

Moraff's Dungeons of the Unforgiven – Strategy Guide

Dungeons of the Unforgiven FAQ by Cagey Rabbit

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#####
#[UFAQ]**1. Using this FAQ**                 #
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#####

This FAQ is setup in such a way that the sequence of characters in the brackets after each topic should only be used in 2 places in the whole FAQ, the table of contents and the heading for that section. If there's a specific place you want to go in the FAQ you can do a search for the sequence of letters after the topic in the table of contents and go straight there.

This FAQ is not a walkthrough. This is more of a guide on how to survive and thrive in the dungeon as most of the game is very random (incidentally, the game isn't random at all, as the maps are always the same for each character, and if you cheat you will find that the monster map is always the same!) Hopefully you, the reader, will find this helpful.

#[VERH]**2. Version History**#

2.1 12/23/2019 So I'm still going. I've put about 8 hours into it. I've been streaming gameplay on twitch if you want to watch me play this thing. I'm about 7 hours in and haven't found a ring of regeneration yet. I also haven't given into the temptation to cheat or even do save backups yet! I am going through and changing a lot of formatting in this FAQ, getting rid of a lot of commentary that is totally useless and doesn't reflect my current writing style, and updating things that I'm figuring out about playing this totally legit. The only thing I'm not touching is the version history.

2.01 11/30/2019 Why not play this silly game some more? I've had a couple of emails with some information and tips to add, so I will go ahead and do so. I guess I'll go ahead and give this game some more of my time. Maybe I'll even play through legit this time? Update to the character building section with info about monks and the general tips section on how to take advantage of the monk. Also some information in the cheats section about save editing.

2.00 11/22/2014 Finally incorporated a lot of information Tehtmi has provided from disassembling the executable. This results in a complete rewrite of the building your character section; some changes to the experience tables section; and the addition of weapon tables, armor tables, and a combat mechanics section. This has been a huge update. I'm thinking I might actually try and beat the game legit this time. It can be done, I've heard from people that have done it!

1.63 11/20/2014 Fixed a change of all double spaces after a period to single spaces, bringing the style more in line with modern writing styles. This version not uploaded to gamefaqs.

1.62 11/20/2014 Rewrote the whole cheating section. This is in preparation to try and include info on hex editing as another method of cheating. This version not uploaded to gamefaqs.

1.61 11/19/2014 Fixed a typo. Contact info updated. I've received a few emails since my last update asking about things and providing additional information. I'm going to work on including that in this FAQ over the next couple of weeks. This version not uploaded to Gamefaqs.

1.60 01/16/2011 Spell descriptions. Did I mention spell descriptions? Also,

there are now spell descriptions. I've also added a cheat engine memloc for age. Also added a tip to the end of the tips section.

1.53 01/03/2011 Well I've found a whole slew of new memlocs for you guys to have fun with, including several things that I didn't have in my original list of cheats! I've also cleaned up the setup section a little bit to get rid of some details that weren't really necessary for the FAQ. Enjoy!

1.52 12/25/2010 Started playing again, *SIGH*, and as such I'm back to working on this FAQ. I've cleaned a few areas up, reworded a few things that were a little awkward, fixed some typos, made some references to dosbox 0.74 (the now current version). I may even get around to posting some new memlocs in the next version, if I don't get fed up with this game again too soon!

1.51 08/12/2010 I received an interesting bit of knowledge in my inbox from Yoshi Dragon. It's now found in the general tips section, and will be the last tip in that section as of this update. I'm also putting a few words of warning in the running the game in Linux section. I fixed a couple more typos and I reworded a few things.

1.50 12/10/2009 The setup section has undergone a complete rewrite to reflect the fact that SVGA support can now be achieved with the official version of DosBox as of version 0.73. Some additional instructions for getting the game running in Linux (Ubuntu in particular) are now included. I've also included several OS independent tweaks you can make to DosBox that help the experience of playing DotU. I've removed all information, including the memlocs for cheat engine, that pertained to running this game in the CVS version of DosBox (which is how the game was run in SVGA mode before). Added another small comment to the about the game section. I've also fixed some typos and spelling errors I found in this document.

1.25 05/04/2009 Received some information from Omeganian that has lead me to a forum that has instructions for getting the game running in SVGA mode. Instructions will be added for doing so and I'll get the memlocs for the new method of running the game started with this version. More memlocs in the next version, I promise.

1.06 02/15/2009 Received some information has been contributed to the experience section. I've added the first four level experience requirements for the I can handle anything difficulty and the first 7 levels of normal difficulty. This is a minor update.

1.05 01/06/2009 I received some clarifications and comments from Porticulo so I'm including them in this update. Other than that, there have been no significant changes in the contents or layout of this version.

1.0 01/03/2009 Well this is likely my last update unless someone else sends me something to update. I've added some information to the cheats for use with Cheat Engine. This update will have the spell information. It's been fun, this was my first FAQ, and it's certainly been a learning experience. Thank you to everyone who's read this, all 67 of you at this point lol!

.85 12/22/2008 It seems you can get this running fairly decently in dos box. Read more about it in the setup section. This version is going to be uploaded. Assuming no one sends me any contributions this will be my second to last update.

.81 - 12/22/2008 This is an even more minor update detailing how windows xp won't let you use cheat engine with this game. Version .82 will likely concentrate on getting this game running better in dos box, with my last update sometime after that to do spell tables. I will most likely not choose to upload this revision to gamefaqs.

.80 - 12/22/2008 This is a minor update. The only change is the announcement that I've figured out how to get Cheat Engine running with this game. I've made a trainer using cheat engine that I can provide through email if anyone wants it (I can also provide the cheat tables). Keep in mind this will only work when running the game in dos box (mega slow), but it's progress at least. The next update will have my last attempt at getting cheat engine working with the built in dos emulator in windows xp and/or the spell tables.

EDIT: 11/19/2014 THE TRAINER IS NO LONGER AVAILABLE.

.75 - 12/21/2008 WOW, talk about a big update! Basically the game is done. What's left is to fill in the spell tables (which will be a chore). Anything else that gets contributed to this FAQ will probably have to come from outside sources, because I'm not going to do the whole Exp chart, I have no more tips, I don't know any other methods to cheat, I've told the best way to build a character in my opinion, and I don't know how to get this game running in SVGA mode on a modern computer. I will of course include and credit anyone who sends me anything I've missed in this FAQ. This version will be uploaded very late at night, with the final version with the spells to come sometime over the weekend.

.25 - 12/20/2008 Module 3 completed. Module 4 started.

.20 - 12/19/2008 Module 2 complete. Module 3 started. Neoseeker.com added as an authorized host. More magic items and boss rewards added to the list. Gamefaqs will be sent this update.

.12 - 12/18/2008 Module 1 complete. Module 2 started information. Started adding the magic items.

.11 - 12/17/2008 Potions and Puffballs sections are now completed. Basic data for all sections of module 1 are in place, with some text from game added. Boss details for all module 1 bosses are complete. Module 2 data will begin to be added in the next update as well as the completion of module 1 data.

.10 - 12/15/2008 Format changed to reflect the changes gamefaqs.com requires. Added various bits of information throughout the whole FAQ. Started an Experience chart section. Update number changed to reflect a major release (in that it's been accepted by Gamefaqs).

.002 - The first version of this file that is being made public. Some errors fixed, some formatting done. Some additional sections partially filled in.

.001 - The first Version of this file. This is a rather ambitious FAQ, and in this first release it will be nowhere near complete. Currently the only sections with data are the contents (subject to change), Using this FAQ, Contact Info, and How to Cheat. I will be updating this guide as I explore the game more fully. This version will likely not be released as I'm going to confirm a few pieces of data before releasing it in the next version.

#####

#[ABGM]***3. About the Game*** #
#####

Dungeons of the Unforgiven is the third game in a trilogy of dungeon crawlers by the company Moraffware. The game was released in 1993, and much like the name suggests this game is rather unforgiving. Dungeons of the Unforgiven is much more difficult than the previous two games in the series and can be incredibly frustrating.

Essentially there is no story in this game. After creating your character you pop into existence on the first floor of the dungeon with a brief blurb about whatever class you've chosen. That's about it. As you wander the dungeon you will get messages from the boss of whatever section you're in taunting you, and when you enter town you'll get a message about how your level compares to the rest of society (or the lack thereof in this game).

Additionally there is no sound or music in this game. The graphics are very dated, even for when the game was released. Despite that, it's still a good way to kill time and challenge yourself to a good old fashioned dungeon crawl.

I originally played this game back in 1993 as a shareware title obtained from a BBS. I've played it off and on that whole time, and never once finished it until I wrote this FAQ. If you're interested in obtaining this game to play the shareware version is readily available online and you may be able to find the full game on abandonware websites. The company Moraffware does still exist and can be found at <http://moraffsmahjongg.com/en/> though it appears that they no longer offer their older games for sale through their website even though they still did when I started this FAQ over 10 years ago!

#[OBJC]***4. Object*** #
#####

This game doesn't really have a set objective. There are 5 modules, and each module has several "Shadow" boss monsters. I would say that once you beat all or maybe the last of these you have beat the game? Of course you can keep playing after beating the last Shadow monster on the lowest level of the last module if you want to though.

#[CNTR]***5. Controls*** #
#####

This game can be played with the mouse and/or the keyboard. I'd highly suggest learning the keyboard controls because it will be much easier to play, and quicker to get around.

I believe these are all the keys that do something, but if they aren't please feel free to let me know and I'll update the FAQ.

Movement:

Forward:	Up arrow key
Turn Left:	Left arrow key
Turn Right:	Right arrow key

Turn Around: Down arrow key
Up Ladder: U
Down Ladder: D
Dig Tunnel: T

Interacting with Monsters:

Fight: F
Auto-Fight: Ctrl-F
Wait: Enter

Using Items and Magic (in and out of battle):

Cast Spell: C
Use Item: I
Select Armor: A
Select Weapon: W
Lose Item: L

Viewing status screens:

View Prep Spells in Effect: l
View Money: M
View Stats: V
Experience Needed: E
View items (Pockets): P
Expanded Map: X

Help Screens:

Help: H
Section Info: S

Options Menus:

Options: O
Graphics: G

Misc Stuff:

Zoom view: Z
Enable/Disable Mouse: Escape

```
#####  
#[SETP]***6. Setup***#  
#####
```

This section of the FAQ is divided into two separate sections. The first section pertains to getting this game running in a modern Windows environment and the second pertains to getting this game running in other environments (with a heavy emphasis on distributions of Linux similar to Ubuntu).

No matter which method you use to play this game, do yourself a favor and make sure you only play it in 256 color mode! 16 Color mode looks terrible, though B/W mode looks acceptable if you're using a B/W monitor for some reason (I did play this for a while on a 486 laptop with a monochrome display!). I recently did some reading about CGA and don't know if this game had a special composite video mode for the CGA setting. It of course looks terrible in CGA RGBi mode, but I wouldn't be shocked to find that it actually looks decent in CGA composite mode.

This section will end with a section about modifications you can make to your

dosbox.conf file to help with issues present in the game and to make the game run at an acceptable speed. These modifications are universal to any operating system as long as you run dosbox.

```
+-----+
|[SWIN]---A. Windows---|
+-----+
```

Back in 1993 when I played this game on my 486, I had a graphics card that had one of the supported chipsets. This meant that I could play the game in SVGA mode with high-res graphics and 256 color! Awesome, right? Well there are now two methods for running this game in a windows environment, and only one of them will let you experience the full graphical capabilities of this game.

Method A (Windows XP and older only, Vista and Windows 7 32 bit haven't been tested, the error message I receive in windows 7 64 bit leads me to believe it might work in 32 bit systems, but why would you bother when you can use method B, which is far superior?):

You can just run the unforgiv.exe file. That's right, the game will just run. It will only run full screen, you won't be able to take advantage of some of the methods for cheating (see the appropriate section), and you won't have SVGA graphics. However, the game won't take up quite as much CPU to use, you don't have to download and install any other programs, and you don't have to edit any config files to get the game running using this method. The only graphics modes you will be able to get working are 2-7, don't even bother trying the other modes, you will only be wasting your time.

