.S.	Ali.
Cleric	0	0	12	0	0	0	1.08	**	1	L
Demondim	0	0	12	0	0	0	1.08	**	1	C
Courtesan	0	0	0	19	9	12	0.95	**	**	NC
Hirebrand	12	0	0	0	0	0	1.00	**	**	LNC
Mage	0	12	0	0	0	0	1.10	1	**	LNC
Minstrel	12	12	12	15	9	9	1.12	1	**	LNC
Ninja	15	12	12	0	15	17	0.95	**	**	LNC
Paladin	12	10	13	17	12	0	1.12	**	9	L
Peasant	0	0	0	0	0	0	0.90	**	**	LNC
Ranger	13	13	14	10	14	15	1.18	8	7	LNC
Raver	12	10	13	17	12	0	1.12	**	9	C
Thief	0	0	0	0	0	12	0.95	**	**	NC
Sage	9	14	14	0	0	12	1.15	1	4	LNC
Samurai	15	5	15	0	13	15	1.12	**	**	LNC
Valkyrie	12	10	13	19	12	0	1.15	**	9	LNC

Str.-Strength Dex.-Dexterity ** - no spells
 Int.-Intelligence Mul.-Multiplier
 Wis.-Wisdom Ali.-Alignment Restriction
 Cha.-Charisma C.S.-1st. clerical spell(level for)
 Con.-Constitution M.S.-1st. magical spell(level for)
 L -Can be Lawful N -Can be Neutral C -Can be Chaotic

Castles

After rolling up his character, every player starts the game in LIGNE castle. LIGNE castle is a city-fort which serves as the center of civilization for the world of Tokal. It contains a multitude of shops and businesses with which players should become familiar before they try anything else in the game.

Options while in the CASTLE:

* means available to the leader only.

- * w - go straight ahead
- * d - turn right
- * a - turn left
- * x - turn around in place
- * W - go through a door
- * K - eject a party-member from the party
- T - send messages to others
- * C - choose a new leader
- * O - reorder party's list
- L - leave the party
- G - give gold or equipment to others
- S - take gold or equipment from others
- B - bulletin board
- r - rest to regain hits and/or spells
- E - Set your equipment
- D - Drop something
- R - Return your character to disk
- g - Returns Guild Follower to guild
- DATA - see data on your character
- LAB - see a list of your party
- HELP - access a short help sequence
- SHIFT-HELP - see a list of your spells
- SHIFT-DATA - to see other adventures in the game

Keys: w,d,a,W,x

The arrow keys, w(↑), d(→), x(↓), and a(←) are used for movement. w() moves you straight ahead if no wall or door is there. d(→) is used to turn right and a(←) to turn left, x(↓) to turn around. Use W to go through the door you are facing (you must be facing the door to go through it). Only the leader has a choice of movement.

Key: K

If there is someone in your party who you don't like, you may Kick them out of the party IF you are the leader. This option is ONLY available in the castle.

Key: T

To communicate with other party members, you should use the Talk option. This is available to all party members in both the castle and the dungeon.

Key: C

If you wish to have someone else lead your party you may Choose a new leader. This option is available to leaders only and works both in the dungeon and the castle.

Key -O-

When fighting occurs in the dungeon, there is only room in a corridor for the first three members of the party to fight (note that it is the last three in the case of attacks from the rear). For this reason, the leader must Orders the party properly. It is advisable to put your mages in the middle with three fighters (or clerics) in front and in back. This option is only for leaders but works both in the dungeon and in the castle.

Key: L

If you wish to take off on your own, you may Leave your party. This is available to all party members and works both in the castle and the dungeon.

Key -G-

You may Give magic items or gold to other people who are on the same square as yourself. (Note that if the item is cursed you may not give it away) This option is available to all party members in both the castle and the dungeon.

Key -S-

If you are neutral or chaotic, you may attempt to Steal money and/or magic items from anyone who is on the same square as yourself. If you are caught trying to steal, you will be kicked out of the party. If the person you are stealing from is dead, you will have a 100% chance of success. Naturally, thieves have the best chance when it comes to stealing and the higher your

dex the better off you will be.

If you are lawful, you may steal ONLY from a dead or stoned body.

Key -B-

You may access the bulletin board in the castle by pressing B. Only the first five messages are shown initially. If you want to see more, you should press the space bar.

