

Mage Spells Quick Reference Chart

Spell	Lvl	Use when	Affects	Description
Katino	1	Combat	1 Group	Monsters may fall asleep
Halito	1	Combat	1 Monster	1-8 points of fire damage
Dumapic	1	Camp	Party	Location in maze
Mogref	1	Combat	Caster	AC= AC -2
Ponti	2	Combat	1 Person	AC of receiver = AC -1
Melito	2	Combat	1 Group	1-8 points of spark damage
Desto	2	Exploring	Caster	Unlock Door
Morlis	2	Combat	1 Group	Monsters cower/easier to hit
Bolatu	2	Combat	1 Monster	Attempts to stone a monster
Calific	3	Exploring	Caster	Reveals a secret door
Mahalito	3	Combat	1 Group	4-24 points of fire damage
Cortu	3	Combat	Party	Magic Screen
Kantios	3	Combat	1 Group	Disrupts mental thought
Tzalik	4	Combat	1 Monster	24-58 points of damage
Lahalito	4	Combat	1 Group	6-36 points of fire damage
Litofeit	4	Any time	Party	Levitate
Rokdo	4	Combat	1 Group	Monsters may be petrified
Socordi	5	Combat	1 Group	Calls monsters to fight for party
Madalto	5	Combat	1 Group	8-64 points of cold damage
Palios	5	Combat	All Monsters	Anti-Magic
Vaskyre	5	Combat	1 Group	Random Rays
Bacortu	5	Combat	1 Group	Fizzle fields around monsters
Mamogref	6	Combat	1 Person	AC = AC -10
Zilwan	6	Combat	1 Monster	Dispells one undead monster
Lokara	6	Combat	All Monsters	Opens earth/swallows monsters
Ladalto	6	Combat	1 Group	34-98 points of cold damage
Malor	7	Any time	Party	Teleport ¹
Mahaman	7	Combat	Variable	Great Wish
Tiltowait	7	Combat	All Monsters	10-100 points of damage
Abriel	7	Combat	Unknown	Only Rumors
Mawxiwitz	7	Combat	All Monsters	Utter havoc

1 When cast in combat, party is teleported to a random location

Priest Spells Quick Reference Chart

Spell	Lvl	Use when	Affects	Description
Dios	1	Any time	1 Person	Cure 1-8 hit points
Badios	1	Combat	1 Monster	1-8 points of damage
Milwa	1	Any time	Party	Brief magical light
Kalki	1	Combat	Party	AC= AC -1
Porfic	1	Combat	Caster	AC= AC -4
Katu	2	Encounter	1 Group	Charm NPC or monsters
Calfo	2	Looting	Caster	Find traps on chests
Montino	2	Combat	1 Group	Silence Monsters
Kandi	2	Camp	Caster	Locate person or body
Latumapic	3	Any time	Party	Identify monsters
Dialko	3	Any time	1 Person	Cures paralysis and sleep
Bamatu	3	Combat	Party	AC= AC -3
Lomilwa	3	Any time	Party	Longer lasting magical light
Hakanido	3	Combat	1 Monster	Magic drain
Dial	4	Any time	1 Person	Cures 2-16 hit points
Badial	4	Combat	1 Monster	3-32 hit points of damage
Latumofis	4	Any time	1 Person	Cure poison
Maporfic	4	Any time	Party	AC= AC -2
Bariko	4	Combat	1 Group	6-15 points of damage
Dialma	5	Any time	1 Person	Cures 3-24 hit points
Badi	5	Combat	1 Monster	May kill monster
Di	5	Camp	1 Person	Restore life
Bamordi	5	Combat	Party	Calls monsters to fight for party
Mogato	5	Combat	1 Monster	Banishes monster
Loktofeit	6	Any time	Party	Recall to castle ¹
Madi	6	Any time	1 Person	Cure to full hit points
Labadi	6	Combat	1 Monster and Caster	Drains all but 1-8 points, and Monster damage = caster's cure
Kakamen	6	Combat	1 Group	18-38 points of damage
Mabariko	7	Combat	All Monsters	18-58 points of damage
Kadorto	7	Camp	1 Person	Resurrection
Ihalon	7	Camp	1 Person	Grants special favor ¹
Bakadi	7	Combat	1 Group	May slay all monsters outright

1 Once spell is cast it is forgotten and must be relearned.