When you first run the game you're asked to choose a graphics mode. On a modern computer, it's likely that only modes 2-7 will work. I typically choose 5, because any of the higher resolution lower color options tend to look terrible.

Method B (Preferred method!):

This method gives you the option of using a memory editor (such as Cheat Engine), allows you to play in a window if you like, and is required to play with SVGA graphics. This is the method I recommend if you aren't afraid to do a little bit of easy leg work first.

You can download Dosbox (version 0.73 or higher if you want SVGA graphics) from <http://www.dosbox.com/> and install it. Once you've installed it you will need to figure out where the dosbox.conf file is located (likely in the directory you installed the game to) you'll want to open it and make the these changes:

DosBox does not mount any of your hard drives when it starts. This means that every time you start DosBox, you need to mount your hard drive. You can automate this by finding the section of the conf file that says [autoexec] and specifying the following items below the comment right below it:

```
mount c c:
cd<\path to game, for instance cd\unforg>
unforgiv
exit
```

This will cause the game to automatically run when you start dosbox and close dosbox when you exit the game. If you don't want it to do that then just leave the last 2 lines off.

See section [DBTW] OS Independent Dosbox Tweaks for information about getting SVGA working and optimizing how it runs.

```
+-----+
|[SLIN]---B. Linux, etc.---|
+-----+
```

Unlike in a Windows Environment, you will not (likely) be able to run this game natively on your machine. WINE allows you to run the .exe file, however it doesn't do much past the screen that allows you to select your graphics mode. This is where DosBox comes in. At the time of this writing version 0.74 is available for most operating systems and 0.73 is also widely available. Verison 0.72 will work in a pinch, but you won't have SVGA. Older versions have not been tested.

First things first, you need to get DosBox installed on your pc. Different operating systems have different methods for doing this, in the event that you're on Ubuntu you would simply install it with the Ubuntu Software Center or in a terminal you can do a `sudo apt install dosbox`.

Once you have dosbox installed you may or may not have a config file. If you do not have a config file, you can have dos box generate one for you in the directory that it will attempt to load it from by default by doing the following:

1. Open DosBox.
2. type the following: `config -writeconf dosbox.conf`
3. Exit DosBox by typing `exit`

Once you have found and opened your dosbox.conf file you should do the following:

DosBox does not mount any of your hard drives when it starts. This means that every time you start DosBox, you need to mount your hard drive. You can automate this by finding the section of the conf file that says `[autoexec]` and specifying the following items below the comment right below it:

```
mount c <path to game, for instance ~/unforg>
c:
unforgiv
exit
```

This will cause the game to automatically run when you start dosbox and close dosbox when you exit the game. If you don't want it to do that then just leave the last 2 lines off.

A word of warning though: I have started playing this game twice in dos box on Ubuntu (Dosbox v0.73). Both times I have cheated to start with a high amount of luck (so as to find a ring of regeneration earlier in the game). Both times at some point I've had my experience change to NaN (Not a Number), which basically means that my experience has for some reason either changed to a number beyond the variables ability to handle it or more likely changed to something that isn't a number at all. This may have been a result of my

having cheated for a higher luck (though I never encountered this issue in v0.72 on windows while cheating or not, but I've never tried v0.73 with or without cheating on windows), or it may be a result of just having used linux. I would suggest that if you're going to play in linux that you download the scanmem tool, and using that find the memory address for experience every time you play, that way if it changes to NaN you may be able to reset your experience to an actual number. If your experience changes to NaN you won't be able to find it with scanmem to change after the fact. If you get NaN experience you won't be able to gain more experience, and if you try and level up at an inn, you will instantly die and get a game over. I'd also suggest backing up your character extremely often. The first time it happened to me I was in section 1 of module 1, the second time I was in section 2 of module 1. I have not encountered this in dosbox v0.74 or without cheating, but it could still happen.

```
+-----+
|[DBTW]---C. OS Independant Dosbox Tweaks---|
+-----+
```

The following list of tweaks have all been confirmed present and helpful for DosBox version 0.73 and 0.74.

****SVGA SETUP**

Search (probably ctrl+f) for a line starting with machine=

You need to change this line to say:

machine=svga_et4000

This allows you to use graphics modes 8, 9, and A in game. When you select one of these modes in game it will want to know which chipset to use, and you will want to push 1.

****DISABLE MOUSE TRAP**

This game can use the mouse (I prefer not to however). One irritating thing DosBox tends to do is trap the mouse (which can be useful for some games just not this one). If you would like to stop it from doing this you need to search for autolock=true and change it to autolock=false.

****CHANGE WINDOW MODE RESOLUTION**

Find the line that reads windowresolution=original and change it to read windowresolution=<resolution you want, for instance 800x600>.

****FIX GAME SPEED**

Dosbox tries to auto detect what CPU speed a game should run at. It doesn't pick a good one for DotU by default. Search for the line that says:

cycles=auto

and change it to say

cycles=fixed 30000

I think 24000 cycles works pretty well if you're running older hardware, but I currently run with this setting at 44000 on my laptop to make this game run very smoothly.

```
#####
#[CBLD]***7. Building your Character***#
#####
```

There are two difficulty settings. Only the "I can handle anything" difficulty is able to access the last module of the game. This is largely irrelevant if you're playing the shareware version of the game, as you can only access module 1 in the shareware version. There are relatively minor differences between the difficulties, though of course ICHA is obviously harder, especially early on.

There are essentially only 3 different classes to choose from when starting a new character that aren't so ridiculously hard that it's pointless to play: Wizard, Mage, and Priest. Mage and Priest are probably the easiest to play because they've got some combat skills and can use decent armor. For a first time player, I would suggest a priest due to the earlier access to the spells resist poison, resist disease, and resist level drain.

Tehtmi has provided the following information about how starting HP and SP are calculated for the various classes.

Starting HP is calculated as:

+Constitution
+Constitution / 2
+Luck / 2
+Random number between 0 and 6
If normal difficulty: +25
If fighter or sage: +random number between 0 and 38

Starting SP table:

Class:	Starting SP
Fighter	0
Worshipper	(Wiz * 2 + Int) / 4
Monk	1 + (Wiz + Int) / 17
Wizard	(Int * 2 + Wiz) / 7
Priest	(Wiz * 2 + Int) / 8
Sage	(Int + Wiz) / 18
Mage	(Int * 2 + Wiz) / 12

You also get to pick from several races. Each race has it's own "base" stats. I typically pick the rodent because I like those stats the best. Many others prefer the childman, but if you make it past the point where every single fight is a life or death struggle it doesn't much matter in the grand scheme of things which you choose to start with.

Porticulo contributes:

"The biggest difference I notice between the races is the height you view the dungeon scenes and monsters from, although they all mysteriously see a wall the same improbable way when beside one. I always think it's funny being a giant and seeing the foes suddenly dip down when you get near them. Especially when they have neighbors who continue standing normally."

Thanks to Tehtmi we can finally see the stat breakdown of the starting races. Each race gets 60 points randomly distributed among the stats: Strength, Intelligence, Wisdom, Constitution, Agility, and Luck.

Race:	S:	I:	W:	C:	A:	L:	Height:	Weight:	Age:	Total Stat Points:
Humanoid	5	5	5	5	5	5	84	123-142	15-24	90
Ape	1	6	5	2	6	4	64	72-87	10-19	84
Childman	7	0	2	8	6	1	56	90-109	8-17	84
Rodent	2	1	1	6	12	6	24	54-65	30-39	88

Hobo	0	7	5	2	7	4	48	54-65	130-139	85
Giant	10	0	0	8	0	3	116	360-490	30-39	81
Midget	0	15	2	0	8	11	36	19-21	35-44	96!!!!!!
Shrimp	0	11	9	3	0	4	28	90-109	17-26	87

As you can see, it looks like the midget is a good go to class. They rely on dodging attacks instead of having high hp, but after surviving the initial gameplay they look like they could be very powerful.

Re-rolling your character really only has 1 advantage: you can change the sex of your character. Really, it doesn't matter, but that way at least you can choose whether you're favorite name, say Fred for instance, will be male or female.

Design your character essentially takes a few points away from each of the stats in the most recent roll and lets you redistribute those points.

The general consensus seems to be that you want 22 strength or so, and then the rest into intelligence and wisdom. I tend to disagree, I think Dexterity (or Agility as it's called in other portions of the game) is extremely important. Dexterity affects how often you get hit and how often you can hit things. Despite being a magic casting class, I tend to pick strength and dexterity over intelligence and wisdom when starting. By the time you start needing to rely on magic you will hopefully have leveled up enough to have some SP to use. I like to start a character with 20ish strength and dexterity and the rest of my points split between constitution and luck.

Starting Rubles are calculated as:

Random number between $5 * \text{Luck}$ and $6 * \text{Luck} - 1$

If normal difficulty: +Random number between 500 and 599

If normal difficulty and $\text{Luck} > 10$:

+The product of three random numbers between 1 and $(\text{Luck} - 10)$

Starting Magic Crystals are calculated as:

If not fighter: $2 * \text{Luck}$

If not fighter: +random number between 0 and $(\text{Luck} * 5) - 1$

the Sage class is presented in such a way that it looks like you gain experience just for exploring, but you don't. The monk and the fighter are the two hardest classes. The fighter cannot use magic and the monk cannot use weapons or armor. Contrary to popular belief, David Kirsch reports that the monk can in fact use wands, the floor slosher, and rings of regeneration.

```
#####
#[STRT]***8. Getting Started***
#####
```

As soon as you start playing it's best to pop up the nearest up ladder and look for a store (blue square). You will want to buy a leather armor and then either a stick or a knife. After that I typically don't ever buy any more armor or weapons. You'll find the better armor and weapons just from killing monsters. There are no monsters in town so head on down a ladder.

It's time to head out and try not to get killed. Until you're confident about your ability to stay alive (through practice and leveling) you should stick to this first level of the dungeon. It's probably best to try and avoid any

diseased or poisoned monsters until you have at least enough money to pay to be cured at the temple (yellow squares in town) or until you have resist spells. Getting disease/poison cured is very expensive! You should also avoid enemies with large amounts of HP (Giant Ball and Trash Can) until you have gained a level or two.

I typically wander around the first 2 levels of the dungeon until I've got enough experience to hit level 5 before staying at the inn. You can level up earlier, but every level you gain increases the cost of staying at the inn, the price of culture stock, and the price of magic crystals.

```
#####  
#[GTPS]***9. General Tips***#  
#####
```

While playing the game you'll encounter several different events after killing a monster. The 3 most common events are finding a cup of health (which restores some random amount of health), finding a shimmering ball of thought (which restores 1 SP), and/or finding Greater American Dollars (which is money). Sometimes you do find weapons or armor, or even more rarely you find a magic item.

Cups of health are what will keep you alive until you find a ring of regeneration. If you find that you're getting low on health, it's best to go up a few levels and fight weak enemies to find the cups of health and shimmering balls of thought. Then you can come back down and fight harder things).

Money comes in 2 forms in this game: Greater American Dollars and Rubles. GAD can't be spent on anything and must be converted to Rubles. This can be accomplished at any bank (the orange squares in towns) by selecting option 1. GAD is converted to Rubles in a 100:1 ratio. For most of the game you will essentially be broke, get used to it. On the plus side, all the weapons and armor are fairly cheap by comparison. The amount of GAD you get from killing things is tied to the level of the dungeon you're on, the lower down you go the more you get. You're first big jump in the amount you get is going down from section 1 to section 2.

