

oubhints

OUB is not for wussies!

"Wisdom" is being able to learn from other people's mistakes.

Note #1 (dumpster diving)

08/31/2009 2:08pm aylward / mfl

You should exercise caution and restraint picking up items from random (Non SR) boxes in oub. Cursed items can auto-equip which at best will deprive you of a valuable item slot, and at worst will deprive your char of its life.

There are alot of good reasons not to pick up "dangerous" items randomly, and the biggest one is this: Most of the better and best items in the game cannot be found in random boxes. Picking up items takes time, identifying them takes time and money, and storing them takes time and organizational effort. My experiences show that 80-90% of items you find in Lair 7 boxes are either junk, low level stuff you don't need, or cursed. Add to that the risks involved, and picking up most items is really nothing more than a foolish risk.

That being said, if you are still inclined to go "Dumpster Diving" read on and I will try and spell out how to do it most effectively and safely.

There are certain item classes that can always be picked up safely because there are no "auto-equip" cursed items in their class. Do not misinterpret that as meaning they are safe to equip and -U-!!!

The safe list:

Book Scroll Bag Gem Rod Wand Staff Sphere Flask.

Other item types can be picked up if the character you are assigning them to cannot equip them.

EXG: Leader has just opened a Titan box and discovers 4 random items inside. Flask, Sword, Leather and Ring. His party consists of himself (sammy), a Raver and a Mage. Anyone can take the flask, the sword can be taken only by the mage, the leather can be taken by either the mage or the sammy, and no one can take the ring safely.

Remember, practice safe gaming.

If you are still interested in taking random items, at least make sure that the monsters have some chance of giving you an item that is actually worth something. Lair 7 monsters have the best chance of having the best available random items. Lair 6 eliminates the best random items, but still has some potential. Anything less than

Lair 6 is only useful for Books, Scrolls, and Flasks.

Lair 7 Monsters:

Wizard, Raver, EHP, Copper Dragon, Gold Dragon, Platinum Dragon, Red Dragon, Chromatic Dragon, Nazgul, Liche, Titan, Cardinal, Beholder, and Orcus (everyone's favorite).

Lair 6 Monsters:

Hell Demon, Bulette, Ninja, Will o Wisp, Vampire, Pyrohydra, Ghost, Green Dragon, Brass Dragon, Master Thief, Patriarch, and Necromancer.

So you have some random stuff, how is the best way to deal with it when you get back to the city?

Here is my tried and tested method.

- 1) Designate 1 char's bank account for un-id'd stuff. When you have 7 items there, bring in a low level mage that you totally don't care about, and put 7 un-id'd items on him.
- 2) Run that char over to the magic shop and offer to sell each item in turn. Do not sell anything that the store makes an offer on. If the store says, "We have enough of these," that means the store has a lot of those items in stock and is therefore probably not worth your time. "We do not deal in JUNK" means the item is not magical. If the store does not even look at the item, then it is Cursed. In all cases this translates to "Drop it and move on." If the store offers you \$\$\$ for it (no matter how little) that means the item is probably worthy of a trip to the Patriarchs Temple for identification.
- 3) Have a separate char's bank account designated "un-id'd stuff that has to get id'd." Store all the above stuff in there until you have enough to warrant the long walk to the temple.
- 4) Take a lot of cash with you (yeah be ridiculous and take it all!) cause nothing sucks more than having to walk back and get 500K to id that stubborn item. Walk to the Pat's, and offer 25K (if you are poor) to 50K (if you aren't) for an initial attempt to id. This seems to work with almost all the random stuff you find, but if the old geezer feigns stupidity, then you need to bump up the ante. I usually go straight for the jugular and offer the old coot 250K to tell me what I need to know. (what the heck -- it is only about \$\$\$ !!!!)
- 5) If the second bid fails, then chances are you have accidentally mixed up your SR stash with your random stash. Anyhow just jump it up by whatever factor you feel you can afford. I usually go from 50K, 250K, 1.5M, 6M. If you have something that won't id at 6M, get very excited, call me if you need a loan and make sure you tell me what it is and where you think you found it!

Everyone gets cursed from time to time, whether it is the mistake of sending an item to the wrong char, or that very tempting orcus ring you knew you shouldn't have picked up, really doesn't matter. You ended up with the auto-equip popping up, and now things are looking pretty bleak.