If you have the bulletin board turned on, whenever there is a new message, you will see 'BULLETIN BOARD' plotted while you are in the castle. To read the message, simply press B. If you do not wish to see the message 'BULLETIN BOARD', you may turn it off by pressing DATA on the bulletin board page. The bulletin board is only available in the castle.

key -r-

To regain your hits, make level (if you have it coming), or regain your spells (if you have any), you must rest while in the castle. The time required to regain your hits depends on your constitution and on how badly damaged you are. The time required to regain your spells also depends on how badly damaged (it is usually one to three weeks for an undamaged character). If the time required to rest in the hall is too long, you will have to go to one of the local hotels to rest or to the house of healing for a cure.

NOTE: When you rest, your charmees will get away. If you want to keep them, you must sell them, rest, and then re-buy them.

Key: E

You should use this option whenever you wish to choose the Equipment you want to use. You may only use one each of weapons (staves are considered weapons), shields, helmets, armor, boots, and gloves. If you have any of the above, you will be asked which one you want to use.

You may use all miscellaneous items, so they will automatically be set whenever you -E-. Remember that some classes and types cannot use certain items, and that there is a minimum strength needed for some items.

If you get new equipment, you MUST -E- if you want to use it. If an item is cursed you will be forced to use that item(if you are able)

When you press DATA, a * will appear next to all the items which you are using.

Key: D

This option is for dropping something that you don't want of for making room to carry something else.

Key -DATA-

To see the characteristics of your character, your equipment settings, who you are carrying, what charmees you have, etc. you should use the DATA key.

Key LAB

To get information on who is in your party, the party order, etc you should press the LAB key.

Key -HELP-

For a short list of your options when you are not sure what to do, press HELP.

Key: -SHIFT-HELP-

For a list of the spells that you know, press SHIFT-HELP while in the castle. This option is ONLY available in the castle.

Key: -SHIFT-DATA-

This will give you the list of players that are in the game at that time. This option is only available in the Castle.

Corwin's

Corwin's general store is the place to go for most of your shopping needs. For sale there are most of the items the beginning player might need, including torches, weapons, armor and holy water, all at reasonable prices. Corwin's motto is "If we don't have it, you don't need it".

It is good policy to get all your equipment before joining your party so that the whole party doesn't have to go with you while you do your shopping.

Merlin's

Merlin's Magic shop is the place to go to locate those 'hard to find' magic items. If you have a spare item you wish to sell, Merlin will be happy to talk to you. Remember however that he is a dealer in QUALITY merchandise, so don't insult him by trying to sell common place items.

In the store, you have the option to either buy or sell. If you choose to sell something, Merlin will make you an offer which you may either accept or not (remember that you cannot sell cursed items).

If you wish to buy something, you will have the option to I_nspect an item. This means that you look closely at the time to try and determine what it is, but you DO NOT touch it. Your probability of determining what the item is depends on the item and your intelligence.

You also have the option of P_icking the item up to inspect it more closely. Your chance of telling what an item is is much improved if you actually pick it up, BUT if the item is cursed and you touch it, you will automatically buy it. Please note that you cannot inspect or pick up any item that you cannot afford.

Healing House

At the House of Healing, your friendly castle clerics will be happy to take care of all your health needs. Because the clerics are men of GOD, they do not charge for their services, BUT donations are requested in order that they may continue to bring you their valuable service. The following services can be obtained at the House of Healing:

Raising the Dead: For the proper donation, the clerics will attempt to raise a dead party member. The size of the donation required is a function of the level of the person being raised.

Unstone the Dead: This is a very tricky business and hence requires a large donation.

Cure your wounds: If you have been damaged you may ask the clerics to cure you. How successful they are naturally depends on the size of your donation.

Cure your Disease: If you have been PARALYZED, the castle clerics will be happy to cure you if they can find the herbs (which are quite expensive as they come from a far away land).

Leisure Spa

The LIGNE Leisure Spa, established long ago by the founder of LIGNE castle, provides a place for weary adventurers to rest and enjoy themselves after a hard trip in the dungeon. The spa specializes in presenting attractive scenery and activities for its guests, and prides itself on being free of certain types of disease. Minimum fee for a room is 100K.

Guilds

In the guild, you have the following options:

- a) Join the guild (you can only be a member of a guild of the same alignment).
- b) Donate to the guild (the only way to increase your ranking is by donating money to the guilds, the higher your ranking is, the more difficult to increase it)
- c) Ask for a companion. This companion will accompany you FREE of charge provided that you are a member of THAT guild, and your ranking is 1 or higher. This companion will neither reduce your share or your experience, BUT if you lose this companion, your ranking will go down by one..
- d) Make level for you character. It will response with congratulations if all requirements are met. To make sure that you can make level, use term 'level' to find out how much experience and gold you need to make level.

Charmee Shops

At the various charmee shops you will have the opportunity to buy and sell charmees. Charmees are valuable because they fight for the party, and since the monsters have to swing on them, their presence lowers your probability of being hit.