When you gain enough experience to level up in this game you don't automatically level up. You have to go sleep at an inn to level up. Choosing when to level up can be a very serious decision. There are three things that rapidly increase in price as you go up in levels: Cost of staying at the Inn, Culture Stock, and Magic Crystals. When you stay at an inn you need a certain number of culture stock to not age. Aging in this game causes a lowering of stats. Additionally, for every SP you are missing you need a magic crystal for it to be refilled over night. Most people suggest buying up as many magic crystals and as much culture stock as you can as early as possible, because it's going to get ridiculously expensive to buy as you go along.

The levels don't all line up. As a result, if you go up or down a ladder there's no guarantee you're only going up or down 1 level. Sometimes ladders are only 1 way also, so keep that in mind when changing floors. It can be helpful to go down ladders and right back up. It seems to identify where local pitfalls are and helps you build your map. Pitfalls and digging work the same way, and you can find yourself falling several levels at a time. Monsters can

walk over pitfalls.

Helping children is important. You can help children at the temples in town (green squares). The benefits for helping children maxes out at 100 children, giving you a significant discount to items and staying at the inn. Unfortunately, this discount is given in the form of a refund, so you still need just as much money to sleep at the inn or buy an item, but you will get a large chunk of that money back.

In a pinch, if you're playing the full version of the game, you can hop into a teleporter for another module and it will teleport you to another module's town. This can be a good way to get back up to the top if you need to in a hurry. I've only experimented with Modules I and II, but there always appears to be at least 1 portal to other modules from within town, so you can use that to get back to the previous module if you weren't ready for the next module yet.

If you are near an enemy always 'wait' for the enemy to come to you by hitting enter. If you come to the enemy then it gets a first strike in. This is even more useful if you have a ring of regeneration (or more than 1). The game seems to only check to make sure you don't have more than the max amount of health when you move or when you get healed. As a result, it's possible to start a fight with more health than the max leading to a faster recovery later. Pressing enter can be used as a nice breather for healing without having to move around. If you are down health and having a RoR and don't see any monsters around, it's usually safe to hit enter a whole bunch of times to get your health back up to your max before moving on. If you hit enter while next to an enemy the enemy will attack you!

Related to the tip above, if you walk through a door, there could be an enemy on the other side of the door waiting to hit you when you walk through (and up to it). Pressing enter several times before you walk through a door is usually a good idea. Also, before you walk through a section with multiple doors in a row, remember that if an enemy follows behind you, you could become stuck and need to travel up or down to get unstuck!

If you have too many items for your strength enemies may be able to hit you multiple times per your turn. It's usually best to keep no more than 1 armor and 1 weapon around at a time. Extras can be dropped by using the Lose Item command.

Once you get the spell power weapon 3, most of the enemies can be taken down ridiculously easy.

Ascend spells don't work below the 64th level.

I pretty much find it a waste of perfectly good SP to cast an attack magic spell. If you've got a power weapon spell you're going to get a lot more bang for your buck out of that than casting a direct damage spell. Because of this I like to pick a character that gets priest spells. The priest spell book gets the power weapon spells sooner and has many more spells that aren't direct damage than the mage spell book.

Yoshi Dragon has reported that life drainers outside of section 1 module 1 (Sustrontima) won't actually drain experience from you if you are level 0. Using this knowledge you can go down and fight water elementals, which aren't very strong, if you pump your agility up at character creation. This way you

can get a lot of money, potions, and experience early on. I would add that you should be extremely careful using this method as there will be plenty of other things down there that can kill you at early levels, so you will be doing lots of running away.

There is no age death in this game. I've investigated this by using a memory editor to set the age variable to the max that it can hold, and it's not any different than when you are considered old for your race. Additionally, I've set the age to numbers below zero and zero itself, which also didn't result in death.

David Kirsch provided this trick for playing the monk (that could probably be adopted into other character classes as well?):

Without using any cheats I managed to find a few tricks involving the monk's ability to cast any spells and leveling up, casting permanent spells to buff my hp or create wands, (Monks were in fact able to carry/use wands, floor slosher, rings of regeneration.) then deleveling, and releveling again. When you re-levelup the SP you had spent before is restored based on your current stats. I would use a few SP to create a wand for a damaging spell, then jump through teleporters to module 5, search for a puffball and nuke it. Since it is module 5, the exp it gave was tremendous and enough to gain a lot of levels at once. I would take all the SP gained and pump up my hp using permanent spells, then find a level drainer to send me back to lvl 0, and repeat this a few times. Once I had a comfortable amount of hp, I'd repeat this a few more times and use the create a wand of any level spell to make a bunch of full heal wands, or wands to return to town, and plenty of dmg wands or wands of power weapon 3. Since a lvl 0 takes so little damage from enemies, a thousand hp or even several hundred hp can go a very long way! One warning I have for folks, when your lvl is drained, the hp/sp lost from your maximum seems to be based on your current stats and so if you have gained stats since you leveled up, you may lose more hp/sp than you gained from your prior levelups, this can potentially cause your max hp to be 0 or maybe negative(not sure if it lets your hp go negative, but I can confirm you can end up with 0 max hp, even above level 1, and the game kills you.)

Finally, from Tehtmi we get the chances that any newly created monster will be a specific type:

- 1/20 chance of a random puffball (all 12 are equally likely)
- Otherwise, 1/7 chance of a blocker (garbage can or giant ball)
- Otherwise, 1/15 chance of level drainer
- Otherwise, 1/12 chance of generic diseased/poisoned monster (all 8 are equally likely)
- Otherwise, one of the 3 basic monsters for the section (all equally likely)

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#####  
#[SCTN]***10. Sections of the Game*** #  
#####
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In this section you can find information about the various areas of the game. Additionally information on the various monsters can be found in this section.

Before we delve into the individual areas of the game, we need to define some information about monsters and talk about monsters that can be found in all areas of the game. Monsters are of a specific type, which can be seen below.

Monster

Type:	Defense:	Power:	TypeHP:	Speed:	Text:
0	26	3	200	6	"What an annoying monster..."
1	2	2	200	8	"It is blocking your way"
2	2	2	2	16	"This one will change you..."
3	10	5	8	10	"You smell poison, watch out!"
4	10	5	8	10	"This monster looks diseased!"
5	30	50	50	55	"You found me! Can you beat me?"
6	15	10	10	15	"This is an average Joe (Jill)"
7	20	8	16	55	"Look out! This one is fast!"
8	24	40	22	5	"Run away! This one is nasty!"
9	15	10	10	13	"This one drains experience!"
A	40	15	20	5	"This one is massively armored!"
B	12	50	17	25	"This critter's weapon is evil!"
C	30	15	20	5	"This one breathes fire!"
D	20	15	30	5	"This one breathes ice!"
E	20	38	26	45	"This is a powerful monster!"
F	10	5	8	10	"This creature drains strength!"

Monster hit points are calculated with the following formulas:

$[2 + \text{rand}(1 + \{\text{TypeHP} * \text{Level}\}) + \text{rand}(1 + \{\text{TypeHP} * \text{Level}\})] / 2$

If shadow monster: + (20*Level)

If shadow monster and section >= XVIII: Double result

The following monsters can be found on any floor besides 0 (town):

Name:	Type:	Exp:	Notes:
Giant Garbage Can	0	x3	
Giant Ball	1	x3	
Puffball	2	x1	Special stat-affecting attack
Poison Flask	3	x5	Poison Attack
Poisoned Druggie	3	x5	Poison Attack
Chemical Bomb	3	x5	Poison Attack
Poison Toxic Waste	3	x5	Poison Attack
Flask of Disease	4	x5	Disease attack
Diseased Druggie	4	x5	Disease attack
Biological Bomb	4	x5	Disease attack
Can of Toxic Waste	4	x5	Disease attack

With that out of the way, we'll tackle each monster as we come to its section.

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+-----+
|[MOD1]---B. Module I---|
+-----+
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Section 1 of Module I is made up entirely of female warriors (besides the generic enemies that are everywhere). The boss, despite some typos that indicate otherwise, is the Shadow Gargalon. The Shadow Gargalon can be found on the 5th level of the dungeon and defeating her rewards you with an item that permanently increases your max HP by 30! This section is by far the easiest section. Every section of the game has at least 1 level draining monster type in it. In this section, the level draining monster only drains 30 experience and not a whole level. Once you get beyond section 1 of Module I all level draining monsters drain whole levels.

The in game description is as follows: "You've reached the Gargonian portion of this dungeon... This area is dominated by tough, evil, part human, part beast monsters which will try to defeat you!

Enemies unique to this section:

Gargalon: Part human part snake and all evil. This creature line in dark corners of the dungeoun [sic] awaits for its prey. Related to the harpey. [sic]

Type: 6 Exp: x1

Lesdidian Warrior: This ferocious woman comes from a race of all women warriors that live in the dungeoun [sic]. She is a quick, agile, and deadly opponent.

Type: 6 Exp: x1

Harpey: This psychotic creature hails from an ancient race of a magical inbreed of human-bird-animal. Harpeys are often found near Lesdidians.

Type: 6 Exp: x1

Sustrontima (Experience Drainer): This nasty person thrives on other creature's life force. Come to think of it, your life force will do nicely!

Type: 9 Exp: x4 Note: Drains 30 Exp

Shadow Gargalon (Boss): She is the leader of Section I. She commands all other local inhabitants, and will be a worthy opponent if you succeed in finding her.

Type: 5 Exp: x16

Section 2 is made up of elemental type enemies. The fire elementals have a weapon that can REALLY hurt so watch out. Also, the water elemental is a level drainer and will drain a whole level from you if they hit you. How level draining works is that it knocks you back to the previous level AND sets your experience back to the base experience for that level. If you're level 10, but have enough experience to get to level 15, then you're hit not only will you then be level 9, but you'll only have the experience necessary to be level 9, OUCH!

The in game description is as follows: "You are entering Elemental Section. The monsters in this area are related to the old planet Eart [sic]. They were born from Eart [sic], Wind, water, and fire.

Enemies unique to this section:

Fire Elemental: This flaming monster emits so much heat it is hard to get NEAR it! Its flaming sword is very harmful to humans like yourself.

Type: B Exp: x2

Stone Elemental: This creature is slow and overbearing, and its blows are extremely powerful. It is at home in stone corridors and rooms.

Type: A Exp: x2

Wind Elemental: It is believed that this creature evolved from a thing called a 'storm' on the old planet Eart[sic]. No one knows how it got here.

Type: 6 Exp: x1

Water Elemental (Level Drainer): Quite simply, your worst nightmare. This evil being is strong, powerful, intelligent and worst of all, already dead. Good luck.

Type: 9 Exp: x5 Note: Drains 1 Level

Shadow Elemental (Boss): This is the leader of the Elementals. This nasty creature is capable of defeating even the most powerful adventurers, so be careful!

Type: 5 Exp: x16

Section 3 is made up of "Evil Flying Creatures". The default colors in this section are kind of hard on the eyes. This area is basically the same as the previous section with different graphics and harder enemies.

The in game description is as follows: "Welcome to section III of Dungeons of the Unforgiven! This area is inhabited by evil flying creatures which hope to carve you up and dispose of you!"

Enemies unique to this section:

Vulture of Death: This is a skillfull fighter, who will fly around at high Speed, hacking away at its enemies. It is often found near were rat-bats.

Type: 7 Exp: x1

Flying Spectra: These monsters gain their magical flying abilities by the Grace of the shadow vulture. This helps create loyalty in this section.

Type: 6 Exp: x2

Striker: This monster is called a Striker because of it's highly accurate Striking ability. You should not let it gets it's claws into you!

Type: B Exp: x3

Were Rat-Bat(Level Drainer): This undead bird will make your skin crawl just by its mere presence. When it is near, the temperature seems to drop about 20 degrees.

Type: 9 Exp: x5 Note: Drains 1 Level

Shadow Vulture (Boss): The leader of the flying creatures, this evil beast Uses it's magical powers to control it's followers.