\*\*\*Don't Panic! \*\*\*

Cleric types get one shot at casting *koalget* to remove curse. Make sure that you have a lvl 63+ char toss it, since *koalget* is lvl dependent. If it works, the item is

now junk and you can drop it. If it fails, you need to take stock. If the char is now either losing hits (degen) or is now missing a key peice of equipment, you need to make immediate plans for an evacuation. If not, you may be able to keep running. Keep in mind the char's AC after the cursed item. The best thing may be a hasty RTC! If the char is degening, you have two choices. Keep the char alive by torging, Igor, or lots of cures and get it back to the city ASAP, or ...

(gasp) let it die.

Why on earth would you let a char die?

Well, there are several reasons, actually.

- 1) It has a great con, so the PERM % is really low.
- 2) You are in a place from which an effective resQ is going to be very hard. IE lvl 10, or you are lacking IGOR, cures etc.
- 3) A dead char is much easier to deal with than a resQ'd 1.

\*\*If the char dies, DO NOT raise it! It will simply die once again. Pick up the body and head back to lvl 1. Roll yourself a throw away char, bring him into the dungeon and have it "S"teal the cursed item from the dead char. The stealer will autoequip, and then die, making for a quick and painless shift help to get rid of the cursed item and saving you the long walk to the Pat's temple.

Keep in mind that the Steal trick only works on dead chars. You cannot "S"teal an equipped item.

If you are going to keep the char alive, then beat feet for the city, and keep in mind that you will lose hits on every move (including every turn!) When you get to the city check the hit loss. It is possible to die as you are walking to the temple. If you are losing hits in the city stop at the bank, drop off all the char's items, and pick up a regen item, if you weren't already regening. Head back to the dungeon, get a full cure and hopefully you can make it to the temple before you croak. If you die in the city, you will end up at the morgue, not where you died at. You cannot use items in the city, or toss spells.

If you don't have a maxed char to throw koalget, note your location, and shift stop out of the game. Bring in a maxed cleric type to that location, return the affected char to the game, and cast koalget. remember-- you only get 1 try!

I have completed an exhaustive data mining operation on dumpster diving.

I collected every semi useful item from lair 7 boxes on lvls 8 and 9. I ignored stuff like axes, daggers, hands, maces, wands, bracers, cloaks, books and shields.

Here is the short story: 123 items recorded==

- 1 Bag
- 1 Sword/Light
- 1 Sword/Sharpness
- 1 Poly Potion

1 Rejuv  
1 Wiz Staff  
1 Gem Healing  
2 Hammers +3

That is less than 10% useful rate... and even some of these items are only semi useful....  
the notable exception is HELMETS:  
25 Found -- wander 5,7 = 9  
wander 9 = 4, +1 = 5, Igor = 2, TP = 4, +2 1  
(note-- these 25 are in additon to the 123 items listed previous-- )

I have data on well over 280 lair 7 SWORDS dating back almost 4 years---

I can safely say-- Don't BOTHER.

Note #2 (getting started)

09/01/2009 10:29am aylward / pega

Oubliette is not an easy game to play, and certainly not an easy game to get started playing. First rule -- Read the help lesson. Second rule -- Read the help lesson again. Make note of which classes can wear which items. Look at the class stats and spell abilities. See the Ranger class? Wears leather , swings swords, casts both mage and cleric spells. THAT is a good class. One thing the help lesson doesn't tell you, you gotta roll your Ranger as a human. Third rule -- Forget trying to roll and build a "Good" char until you accumulate the items you need to build it. This game is all about ITEMS. I have run thru a score of sammys, a raft of rangers, tons of thieves, and many-many mages while playing this game. Sure it is mildly upsetting to have a nice Ranger PERM on you, but the long term winning strategy is to always have another char in the pipeline. At last count I own 3 maxed Rangers, but for backup I have one in his 40's, 2 in the 20's, 3 or 4 around 10 or so, and a couple lvl 1's I have yet to do anything with. That is just the rangers. So when one PERM's, you move on to the next char, because what is really important is the accumulation of items. While we are on the topic-- if that wonderful Ranger gets stoned and then PERMs, you lose both the char and his items. Now that is something to get upset about!

So you've read the help lesson twice. You're itching to play. Now you need 2 signons. If you don't have two, go send a note to some kindly system person and ask for another one. Is it required to have two?? No. But it is alot easier to "mage bomb" with two. We'll get to that later.