Anybody can buy a charmee, but you may have

only ONE charmee at a given time. If you already have a charmee and you buy another, the first charmee will get away. You may have up to four holdees at a time though; these monsters are kept by a temporary "hold" spell, not a "charm" spell.

Remember that whenever you rest, any charmees you have will escape. If you want to keep your charmee, you should go to one of the shops, sell it, rest, and then buy it back. We have found that having charmees along on a trip, greatly increases the chance of survival.

Hotels

In the LIGNE castle there are hotels where you may rest your weary bones after a trip in the dungeon. You will be treated much better here than laying around in the wet castle halls. You will heal much faster in the hotel. A small fee will be charged for the services rendered.

Non-Combat Options

- * means available to the leader only.
- * w - move straight ahead
- * d - turn right
- * a - turn left
- * W - go through a door
- * O - reorder party
- * C - choose a new leader
- * A - aid another party
- T - talk, send messages to others
- E - choose equipment to be used
- L - leave the party
- G - give gold or items to others
- H - scream for help
- P - paladin's cure-wound
- t - elves' touch to un-paralyze others
- s - cast spells
- D - drop items or a body
- U - use a special ability of an item
- K - kill your charmee or holdee(s)
- S - take gold or equipment from others
- I - light torches
- J - to join a party
- p - pick up dead or stoned body
- DATA - see your characters stats
- LAB - see who is in your party
- HELP - see a list of your options
- LAB1 - replot followers in dungeon

Keys: w,d,a,W,x

The arrow keys, w(↑), d(→), x(↓), and a(←) are used for movement. w() moves you straight ahead if no wall or door is there. d(→) is used to turn right and

a(←) to turn left, x(↓) to turn around. Use W to go through the door you are facing (you must be facing the door to go through it). Only the leader has a choice of movement.

Key -O-

When fighting occurs in the dungeon, there is only room in a corridor for the first three members of the party to fight (note that it is the last three in the case of attacks from the rear). For this reason, the leader must Order the party properly. It is advisable to put your mages in the middle with three fighters (or clerics) in front and in back. This option is only for leaders but works both in the dungeon and in the castle.

Key: C

If you wish to have someone else lead your party you may Choose a new leader. This option is available to leaders only and works both in the dungeon and the castle.

Key: A

If you meet other adventurers in the dungeon who are fighting, you will see the message 'FIGHTING' displayed below the list. You may, if you wish, go to their Aid by pressing A. This option is available only to the leader.

Key: T

To communicate with other party members, you should use the Talk option. This is available to all party members in both the castle and the dungeon.

Key: E

You should use this option whenever you wish to choose the Equipment you want to use. You may only use one each of weapons (staves are considered weapons), shields, helmets, armor, boots, and gloves. If you have any of the above, you will be asked which one you want to use.

You may use all miscellaneous items, so they will automatically be set whenever you -E-. Remember that some

classes and types cannot use certain items, and that there is a minimum strength needed for some items.

If you get new equipment, you MUST -E- if you want to use it. If an item is cursed you will be forced to use that item (if you are able)

When you press DATA, a * will appear next to all the items which you are using.

Key: L

If you wish to take off on your own, you may Leave your party. This is available to all party members and works both in the castle and the dungeon.

Key -G-

You may Give magic items or gold to other people who are on the same square as yourself. (Note that if the item is cursed you may not give it away) This option is available to all party members in both the castle and the dungeon.

Key: H

You may scream for Help while you are in the dungeon to attract near by adventurers. If you are wandering in the dungeon and you see 'HELP' displayed, along with an arrow, that means that someone is in need of help in the direction indicated.

Key: P

This is a special characteristic of the Paladin only. He can restore a person (2×level) hits with his hands. He cannot touch himself and he can only use it on one person every trip. He cannot split it up among a group.

Key: t

This is a special characteristic of Elves only. They can touch a person to unparalyze him.

Key: s

This option is for anyone who is going to use a spell on a box, yourself, or others in the group.

Key: D

This option is for dropping something that you don't want of for making room to carry something else.

Key: U

This option is to use a special ability of an item.

Key: K

To kill you charmee or holdee.

Key -S-

If you are neutral or chaotic, you may attempt to Steal money and/or magic items from anyone who is on the same square as yourself. If you are caught trying to steal, you will be kicked out of the party. If the person you are stealing from is dead, you will have a 100% chance of success. Naturally, thieves have the best chance when it comes to stealing and the higher your dex the better off you will be.

If you are lawful, you may steal ONLY from a dead or stoned body.

Key: I

This option is to light up one of your torches. If you go through a sprinkler room that torch cannot be re-lit. You will have to light another.

