

Addendum II - Mage Spells Quick Reference Chart (Mage, Bishop, Samurai)

Spell	Lvl	Use When	Affects	Description
Dumapic	1	Camp	Party	Location in Maze
Halito		Combat	1 Monster	1-8 points of damage
Katino		Combat	1 Group	Monsters may fall asleep
Mogref		Combat	Caster	AC=AC-2
Dilto	2	Combat	1 Group	Monsters easier to hit (their AC=AC+2)
Sopic		Combat	Caster	AC=AC-4
Mahalito	3	Combat	1 Group	4-24 points of fire damage, less to fire-resist monsters
Molito		Combat	1 Group	3-18 points of lightning damage
Dalto	4	Combat	1 Group	6-36 points of cold damage, less to cold-res. monsters
Lahalito		Combat	1 Group	6-36 points of fire damage, less for fire-resist monsters
Morlis		Combat	1 Group	Monsters much easier to hit (their AC=AC+3)
Madalto	5	Combat	1 Group	8-64 points of cold damage, less to cold-res. monsters
Makanito		Combat	All Monsters	All monsters below level 8 die, undead are unaffected
Mamorlis		Combat	All Monsters	Monsters much easier to hit (their AC=AC+3)
Haman	6	Combat	Variable	See Note 1
Lakanito		Combat	1 Group	May kill monsters
Masopic		Combat	Party	AC=AC-4
Zilwan		Combat	1 Monster	Dispel one undead monster for 10-2000 damage
Malor	7	Any Time	Party	Teleport (to random location if cast during combat)
Mahaman		Combat	Variable	Improved Haman, see Note 1
Tiltowait		Combat	All Monsters	10-150 points of damage

Note 1: The effects of this spell are random, but usually helpful. The caster must be 13th level or higher, and loses 1 level of experience after casting it. There is a small chance ((RANDOM 0 to Character Level) = 5) casting it will make you unlearn some spells with the following message displayed “But his spell books are mangled!”

Haman has 3 possible effects:

1. “Dialko’s Party 3 Times” - cures Afraid, Asleep, Paralysis, Stoning, Silence, and Heals each character for $(9 * ((RANDOM 0 to 7) + 1))$ Hit points.
2. “Zaps Monster Magic Resistance!” - the first 3 groups of monsters become non-resistant against damaging magic (0% chance saving throw against magic) and they are thereafter treated as being Level 1 for other calculations regarding the effects of spells.
3. “Heals Party!” - cures Afraid, Asleep, Paralysis, Stoning, Silence, and restores all Hit Points, except for those that are Dead or in Ashes.

Mahaman has 3 possible effects:

1. “Dialko’s Party 3 Times” - same as Haman.
2. “Silences Monsters!” - silences the first 3 groups of monsters for $((5 + (RANDOM 0 to 4))$ rounds.
3. “Destroys Monsters!” - all monsters’ Status=Dead and Hit Points=0

Addendum III - Priest Spells Quick Reference Chart (Priest, Bishop, Lord)

Spell	Lvl	Use When	Affects	Description
Badios	1	Combat	1 Monster	1-8 points of damage
Dios		Any Time	1 Person	Cure 1-8 hit points
Kalki		Combat	Party	AC=AC-1
Milwa		Any Time	Party	Brief magical light
Porfic		Combat	Caster	AC=AC-4
Calfo	2	Looting	Caster	Identify trap on chests
Manifo		Combat	1 Group	Paralyze monsters
Matu		Combat	Party	AC=AC-2
Montino		Combat	1 Group	Silence monsters
Bamatu	3	Combat	Party	AC=AC-4
Dialko		Any Time	1 Person	Cure paralysis & sleep
Latumapic		Combat	Party	Identify monsters
Lomilwa		Any Time	Party	Enduring magical light (note1)
Badial	4	Combat	1 Monster	2-16 points of damage
Dial		Any Time	1 Person	Cure 2-16 hit points
Latumofis		Any Time	1 Person	Cure poison
Maporfic		Any Time	Party	AC=AC-2 (note 1)
Badi	5	Combat	1 Monster	May kill monster
Badialma		Combat	1 Monster	3-24 points of damage
Di		Camp	1 Person	Restore life (note 2)
Dialma		Any Time	1 Person	Cure 3-24 points of damage
Kandi		Camp	Caster	Locate person or body in the maze
Litokan		Combat	1 Group	3-24 points of fire damage, less to fire-resist monsters
Loktofeit	6	Combat	Party	Recall to castle (lose all items and most gold)
Lorto		Combat	1 Group	6-36 points of damage
Mabadi		Combat	1 Monster	Drains most hit points of monster
Madi		Any Time	1 Person	Cure all hit points and conditions except death
Kadorto	7	Camp	1 Person	Resurrect and cure all hit points (note 2)
Malikto		Combat	All Monsters	12-72 points of damage

Note 1: Effects last for the entire expedition.

Note 2: To resurrect with Di or Kadorto, the % chance is $(4 \times \text{Vitality})\%$ of the recipient, the recipient loses 1 Vitality. With the Temple of Cant which is much more reliable, the % chance is $50 + 3 \times \text{Vitality}$ if dead or $40 + 3 \times \text{Vitality}$ if ashes, the character Ages by 1 to 52 weeks.