The easiest way to get started in the game is to roll your first char, sit around in Ligne's Tavern getting really polluted on orange and black ale, and wait for an established player to show up in the game. Then ask (or beg) for

help. Most ous players have crap loads of cash laying about with absolutely nothing to do with it and are perfectly willing to give it to newbies. Of course the bad news is there is very little of real value to buy in the store. If you are really lucky, your patron will give you some items in addition to cash, and you will be ready to go. A lot of people have a lot of different advice about what chars to run, what alignment to run, etc. For the purposes of what I am trying to teach, that doesn't really matter so much. Suffice it to say, if some dude gives you a holy sword, you might want to consider running a Paladin for your first char. IE tailor your first char(s) to the items you have, and don't worry too much about it. Even if the chars become almost useless to you later on, they will make great storage chars for all the ITEMS you are going to need to store. My first two chars were a Demondim (which I still have!) and a Courtesan (that has been electronic dust for a long long time.) Why did I start with a Demondim? Well, game had been open for a few weeks before I heard about it, and there were a couple of players that had accumulated some stuff they didn't need. In addition, the number of raise chars available was really low. So I took a loan of a Maul of Disruption, got a free set of Leather +1, Chain +2, and other assorted junk, and away I went. The key point is: one of your first chars has to be a boxer (Thief, Courtesan, Samurai, Ninja) and the other one has to be something that has some kill power (spells mainly.)

So now you have your two (or more) chars, you have a few precious items and hopefully a tidy sum of gold. Great. The dungeon is a dark place, and unless you have infravision you should stop at Corwin's and buy torches. They make great emergency light in case you hit an extinguisher, as well. Now go to the free monster shop, and pick up the best free friend they have. Be careful-- charmees can kill you with their breath weapon, or spells. Stay away from things that breathe fire or possess MAGE spells. Dragons, Demons, Mage-types all must be avoided. Cleric type monsters (Patriarch, Evil High Priest, Raver, Cardinal, Titan -- pretty much in that order from lowest to highest) are excellent choices for keeping you alive and helping you kill stuff. If you have tons of cash, you can also join the hirebrands guild, donate a lot of money and earn the right to get a decent guild companion as well. Remember, monsters that you "charm" one at a time (morfiegor, mortokgor) and store bought charmees will stay with you, until they die, or you do. Guild bud's will stay with you even after you die, but if you let them die, you lose a guild rank. The guild you join cannot be one that gets mage spells, for the same reason above. I find hirebrands work well, all those some folks swear by ravers. If you have the dough, the format I use to get to lvl 10 (the highest) in the guild is start at 32K donation and double it every level. IE 32K, 64K, 128K, 256K, 512K etc. as you can see, it gets expensive pretty fast. If you try this, try to get to at least lvl 5 or 6 so that you can get a decent buddy. Lvl 5 will cost you 1M gold, lvl 6 2M, and so on.

I guess I need to explain why mage spells are dangerous too!

In oub, mage spells can kill you, even if you are the one that cast them! Fieminat should never be cast. It will damage you, and others in your party. Pictageit, skorpic, itogeit can also harm you in certain situations. The lightning spells can be cast if you are not facing a wall. If so, the spell "bounces" off the wall and can hurt/kill you or someone in your party. Itogeit is cloud kill and it will kill everything in that encounter is below lvl 7. That includes your chars, so be careful!

Anyhow, you are ready to play, or so you think. Let's take a quick look at what makes a good starting char...

Con is the most important statistic for your char. It effects how many hits you get per level, and your chance to PERM when you die. City and koalito raises cost you 1 con.

Dex is extremely important as well. It effects how often you get suprised, and how quickly you get "options" in combat. A low dex is a quick trip to the morgue!

Other stats are important as well, but those are the most important. The good news is, you can raise any char's Dex with cash, by simply visiting Brand's Potions (across the street from the bank.) You can buy an infinite number of potions of strength and speed there for about 4M gold each.

So before you get started rolling, take a quick look at lesson =oubcalc. It will show you how much experience you will need for any race/class combination. The key here to look for is the amount you need to get to level 9 (which is the max exp you will need per level.) So let us assume you want to build a mage and a thief as your first 2 chars.

Hobbits and Pixies get a leadership bonus so lets start with them:

	Thief - 0.95		
Hobbit-1.926	Pixie-1.9	Kobold-1.745	Orc-1.825
125614 max/lvl	112672	57036	81638
6908787-63rd	6196983	3137003	4490084

as you can see, Kobolds build twice as fast as Pixies. That doesn't mean you should be starting a Kobold thief tho.

