

Rogue Made Easy

Key to Magic Items for "Omac"

These identifications are only valid for the "Omac" character which was included with this file. A new character, even one called "Omac" will have a completely different set of items. In other words, the odds are that an agate ring will NOT be a ring of Slow Digestion for any other character. You can, of course, do what I did: identify all the items all over again. But if you'd rather not, here's your cheat sheet.

RINGS

Note: Most rings will increase the rate at which you use up food. That is, they make you get hungry more quickly. Since Rogue is often a matter of finishing the game before dying of starvation, this can be a problem.

- Agate** **Slow Digestion**. Absolutely necessary to finish the game. Two worn simultaneously will make you immune to starvation.
- Diamond** **Maintain Armor**. Useful if you find a great suit of plate armor or magical chain, but personally I'm just as happy with leather, which is immune to aquators (rust monsters), and unlike a ring doesn't waste food.
- Granite** **Regeneration**. Speeds up natural healing, but just *burns* through that food.
- Jade** **Increase Damage**. Could be negative, could be positive - either +-1 or +-2. If negative, the ring is probably cursed, so make sure to identify each ring before putting it on.
- Obsidian** **Stealth**. Monsters are much more likely to ignore you, although you aren't perfectly invisible.
- Ruby** **Protection**. Like Increase Damage, this can be negative (cursed) or positive - so ID first!
- Sapphire** **Dexterity**. Another possible curse. ID.
- Stibotantalite** .. **Aggravate Monster**. Cursed. Every monster in the dungeon will come after you, even ones that normally don't move. **Avoid**.
- Taffeite** **Searching**. Finds traps and hidden passages. Some things may still take a few taps of the "s" button to find, but far fewer than without the ring - and most traps will be found before you trigger them. One of these plus a ring of Slow Digestion is my favorite combination.
- Topaz** **Add Strength**. Again, plus or minus 1 or 2, and if it's minus, it's cursed. ID first.
- Turquoise** **Teleportation**. Cursed. You'll pop around randomly all over the dungeon, and you'll be confused every time.

POTIONS

Most potions give temporary magic, but some are more powerful and useful. Once you drink them, they're gone.

- Blue** **Poison**. Reduces your strength. Do I need to tell you not to drink it?
- Ecru** **Haste Self**. For a few moments you'll be able to move and attack at double speed, but it wears off quickly. After drinking it, if you're not surrounded, it's fun to hit a monster, and take a step away. It steps after you, but since you're hasted it can't attack. Hit again, step away, etc. etc. Almost anything can be killed with this potion - but I repeat, it wears off quickly. Save for situation where you're in real trouble.
- Gold** **See Invisible**. Phantoms are the only invisible things in this game, and they're not that hard to cope with. Just get into a corridor and start running back and forth - you can't miss them.
- Grey** **Paralysis**. Avoid. NOTE: if you throw this potion at an enemy and hit it, at least some of the time the enemy will be paralyzed, just as if you'd read a Hold Monster scroll! Note too that when you select the "throw" option and list the things you may throw, potions do NOT come up on the list. Nonetheless they may be thrown. You must first check your inventory to see what letter represents the potion (this does not count as an action), and then choose that letter when you are asked what you are throwing. Of course, if you miss there is no effect - but you can usually retrieve the unused potion.
- Magenta**..... **Gain Strength**. Sweet, sweet strength. Precious, because the increase is permanent - unless you're poisoned by a trap or a rattlesnake. Only take these if you have not been poisoned, otherwise save them until you've taken a Restore Strength. The maximum possible strength is 31, by the way.
- Orange**..... **Confusion**. Avoid. Although like paralysis, it is POSSIBLE that this can confuse enemies when thrown at them.
- Purple** **Detect Monster**. Not every monster, but usually only one or two at some distance. Not spectacularly useful. If there are no monsters left on the level (possible, although more spawn after a while), you will have a "strange feeling". Loneliness, maybe? :D
- Silver** **Healing**. Will heal some damage, if you've been injured. But if you take it when you're NOT injured, it will increase your maximum hit points by one - permanently!
- Tangerine** **Extra Healing**. Heal a LOT of damage, or (if you're not injured) increase your maximum HP by 2.
- Vermilion**..... **Blindness**. Lasts for quite a long time, dispelled by a potion of Healing or Extra Healing. Avoid.
- Violet** **Magic Detection**. Useful, when you've just entered a new level. If there's no magic to be found, "you have a strange feeling for a moment".

SCROLLS

Scrolls are like potions; mostly temporary magic, but some are permanent. Once used, they're gone.

