

Oubliette

A Fantasy Adventure

Additional Player's Guide version 1.0

PLATO version

By Snafaru

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Table of contents

Introduction	Page 1
Features	Page 1
Credits and References	Page 1
Installation and Starting Tips	Page 2
Various Notes	Page 4
Tables and Options	Page 6
Magical Spells Quick Reference Chart	Page 10
Clerical Spells Quick Reference Chart	Page 11

Introduction

Based on Oubliette – PLATO version, now running on Cyber1's CYBIS system software.

This guide is a summary of some of the most important information for playing Oubliette.

Features

Explore a 10 levels deep dungeon in real time with a party of characters that can be of any 15 races and 15 classes. A 3D wire-frame view of the dungeon with stairs, pits, chutes/teleport. 160 different monsters to confront. Over 200 items for your characters to equip or use. A magic system comprising 32 magical spells and 19 priest spells in a specially created language called Varget by David Emigh for which information can be found at: [http://en.wikipedia.org/wiki/User:Kmariecg/Oubliette_\(computer_game\)](http://en.wikipedia.org/wiki/User:Kmariecg/Oubliette_(computer_game))

Credits and References

Snafaru. MithrilCoat. Oubliette.

Installation and Starting Tips

Here's a short list of the most critical information.

Step 1: Get onto Cyber1

- Go to <http://www.cyber1.org>
- You'll need 4 signons to play, click on 'Get a Signon!' in the menu to register them.
- You'll need the emulator, click on 'Download PTERM' in the menu to install the emulator.
- You'll need to learn the main keys which are F6-Help, F7-Lab, F8-Back and F9-Data, click on 'Keyboard' in the menu.
- Watch the 'Cyber1 Introduction' video from the 'Home' in the menu.

Step 2: Play Oubliette

- To run Oubliette start lesson =zoub on Cyber1.
- Have your character names short and no capital letters, you'll be typing them names very often.
- Surviving until your character level reaches level 2 or 3 is difficult if you've never played this version of Oubliette. Ask another player for some gold and basic equipment.
- Build at least 1 meat shield to absorb damage and hit hard such as an Orc Hirebrand. Don't plan or expect to keep him in the long run, use him though when starting.
- Build at least 1 Mage, preferably a Kobold, as he's going to need to level up quickly. He can cast Nargor to dispatch monsters during your first encounters, and many more thereafter. Get in, cast your spells, get out, rest, repeat, until you've made at least a level or two.
- If you've rolled a great character, don't risk losing it to a one hit, get the above meat shield and mage done first.
- Constitution (CON) is your most important stats for 2 reasons. 1) Your chance to be raised from the dead is dependent on it. If you fail being raised by a resurrection spell your character is dead... permanently. 2) Gives you more hit points, therefore more chances to survive.
- Dexterity (DEX) is the second most important stat. It determines who acts first and how quickly you get to hit or cast your spell again. You'll see how a high dexterity characters has his/her turn a lot more often than a low dexterity character or the monsters.
- An Antidote cures paralysis or poison. A character cannot use it onto another character. The character using it must have it equipped.
- Want to get rid of a character quickly... drink a potion of death... if you can afford it... death is never cheap in Oubliette. Falling and impaling yourself in a pit works too.
- Read the "Survival Manual for OUBLIETTE" document.
- Read the "Oubhints" document.
- Many items are really worthless in Corwin's shop, see the "Oubliette Items List" document.
- You start at the Castle's stairs at coordinate 15 East, 15 North. The Castle and each of the 10 levels are 29 x 29 squares big.

- Casting spells means typing them, better use a keystroke recorder such as AutoHotkey (<http://www.autohotkey.com/>). Here's an example of a script for AutoHotkey, the semi-colon denotes a remark:

```
^1::
send snargor{enter}
return

^+1::
send snarpic{enter}
return

^2::
send sdumatokgor{enter}
return

^+2::
send sdumatokal{enter}
return

^3::
send sfieminamor{enter}
return

^+3::
send salito{enter}
return

;disable if character level < 8
^4::
send sitogeit{enter}
return

^5::
send sskorpik{enter}
return

^6::
send ssheinoget{enter}
return

^7::
send skonarbona{enter}
return

^8::
send sminabor{enter}
return

^9::
send sfahalito{enter}
return

;avoid kicking out charmee
+k::
send +w
return

;speed up login
^+7::
send {enter}author+{F10}
sleep 2000
send password{enter}
sleep 2000
send joub{enter}
sleep 3000
send {F9}
sleep 6000
send {enter}a12345
return

^+8::
send sdumapic{enter}
sleep 2000
send stokshef{enter}
sleep 2000
;send sfietokshef{enter}
;sleep 2000
;send siptonarvay{enter}
;sleep 2000
send sfieal{enter}
sleep 2000
send sgeitorga{enter}
sleep 2000
send setishef{enter}
sleep 2000
send saltatok{enter}
return

^+9::
;send smorpik{enter}
;sleep 2000
send sbonashef{enter}
return
```

Various Notes

Here are some note worthy of attention that have been garnered from the server.