Key: J

To join with other adventures that are in the dungeon.

Key: p

To pick up a dead person that is lying in the catacombs.

Key -DATA-

To see the characteristics of your character, your equipment settings, who you are carrying, what charmees you have, etc. you should use the DATA key.

Key LAB

To get information on who is in your party, the party order, etc you should press the LAB key.

Key -HELP-

For a short list of your options when you are not sure what to do, press HELP.

Options during Combat

f - fight
p - parry
s - cast spell
h - hide
E - evade
Q - seduce
B - bard's charm
P - paladin's dispel
C - cleric's dispel
H - scream for help
U - use an item's
 special ability

Key: f

To swing the weapon that you have in your hands at that present moment. If you don't E the weapon earlier, then all you can fight with is your hands. Your weapon will still be at your side.

Key: p

To take up the defensive position in facing the monster(s). You are not trying to kill him, but you are trying to save your hide while your other party members kill them.

Key: s

Your option to throw either a magic or cleric spell at the monster(s). These spells can be found in section -l- and -m-. Remember some monsters are -anti-magic-.

Key: h

A option for thieves only. The probability for successful hiding will depend on which group is surprised, what round it is, and your level. Persons with special thieving ability i.-e. thieves and

hobbits will have better chance for hiding in the dark.

Key: E

To drop all offensive and defensive positions and to run from the monster(s). You will turn your back when you do this, so there is a chance of getting hurt or killed as you run. Not every time will you escape either. You will also leave your old party.

Key: Q

You must be a female to have this option work for you. When you try to seduce a monster there is a percentage that you will fail. The higher level you are, the better your chances. The higher the monster level, the worst your chances. This option could mean instant death.

Key: B

This option is for Bards only. Since they are good singers, they try to win the monsters over or to put them to sleep. Then the bard can kill them while they sleep. BUT sometimes the song you try to sing will be sour. You may only use the song when you are first encountered.

Key: P

This option is for Paladins only. They have the power to dispel the undead. They may use the spell (level-7) times a trip.

Key: C

This option is for Clerics only. This is the natural ability of the cleric to dispel the undead. The higher level you are the better chance of it working. May use only on the first round.

Key: H

When you hit this key you will send a message on the screen of all you party members and maybe some nearby parties. You are yelling for help, in hope that they will do something.

Key: U

To use the special ability of an item on the monster(s).

Other Adventurers

While wandering through the dungeon you might run into other adventures. This is shown by Adventurers Met at the upper right corner of the screen. Below this will be the adventurer's name(s).

If there is an '*' before the adventure's name, then this person is dead and you have found his body. You can pick up only one body at a time.

If there is an '+' before the adventure's name, then this person is already being carried, by another person.

If no sign appears before the name then he is alive.

Monster Types

Monsters in the world of OUBLIETTE

Monsters are divided into 16 different types as follow:

fighter - these can be slept, charmed, can not use spells, can run away, normally have good armor and treasures. eg. Veterans.

magic user - these can be slept, charmed, can use spells, can run away, do not wear armor, some are 'magic-resistant', and normally have good treasures. eg. Seers.

priest - these can be slept, charmed, can use spells, can run away, some do wear armor, and normally have good treasures. eg. Acolytes.

thief - these can be slept, charmed, can not use spells, can run away, some do wear light armor, normally have average to poor treasures..and if they run away..they MAY steal your equipments off your back, so watch out!!
eg. Cutpurses.

midget - these are little people, they can be slept, charmed, can not use spells, and can run away. Some of these are dwarves, elves, and kobolds.

giant - these are the big people, they can be slept, charmed, MOST of them can not use spells, can run away, normally have good treasures. eg. Titans.

mythical - these are the mythical creatures, they can be slept, charmed(by special spells), can not use spells, can not run away, average to fair treasures. eg. Harpies.

dragon - as its name implies, these are dragons, some can be slept, charmed (by special spells), some can use spells, and are magic-resistant. Their treasures are normally very good. eg. Green Dragons.

animal - these are just basic animals, they can be slept, can be charmed (with special spells), can neither run away nor use spells, their treasures are normally poor. eg. Styraxes.

lycanthrope - these are the were-beings, they can not be slept, can be charmed (with special spells), can neither run away or use spells, some have poison, their treasures are normally poor. eg. Werewolves.

undead - they can neither be slept, nor charmed, can not run away, some have poison, susceptible to damage by fire, their treasures are normally poor. eg. Zombies.

demon - they can neither be slept nor charmed, can not run away, some can use spells, their treasures are normally fair. eg. Balrogs.

flyer - these creatures can be found only in the wilderness. They can be slept, charmed (with special spells), can not run away, their treasures are normally poor. eg. Rocs.

insect - they can be slept, charmed (with special spells), can not run away, some have poison, and their treasures are normally poor. eg. Centipedes.

enchanted - these creatures are magic-resistant, they can neither be slept nor charmed, can not run away, and their treasures are normally poor. eg. Pixies.

aquatic - similar to the flyers, these creatures can only be found in the wilderness. They can be slept, charmed, and can not run away. Their treasures are normally poor. eg. Giant Eels.