Now lets look at the Mage: (1.1)

Elf	Human	Orc	Kobold
1.4M	448K	268K	184K
77.4M	24.6M	14.7M	10.1M

So what does all this mean? Well, as almost always, you have to make a choice. You can roll a better Mage easier as an Elf, but it will take you much longer to build to lvl 63. Rolling a decent Kobold Mage is almost impossible but she will build like the wind, if you do it.

My suggestion is that for the first chars, that you build low exp chars whenever possible. In this case, an Orc is fairly easy to roll, and will build almost 5 times faster than the elf.

Keep in mind that these chars will most likely end up either PERMed or as storage chars, so don't spend too much time trying to get it perfect. The key is to get a couple chars that you can build quickly to help build "real chars."

Note #3 (fight club 1-0)

09/18/2009 3:02pm aylward / pega

Level 10 is a special place. The monsters are tough, the map is challenging to run, and the teleport block complicates SR/ing and rescue operations.

The good news is that Rune/TP and Rod/TP will take you and your party straight down to lvl 10, which can be very helpful after your entire party has been STONED by the 15 Beholder SR.

The Bad News is that once on ten, you will have to walk off the level by exiting to level 9 stairs in the NE corner of the map. Depending on where you are starting from, that can be a very, very long walk. Needless to say, walking anywhere on ten without a leader is highly foolish.

So here are the rules of fight club!

- 1) Have a Hobbit/Pixie leader.
- 2) Have at least 2 raise/heal type chars.
- 3) Have at least 2 chars capable of alito.
- 4) Try to run in parties of 4 (or more) whenever possible.
- 5) Run a mage with a wiz staff. dbl spell storing is NOT a luxury on ten.
- 6) Carry an extra wiz staff in the bag. They will burn.
- 7) alito everything dangerous with the mage.
- 8) "dangerous" is defined thusly-- if you can't kill it b4 it gets a single option, and it can kill you with a sep11 or breath weapon, then it is DANGEROUS.
- 9) Dangerous means different things to different players.
- 10) Sheinoget works better on Orcus/Snake Demons than alito.
- 11) Sheinoget only works if you can type it, so practice.
- 12) Beholders SUCK. 15 Beholders suck massively.  
Being suprised by 15 Beholders mostly equals death.
- 13) Get a guild buddy and keep an eye on his hits. Carry a gem/healing to keep him alive.
- 14) Always, Always, ALWAYS have companions. if you are out Don't wait to charm something good, like Titans... just charm/summon something that will save you.
- 15) Always have a back up plan.
- 16) Always have a back up back up plan.
- 17) For an effective resQ, always know where you are.
- 18) Walk your resQ party directly above the deaders, then use the rune/tp to effect resQ.
- 19) Always have a spare leader, raiser, and alito tosser.
- 20) Try never to take any one to 10 that isn't at least lvl 66.
- 21) If all else fails, you can send lvl 1 Clerics with staff, full raise and rod/traveling to 10.
- 22) There is always a chance the room will be empty.  
(yes I have done this-- It does work-- stay lawful.)

I once had my main party dead, a resQ party landed and got scragged, and my third string chars did as well. I had a lvl 50 sage, that I sent down, he bit as well. So i started rolling clerics, and the third one landed on an empty room. Yay!

- 23) Always have your leader with fieal on him/her on ten.  
if you die once, you keep the dex until you die again, or leave the game. Remember to recast.

- 24) Geitorga is nice, but not really required on 10.
- 25) Horde boots of levitation and lodestones.
- 26) Pick up your deaders before you raise them.
- 27) Use TERM anytime you have to pause for any reason.
- 28) Sometimes it is best to Shift STOP out of bad SR's.  
     Nothing is more frustrating than PERMing a char to  
     the Defender or Cloak/Darkness SR.
- 29) Check your companions often. Make it a habit.
- 30) Check the map. Make a pattern to your SR and use it.
- 31) There is a pattern that works well. There are many  
     patterns that do not.
- 32) Ask for help when you need it.
- 33) Give help whenever you can do so.
- 34) When you finally get a coat, it goes on the mage.
- 35) Buy Rune/teleport from the store. Keep 15+ around at  
     all times. Pick up random scrolls for the same  
     reason.

Note #4 (random stuff)

09/26/2009 10:51am aylward / pega

Here is a random assortment of stuff I have learned  
the hard way. You get to learn it the easy way.