Oubliette Notes

Note #111 (Race Mods)

6 responses

01/19/2007 9:49pm bruce / brains

Anyone remember what the modifiers were for ++, +, - and -- were? I seem to recall ++ was +6, + was +3, - was -3 and -- was -6. It seems as if you have a -, the lowest roll you can get is a 2 (3-1).

I also seem to recall that Males had +1 CON, +1 STR, +1 INT while Females were like -3 STR, +2 WIS, +2DEX, -1 CON and +5 CHA?

I am curious as to how likely rolling classes with certain races are and would appreciate the modifiers if anyone knows.

Oubliette Notes

Response 1 of 6 to #111 (Race Mods)

01/22/2007 10:13pm jim / ravers

I think you are pretty close on the sex related adjustments given to the various stats.

As for the +/-, they refer to the number of dice rolled for that characteristic, with the "average" being the human, which rolled 3 for every characteristic. Therefore, a + would indicate 3 (+1), or 4 dice, and ++ would indicate 3 +1+1 (5 dice).

A -- would receive only one six sided die to roll for that stat. However, we did have a provision that if you maxed your roll on ALL dice, you were given one more 6 sided die for that stat. Therefore, with a Kobold, who is -- for intelligence, you would have a 1/6 chance of rolling a six, and then you would receive one more roll (1..6) in which you would need a 6 to yield a 12 (the minimum allowed for a mage, for example). The sex based modifiers would add or subtract from these to give the final result.

Hope that is clear.

Oubliette Notes

Note #169 (multiple chars)

2 responses

08/09/2009 11:35am oberyn / google

How does one keep multiple characters on the same account?

Oubliette Notes

Response 1 of 2 to #169 (multiple chars)

08/09/2009 4:31pm flom / cerl

one sign on can have many characters.
You must first enable the character transfer option from oubliette entry page. Hit "data" twice to set the password, the shift "next" to transfer the char to another sign-on. The actual sign-on need not exist just make sure you use an active group name (i.e. group "s" or group "cerl" etc...
Once your sign-on is free of its char...you can roll a new one or xfer a char that is stored on another sign-on..

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.

From a post from greg

... "Thieving formula" must be the chance to inspect a chest successfully if you were a thief:

$\% = (8 * \text{char level}) + (8 * \text{wis}) - 105 - (10 * \text{dungeon lvl})$

... Polymorph chance:

$\% = 5\% + \text{lvl} * 3$, max is 95% at lvl 30.

Patriarch's Temple

What can I do for you, my son?

- a. determine the nature of an item
- b. remove a cursed item

Hint: give him 12,000 Gold, often more, like 60,000 usually guarantees success.

Summary of Different Types/Races
(on the average)

Type	Str.	Int.	Wis.	Cha.	Con.	Dex.	Hits	Age	I.F.	Base	Ali.	Note
Human	*	*	*	*	*	*	*	*	no	1.950	LNC	
Elf	*	+	*	+	*	+	*	+++	no	2.250	N	Not Paralysed
Dwarf	++	-	+	-	+	-	++	++	yes	2.050	LNC	
Halfdwarf	+	-	*	-	+	*	+	+	yes	2.050	LNC	
Halfelf	*	+	*	*	*	+	*	+	no	2.175	LNC	
Hobbit	-	-	-	+	+	++	--	++	no	1.926	LN	
Orc	+	*	-	-	*	*	*	-	yes	1.825	NC	
Uruk-hai	++	-	*	*	+	*	+	-	no	2.000	C	
Ogre	+++	-	-	+	+	*	++	*	yes	2.100	NC	
Pixie	-	*	-	+	*	+	-	*	no	1.900	LN	
Goblin	*	-	-	-	*	*	*	*	yes	1.850	NC	
Hobgoblin	+	--	-	-	+	+	++	+	yes	2.000	NC	
Kobold	-	--	-	-	*	*	--	*	no	1.745	NC	
Ur-vile	*	*	+	--	*	*	*	*	no	1.925	C	
Eldar elf	-	++	*	+	*	*	-	+++	no	2.250	L	Not Paralysed