Type: 5 Exp: x16

Section 4 is more of the same in most ways, except that everything has evolved to survive in a watery environment. At some point in this section it becomes impossible to dig a tunnel to a floor below or to use the floor slosher. This can lead to you becoming very stuck if you don't have a spell or spell item to cast an ascend, descend, or relocate spell. This is the last section in module 1 and in the shareware version of the game. The Shadow Demon Queen is on level 20, however there are 4 or 5 levels below her as well, making it slightly more difficult to find her. Interestingly enough, it seems there are few to no pitfalls in this section, possibly because of the watery floors or the very hard ground (quite the contradiction) that prevents tunneling.

The in game description is as follows: "Section IV was flooded many ages ago. Since that time, creatures have evolved to thrive in the watery corridors. Be ready to do some wading and swimming."

Enemies unique to this section:

She-Demon: These creatures are servants of the Shadow She-Demon. They serve

her by providing the bodies of foolish adventurers. They do their job well!
Type: 6 Exp: x1

Couple from Hell: This fine married couple are generally found drifting in a small wooden boat. They are friends with little birds. They don't like you
Type: 6 Exp: x1

Watery Graverd: When the rivers got really angry with the pollution back on Eart [sic], this creature evolved directly from the water to protect the rivers.
Type: 6 Exp: x2

Water Trogladyte (Level Drainer): Yet another water loving creature, this one can breath both air and water! Also watch out for it's very sharp axe. Eats life too.
Type: 9 Exp: x5 Note: Drains 1 Level

Shadow Demon Queen (Boss): This unfriendly characters four hands would each like to remove one of your limbs at the same time. Don't let her!
Type: 5 Exp: x16

+-----+
|[MOD2]---B. Module II---|
+-----+

Section 5 is the first section of the registered version of the game. There isn't really anything special to note about this section besides that you can dig tunnels again if you need to.

The in game description is as follows: "Section V is controlled by lizard-like people who once were peace-loving nice folks, just enjoying civilization. Then they met the Eartlings.[sic]

Enemies unique to this section:
Troggisher: This overgrown lizard loves the taste of flesh and will go through your armor to get it. It is very quick with its weapon.
Type: 7 Exp: x1

Torman: This critter is cross-bred by an evil scientist who wanted to know what a part-human, part-lizard, part-turtle would look like! Now we know!
Type: 6 Exp: x1

Dozard: This almost humanoid lizard is feared far and wide. It has great strength, and very thick skin. It is very loyal to the Shadow Troggisher.
Type: A Exp: x3

Crorder (Level Drainer): This is possibly the wierdest[sic] creature of all. The Crorder (Crab-Horse-Spider) proves that everything is just a bit strange in the dungeoun.[sic]
Type: 9 Exp: x5 Note: Drains 1 Level

Shadow Troggisher (Boss): This is the leader of the evil lizard creatures. All lizardoids are totally loyal to it, and will give their lives happily for it.
Type: 5 Exp: x16

Section 6 may seem like any other, but it will be over all too soon. Once you reach the next section, you'll be wishing you were back here.

The in game description is as follows: "Section VI is littered with squishy and slimy critters, who often slurp up nice people like you! Note the body parts protruding from their squishy figures.

Enemies unique to this section:

Giant Worm: These creatures are always looking for small creatures to use as bait. Your lifeless body will serve that need perfectly.

Type: 6 Exp: x1

Oozing Blob: Blobs form from the slime and gunk on the dungeon walls. Although they move very slowly, you could become part of the blob should it catch you.

Type: 8 Exp: x2

Squishy Cube: There are not yet enough creatures stuck in this monsters oozing jello-like cubes. All it needs is one more just like you!

Type: 7 Exp: x1

Shape Shifter (Level Drainer): This guy rises from the floor and attacks all foreigners. The dungeon walls then absorb victim's life force.

Type: 9 Exp: x5 Note: Drains 1 Level

Shadow Giant Worm (Boss): Worms aren't fish bait any more! Now they have their own sovereign territory, and the Shadow Giant Worm is their leader!

Type: 5 Exp: x16

Section 7 is where the fun really begins. In this area you may find yourself looking forward to the giant balls and trash cans, as they're pretty much the only thing that isn't going to steal a level, poison you, or disease you. Here's where you should be hoping you picked priest as your class for all those protection spells. Make sure you've leveled up a bit before this section. Being able to cast those protection spells are a huge help, and having a higher level makes it easier to sleep enemies.

Porticulo contributes this tidbit of advice:

"Both the facks emphasize the need to resist poison and disease in section 7, but I still think it's cheaper to just cure them when they're about to steal your points. Especially so since it may be a while before one hits you. If only the level draining worked the same way, ehhhh."

Another method that may get some traction for you is to sleep enemies, but you have to be of a high enough level to pull it off often. I pretty much tried to rush through this section to avoid the enemies.

The in game description is as follows: "Section VII is populated by huge insect creatures from planet Eart[sic]. As hard as the Humanoids tried to destroy all the insects, now they have their own land!"

Enemies unique to this section:

Giant Scorpionian (Disease): All of the black scorpionians are children of the Shadow Scorpionian[sic]. They will do anything to portect[sic] their mother.

Type: 4 Exp: x5 Note: Disease Attack

Giant Spider (Disease): The Giant Black Spiders are good friends with the scorpions[sic], who liberated them during the race-wars of the past.

Type: 4 Exp: x5 Note: Disease Attack

Giant Rat (Poison): Giant Rats were created by mistake by a cosmetology company. The Rats declared war on the Humans, confusing animal rights groups.

Type: 3 Exp: x5 Note: Poison Task

Giant Bat (Level Drainer): These were the first bats to adapt to space. They were actually able to fly between colonies using lifeforce as propulsion. Thus they drain levels.

Type: 9 Exp: x7 Note: Poison Task / Drains 1 Level

Shadow Scorpion (Boss): The great leader of the insects communicates telepathically with all of the other insects in her section. Watch out for her tail.

Type: 5 Exp: x16

Section 8 is a welcome sight. While the enemies are definitely harder than in section 7, at least they won't all poison and disease you. This place has watery floors just like section 4 found in module 1. The Hydra breathes a fire attack at you that you cannot dodge and the Water Dragon breathes an ice attack at you that you cannot dodge. Just like the last time we were in a water section, there do not appear to be any pitfalls here. Also just like before, at some point you lose the ability to tunnel! This is the last section of Module II.

The in game description is as follows: "Section VIII is another flooded section of the dungen[sic]. It's inhabitants have learned to use the water to it's fullest potential."

Enemies unique to this section:

Water Seeker: Each of these monsters wants to become the Shadow Skeeter. The one who kills the most adventurers will have that honor.

Type: 7 Exp: x1

Hydra: This fire breathing monster will burn you if you let it. It is close friends with the Water Dragons who breathe ice.

Type: C Exp: x2 Note: Fire Breath

Water Dragon: This sly monster quietly drifts through the water in search of warm blooded victims like you! It likes to breathe ice storms onto it's enemies.

Type: D Exp: x2 Note: Ice Breath

Animated Waterling (Level Drainer): This monster's evil weapon thrives on draining the life from its enemies. If it hits you, it will drain some of yours.

Type: 9 Exp: x5 Note: Drains 1 Level

Shadow Skeeter (Boss): And you thought only the messiah could walk on water! This creature is no messiah (don't tell him that), but he is quite powerful.

Type: 5 Exp: x16

+-----+
| [MOD3]---C. Module III--- |
+-----+

Section 9 is the first section of module III. This section, just like section 5 was, is easier than the end of the previous module. This area doesn't provide much money. Tear through this section, beat the boss, and move on.

In game description is as follows: "Section IX is populated by strong body-builder types, who tend to look alike. They are all searching for a head for their leader. Hmm, what about yours?"

Enemies unique to this section:

Head Hunter: These followers of the Shadow Head Hunter all cut off their own heads in order to be accepted by their leader!

Type: 7 Exp: x1

Pogerstead: These monsters were not quite brave enough to cut off their own head like the Head Hunters, but they still serve their leader's cause.

Type: B Exp: x3

Grobler: Groblers are distant relatives of the Pogersteads. They also serve the shadow Head Hunter, but not by choice. They are killed when they disobey.

Type: 6 Exp: x1

Wraith (Level Drainer): Wraiths are dead adventurers who were killed by Head Hunters. They still wander the halls of this section in search of life.

Type: 9 Exp: x5 Note: Drains 1 Level

Shadow Head Hunter (Boss): Ever think you might lose your head? This fellow did! Don't let that mislead you, however, he is still a very tough monster!

Type: 5 Exp: x16

Section 10 is a fairly normal section once again, with the exception of one fire breathing enemy.

In game description is as follows: "Section X is populated by more pseudo-humanoid mutants. They are purely evil, and they are always looking for more adventurers to kill."

Enemies unique to this section:

Khagistoll: These followers of the Shadow Khagistoll, are able to attack you with four weapons at once! Running away is highly recommended!

Type: 7 Exp: x1

Flaming Idiot (Fire): While this monster can attack you with it's arms, it can also lean forward and spurt flames at you! Be prepared to be cooked.

Type: C Exp: x2 Note: Fire Breath

Triop: These guys also too the 'two heads are better than one' saying to heart. They have three heads! Note the middle one makes most of the decisions.

Type: B Exp: x2

Mummy (Level Drainer): The inhabitants of this section sometimes go to cemeteries[sic] and unearth dead humanoids and wrap them up and bring them back to life.

Type: 9 Exp: x5 Note: Drains 1 Level

Shadow Khagistoll (Boss): These folks took the saying 'Two heads are better than one' to its extreme as they have two bodies! They work together well.

Type: 5 Exp: x16

Well by the time you've reached this point you've committed too much time to quit! So now when you see the enemy graphics of section 11 you won't be able to stop, HA! Seriously, the graphics take a serious turn for the worst in this section. Otherwise, this area isn't much harder than the last (except on your eyes LoL).

In game description is as follows: "Section XI is ruled by strange critters like Eyeballs, Flesh Eaters, and others. These strangers can not be trusted. Do not be their friend!"

Enemies unique to this section:

Eyeball: These are the children of the Shadow Eyeball. If they see you, you can assume that the Shadow Eyeball sees you too.

Type: 7 Exp: x1

Flesh Eater: Flesh is the only food for this hungry monster. This adds a new and special meaning to the words, 'Don't feed the animals'!

Type: 8 Exp: x2

Foot Stomper: Ever wonder what an ant feels like when you crush it under your heel? This monster will help you to know exactly how that feels.

Type: 8 Exp: x2

Face of Death (Level Drainer): Death is a hobby for this nice-looking monster. Your death is a particular focus of its hobby. Everyone has to have a hobby.

Type: 9 Exp: x5 Note: Drains 1 level

Shadow Eyeball (Boss): Try not to look at this fellow any more than necessary. The shadow eyeball is very shy and tends to attack anyone it catches staring!

Type: 5 Exp: x16

The graphics haven't really become any better in this section, but the enemy design appears somewhat better. Section 12 actually doesn't have water for a floor, or does it?

In game description is as follows: "Section XII is awash in filthy slimy sludge water. The inhabitants love to drink it! They gain their evil power from this special sludge.

Enemies unique to this section:

Mr. Fang: The Shadow Mr. Fang learned to clone itself, and these critters are the result. They all think alike, but are less powerful than their creator.

Type: A Exp: x2

Orc: Cross-breeding experiments between humans and pigs created this monster. At first, the scientists tried to kill them all, but they failed.
Type: 6 Exp: x1

Gargoyle: A student of the occult found out that statues at the entrances of buildings could be animated. Now they breed like rabbits!
Type: A Exp: x2

Vampire: These once proud but secret members of the Human race are now the slaves of the Shadow Blood Sucker. They still drink blood and life for food!
Type: 9 Exp: x5 Note: Drains 1 Level

Shadow Mr. Fang: This evil leader controls all of the vampires, orcs, and Gargoyals[sic]. It is a very dangerous monster, and is very hard to kill.
Type: 5 Exp: x16

+-----+
|[MOD4]---D. Module IV---|
+-----+

Well at this point I think we can determine that the graphics are going to be bad for the rest of the game haha. In any case, just like last time, things get easy again when you start a new module. Section XIII is host to many medieval looking monsters... and a zombie in a Hawaiian shirt...?