Treasures

During your expedition, your party may find "treasures" in various forms. In the wilderness, these items will be lying around and you can just pick them up; but in the dungeon, they may be found in boxes (some of which might be TRAPPED).

If there is a box, you will be given the following options:

You have found a box

You may:

Inspect

Disarm

Open

Leave*

Inspect - inspect if the box might be trapped

Disarm - attempt to disarm trap

Open - just open without checking

Leave - leave the box without opening it

* - option available to leader only

There are two types of treasure in OUBLIETTE:

a) Valuable Metals and Stones.

In increasing order they are: Copper, Silver, Gold, Gem, Jewel.

b) Magic Items.

There are too many to list, but a good reference would be in dnd books.

As for magic and gold, YOU will find more of it as you go deeper. But don't get too greedy or the great Wizard of OUBLIETTE will take you away forever!

Traps

Treasures in the world of OUBLIETTE are normally found in boxes. Besides being guarded by monsters, these boxes are sometimes 'booby-trapped'. The probability of a box being trapped depends on where the box is found.

When you try to Disarm a trap (described in the previous section), you must type in the NAME of the trap EXACTLY. i.e. Crossbow Bolt.

The following are different types of traps and brief descriptions of what they do:

Crossbow Bolt a missile which does damage to the opener only.

Exploding Box does damage to everyone on the same square, with each person has 50% chance of being hit by the flying fragments.

Teleporter this will 'teleport' the opener and the rest of his/her party to a random location.

Alarm this creates so much noise that it attracts monsters to the scene.

Darkness this will put out ALL the light in your party. i.-e. torches and 'light-spells' such as -dumapic-.

Polymorph this will transform the opener into a different race. i.-e. from a dwarf to an elf. (Note: you may be killed in the process)

Sex-Change as the name implies, this changes the opener's sex.

Sprinkler this will put out ALL the torches in the party.

Poison-Needle this is a poison-tipped needle, it causes pain and damage unless a priest cures you.

Anti-Magic this is a special rune which will drain all the opener's mental energy such that his/her magic-units are used up.

Anti-Cleric same as Anti-Magic, but will drain all priest's spells.

Poison-Gas this gives out poisonous fume like -itogeit- which will kill ALL adventurers whose level is 5 or lower within 5x5 square vicinity.

Conversion Table

Since the basic monetary unit in OUBLIETTE is 'gold', all the coppers, silvers, gems and jewels are automatically converted into 'gold'.

The conversions are as follow:

100 coppers	:	1 gold
10 silvers	:	1 gold
1 gem	:	from 51 to 1000 golds
1 jewel	:	from 501 to 6000 golds

Magic Spells

morfiigor nargor tokshef	Level 1 Magic Spells geibor dumapic
iptonarvay altatok iptofeh	Level 2 Magic Spells narpic fietokshef
fieminat pictageit narvaybona	Level 3 Magic Spells dumafiegor fieal geitorga
fieshef mortokgor minagor	Level 4 Magic Spells karpafier
torgafier itogeit karpageir	Level 5 Magic Spells dumatokgor
fiegorfeh farital karpasom	Level 6 Magic Spells skorpic etishef
alito fieminamor karpatok	Level 7 Magic Spells

Cleric Spells

kominah minat morpic	Level 1 Cleric Spells fehtier
dumagor bonashef	Level 2 Cleric Spells
koalget kotier kominasom	Level 3 Cleric Spells minatok
dumatokal kominatok	Level 4 Cleric Spells
konarbona koalito fehalito	Level 5 Cleric Spells
minabor mohipto	Level 6 Cleric Spells
sheinoget kominalito	Level 7 Cleric Spells

Magic Spells

Spell: morfiegor
(COMBAT Spell)

This literally means, 'direct fire-thought'. The exact reason for this is unknown but it is assumed that fire-thought means 'fast-thought' and therefore implies intelligence. A minority of the scholars believe that since fire is the weak element, fire-thought means those beings that are physically weak, this would explain why kobolds are effected by this spell. The modern name for this spell is charm person.

Spell: nargor
(COMBAT Spell)

This spell literally means, 'not-thought'. It is currently believed that true sleep is denoted by a complete lack of thought in the being. This spell is rather weak because it is a general spell rather than naming a specific creature's truenname or using a true condition of being. The current name for this spell is sleep.