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 Experience	++	Well above average
Ali.- Alignment Restriction		+++	Outstanding
L - Can be Lawful	N - Can be Neutral	C -	Can be Chaotic
Male: +1 STR, +1 INT, +1 CON			
Female: -3 STR, +2 WIS, +5 CHA, -1 CON, +2 DEX			

Summary of Different Classes/Occupations

Minimum Required

Class	Str.	Int.	Wis.	Cha.	Con.	Dex.	Mul.	M.S.	C.S.	Ali.	Sex	Note
Cleric	0	0	12	0	0	0	1.08	**	1	L	MF	Dispel
Demondim	0	0	12	0	0	0	1.08	**	1	C	MF	Dispel
Courtesan	0	0	0	19	9	12	0.95	**	**	NC	F	Seduce, disarm
Hirebrand	12	0	0	0	0	0	1.00	**	**	LNC	MF	
Mage	0	12	0	0	0	0	1.10	1	**	LNC	MF	
Minstrel	12	12	12	15	9	9	1.12	1	**	LNC	MF	Charm
Ninja	15	12	12	0	15	17	0.95	**	**	LNC	MF	No poison, disarm
Paladin	12	10	13	17	12	0	1.12	**	9	L	M	Dispel
Peasant	0	0	0	0	0	0	0.90	**	**	LNC	MF	
Ranger	13	13	14	10	14	15	1.18	8	7	LNC	MF	Must be Human
Raver	12	10	13	17	12	0	1.12	**	9	C	M	
Thief	0	0	0	0	0	12	0.95	**	**	NC	MF	Disarm
Sage	9	14	14	0	0	12	1.15	1	4	LNC	MF	
Samurai	15	5	15	0	13	15	1.12	**	**	LNC	MF	Disarm
Valkyrie	12	10	13	19	12	0	1.15	**	9	LNC	F	Seduce

Str.- Strength	Dex.- Dexterity	**	- no spells
Int.- Intelligence	Mul.- Experience Multiplier	Sex	- Sex Restriction
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

Equipment

	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

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
HELP - see a list of your options (F6)
STOP1 - quit game (SHIFT-F10)*

* Quitting the game during combat while incapacitated by being slept/charmed/paralyzed results in instant death. If you quit in combat while still alive and well and log back in then combat resumes and another player can A-aid you to finish off the monsters.

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 record to disk
- g - Returns Guild Follower to guild
- U - list of users
- DATA - see data on your character (F9)
- DATA1- more data on your character (SHIFT-F9)
- COPY - see list of your companions/charmées (F11)
- HELP - to see this page (F6)
- HELP1- see a list of your spells (SHIFT-F6)
- LAB - see a list of your party (F7)
- LAB1 - replot (SHIFT-F7)
- STOP1- quit game (SHIFT-F10)
- b - use the Bag of Holding

Non-Combat Options in the Oubliettes

- * 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
- N - cure poison (ninja)
- I - light torches
- J - to join a party
- p - pick up dead or stoned body
- R - return your record to the disk
- DATA - see your characters stats (F9)
- DATA1- more stats (SHIFT-F9)
- COPY - see list of your companions/charmees (F11)
- HELP - see a list of your options (F6)
- LAB - see who is in your party (F7)
- LAB1 - replot followers in dungeon (SHIFT-F7)
- STOP1- quit game (SHIFT-F10)
- b - use the Bag of Holding