Rangers must be rolled as human.  
Valk's and Courts must be female.  
Ravers and Dinks must be male.  
You can roll a Kobold Mage, but it will be female.  
You can roll a Hobbit Ninja, but it will be male.  
If you want to roll a Hobbit Ninja, get a really comfortable  
chair. It is going to take a really long time.  
Do not leave dead char's laying around in the dungeon. Not  
so nice players can "S"teal all your stuff.  
No one can "S"teal an equipped item, unless the char is dead  
Learn where the morgue is. If you die in the city, anyone  
that beats you to the morgue can claim the body and take  
your stuff. If you PERM at the Houses of Healing you  
do NOT go to the morgue. Your body remains in the HoH.  
When you PERM "S"teal all your items, and make sure you  
clean out the bank account BEFORE you delete the char.  
When you put stuff in a bag, you will lose all that stuff  
if the bag gets unequipped for any reason. This includes

- 1) Depositing the bag in the bank. (yeah, I did this.)
- 2) The bag is "S"tolen from a dead/PERM'd char.
- 3) You shift U a different bag. (I have never done this  
but it was a reported error years ago.)

Teleporting in oub is both easier and more dangerous than  
"other" dungeon games. See the torgafier base note.  
Think twice before venturing into the dungeon alone. Oub  
is very much a "party" game.  
Sammies get two swings with their bare hands and also two  
swings with 1 swing weapons. Use this feature to your  
advantage. A sammy can use a Sword +1 Pro Undead and  
still be a decent fighter.  
Sammies also get a -1 ac benefit every other level until  
they reach lvl 20. At that lvl they are ac -1 naked.  
In order to derive the benefit of "Pro" against things that

can cast mage spells (Mages, Undeads, Dragons) the entire party must all be Pro. The reason is that mage spells like fieminat or alitoare area effect spells. Your ranger may be Pro Mage, but ...

he can still get alito'd by a sorceror because the sorc can target a party member that is not Pro Mage.

Pro X is not 100% protection. It seems to work about 80-90% of the time.

Pro fire is not optional. Not only will it reduce the damage you take, but it will protect your ITEMS from being destroyed by breath weapons.

Fietokshef must be permanent to be effective. Cast fietokshef only protects against the first fire attack. Your party should be Pro dragon before venturing below lvl FOUR in the dungeon. Pro Dragon rings are SR 4.

Random items can be deadly.

Special Rooms (SR's) are located randomly on each level. SR's for lvls 1-3 are pretty much a waste of time.

You SR a level, by stepping on each encounter space on a level. An encounter space is one that has been defined as having an encounter other than a random encounter-- IE a possible encounter area that has money/chest. Its hard to know where are the possible encounter areas are.

When you encounter the SR, the monsters will always suprise the party and be a relatively "tough" encounter for that level. EXG you will not find Ravens on level 6 randomly. But you can encounter 10 of them that will suprise you in a lvl 6 SR.

Review the SR tables. You can find them in the oubsr notes-file or online. You should be able to clear almost all of those encounters before you try to SR that level.

(lvl 10 is different)

As a rule of thumb, only SR a level that you need the items from. IE-- If there is nothing you need from SR 5, don't waste your time SR'ing lvl 5.

You know you have hit the SR when the box contains a single item and "NO Money."

After hitting the SR, you must repopulate the level before you can hit the SR again. You do this by either shift STOP on the leader and re-enter the game or your leader char dies.

When you shift STOP the leader, have him join the party, then "C"hoose him as leader. This preserves the party's spells, like bonashef, dumapic etc.

Use the same strategy to repop the level when you are building chars on that level.

When building on "dangerous" levels (lvls where the SR encounters are likely to kill your pud chars) define a building loop and stay in that loop. Check the loop with a party that can withstand the SR encounters before you take your pud chars there to build. This will give you an SR free area in which to build. If you wander out of this area, your puds will be at risk.

If some other player is SR'ing the level you are trying to build on, bad things might happen. Bad-- as in the SR suddenlyappears in your building loop.

Feel free to enquire via the bulletin board if anyone is SR'ing the level you intend to build on. If so, pick another level.

Do not build on lvl 9 or 10. High risk of bad things.

Do not build on lvl 8, unless you have studly chars/items.