Spell: tokshef
(UNIVERSAL Spell)

This word literally means, 'earth-protect'. A true shield is made out of true gold, the purest form of earth. To put up a earth-protect is to cover yourself with magic equal to a shield made of true gold. This spell is called shield.

Spell: geibor
(COMBAT Spell)

This word literally means, 'air-rod[s]'. This spell's derivation is rather confusing but it is believed that an air-rod was the first name given to an arrow. This spell's popular name is magic missile.

Spell: dumapic
(NON-COMBAT Spell)

This word literally means, 'direct-light'. Duma is a relatively weak power word and thus this spell can only summon up a weak light. This modern word for this spell is light.

Spell: iptonarvay
(UNIVERSAL Spell)

This word literally means, 'self-not-see'. The spell is self explanatory and is a self invisibility spell.

Spell: altatok
(NON-COMBAT Spell)

This word literally means, 'being-of-earth'. Earth is the strongest of elements and it is assumed that this spells gives one a strength like a strong being. This spell is called strength by the common people.

Spell: iptofeh
(NON-COMBAT Spell)

This word literally means, 'self-find'. Why this spell only determines your level in the dungeon or your general location outside is because feh is a very weak power word. This spell is usually called determine level because it is most often employed in the dungeon.

Spell: narpic
(COMBAT Spell)

This word literally means, 'not-light'. It is clear why this spell is a darkness spell.

Spell: fietokshef
(NON-COMBAT Spell)

Protection from Fire

Spell: fieminat
(COMBAT Spell)

This word literally means, 'fire-opening'. Notice the chaotic ending [t] on the spell. This spell makes an opening in the being for all his fire to escape (all things being a combination of earth, air, water, and fire). This escaping fire disrupts the body and if too much fire escapes the being dies. The escaping fire creates the fireball which is where the popular name (fireball) comes from.

Spell: pictageit
(COMBAT Spell)

This word literally means, light-of-the-air. Notice the chaotic t ending. Pictagei would just be a light beam in the air, the t ending makes it lightning. The popular name for the spell is lightning bolt.

Spell: narvaybona
(UNIVERSAL Spell)

This word literally means, 'not-see-friends'. This spell came from a more innocent age where everybody you were with were necessarily your friends. Now it puts everybody you are with, whether friend or not, invisible. Hence the more neutral sounding popular name, party invisibility.

Spell: dumafiegor
(COMBAT Spell)

This word literally means, 'direct-fire-thought'. (See morfiegor for derivation of fiegor). Duma is a weak form of mor therefore the control of the fiegor is less pronounced and of limited duration. However, the energy behind the spell allows the caster to direct more beings. And since you only need to direct the victim rather than control it you can actually use all the beings thus captured. The popular name of this spell is hold person which is, of course, a bit of a misnomer.

Spell: fieal
(NON-COMBAT Spell)

This word literally means, 'fire-being'. Scholars assume that this means that it gives a being the speed of the fire element since this is what it practically does. The popular name for this spell is haste.

Spell: geitorga
(NON-COMBAT Spell)

Levitation

Spell: fieshef
(COMBAT Spell)

This word literally means, 'fire-protect'. This sets up a shield of fire in front of the mage casting the spell. The popular name, wall of fire, is quite appropriate.

Spell: mortokgor
(COMBAT Spell)

This spell literally means, 'control earth-thought'. Tokgor is assumed to mean strong (physically) being in this case. This spell means charm monster in the common language.

Spell: minagor
(COMBAT Spell)

This word literally means, 'opening-thought'. It is commonly thought that opening is the word for wound so that minagor becomes wound-thought. This is appropriate for a spell that puts fear into people. The common name for this spell is fear.

Spell: karpafier
(UNIVERSAL Spell)

This word literally means, 'gate-fire'. The beings of fire are the physically weakest beings so that to gate fire presumably means gate a fire being. Why the spell is not karpafieal is that fieal means haste, so karpafieal would gate haste. This spell is commonly called a summon 1 spell.

Spell: torgafier
(NON-COMBAT Spell)

This word literally means, 'element-fire'. Again a very hard word to translate. It is assumed that this changes the user's being to fire and allows the user to travel through the fire element. While like fire the being cannot think therefore the being must know where he/she is going before casting the spell. The spell is called teleport by the uneducated.

Spell: itogeit
(COMBAT Spell)

This word literally means, 'end-air'. As it is well known that there can't be a lack of all elements anywhere (i.-e the proverbial 'vacuum'), the lack of air must mean a gathering of the other three elements. This is the cloud that is seen. All beings need air to live so to end the air strangles those creatures which have poor ability to last out the temporary lack of air. This is commonly called cloudkill.