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

Spell	Lvl	Use When	Affects	Description
Dumapic	1	Not Combat	Party	"Direct light". Light
Geibor	1	Combat	1 Opponent	"Air rod". Magic Missile // Damaging magic missile
Morfiegor	1	Combat	1 Humanoid	"Direct fire thought". Charm Person // Humanoid joins and assists party during dungeon trip
Nargor	1	Combat	1 Group	"Not thought". Sleep // Low level monsters may fall asleep (undead are immune)
Tokshef	1	Any Time	Caster	"Earth shield". Shield // Armor Class (AC) = 4 if you wear no armor
Altatok	2	Not Combat	1 Person	"Strength earth". Strength // Increase strength by 1
Fietokshef	2	Any Time	Caster	"Fire earth shield". Fire Resist // Fire (50%), light, breath shield, ends after absorbed damage
Iptofeh	2	Travel	Party	"Self point". Determine Level of the dungeon
Iptonarvay	2	Any Time	Caster	"Self not see". Invisibility // Invisible to low monsters until attack. Undead & mythical are immune
Narpic	2	Combat	Party	"Not light". Darkness // Escape monsters < level 9 (with exceptions). No treasure.
Dumafiegor	3	Combat	1-4 Humanoids	"Control fire thought". Hold Person // Control 1-4 humanoids to assist party
Fieal	3	Any Time	1 Person	"Fire life". Haste // Increase a character's dexterity by 4
Fieminat	3	Combat	1 Group	"Fire wound". Fireball // Fire damage with backfire
Geitorga	3	Any Time	Caster	"Air ground". Levitation // Float to avoid pit damage
Narvaybona	3	Any Time	Party	"Not see party". Party Invisibility vs low/mid-level monsters (except undead/mythical) until attack
Pictageit	3	Combat	1 Group	"Light air storm". Lightning Bolt // 50% chance of lightning damage with backfire
Fieshef	4	Combat	All opponents	"Fire shield". Wall of Fire // Low/med monsters die of fright except demon/dragon/enchanted/myth
Karpafier	4	Any Time	Party	"Summon fire". Summon 1 // 1-4 low-level monsters to help
Minagor	4	Combat	All opponents	"Wound thought". Fear // Low to mid-level opponents run (undead are immune)
Mortokgor	4	Combat	1 Non-humanoid	"Direct earth thought" // Charm Monster. Non-humanoid assists party during dungeon trip
Dumatokgor	5	Combat	1-4 Opponents	"Control earth thought" // Hold Monster. Control 1-4 humanoids or monsters to assist party
Itogeit	5	Combat	All opponents	"Ill air". Cloudkill // Cloud of foul gases that kills all monsters and players lower than level 8
Karpageir	5	Any Time	Party	"Summon air". Summon 2 // 1-4 higher level monsters to help
Torgafier	5	Any Time	Caster	"Ground fire". Personal Teleport
Etishef	6	Combat	Caster	"Blade shield". Super Shield // Improves armor class (AC) by 3
Farital	6	Not Combat	1 Person	"Stone life". Stone to Flesh // Cures a character that's been turned into stone
Fiegorfah	6	Not Combat	Party	"Fire thought point". Locate Person
Karpasom	6	Any Time	Party	"Summon water". Summon 3 // Summon even higher level monsters to help
Skorpik	6	Combat	All opponents	"End light". Blinding Flash. Flash of consuming light that has 50% chance to hit each monster
Alito	7	Combat	All opponents	"Death". Power Word Kill // Kills most monsters
Fieminamor	7	Combat	All opponents	"Fire wound directed". Controlled Fireball // Fire damage
Karpatok	7	Any Time	Party	"Summon earth". Summon 4 // Summon the highest level of monsters to help
Mohfeh	?	?	?	"Home point". This spell doesn't exist in this game even if it is mentioned in some places

Clerical Spells - Quick Reference Chart (Cleric, Demondim, Paladin, Ranger, Raver, Sage, Valkyrie)

Spell	Lvl	Use When	Affects	Description
Fehtier	1	After Combat	1 Chest	"Point trap". Detect Trap
Kominah	1	Any Time	1 Person	"Close wound". Cure Light Wounds // Cure hit points
Minat	1	Combat	1 Opponent	"Wound". Cause Light Wounds // Inflict damage to opponents that have flesh
Morpic	1	Non Combat	Party	"Direct light". Light
Dumagor	2	Combat	1 Humanoid	"Control thought". Hold Person // Control 1 humanoid to assist party
Bonashef	2	Non-Combat	Party	"Party shield". Party Shield // Shield party from physical attacks
Koalget	3	Not Combat	1 Person	"Close life word". Remove curse // Single attempt to remove a cursed item
Kominasom	3	Not Combat	1 Person	"Close wound water". Heavy cure // Cure more hit points
Kotier	3	Not Combat	1 Person	"Close distress". Cure Disease // Cure paralysis or poison
Minatok	3	Combat	1 Opponent	"Wound earth". Cause Heavy Wounds // Inflict more damage to opponents that have flesh
Dumatokal	4	Combat	1-4 Opponents	"Control earth life". Hold Monster // Control 1-4 humanoids or monsters to assist party
Kominatok	4	Not Combat	1 Person	"Close wound earth". Cure All // Cure all hit points
Fehalito	5	Combat	1 Opponent	"Point death". Finger of Death // Opponent may not die
Koalito	5	Any Time	1 Person	"Close death". Raise Dead // Resurrect with 1 hit point left and lose 1 constitution
Konarbona	5	Combat	1 Group	"Life not party". Dispel Evil // Dispel enemies
Minabor	6	Combat	1 Group	"Wound rods". Quarrel // Shoot magical quarrels at opponents
Mohipto	6	Any Time	Caster	"Home self". Word of Recall // Teleport one's self home to the Castle's stairs
Kominalito	7	Any Time	1 Person	"Close wound death". Resurrection // Resurrect with everything cured, no loss of constitution
Sheinoget	7	Combat	All Opponents	"Beginning word". Holy Word // Damn opponents to hell