In game description is as follows: "Section XIII is run by armored warriors and other human-like creatures. Don't let that deceive you though, they would knock off your head with no regrets.

Enemies unique to this section:

Armored Warrior: Plates of white steel guard this warrior's body. If you plan to attack it, be prepared for a very tough battle to get through the armor.
Type: A Exp: x1

Very Mean Human: This friendly-looking creature is only interested in killing its enemies. These monsters have no friends.
Type: 6 Exp: x2

Dwarf: Don't let this little guy's height deceive you! He can fight just as well as the next guy. Or Girl. Or it.
Type: 6 Exp: x2

Zombie (Level Drainer): These undead creatures are dangerous, even if they are a few pieces of their bodies. The pieces that are left still work fine.
Type: 9 Exp: x5 Note: Drains 1 Level

Shadow Warrior (Boss): This tough monster is protected by invisible armor, which makes it extremely hard to hit. Spells are highly recommended.
Type: 5 Exp: x16

It looks to me like the demon monster in this section is basically Mr. Fang from Module 3. Aside from this, section XIV is basically more of the same.

In game description is as follows: "Section XIV is a veritable zoo! Apes, Werewolves, and Unicorns, wander about in search of food! There are signs

everywhere that say 'feed the animals'!

Enemies unique to this section:

Ape-Man: Humans once thought the ape-man was an inferior creature. The apemen taught the humans a lesson in the battle of the moon.

Type: 6 Exp: x1

Werewolf: This powerful enemy is a good monster to run away from. It has powerful attacks, fast strikes, and tough armor!

Type: E Exp: x8

Unicorn: Have you ever eaten a shish-kabob. Try to picture yourself with that horn poking through your body and you will see your future!

Type: B Exp: x2

Demon (Level Drainer): This good friend of the devil been[sic] sent to the land of the living to bring back souls. If it hits you, you will lose a level and some strength.

Type: 9 Exp: x5 Note: Drains 1 Level / Drains Strength

Shadow Ape-Man (Boss): Just think of this one as the leader of the 'section of the apes'. The Shadow Ape-Man is followed by various animal-types.

Type: 5 Exp: x16

Section 15 is the dragon section. What do dragons imply? That's right, more fire breathing enemies. These enemies are high level and breath fire, so don't be surprised to see yourself get hit for well over 100 damage when they decide to breath fire on you!

In game description is as follows: "Section XV is stuffed with dragons of various sorts. Be prepared to be burned by fire breathing monsters if you adventure in this section."

Enemies unique to this section:

Dragon Prince: Like politicians, all of the Dragon Princes aspire to be the Dragon King. Watch out for their fangs and their bad breathe.

Type: C Exp: x2 Note: Fire Breath

Dragon: All of the dragons, of course, aspire to become Dragon Princes (or princesses). They also breathe fire as well as their conventional attack.

Type: C Exp: x2 Note: Fire Breath

Dragonfly: Like the other inhabitants of this section, the dragonflies all want to become dragons. But don't underestimate the Dragonflies!

Type: C Exp: x2 Note: Fire Breath

Chimera (Level Drainer): These evil creatures not only drain life from their victims, They also breathe fire. They learned this trick from the dragons.

Type: 9 Exp: x5 Note: Drains 1 Level / Fire Breath

Shadow Dragon King (Boss): The leader of the dragons, the Shadow Dragon King has evil powers, including it's ability to breathe fire.

Type: 5 Exp: x16 Note: Fire Breath

Well Section 16 is the end of the road for you if you are playing on normal difficulty. If you're playing on normal then the Shadow Evil God will be your last boss. Otherwise, if you picked ICHA difficulty, it's the last step before you get to the last module.

In game description is as follows: "Section XVI is a sort of heaven in which you feel very uncomfortable. The demi-gods that live here just don't seem to like you much!"

Enemies unique to this section:

Zeus: Once upon a time Zeus was a very powerful god in his own right, but when Zues's[sic] multiplied, they lost their power and now they follow the Evil God.

Type: E Exp: x8

Troll: Trolls are loyal followers of the Shadow Evil God. Their only purpose in life is to destroy enemy adventurers who threaten their god.

Type: 8 Exp: x2

Titan: Close friends with the other residents of this section, Titans were persuaded to turn evil by the Shadow Evil God.

Type: 8 Exp: x2

Devil (Level Drainer): And you thought the Devil was the most evil creature in the universe. Actually, there are numerous devils who follow the Shadow Evil God.

Type: 9 Exp: x5 Note: Drains 1 Level / Drains Strength

Shadow Evil God (Boss): This is the god of all the demi-gods. Don't let that scare you though. The Shadow Evil God drains strength and breathes ice.

Type: 5 Exp: x16 Note: Drains Strength / Ice Breath

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+-----+
| [MOD5]---E. Module V--- |
+-----+
```

Well you made it, here's the final module. You're almost there if you've made it this far. Section XVII is the beginning of the end. The boss will drop potions and trap door keys, because he is a level drainer!

In game description is as follows: "Section XVII is another section that is overrun with mutant humanoids. If they succeed in killing you, you can be sure you will be experimented on!"

Enemies unique to this section:

Ogre: This powerful monster is very difficult to kill. It has powerful attacks, and tough skin as well. Be ready for heavy battle with this one!

Type: E Exp: x8

Kobald[sic]: These are the little brothers of the Ogres. You may find it possible to dispence[sic] these creatures easily, but do not expect the ogres to just sit by.

Type: 6 Exp: x1

Goblin: Goblins are mischievous little critters who are often found near kobalds[sic]. Their friendship goes back to the race-wars.

Type: 6 Exp: x1

Ghoul (Level Drainer): The ghouls gather life force for all the other folks in this section. They drain your levels and pass them on the Ogres, Kobalds[sic], and Goblins.

Type: 9 Exp: x5 Note: Drains 1 Level

Shadow Ogres (Boss) (Level Drainer): The Shadow Ogre welcomes you to Module V of the Dungeons of the Unforgiven. Do not be deceived by this friendly welcome, though.

Type: 5 Exp: x16 Note: Drains 1 Level

This section, section XVIII, appears to be more dangerous than the previous area, some enemies say they drain experience. I always take care to avoid them and not get hit, so I can't confirm if this is true currently. If one manages to hit me, I'll update this. Just like the previous section, this section has a boss that drains levels.

In game description is as follows: "Section XVIII is a strange alliance of creatures who hate everything. If you can kill everything here, the universe will be a better place."

Enemies unique to this section:

Stone Giant: The Stone Giants broke ranks with Eart[sic] elementals way back during the ancient Race-Wars. Now the Stone Giants have their own territory.

Type: A Exp: x2

Walking Sword: Warriors have always believed that swords had their own personality. This one walks around and attacks on it's own too!

Type: B Exp: x2

Pit Bull (Strength Drainer): Taking a cue from the humans, Pit Bulls killed off all the other species of dogs. They are all extremely evil creatures!

Type: F Exp: x4 Note: Drains Strength

Skeleton (Level Drainer): These are dead people who never quite got properly buried. They really want to be alive again, and they are sure draining you will help.

Type: 9 Exp: x5 Note: Drains 2 Levels / Drains Strength

Shadow Stone Giant (Boss) (Level Drainer): This horrible evil monster is very strong, very powerful, and also drains levels! Don't let this one hit you!

Type: 5 Exp: x16 Note: Drains 1 Level

You remember section 7 right, the one with all the poisoned and diseased enemies? Well, guess what, we're doing it again. Get those protection spells ready, because you're going to need them! (Of course by this point if you're a priest, you may have the cure spells meaning this isn't a big deal really at all).

In game description is as follows: "Creepy clawly[sic] critters live in section XIX. Watch out for poison, which seems to be everywhere! Casting a resist poison might be a wise idea!"

Enemies unique to this section:

Centipede (Poison): Oh boy! Another poisonous monster! If this monster hits you, you will have to deal with poison. Being poisoned is an unpleasant experience.

Type: 3 Exp: x5 Note: Poison Attack

Giant Ant (Poison): These giant worker ants are controlled not by a queen ant, but by the Shadow Centipede. Try not to get in their way.

Type: 3 Exp: x5 Note: Poison Attack

Giant Toad (Poison): The Giant Toads are often found near the Giant Ants and the Centipedes. Watch out for the Giant Toads' poison tongues.

Type: 3 Exp: x5 Note: Poison Attack

Specter (Level Drainer) (Strength Drainer): Specters drain both levels and strength. You must decide whether keys and potions justify the losses these promise to inflict on you.

Type: 9 Exp: x5 Note: Drains 2 Levels / Drains Strength

Shadow Centipede (Boss) (Level Drainer): Another leader of an insect infested section, the Shadow Centipede is a serious foe indeed! It drains life among other powers.

Type: 5 Exp: x16 Note: Drains 1 Level

Well this is it, the last section. This section actually seems to have pretty decent graphics, especially considering many of the most recent sections you've been to. Good luck, you're almost done!

In game description is as follows: "Section XX is the deepest section of Dungeons of the Unforgiven! Take this piece of advice: go home, stay there, and never come back to this section!"

Enemies unique to this section:

Ogeroth: That gigantic fist is very very painful when it hits you! And at that size, how can it miss? Be prepared for some serious battle!

Type: B Exp: x2

Water Rat (Disease): You heard of rats in sewer pipes, well, this is the sewer rat from hell! These rats always carry diseases, so don't let them hit you!

Type: 4 Exp: x4 Note: Disease Attack

Elf Surfer: This fellow descended from the beach bums of Eart[sic]. They can do some amazing tricks with their surfboards.

Type: E Exp: x8

Rotting Swamp Plant (Level Drainer) (Intelligence Drainer): This evil plant would like to invite you to rot with it. If it hits you, you will lose two levels, and some intelligence!

Type: 9 Exp: x5 Note: Drains 2 Levels / Drains Intelligence

Shadow Ogeroth (Boss): This is the commander of all the Dungeons of the Unforgiven! It drains lots of things, so be extremely careful!

Type: 5 Exp: x16 Note: Drains 1 Level / Drains Strength

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#####  
#[COMT]***11. Combat Mechanics***#  
#####
```

This information was provided entirely by Tehtmi from disassembled executables. I have taken the liberty of arranging it in a little more readable format. We'll start with player attacks.

PLAYER ATTACKS:

Two scores are calculated when the player attacks: a player attack score and a monster defense score. If the attack score is higher than the defense score, then the player hits the monster. For every 40 points higher the attack score is than the defense score the damage roll happens an additional time. After the damage roll(s) then there is a single bonus damage roll.

The player attack score is calculated from the following:

A random number between 0 to 80
+ (level * 2)
+ Strength
If normal difficulty: (+ Strength)
If normal difficult AND Strength is greater than 25: +25
+ Luck (Another reason luck is awesome!)
+ Weapon Hit Bonus (See Weapon Table)
+ Gauntlet Bonus
+ Permanent Weapon Enchantment
+ Preperation Weapon Enchantment
If deeper than floor 75 there is a 1/30 chance of: +40

The monster defense score is calculated from the following:

40
+ (level * 2)
+ Defense Score
+ Speed Score

Damage:

A random number between 0 and [Weapon Power] (If this is 0, then you miss)

Bonus Damage:

If random between 0 and 20 is less than level: +random between 0 and Strength
Otherwise: +random between 0 and (Strength / 3)
If level < 5: +random between 0 and (5 - Level)
+random between 0 and level

MONSTER ATTACKS:

Just like with player attacks, this is based upon an attack roll and a defense roll. Also just like player attacks, for every 40 points higher the attack is than the defense the monster gets an extra damage roll. Also like the player attack, if the damage roll is 0, the attack counts as a miss. There are some differences as well, but we'll go over those after we calculate the rolls.

