## **Priest Spells Quick Reference Chart**

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

<sup>1</sup> 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
		Cump	z cu c j	200adon m Mazo
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
4				
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	1	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

<sup>1</sup> When cast in combat, party is teleported to a random location.

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