Lvl 4 is a good place to build. Lvl 6 is also good, but make certain you can quickly dispatch green dragon and

nazgul encounters before you do it.  
The SR is defined when the previous SR is hit. Once defined it will not move again until someone steps on that particular space.  
Poison will continuously harm your chars until it is cured via the cleric spell kotier, the ninja ability, or the "cure your diseases" option in the HoH. Returning to the city does not cure your poison. You can shift STOP a poisoned char until you can arrange for a cure poison. Paralysis works in a similar fashion to poison. Strangely, Oub lets you cast kotier from a paralyzed char.  
Antidote is available at Corwin's. It casts kotier.  
Various items can be "U"sed to access their power or cast their spell. Think twice before you "U"se an item. Things to consider are, "Do I know the effect?" "What is the chance the item will burn?" "If the item burns, can I survive without the rest of the trip without it, or do I have a replacement handy?" --In a previous version on the CERL system, I once found myself alone facing the 9 Titan SR on lvl 9. Everyone else was dead and 1 guy got off a fieminamor. Without thinking, I "U"sed my hammer to clear the encounter. It worked. I was left with a Teleport box i couldn't open and no Hammer of Thunder (which I was using to give me Pro Dragon.) To make matters worse, I didn't have any extra Hammers.  
High DEX (on the leader) reduces the number of times the party gets suprised. Down deep (lvl 9,10) surprise is often deadly.  
For a Thief, Blade of Death will cast fieal. (+4 DEX)  
For other leaders, Boots of Speed will do the same.  
After casting, remove the Boots. They are just taking up an item slot you could have a ring in.  
Cast fieal on all your mage types as soon as they get lvl 3 spells and can toss it.  
Cast etishef likewise when they get level 6.

Note #5 (bombing mages)

02/14/2012 4:31am aylward / pega

So you want to start playing =oub, but you are unable or unwilling to get starting cash/items from other players. How do you break in to the game starting from scratch? Well-- you can roll up a balanced party of nice chars and head down into the dungeon, and most likely have a total party wipeout in less than 15 minutes, OR you can do it the smart way.

But before we get to the smart way, lets discuss a few things. =Oub is totally unlike most other dungeon games, and until you master one key concept, your long term strategizing will most likely cause you pain, not gain. =Oub is all about items. There is a long winded explanation of why this is the case, but it really comes down to this. Characters are disposable. They perm. SR's are a gaurantee. . The item "is" in the box-- you may not get it because you died, or can't get past the trap, but

it is in there.

So what does that mean?

It means that a wise player facing a potential perm trap (polymorph) on an important SR chest is facing a tough decision. Do I need the item in the box, more than I need this char to live and stay the race he is? Depending on the specifics -- its another Cloak/Darkness and it is my last maxed ranger (I would pass) to this is my first Ring/Life and my lvl 66 kobold mage needs to morph anyway (would be a really easy yes)

So you spend some time rolling chars, then more time putting levels on them, then more time SR'ing various levels to equip them so they can go to ten and SR in the major leagues -- but what the unspoken truth is, and what ultimately makes =oub so hard for =avatar gamers to "COMP"rehend is that the collection of items is what is the most important aspect... building a "perfect" char-- is not a lofty goal when you could perm at any given moment.

Sorry I got really far off course-- lets get back on topic.

So here is a system for using disposable chars to acquire enough cash to buy some better items, to begin the process of sr'ing 4 and below.

You need 4 signons. Technically you can do it with 3, but 4 is much much faster/better/easier. if you can't run four, go get more signons via the website.

==Rule 1: "Take what the roller gives you." We are going to begin our conquest of oub, by rolling up Ogre hirebrands. Our targets are: 18+ STR, 19+ CON, 14+ DEX. We need 3 to begin with. If the roller gives you a lovely Ogre Valk, then take it. Put a name and pword on it and transfer it away. At this point, you are more likely to destroy any char you run than you are at actually building it.

==Rule 2: We dont't care about int, wis, cha because these chars are nothing more than meat shields. We will be making a few levels on each, and we need our shields to have decent hits, so con is important. I would accept a char with low STR or low DEX, but the con needs to be 19 or more. You want you meat shield to roll lots of hits. If he gets created with less than 6 hits-- delete him and try again. Ogre Hirebrands need 2100 exp for lvl 2, and that is our first target.

Roll two meat shields, go to corwin's and buy each a Pointed Stick. (Yeah. I am serious!) and then head to the free Monster shop, and buy a decent charmee for each. Ninja is ideal, but lama, patriarch, EHP, Lord will all work. The goal is to save the better charmees for the "real" chars we will be building later. Do not buy dragons, demons, mages. See note #4.