Monster attack score calculation:

random number between 0 and 80
+20
+(Level*2)

If deeper than 75: +(Depth-75)/2

Player defense score calculation:

32

If monk: +random number between 0 and Intelligence

+(Level*2)

+(3*Agility)/2

+Luck (Luck again!!!)

+Armor (from equipped armor)

+Armor Enchantment (from preparation spell)

+Body Armor

+Ring of Protection Bonus

+"Protection" spell bonus (0,2,8,18, or 32)

Monster damage:

Random number between 0 and [Monster Power]

Here is where things change. Regardless of the monster hitting or not, there is a Depth/500 chance of doing 1 extra damage. In the event of a miss, the monster will do 1 damage. There is an additional 1/4 chance that the monsters attack and damage rolls will be replaced with an auto hit for 3+(Depth/2) base damage.

Monster bonus damage:

If deeper than player level:+random number between 0 and (Depth-PlayerLevel)

If deeper than 25: +random number between 0 and (depth*4)

If deeper than 100: +random number between 0 and (depth*5)

+random number between 0 and Monster Level

Finally, monsters who have a breath attack have a 50% chance of using their breath instead. Breath attack damage is:

MonsterLevel

+Random number between 0 and MonsterLevel

If the player has a resistance spell active for that damage type then damage is reduced by 50%.

The player does have some damage protection though:

Reduced Damage = Max(1, (Damage * (50 + Max(1, 100-Con))) / 150)

If the result is less than Depth*4, then Depth*4 is used instead.

If the player is Level 0 and the damage was more than 3, then damage is replaced by a random number between 1 and 3. If the player is Level 2 or lower and the base damage is more than 6, then damage is reduced by 50%.

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#####  
#[QREF]***12. Quick Reference***#  
#####
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This will be filled with some charts that are handy to have around for your dungeon crawl.

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+-----+  
|[PFFB]---A. Puffballs---|  
+-----+
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Puffballs are both a blessing and a curse. Some puffballs (typically the light colored ones) raise a stat by 1 point, while the others (the dark

colored ones) typically lower a stat by 1 point. This change in your stats only occurs if you get hit by a puffball though. Once a puffball hits you, it then dies giving you experience and sometimes money or an item just like a normal enemy.

Good Puffballs

Color:	Effect:
Yellow	Raises Con by 1 Point
White	Raises Dex by 1 Point
L. Blue	Raises Str by 1 Point
L. Red	Raises Int by 1 Point
L. Green	Raises Wis by 1 point
Gray	Raises Luck by 1 point

Bad Puffballs

Color:	Effect:
D. Green	Lower Wis by 1 Point
Sky Blue	Lower Str by 1 Point
Brown	Lower Con by 1 Point
Black	Lower Dex by 1 Point
D. Red	Lower Int by 1 Point
D. Gray	Lower Luck by 1 Point

-----+
 |[POTN]---B. Potions---|
 -----+

Potions raise one of your stats by 6 and lowers another 3. Because of this, it's best to use potions in pairs to have a net effect of raising two of your stats by 3 each. The pairs are as follows: Green & White, Orange & Yellow, Red & Blue

Potion Color:	Stat Raised By 6	Stat Lowered By 3
Green	Intelligence	Dexterity
Orange	Strength	Luck
Yellow	Luck	Strength
Red	Constitution	Wisdom
Blue	Wisdom	Constitution
White	Dexterity	Intelligence

-----+
 |[SPLL]---C. Spells---|
 -----+

Spells come in 4 flavors: Permanent, Preparation, Wizard, and Priest. Permanent spells can only be cast in town and permanently reduce your maximum spell points and last forever. Preparation spells can only be cast when there is at least one space between you and any monster and will last until you next sleep at an inn. Wizard and Priest battle spells can be used any time, but will only last for a certain number of turns. If you have a choice between casting a battle spell and a preparation spell, it's always better to cast the preparation version. The Enchant Weapon/Armor permanent and preparation spells do the same thing, but count separately!

Permanent Spells List

A)Enchant Weapon Level 1 |B)Extra Health Point |C)Write Scroll to Level 3

D) Enchant Armor Level 1	E) Extra 3 Health Points	F) Enchant Wand Level 3
G) Enchant Weapon Level 2	H) Extra 5 Health Points	I) Enchant Ring Level 1
J) Enchant Armor Level 2	K) Anti-Magic Ring Level 1	L) Write Scroll - Level 10
M) Enchant Weapon Level 3	N) Enchant Ring Level 2	Q) Body Armor Level 1
P) Enchant Armor Level 3	Q) Anti-Magic Ring Level 2	R) Enchant Wand Level 8
S) Enchant Ring Level 3	T) Anti-Magic Ring Level 3	U) Body Armor Level 2
V) Enchant Weapon Level 4	W) Enchant Armor Level 4	X) Enchant Wand Any Level
Y) Permanent Feather	Anti-Magic Ring Level 5	1) Extra 25 Health Points
2) Permanent Invisibility	3) Youth	4) Body Armor Level 4

Preparation Spells

A) Enchant Armor Level 1	B) Enchant Weapon Level 1	C) Little Cure
D) Enchant Weapon Level 2	E) Relocate	F) Detect Level
G) Cure	H) Enchant Armor Level 2	I) Strength
J) Enchant Weapon Level 3	K) Agility	L) Descend
M) Ascend	N) Detect Position	Q) Feather
P) Big Cure	Q) Double Ascend	R) Enchant Weapon Level 4
S) Invisibility	T) Enchant Armor Level 3	U) Fast Move
V) Super Strength	W) Enchant Weapon Level 5	X) Major Descend
Y) Super Agility	Z) Cure Poison	1) Heal All Wounds
2) Major Ascend	3) Cure Disease	4) Enchant Armor Level 4

Wizard Battle Spells

A) Sleep	B) Magic Zap	C) Minor Protection
D) Slow Enemies	E) Strength	F) Minor Shock
G) Lightning	H) Magic Missile	I) Speed
J) Go Away	K) Relocate	L) Power Weapon I
M) Minor Explosion	N) Protection	Q) Resist Poison
P) Magic Zot	Q) Shock	R) Anti-Cold
S) Explosion	T) Pass Wall	U) Anti-Fire
V) Magic Bolt	W) Resist Level Drain	X) Power Weapon II
Y) Hold Monster	Z) Drain Monster	1) Major Shock
2) Major Explosion	3) Autokill	4) Power Weapon III

Priest Battle Spells

A) Sleep	B) Minor Protection	C) Strength
D) Resist Poison	E) Speed	F) Fast Cure
G) Resist Disease	H) Relocate	I) Slow Enemies
J) Anti-Cold	K) Go Away	L) Power Weapon I
M) Protection	N) Anti-Fire	Q) Pass Wall
P) Resist Level Drain	Q) Drain Monster	R) Fast Big Cure
S) Hold Monster	T) Power Weapon II	U) Shock
V) Major Protection	W) Explosion	X) Magic Zot
Y) Autokill	Z) Power Weapon III	1) Strength and Speed
2) Ultra Protection	3) Fast Heal	4) Major Shock

+-----+
|[SPDS]---D. Spell Descriptions---|
+-----+

Yes I did type all of these up by hand while looking at the game haha!

Permanent Spells

A) Enchant Weapon Level 1	- Turn normal weapon into plus 1 magical weapon.
B) Extra Health Point	- Permanently increases caster's maximum health points by 1.
C) Write Scroll to Level 3	- Create a scroll for any spell up to third level.
D) Enchant Armor Level 1	- Turn normal armor into plus 1 magical armor.

- E) Extra 3 Health Points - Permanently increases caster's maximum health points by 3.
- F) Enchant Wand Level 3 - Put five charges of any spell up to third level into a wand.
- G) Enchant Weapon Level 2 - Turn normal weapon into plus 2 magical weapon.
- H) Extra 5 Health Points - Permanently increases caster's maximum health points by 5.
- I) Enchant Ring Level 1 - Improves resistance to physical attacks by 1 point.
- J) Enchant Armor Level 2 - Turns normal armor into plus 2 magical armor.
- K) Anti Magic Ring Level 1 - Creates plus 1 ring to defend wearer against magical attacks.
- L) Write Scroll to Level 10 - Create a scroll for any spell up to tenth level.
- M) Enchant Weapon Level 3 - Turn normal weapon into plus 3 magical weapon.
- N) Enchant Ring Level 2 - Improves resistance to physical attacks by 2 points.
- O) Body Armor Level 1 - Turns caster's skin into magical armor that is equivalent to plus 1 magical leather armor.
- P) Enchant Armor Level 3 - Turns normal armor into plus 3 magical armor.
- Q) Anti-Magic Ring Level 2 - Creates plus 2 ring to defend wearer against magical attacks.
- R) Enchant Wand Level 8 - Put five charges of any spell up to eighth level into a wand.
- S) Enchant Ring Level 3 - Improves resistance to physical attacks by 3 points.
- T) Anti-Magic Ring Level 3 - Creates plus 3 ring to defend wearer against magical attacks.
- U) Body Armor Level 2 - Turns caster's skin into magical armor that is equivalent to plus 2 magical leather armor.
- V) Enchant Weapon Level 4 - Turn normal weapon into plus 4 magical weapon.
- W) Enchant Armor Level 4 - Turn normal armor into plus 4 magical armor.
- X) Enchant Wand Any Level - Put five charges of any spell into a wand.
- Y) Permanent Feather - Renders caster permanently weightless.
- Z) Anti-Magic Ring Level 5 - Creates plus 5 ring to defend wearer against magical attacks.
- 1) Extra 25 Health Points - Permanently increases caster's maximum health points by 25.
- 2) Permanent Invisibility - Creates a field that permanently bends all light rays around caster.
- 3) Youth - Reduces caster's age by 10 years. Does not return characteristics to their higher levels, but it does help prevent them from continuing to decline. It also costs some experience. (Changes your age to 20 no matter current age).
- 4) Body Armor Level 4 - Turns caster's skin into magical armor that is equivalent to plus 4 magical leather armor.

Preparation Spells

- A) Enchant Armor Level 1 - Improves armor of caster by 1 point.
- B) Enchant Weapon Level 1 - Improves all of the caster's weapons by 1 point.
- C) Little Cure - Cures 1-20 health points, depending upon the caster's wisdom.
- D) Enchant Weapon Level 2 - Improves all of the caster's weapons by 2 points.
- E) Relocate - Teleports caster randomly to another position on the same level. Leaving the monster behind.
- F) Detect Level - Tells caster what level he is on.
- G) Cure - Cures 20-60 health points, depending upon the

- caster's wisdom.
- H) Enchant Armor Level 2 - Improves armor of caster by 2 points.
 - I) Strength - Increases the caster's strength by five points.
 - J) Enchant Weapon Level 3 - Improves all of the caster's weapons by 3 points.
 - K) Agility - Increases the caster's agility by five points.
 - L) Descend - Drop down to the next level with open space directly beneath the caster.
 - M) Ascend - Pass up to the next level with open space directly above the caster.
 - N) Detect Position - Reveals position of caster in terms of X and Y.
 - O) Feather - Makes caster completely weightless, making it easier to run from monsters.
 - P) Big Cure - Cures 50-150 health points, depending upon the caster's wisdom.
 - Q) Double Ascend - Rise twice as far as the regular ascend spell.
 - R) Enchant Weapon Level 4 - Improves all of the caster's weapons by 4 points.
 - S) Invisibility - Renders the caster invisible, making it more difficult for monsters to pursue and attack.
 - T) Enchant Armor Level 3 - Improves armor of caster by 3 points.
 - U) Fast Move - Increases the caster's running speed, enabling him to escape more easily from dangerous monsters.
 - V) Super Strength - Increases the caster's strength by ten points.
 - W) Enchant Weapon Level 5 - Improves all of the caster's weapons by 5 points.
 - X) Major Descend - Drop down about 10 levels into the dungeon.
 - Y) Super Agility - Increases the caster's agility by ten points.
 - Z) Cure Poison - Cures poison if the caster has been poisoned by any means.
- 1) Heal All Wounds - Cures all wounds instantly.
 - 2) Major Ascend - Rise up about 10 levels.
 - 3) Cure Disease - Cures any form of disease.
 - 4) Enchant Armor Level 4 - Improves armor of caster by 4 points.
- ***Wizard Battle Spells***
- A) Sleep - Puts low level monsters to sleep, allowing you to attack them at will.
 - B) Magic Zap - Zaps any monster for 2 points per level of the caster.
 - C) Minor Protection - Reduces the likelihood that the caster will be hit by any monster.
 - D) Slow Enemies - Reduces the number of attacks which monsters may make upon the caster.
 - E) Strength - Increases the Caster's strength by 7 points.
 - F) Minor Shock - Does 25 points of to[sic] damage to monster.
 - G) Lightning Bolt - Burns most monsters for 4 points per level of the caster.
 - H) Magic Missile - Powerful missile does 50 points of damage to monster.
 - I) Speed - Increases caster's striking speed, allowing extra attacks.
 - J) Go Away - Teleports monster away, allowing your easy escape. Success is decided by the ratio between the player and monster levels. Will not work at all if ratio is worse than 1:4, 1:2 is recommended.
 - K) Relocate - Teleports caster randomly to another position on the same level, leaving the monster behind.