'bekengyu sastarol'	Teleportation. Randomly moves you to somewhere else in the dungeon, but you'll be confused (i.e. moving randomly) for a little while after teleporting.
'engfribat fri'	Sleep. You sleep for a while. And if a monster finds you while you're sleeping, you may never wake up.
'ere yevseng'	Agitate Monster. As in the ring, above. The effect lasts until you leave that level of the dungeon.
'fanersee ple sanpobit uski'	Enchant Armor. Improves the protection your armor gives by one point, permanently. You can find and use more of these scrolls to improve your armor still more. Warning, one monster in the dungeon, the aquator (A) rusts your armor when it fights you. It can destroy magical enhancements to the armor as easily as the armor itself. Only leather armor (NOT studded leather) is immune.
'khosnenin ox cos eepbjor'	Identify. Allows you to identify one item. Very useful.
'nelgzap ummido'	Enchant Weapon. Like Enchant Armor, except this adds one point randomly (and permanently) either to your chance to hit, or to your damage. Very useful.
'neswexox nes fay mikgopgar unplunes'	Detect Food. If there's no food, "you hear a growling noise very close to you".
'plesna nes'	Confuse Monster. Your hands glow red, and the next monster you hit will be confused and hop around randomly. It CAN still hit you, but the odds are much less.
'plezim wulk'	Magic Mapping. Fills in the map of the level. Obviously this is most useful if you haven't already explored the level. Secret passages are all automatically revealed. Rooms that have not yet been entered have a highlighted effect around their entrances, which lasts until you've passed through them.
'poyotion see werg ro'	A scroll of blank paper. Useless.
'rogingel yuvivur tarea ankhmi'	Remove Curse. Allows you to let go of cursed items (rings, weapons, armor). But since you have this list, there's no excuse for picking up a cursed object.
'sanshu trolyuwegr ulkpluip zonla tuefa'	Vorpalize Weapon. Will give whatever weapon you're wielding big plusses to kill ONE random kind of monster, plus the ability to blast ONE of those monsters one time only. If a second scroll is read for the same weapon, it (the weapon) explodes and disappears. So don't do that.
'snikta arze'	Create Monster. Could be any kind of monster.
'unwerg pley'	Hold Monster. Every monster nearby freezes, and will stay frozen until you attack it. So you can wait around for quite a while and heal up, or run away.
'valbjoreep bytrol'	Scare Monster. A very cool and different scroll, this one should NOT be read - if you do, you hear some "scary laughter" but nothing really happens and the scroll disappears. Instead, this scroll should be dropped to be used, and then stepped on. While you're standing on it, no monster will attack you! Even if you hit them, they are completely unable to attack back. They will, however, move around you randomly, and if you're not very careful while attacking you can step off the scroll. Once you do that, if you step on the scroll again it disintegrates - unless your inventory is completely full, in which case you can step on or off the scroll at will! This is probably a bug, and has led to some very strange results.

STICKS

Rods, wands, and staves are all charged items; each time you zap with one, it loses a charge, and those charges can't be restored. They can be useful to beat a few monsters, but after a while they'll no longer be useful. Mostly.

- Avocado Wood** **Polymorph**. Randomly changes the target into a different monster. This could be a much more dangerous monster, so be careful.
- Balsa** **Haste Monster**. Really bad. Avoid.
- Bone** **Light**. One zap from this item lights up a dark room permanently. These usually have far more charges than other types of sticks, 15-30 (?) compared to 3-6 for the others.
- Brass** **Lightning**. Shoots a powerful lightning bolt at your enemies. The bolt sometimes bounces back at you, though, which can be very damaging.
- Cypress** **Magic Missile**. Shoots a magic missile at the target. Not very powerful, but useful enough at low levels.
- Ebony** **Teleport Away**. Teleports the targeted monster away from you, randomly. Warning: the monster can (and probably will) come back for you.
- Iron** **Slow Monster**. The target moves and attacks at 1/2 speed (see Haste potion).
- Kukui Wood** **Fire**. Shoots a bolt of flame, which does a medium amount of damage.
- Manzanita** **Striking**. I believe that this stick does the damage that your hand-to-hand attack does, but at a range. But I'm not sure.
- Persimmon Wood** **Teleport To**. Teleports a monster to you. Useless or dangerous.
- Pine** **Drain Life**. Drains some hit points from the target, AND from you. A bit risky.
- Platinum** **Cancellation**. Another mysterious one, I believe that this negates traps, although it doesn't erase them from the screen. The effect may not be permanent. This is useful in those rare situations when a really bad trap (poison dart or trapdoor) blocks your way into a section of the dungeon.