Next we need to roll a mage. Remember-- we are talking about Mage Bombing-- so this is the guts of the operation. You want a decent INT because it effects you chance to get 'nargor' which is really the only spell you care about. Aside from that, DEX is important, because it effects how often you get "OPTIONS" to cast your spell. A mage with a low DEX is most useful as a paperweight. CON is nice, but really not required, but CON <9 is to be avoided because of the subtraction from hits. Now you can roll a very nice Elf mage, but the problem is the EXP needed to

make levels. Elf mages go like this-- 2475, 6126, 15161, 37523, 92870, and then it starts getting ridiculous. Kobold mages won't work--and next comes ORC. Now Orc is average on int, con and dex, but a nice mage is not too hard to roll. EXP will go 2008, 4030, 8090, 32605. Which is alot better than the elf. Of course our first target is level 2, but really we need to get our mage to level 5. Elf lvl 5 is 3 times longer than Orc.

So roll an Orc, buy him a Pointed Stick, and a charmee. Next we need a Demondim, to heal, and dispel undead. Same logic applies with the Mage, so this time we are going to roll another Orc. Or you can roll a human. Your choice. We want a decent DEX, WIS is only semi important so concentrate on CON and DEX with at least a 12 WIS. Here our targets are softer... we need some heals, but lvl 4 or 5 will work.

Our healer cannot use a pointed stick, so buy him whatever weapon you fancy, or just let him use his fists.

Put your meat shields in the front of the party, and the mage in slot 3 (so he can cast spells), demo goes in 4th and you are ready. Everyone has a charmee. Go run around on level 1, and try to not die. Take an encounter and return to city. Bank the gold (if any) anyone that used their spells, or took damage is going to have to rest, but remember to sell your charmee back first. When you rest, they go away, and if you waste them you will run the shop out in a hurry. Rest in the streets. We don't need no stinking hotel-- age doesn't matter.

Get your hits/spells back, rebuy your free charmees, and return to the dungeon. Lather, Rinse, Repeat.

Make levels when you can. We are trying to level up the mage (first) and the healer (second). Extra levels on the meat shields are nice. Here we are mainly interested in hits... we like big beefy meat shields that can absorb alot of damage before they die.

and they will most likely die...

If you are paying attention, you will note that we do not have a "leader/boxer" type and maybe wondering how that is going to work...

Well it goes like this... you get suprised alot. Low level leaders get suprised alot anyhow. You are going to blow any trapped boxes you come across. Just rip them open. Low level leader types are going to blow the traps as well. So don't worry about it.

=Rule 3:

If you die, get whatever gold/items you can recover from the corpse, and then delete it. Make sure that the bank account is cleaned out first, if you are storing gold. In fact is is better to create a gold storage char that never leaves the city. We aren't going to raise anyone. If they die, they die. Stay close to the city, so if you have a total party wipe, you can recover. Do not go to level 2. Gold/exp is much better there, however... the traps are more frequent and deadlier, and you can (and will) meet lvl 3 monsters on level 2. Getting a total wipe off of lvl 2 is going to be hard. Stay on 1, run 6 or seven rooms, back out the leader, or jsut "C"hoose the other meat shield to lead, and run back. Going to the city resets the encounters, but also takes

any spells you have cast away. You shouldn't be casting any... tokshef, bonashef are pretty much a waste of spells so save them for nargors. If you are running Ogre, you won't need light. If you blow a darkness box, your vision is reduced after you move. You can just back out and re-enter and voilla! your are cured.

So you have made a ridiculous number of runs, you have saved up 100K gold, and most of your chars are now lvl 3 or 4. What do we do next?

Now we get to go shopping at Merlin's.

We ain't buying any armor, or shields, or swords-- go straight to the hammers, and get a war hammer +2.

If they are out, get a dagger +1.. Each gets 2 swings.

Buy yourself 2-- they cost around 40K each. If the price is higher, just back out to the store homepage and reenter the hammers page. do this until the price falls to

40 (47?) K. then buy.