- L) Power Weapon I - Creates a shimmering magical weapon of substantial power and plus 3 striking capability.
- M) Minor Explosion - Creates a small explosion at the feet of the monster. Does between 75 and 175 points of damage at random to the monster.
- N) Protection - Greatly reduces the likelihood of the caster being hit by any monster.
- O) Resist Poison - Protects caster against poison 95 percent of the time.
- P) Magic Zot - Gives monster an electric jolt, causing 4-8 points of damage per level of the caster.
- Q) Shock - Does 125 points of damage to monster.
- R) Anti-Cold - Prevents damage to caster from damaging cold-related attacks like that of the white dragon.
- S) Explosion - Creates a large explosion at the feet of the monster. Does between 125 and 225 points of damage at random to the enemy monster.
- T) Pass Wall - Moves caster to a safe place on the other side of a nearby wall.
- U) Anti-Fire - Prevents damage to caster from damaging fire-related attacks like that of the orange dragon.
- V) Magic Bolt - Gives monster an electric energy jolt, causing 7-11 points of damage per level of the caster.
- W) Resist Level Drain - Allows caster 90 percent chance of resisting a level drain.
- X) Power Weapon II - Creates a powerful shimmering magical weapon of great power and plus 9 striking capability.
- Y) Hold Monster - Stops monster from making any actions.
- Z) Drain Monster - Reduces the monster's level by the amount of the caster's wisdom.
- 1) Major Shock - Does 300 points of damage to the enemy monster.
- 2) Major Explosion - Creates a huge explosion at the feet of the monster. Does between 200 and 500 points of damage at random to the enemy monster.
- 3) Autokill - Kills monster. Success is determined by a ratio between the player and monster levels, wisdom, and intelligence. This is not terribly reliable but it is very effective!
- 4) Power Weapon III - Creates a highly powerful magical weapon of great strength and plus 21 striking and damage capability.

Priest Battle Spells

- A) Sleep - Puts low level monsters to sleep, allowing you to attack them at will.
- B) Minor Protection - Reduces the likelihood that the caster will be hit by any monster.
- C) Strength - Increases the Caster's strength by 7 points.
- D) Resist Poison - Protects caster against poison 95 percent of the time.
- E) Speed - Increases caster's striking speed, allowing extra attacks.
- F) Fast Cure - Easy to cast cure for use in battle.
- G) Resist Disease - Protects caster against disease 95 percent of the time.
- H) Relocate - Teleports caster randomly to another position on the same level, leaving the monster behind.

- I) Slow Enemies - Reduces the number of attacks which monsters may make upon the caster.
- J) Anti-Cold - Prevents damage to caster from damaging cold-related attacks like that of the white dragon.
- K) Go Away - Teleports monster away, allowing your easy escape. Success is decided by the ratio between the player and monster levels. Will not work at all if ratio is worse than 1:4, 1:2 is recommended.
- L) Power Weapon I - Creates a shimmering magical weapon of substantial power and plus 3 striking capability.
- M) Protection - Greatly reduces the likelihood of the caster being hit by any monster.
- N) Anti-Fire - Prevents damage to caster from damaging fire-related attacks like that of the orange dragon.
- O) Pass Wall - Moves caster to a safe place on the other side of a nearby wall.
- P) Resist Level Drain - Allows caster 90 percent chance of resisting a level drain.
- Q) Drain Monster - Reduces the monster's level by the amount of the caster's wisdom.
- R) Fast Big Cure - Easy to cast cure for use in battle.
- S) Hold Monster - Stops monster from making any actions.
- T) Power Weapon II - Creates a powerful shimmering magical weapon of great power and plus 9 striking capability.
- U) Shock - Does 125 points of damage to monster.
- V) Major Protection - Greatly reduces the likelihood of the caster being hit by any monster.
- W) Explosion - Creates a large explosion at the feet of the monster. Does between 125 and 225 points of damage at random to the enemy monster.
- X) Magic Zot - Gives monster an electric jolt, causing 4-8 points of damage per level of the caster.
- Y) Autokill - Kills monster. Success is determined by a ratio between the player and monster levels, wisdom, and intelligence. This is not terribly reliable but it is very effective!
- Z) Power Weapon III - Creates a highly powerful magical weapon of great strength and plus 21 striking and damage capability.
- 1) Strength and Speed - Helps both strength and agility of the spell caster.
- 2) Ultra Protection - Greatly reduces the likelihood of the caster being hit by any monster.
- 3) Fast Heal - Completely heals caster instantly, even during battle.
- 4) Major Shock - Does 300 points of damage to the enemy monster.

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+-----+
| [MITM]---E. Magic Items--- |
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There are several different magic items you can find when you kill any enemy. These come in the form of either an immediate use item to raise a stat, an item you can save and use later, or a passively used item.

Instant Use (add 2 points to the named stat):

Book of Wisdom
Book of Dexterity
Book of Strength
Book of Constitution
Book of Intelligence
Book of Luck

Passive Use (gets used every time you move or hit enter):

Ring of Regeneration - As time passes you will regenerate 1 health point per ring of regen. These rings are left over from the post national-times of Eart[sic].

Active Use (Use through the items menu):

Nuclear Hand Grenade (Doesn't work on bosses) - Nuclear hand grenades are the most powerful attack device in existence. Use it by hitting 'I' then select -Other'. It will kill the monster period.

Potion of Healing - This potion will heal all of your wounds instantly. You may drink this potion so quickly that monsters will not get any extra strikes.

Stone of Teleportation - This stone will probably save your life! Use it when you are absolutely desperate and it will raise you to level zero.

Floor Sloser - The Famous Floor Sloser! Each time you use this item, the floor turns to mush, and you slip down at least one level. This item may [used] limitlessly.

Stone of Seeing - Use this item to map an entire level of the dungeon. This item is only good for one single use.

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+-----+  
|[BSSR]---F. Boss Rewards---|  
+-----+
```

Module I:

Section 1:

Floor Number: 5

Boss Name: Shadow Gargalon

Item: Biotech-Fluid from a mythical planet.

Effect: Increases health by 30 permanently.

Section 2:

Floor Number: 10

Boss Name: Shadow Elemental

Item: Moraff's Ring of Wisdom

Effect: Increases Wisdom by 12 permanently.

Section 3:

Floor Number: 15

Boss Name: Shadow Vulture

Item: Very Rare Bottle of Pogerstead's Milk

Effect: Increase Strength by 12 permanently.

Section 4:

Floor Number: 20

Boss Name: Shadow Demon Queen

Item: Wimpy Orb of Armor Enhancement

Effect: Turn any armor into plus 25 magic armor.

Module II:

Section 5:

Floor Number: 10

Boss Name: Shadow Troggisher

Item: Plus 9 Body Armor

Effect: Makes it harder for enemies to hit you

Section 6:

Floor Number: 20

Boss Name: Shadow Giant Worm

Item: Plus 12 Gauntlets

Effect: Your hand seems much stronger and more accurate.

Section 7:

Floor Number: 30

Boss Name: Shadow Scorpion[sic]

Item: Plus 15 Ring of Protection

Effect: Makes you feel like you can dodge attacks more easily.

Section 8:

Floor Number: 40

Boss Name: Shadow Skeeter

Item: Great Orb of Weapon Enhancement

Effect: Turns any weapon into a plus 25 attack weapon

Module III:

Section 9:

Floor Number 15

Boss Name: Shadow Head Hunter

Item: Rabbit's Foot from an old planet whose name I've forgotten.

Effect: Increases Luck by 10 permanently.

Section 10:

Floor Number: 30

Boss Name: Shadow Khagistoll

Item: Book titled 'Secrets of Vegetarian Health'

Effect: Increases Constitution by 10 permanently.

Section 11:

Floor Number: 45

Boss Name: Shadow Eyeball

Item: Bottle of Essen Liquid

Effect: Increases Intelligence by 10 permanently.

Section 12:

Floor Number: 60

Boss Name: Shadow Mr. Fang

Item: Pile of 10 Stones of Seeing

Effect: Each one lets you map a whole level.

Module IV:

Section 13:
Floor Number: 20
Boss Name: Shadow Warrior
Item: Plus 25 Body Armor.
Effect: Makes it much harder for enemies to hit you.

Section 14:
Floor Number: 40
Boss Name: Shadow Ape-Man
Item: Plus 50 Gauntlet
Effect: Your hand seems much stronger and more accurate.

Section 15:
Floor Number: 60
Boss Name: Shadow Dragon King
Item: Plus 50 Ring of Protection.
Effect: Makes you feel like you can dodge attacks much more easily.

Section 16:
Floor Number: 80
Boss Name: Shadow Evil God
Item: Mighty Orb of Armor Enhancement.
Effect: Turn any armor into plus 50 magic armor

Module V:

Section 17:
Floor Number: 25
Boss Name: Shadow Ogre
Item: Bio-Tech Fluid from the mythical planet.
Effect: Increases Health by 300 permanently.

Section 18:
Floor Number: 50
Boss Name: Shadow Stone Giant
Item: Soran's Ring of Speed
Effect: Increases Agility by 20 permanently.

Section 19:
Floor Number: 75
Boss Name: Shadow Centipede
Item: Poppear's Spinach Juice
Effect: Increases Strength by 25 permanently.

Section 20:
Floor Number: 100
Boss Name: Shadow Ogreth
Item: Mighty Orb of Explosive Weapon Enhancement
Effect: Turns any weapon into a plus 101 attack weapon.

+-----+
|[EXPT]---G. Leveling Tables---|
+-----+

This is where the necessary experience to reach a specific level list will be.

I Can Handle Anything Difficulty:

Level:	Experience Required:
1	125
2	250
3	500
4	1000
5	2,000
6	4,000
7	8,000
8	16,000
9	32,000
10	64,000
11	128,000
12	256,000
13	512,000
14	1,024,000
15	2,048,000
16	4,096,000
17	8,192,000
18	16,384,000
19	32,768,000
20	65,536,000
21	131,072,000
22	262,144,000
23	524,288,000
24	1,048,576,000
25	2,097,152,000
26	4,194,304,000
27	8,388,608,000
28	16,777,216,000
29	33,554,432,000
30	67,108,864,000
31	134,217,728,000
32	268,435,456,000
33	536,870,912,000
34	1,073,741,824,000
35	2,147,483,648,000
36	4,294,967,296,000
37	8,589,934,592,000

As can be seen, level 1 requires 125 experience, and then each level requires twice as much experience as the level before it. This has been verified to level 51 by Omeganian. That would make the formula to determine the amount of experience required : $\text{experience} = 125 * [2^{(\text{level} - 1)}]$. This formula is identically equivalent to the actual formula used in the game code as verified by Tehtmi.

Normal Difficulty:

Level:	Experience Required
1	99
2	170
3	270
4	410
5	606
6	880
7	1,265

Tehtmi has disassembled the executable from DotU and shares that this is the formula used in the code: $250 * [1.4^{(Level-2)}] - 80$ with some rounding.

Be aware that it is likely that at some point experience maxes out. This cap on the experience could result in the number not increasing any further, the game could crash, or your experience could be stored as NaN (which will mean you can no longer accumulate xp and next time you sleep at an inn your character dies), or even loop back around to zero.