Spell: karpageir
(UNIVERSAL Spell)

This word literally means, 'gate-air'. See karpafier for full explanation. Gei is the second weakest element and therefore will call a stronger being than karpafier. This is commonly called summon 2.

Spell: dumatokgor
(COMBAT Spell)

This word literally means, 'direct-earth-thought'. See dumafiegor and mortokgor for a full explanation of the parts of this word. This spell is commonly called hold monster.

Spell: fiegorfeh
(NON-COMBAT Spell)

This word literally means, 'fire-thought-find'. (See morfiegor for meaning of fiegor). This spell only enables one to find other human types (instead of finding all the fiegoral, fire-thought-beings) because feh is a weak power word. The popular name for this spell is locate person.

Spell: farital
(NON-COMBAT Spell)

Stone to Flesh

Spell: karpasom
(UNIVERSAL Spell)

This word literally means, 'gate-water'. See karpafier and karpageir for a guide to this word. Som is the second strongest element. It is usually called summon 3 by the common people.

Spell: skorpik
(COMBAT Spell)

This literally means, 'end-light', where end implies The End of the universe. It appears as a lightning bolt and is very lethal to say the least, what it truly is no one really knows. The common rabble calls this spell double lightning bolt.

Spell: etishef
(NON-COMBAT Spell)

This word literally means, 'rod-protect'. This spell sets up a barrier of rods in front of the cleric.

Spell: alito
(COMBAT Spell)

This word literally means, 'being-end'. That seems to be an appropriate name for death.

Spell: fieminamor
(COMBAT Spell)

This word literally means, 'fire-open-control'. Fieminat is a fireball (see fieminat for derivation) so that fieminamor would imply a controlled fireball. This is indeed what it is.

Spell: mohfeh
(UNIVERSAL Spell)

This word literally means, 'home-self'. Again, this word seems to be perfectly reasonable. This spell takes the caster back to his/her home, thus it is commonly called the home spell.

Spell: karpatok
(UNIVERSAL Spell)

This word literally means, 'gate-earth'. See karpafier, karpageir, and karpasom for the various meanings of the parts of this word. Earth is the strongest of elements. It is commonly called summon 4.

Cleric Spells

Spell: kominah
(NON-COMBAT Spell)

This word literally means, 'close-open[ing]'. An opening in the skin is of course a wound and to close an opening is to effect a cure. This is a cure light wounds spell (for the minor openings).

Spell: minat
(COMBAT Spell)

This word literally means, 'open'. The chaotic t on the end of the word makes the rather vicious opening in the being the spell is cast on. Why this doesn't effect things other than flesh is not completely known but it is assumed that mina is a weak power word. This spell is a cause light wounds spell.

Spell: morpic
(NON-COMBAT Spell)

This word literally means, 'control-light'. Mor is a more powerful word than cuma thus this spell gives off a more powerful light. This is, of course, a light spell.

Spell: fehtier
(NON-COMBAT Spell)

This word literally means, 'find-change'. A trap in something is a change in its true word. To find the change is to find the trap. Detect traps (the common name) is a good description of what is going on.

Spell: dumagor
(COMBAT Spell)

This word literally means, 'direct-thought'. Why this only works on fiegor is unknown, perhaps it is due to the weakness of the word cuma (see morfiegor for the meaning of fiegor). Anyway this spell is also a form of hold person.

Spell: bonashef
(NON-COMBAT Spell)

This word literally means, 'friend[s]-protect'. See narvaybona for a discussion of bona. This spell is commonly called party protection.

Spell: koalget
(NON-COMBAT Spell)

This word literally means, 'close-being-word'. Every being has their own true name, to open that true name is to curse the being and will alter the being's true self. To close the being's true name is to affect a cure on the being. This spell is commonly called a remove curse spell.

Spell: kotier
(NON-COMBAT Spell)

This word literally means, 'close-change'. A sickness is a change in the person . To close the change is to isolate the sickness and thus allow the body to easily destroy it. This is, of course, the famous cure disease spell.

Spell: kominasom
(NON-COMBAT Spell)

This word literally means, 'close-open-water'. A water opening (in flesh) is a very serious wound and thus to close this opening is to affect a very strong cure. This is usually called a heavy cure.

Spell: minatok
(COMBAT Spell)

This word literally means, 'open-water'. It is probably the weakness of the word mina that causes this spell only to open up water wounds in the flesh rather than parting the very sea itself. This spell is usually called cause heavy wounds.

