

Priest Spells Quick Reference Chart

Spell	Lvl	Use when	Affects	Description
DIOS	1	Any time	1 Person	Cure 1-8 hit points
BADIOS		Combat	1 Monster	1-8 points of damage
MILWA		Any time	Party	Brief magical light
KALKI		Combat	Party	AC = AC - 1
PORFIC		Combat	Caster	AC = AC - 4
KATU	2	Encounter	1 Group	Charm NPC or monsters
CALFO		Looting	Caster	Finds traps on chests
MONTINO		Combat	1 Group	Silence monsters
KANDI		Camp	Caster	Locate person or body
LATUMAPIC	3	Any time	Party	Identify monsters
DIALKO		Any time	1 Person	Cures paralysis and sleep
BAMATU		Combat	Party	AC = AC - 3
LOMILWA		Any time	Party	Longer-lasting magical light
HAKANIDO		Combat	1 Monster	Magic drain
DIAL	4	Any time	1 Person	Cures 2-16 hit points
BADIAL		Combat	1 Monster	3-32 points of damage
LATUMOFIS		Any time	1 Person	Cure poison
MAPORFIC		Any time	Party	AC = AC - 2
BARIKO		Combat	1 Group	6-15 points of damage
DIALMA	5	Any time	1 Person	Cures 3-24 hit points
DI		Camp	1 Person	Restore life
BAMORDI		Combat	Party	Calls monsters to fight for party
MOGATO		Combat	1 Monster	Banishes monster
BADI		Combat	1 Monster	May kill monster
LOKTOFEIT	6	Any time	Party	Recall to castle ¹
MADI		Any time	1 Person	Cure to full hit points
LABADI		Combat	1 Monster and Caster	Drains all but 1-8 points, and Monster damage = caster's cure
KAKAMEN		Combat	1 Group	18-38 points of damage
MABARIKO	7	Combat	All Monsters	18-58 points of damage
IHALON		Camp	1 Person	Grants special favor ¹
BAKADI		Combat	1 Group	May slay all monsters outright
KADORTO		Camp	1 Person	Resurrection

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

For a complete description of the spells, refer to the manual.

Mage Spells Quick Reference Chart

Spell	Lvl	Use when	Affects	Description
HALITO	1	Combat	1 Monster	1-8 points of fire damage
MOGREF		Combat	Caster	AC = AC - 2
KATINO		Combat	1 Group	Monsters may fall asleep
DUMAPIC		Camp	Party	Location in Maze
PONTI	2	Combat	1 Person	AC of receiver = AC - 1
MELITO		Combat	1 Group	1-8 points of spark damage
DESTO		Exploring	Caster	Unlock door
MORLIS		Combat	1 Group	Monsters cower/easier to hit
BOLATU		Combat	1 Monster	Attempts to stone a monster
CALIFIC	3	Exploring	Caster	Reveal a secret door
MAHALITO		Combat	1 Group	4-24 points of fire damage
CORTU		Combat	Party	Magic Screen
KANTIOS		Combat	1 Group	Disrupts mental thought
TZALIK	4	Combat	1 Monster	24-58 points of damage
LAHALITO		Combat	1 Group	6-36 points of fire damage
LITOFEIT		Any time	Party	Levitate
RODKO		Combat	1 Group	Monsters may be petrified
SOCORDI	5	Combat	1 Group	Calls monsters to fight for party
MADALTO		Combat	1 Group	8-64 points of cold damage
PALIOS		Combat	All Monsters	Anti-Magic
VASKYRE		Combat	1 Group	Random rays
BACORTU		Combat	1 Group	Fizzle field around monsters
ZILWAN	6	Combat	1 Monster	Dispell one undead monster
MAMOGREF		Combat	1 Person	AC = AC - 10
LOKARA		Combat	All Monsters	Opens earth/swallows monsters
LADALTO		Combat	1 Group	34-98 points of cold damage
MALOR	7	Any time	Party	Teleport ¹
MAHAMAN		Combat	Variable	Great wish
TILTOWAIT		Combat	All Monsters	10-100 points of damage
MAWXIWTZ		Combat	All Monsters	Utter havoc
ABRIEL		Combat	Unknown	Only rumors

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

For a complete description of the spells, refer to the manual.