```
+-----+
|[WEPT]---H. Weapon Tables---|
+-----+
```

Worshippers and monks can't equip weapons. Wizards and sages can only use a stick or a knife. The only class that can equip the great sword is the fighter. Tehtmi has discovered that there is a Power Weapon IV spell in the game, but there doesn't seem to be any way to cast it. I wouldn't be surprised if power weapon 4 was put in the game to help level up for testing.

Weapon:	Power:	Hit:	Speed:	Weight:	Cost:
Fist	2	0	6	0	FREE!
Stick	4	1	9	4	1
Club	7	2	13	7	15
Mace	13	3	18	11	300
Knife	3	0	8	1	30
Short sword	5	1	11	3	250
Long Sword	9	2	16	6	450
Great Sword	19	3	25	15	Not for sale
Power Weapon 1	69	4	8	0	N/A
Power Weapon 2	129	6	8	0	N/A
Power Weapon 3	199	10	8	0	N/A
Power Weapon 4	399	20	8	0	N/A

Personally, I tend to roll with the Mace for the greater chance to hit and power over the long sword, though they're both viable weapons.

```
+-----+
|[ARMT]---I. Armor Tables---|
+-----+
```

Worshippers and wizards can't use armor. Monks and sages can only use leather armor.

Armor	Name:	Armor:	Weight:	Cost:
	Skin	0	0	FREE!
	Robes	?	?	1
	Leather	2	14	50
	Chain	4	24	300
	Scale	6	40	1500
	Breast Plate	9	60	4000
	Field Plate	12	72	9900
	Titanium	16	48	Not for sale

```
+-----+
|[HPSP]---J. HP/SP Increase Table---|
+-----+
```


While your level plays a big part in several parts of the game, when you level up you only increase hit points and spell points. The rand() below means a randomly picked number between 0 and the number in the parenthesis.

Class:	HP Increase Formula:	SP Increase Formula:
Fighter	35+rand(Con*2 + Luck/2 + 10)	0
Worshipper	15+rand(Con/2 + Luck/2 + 10)	(Wis*2 + Int)/3
Monk	14+rand(Con/2 + Luck/3 + 5)	(Wis + Int)/13
Wizard	13+rand(Con/3 + Luck/5 + 4)	(Int*2 + Wis)/5
Priest	14+rand(Con/2 + Luck/3 + 4)	(Wis*2 + Int)/5
Sage	55+rand(Con*3 + Luck + 17)	(Wis + Int)/14
Mage	14+rand(Con/2 + Luck/3 + 7)	(Int*2 + Wis)/8

```
#####
#[CHET]**13. How to Cheat**
#####
```

There are a few different ways to cheat at this game. The different methods are detailed below and a few of the methods require other programs to be used.

```
+-----+
|[CEDA]---A. Cheating with Files---|
+-----+
```

To use file based cheats it is necessary to understand how the games files are arranged. The files we will be manipulating are found in the games main directory. Each saved character has three files associated with their save. The first file retains information about the character, the second file contains information about the monsters contained within the game, and the third contains the map revealed so far.

Character Slot	Character File	Monster File	Map
0	20	dmon.map	d00.dun
1	21	emon.map	e00.dun
2	22	fmon.map	f00.dun
3	23	gmon.map	g00.dun
4	24	hmon.map	h00.dun
5	25	imon.map	i00.dun
6	26	jmon.map	j00.dun
7	27	kmon.map	k00.dun
8	28	lmon.map	l00.dun
9	29	mmon.map	m00.dun

Armed with this knowledge (that was provided by Porticulo) there are two things we can do to make life safer and one incredibly broken thing we can do.

Cheating Death:

This game is designed to erase your character when you die. In the shareware version it teased you saying that it could bring you back if you bought the full version. This does not happen. So the first thing we can do is keep a backup of our character file in case you die. How this is done varies by operating system. For example for a character in slot 5 you would need to backup the file 25. On DOS you would do that by typing the following:

```
copy 25 25.bak
To restore your character you would type:
```

erase 25

copy 25.bak 25

The only time that your map file is wiped out is when you create a new character, so you should only need to backup your character file. You can also use this method to copy characters to other slots.

Copycat Cartographer

The third technique you can use is only really useful if you get yourself stuck somehow. You can copy your map progress to another character. That is to say, if you can't get away from the square you're in due to a glitch, or you have impending death, if you quit the game you can take the map data that you've uncovered so far, and use it for another character! The character in slot 20 has their map saved in D00.DUN, the character in slot 21 is E00.DUN and so on. Make sure the character receiving the map is already created, then simply make a copy of your map. So for instance, if you want to copy the map from slot 0 to slot 1 you would type:

```
erase e00.dun
```

```
copy d00.dun e00.dun
```

You may notice

that there are additional .DUN files (D01.DUN) for example. It's unclear what these files do currently, however if you delete your current .DUN file and rename one of these others to be used instead, they do contain map data. In my current playthrough I'm noticing that d00.dun file has a current time stamp, and my d01.dun has a time stamp of the previous day (which was after the character was created). I did hop into the second module on accident yesterday before quickly backtracking, so perhaps d01.dun is my second module. I'll be watching these timestamps and updating as I progress through the game this time.

Duping Monsters

Okay, so this is probably the most broken thing you can do outside of directly editing memory locations. Any monster that would be really beneficial to kill repeatedly (like shadow monsters or puffballs) can be killed repeatedly. I'll run you through the process using a character that is in slot 1.

1. Approach a monster you want to kill repeatedly.
2. If it is a shadow monster you might want to get it really close to being dead so that you don't have a hard fight repeatedly.
3. Quit so that everything is saved.
4. Make a backup of your monster file, in this case emon.map. In dos you would type: copy emon.map emon.bak
5. Start DotU again and kill the monster (or let the puffball hit you).
6. Save and quit.
7. Restore your backed up monster file. In DOS you would type: copy emon.bak emon.map
8. Repeat steps 5, 6, and 7 until you are stupid powerful.

With the shadow monsters, if you leave the floor that the monster is on you will no longer get hints to its location. I'm not sure if leaving the floor and coming back after you do this will have the shadow monster still alive. If you take advantage of this method of cheating the game is going to get really easy for you and you might as well jump into the third method of cheating below.

```
+-----+
|[CEDB]---B. Cheating with Hexeditors---|
+-----+
```

This is an extension of the above topic. Please refer to the chart above to

locate the appropriate filenames to edit. I have confirmed that the position of your character is stored within your character file.

I will caution you that there does seem to be some type of checking in place to make sure that you don't tamper with your save files. For instance, I've found that somewhere in the 000007b0 area of the save the floor you are on is stored, however attempting to change just this one location results in a corrupt save. Changing floors results in 5 or 6 different changes in the save file. Stats are stored somewhere around 000007fe if you feel like experimenting.

Ian J. Burgmyer sent me two links with information from disassembling the various files in the game. Here's a link to a wiki with some sample code for updating the checksum as well as some information about what type of variable stores each piece of data:
http://www.shikadi.net/moddingwiki/Dungeons_of_the_Unforgiven_Player_Character
Here's a link to his personal notes about locations and how to edit the files:
https://onedrive.live.com/view.aspx?resid=6296F2FB9A2B90!3949&ithint=file%2cxlsx&authkey=!AEQcRHR_rh9J_6o
(Note: Because of how gamefaqs formats things, I had to split the URL into two lines. You will need to put the second line right after the first line as a single URL).

I'm far too lazy to actually dive in and deal with editing files and calculating checksums, but there is definitely information there if you want to mess with it.

```
+-----+
|[CEDC]---B. Cheating with Memory Manipulation---|
+-----+
```

The last method for cheating, and the one that really turns the game into a cakewalk is editing memory addresses. There are lots of tutorials for doing this that vary depending on the operating system you use and tool you use to do your editing. On windows a popular choice is Cheat Engine. On Linux I've used scanmem. I'm sure there are choices for other operating systems as well. No matter what operating system and tool for editing memory you use, you will need to target dosbox as the executable to scan. On windows machines NTVDM does not provide direct access to memory locations, so you can't use cheat engine on windows without dosbox. On linux, DotU doesn't run at all without dosbox.

The gist of how this method works is that you will scan the memory associated with dosbox for a specific value, say current hp. Then you will cause that value to become changed and scan for the new value. Each time you cause a change and rescan the number of possible locations is reduced until you only have one memory location. You can then set that value to anything you want.

A word of warning, it is definitely possible to change things in such a way that the game will just break. If you want to build a super broken character this is the easiest way to do it, and it is easiest to do it when you build the character. Having hundreds of stat points to distribute at the beginning of the game makes things easy.

I've included some cheat engine memory locations I've found in the past below. I no longer run windows on any of my systems, so I won't be updating this any further.

```

+-----+
|[CEDD]---D. Cheat Engine With Dosbox v.74---|
+-----+

```

The following codes have been confirmed to work in version 0.74 on windows 7 Home 64bit with Cheat Engine, and not tested on any other version of windows or dosbox.

```

Address: 0074B6B0
|Effect                               |Offset|Data Type|
|Max Health                           |3DCE3 |2 Bytes |
|Current Health                        |3DCE1 |2 Bytes |
|Max Spell Points                      |3DCE9 |Float   |
|Current Spell Points                  |3DCE5 |Float   |
|Current Experience                    |3E454 |Double  |
|Rubles in Pocket                     |3E104 |4 Bytes |
|Dexterity/Agility                    |3E4CE |2 Bytes |
|Strength                              |3E4C6 |2 Bytes |
|Intelligence                          |3E4C8 |2 Bytes |
|Wisdom                                |3E4CA |2 Bytes |
|Constitution                          |3E4CC |2 Bytes |
|Luck                                  |3E4D0 |2 Bytes |
|Children Helped                       |3E118 |4 Bytes |
|Culture Stock                         |3E114 |4 Bytes |
|Magic Crystals                        |3E11C |4 Bytes |
|Steps Before Disease Effect*          |3E47E |2 Bytes |
|Steps Before Poison Effect*           |3E480 |2 Bytes |
|Floor #**                              |3E464 |4 Bytes |
|N/S Coordinate**                      |3E469 |4 Bytes |
|E/W Coordinate**                      |3E460 |2 Bytes |
|Age***                                 |3E48A |2 Bytes |
|Status Points***                      |42342 |2 Bytes |
|Race***                                |3DCD8 |2 Bytes |
|Height***/%                           |3DCEB |Byte   |
|Weight***                              |3DCEF |2 Bytes |
|Age***                                 |3E48A |4 Bytes |

```

*Setting this to 32768 or above effectively cures you of this status ailment.

**These codes can be a bit buggy, and should probably not be used except in dire need. Use of these codes WILL permanently mess up your map if you appear in a space that isn't normally accessible. To fix your map, please see the general cheating section [CHET]. YOU HAVE BEEN WARNED!

***I've noticed weird glitches while playing with these memlocs active. I would suggest disabling these codes before leaving the character creation menu.

%This value gets multiplied by 4 to come up with height. I've experimented with it a little bit, and the game has serious graphical issues at a setting of 100, I'm not sure what the threshold for these issues is.

```

#####
#[CINF]***14. Contact Info***
#####

```

I can be reached at my email address nicholas@hunsicker.us. If you're emailing me, please put the title of the game in the subject line.

Feel free to repost this anywhere as long as it's posted intact and in it's entirety with my name attached to it.

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