Spell: dumatokal
(COMBAT Spell)

Clerical hold monster

Spell: kominatok
(NON-COMBAT Spell)

Heavy Cure

Spell: konarbona
(COMBAT Spell)

This word literally means, 'close-not-friends'. It is commonly held among scholars that there is an implicit assumption made here. That assumption is that all evil creatures are gated in, thus to 'close' the creature is to destroy his gate and thus destroy the creature. None the less the name usually given to this spell is dispel evil and it is closer to the truth than any other name can be.

Spell: koalito
(NON-COMBAT Spell)

This word literally means, 'close-being-end'. Perhaps death is actually a gate to another world. In that case, closing that gate would return the being to this world. This may be the reason that a being may be brought back to life only soon after his/her death. This is usually called the raise dead spell, but this is probably a slight misnomer.

Spell: fehalito

(COMBAT Spell)

This word literally means, 'find-being-end'. This is just a fancy way of saying alito (see spell of that name). This has been called the finger of death because the cleric usually points at his victim.

Spell: minabor

(COMBAT Spell)

This word literally means, 'open[ing]-rod'. The common name, quarrel, is an apt description of what really happens. The rods look somewhat like quarrels.

Spell: mohipto

(UNIVERSAL Spell)

This word literally means, 'home-self'. This spell is the word of recall, it takes one's self home.

Spell: sheinoget

(COMBAT Spell)

This word literally means, 'beginning-word'. The beginning word is the most holy of all words and to imply its name is powerful in itself (only the Alsheinoh can use the beginning word itself and even they can't fully control it). This word is usually called the Holy Word, but sheinoget is not truly the Holy Word.

Spell: kominalito

(NON-COMBAT Spell)

This word presumably means, 'close-open[ing]-[of]-being-end'. Theoretically the word should be spelled kominaalito or perhaps komina-alito, however kominalito seems to do correctly what it implies should be done. Koalito is the raise dead spell, so kominalito would become a slightly more powerful raise (due to the fact that we are actually naming the death opening itself). Whatever this really means it seems to be a raise dead fully spell.

Armor Class

Armor Class is the defensive power of your character. Armor Class is abbreviated by AC. AC=10 being the weakest and AC=-32 the strongest. All characters start with AC=9. A character will worsen (go down) in AC if he/she -E- (equips) a regular dagger. The reason being that the character must get closer to the monster than if he/she had a sword. Offensive weapons (except a few) will not aid you in your AC. When finding magical equipment or buying it from Merlin's Magic Shop, you will sometimes find that it is either cursed or good armor. If you cannot tell you may have to go to the Patriarch. Good armor, shield, ring, etc. will better (lower) your AC, while cursed will usually worsen (raise) it.

Example: Your AC=3 and you find Chain Mail + 2. After you -E- the new item, your AC should go from AC=3 to AC=1.

Experience

Experience is a way of scaling the progress that a character makes in OUBLIETTE. Killing monsters, finding treasure, and enjoying the pleasures of the LIGNE health-spa (males only) are ways of gaining experience. As a player's experience goes up, his/her abilities increase. Some characteristics may go up, and hit point usually increase. More and better spells are also learned by gaining "levels".

Death

In combat with monsters, there are swinging turns for you and the monster. Monsters have varying dexterities which are used to determine how often they swing. If your dexterity is better than the monster you will swing more often. Sometimes you will fight the monster and kill it, but at the same time you die also. This is because he gets a swing at the same moment you do. If there is more than 1 monster, then this might happen often.

When a member of a party dies, or the party comes across a dead body, the body can be carried by a party member (assuming that the player has sufficient strength, and isn't already carrying some other body). Usually, the party tries to raise the character via a high level cleric or the House of Healing. Bodies can also be left in the city morgue.

All of us have seen or will see this page sooner or later. Most of this is self-explanatory. At

times (when you are dead or stoned) your body may be carried by other players; you will see this:

You have been Killed
You may wait for someone
to resurrect you
OR PRESS
STOP1 to leave the game
OR
HELP1 to delete your
character and start over

*** Being Carried ***

This will let you know that someone is carrying you around. If the 'Being Carried' disappears, then the other person has either dropped you, or died while carrying you. If a character player or House of Healing attempts to raise you, your chance of resurrection is based on your constitution. (The higher, the better)

You may wait at this page for help, but it is a big dungeon and help is best found by leaving the game and finding someone who can rescue you. Also, while at this page you body can be stripped of items and gold. If you are in a party, make sure that you can count on them to haul you out if you die.

A couple of ideas that may not be too important, but certainly won't hurt you to remember:

You can not steal items from a body which has been Stoned, even if it perms out.

Some monsters (such as Hell Hounds) can breathe fire on your entire party; be careful against them also!