So you now own two hammers-- who swings them? That depends on what your makeup looks like. If either of your meat shields is decent, then keep building them. Keep in mind that Ogre suffers from the same problem that Elf has... high EXP/lvl. See lesson =oubcalc. You CAN keep pushing the Ogre and hope for a Poly box later on. I don't really recommend this course. Go back to our friendly roller and start pounding the Orc's again. This time you are looking for high CON, DEX and STR in that order. Roll at least 14 on the STR and create a new Hirebrand. Drop a hammer +2 and buy the young fella some armor, shield, helmet, bracers and rings as you can afford them. You'll be pleasantly suprised at how fast you rebuild those first five levels. Keep saving your cash, and add stuff to your growing stable of chars as you can. I usually concentrate on the fighters and the healer... because I can't buy enough stuff to lower the mages ac much, and he will never fight well. so beef up the beefy guys, then the healer. By the time you can

By the time you have armor, shield, helm on everyone, it is about time to start thinking about heading deeper in the dungeon. Below level 2, you must have a leader/boxer.

And that means we go back to the roller again.

Now Hobbits make excellent thieves-- but they are -- hits.

They offset this somewhat by being + CON. Pixies are the other leader bonus race, and they are - hits and average CON. WIS is important to inspecting traps, and both are - WIS. Its a toss up, I would choose Hobbit.

Targets for Hobbit are 20+DEX,17+CON, and then try to get a decent WIS, and STR. Pixie you need a bit less CON, but hold out for more STR.

Roll the char, get him some leather, shield, and as he will not be fighting, don't put a stick on him-- it just increases his armor class. Get him a short sword and a free charmee. We are going to speed build him-- or kill him, whichever comes first.

Speed building involves defining a loop with your two main swinging chars in one party. Clearing it out, so they can walk the loop without getting encounters other than the random wandering monsters. Take them back to the begining of the loop, where the intrepid thief awaits. Walk ahead of the thief with the party. When the thief gets an encounter, the Leader of the other party hits "A" to aide the thief. The thief does nothing. The other chars clear the encounter and the thief gets

all the treasure. If we placed the thief behind the other two fighters, he would be safer, but he would only get 1/3 as much treasure. Speed build on lvl 1 until you make level 4 (if your fighter types are pretty good) or til lvl 5, (if your fighter types aren't so good) before you head down to lvl 2. Try speed building on 2. If the monsters are getting swings in, it may be best to go back to a conventional party. I usually decide based on how "nice" my char is that I am building. By that-- if I am building a lovely 1/2 elf ninja with really nice stats then I will be more conservative. If your thief rolled amazing hits, or got con and dex on his levels-- then you may want to slow down and play safe. If he didn't--

So how long does all this take?

I had my meat shields and my mage bomb pre rolled.

I spent about 4 hours pushing them up to lvl 7. I rolled a half elf demondim, and built him to lvl 3, then parked him at the city stairs for heals. So most of the time I only ran 3 characters at a time.

Included in that 4 hours was a few minutes rolling my replacement orc mage and pushing him to lvl 3 via speed building.

I also got incredibly lucky and rolled a killer hobbit thief in about 5 minutes. He was missing 2 int and 1 wis from being a ninja with a 21 con. But that was pretty much just obscene luck. You could spend 5 hours rolling and not find such a nice hobbit. So all told, lets round it up and call it six hours.

With speed building-- I think I will be ready to start my conquest of lvl 3 in about 2 more hours.

Now, things would have been alot faster if I had used my cash to purchase hammers and armor from Merlin's. So we will call that a wash then, my experience and faster play without the store, for a novice players fumbling around but able to buy the two swing hammers. You should be ready to start on lvl 3 (which is pretty much where the game begins) in 8 to 10 hours.

#### Note #6 (Torgafier 101)

03/03/2013 7:27am aylward / pega

Somehow, the string for torgafier got deleted...  
so here is the key factors:

torgafier is caster only. to tp a whole party you need:  
helm of wandering or a rune/rod of traveling. they don't allow you to party torg, but rather take you straight down to the level listed on the helm or lvl 10 for the rune/rod. torgafier is very straight forward. it doesn't matter which way you are facing. it is a simple matter of your x,y,z coords and the spell simply adds to each. simple.  
exg:

location 3,21,7. cast torgafier and enter 6,-11,-6.  
you are now at 9,10,1. in the above example, if you drop or  
add a minus symbol to any of those numbers, you will torg  
outside the dungeon, and be PERM DEAD. All carried items  
will be lost.

Any questions?

Oh, yeah. you cannot torg into the city. the city is NOT  
level 0. If you torg into level 0 you are PERMED and all  
items on your char are lost forever.

One thing forgotten:

Helm/Igor takes the entire party straight up to level 1.  
Helm/Recall takes the party straight up to the city.

It is possible to land in the city and be totally lost.  
Good luck with that.