

Mage Spells Quick Reference Chart

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 these spells 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 and Mahaman have 7 possible effects. Mahaman has more % chance of effects 3, 4, 5, and 7.

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. “Silences Monsters!” - Silences all monster monsters for $((5 + (RANDOM 0 to 4))$ rounds.
3. “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.
4. “Destroys Monsters!” - All monsters’ Status=Dead and Hit Points=0.
5. “Heals Party!” - Cures Afraid, Asleep, Paralysis, Stoning, Silence, and restores all Hit Points, except for those that are Dead or into Ashes.
6. “Shields Party” - Each character's AC=-10 (meaning minus 10), unless it is even better (lower).
7. “Resurrects and Heals Party!” - Cures Afraid, Asleep, Paralysis, Stoning, Death, and Ashes conditions, as well as restores all Hit Points of all characters.

Priest Spells Quick Reference Chart

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 % success chance is (4 x Vitality)% of the recipient, and the recipient loses 1 Vitality. With the Temple of Cant, which is much more reliable, the % chance is (50 + 3 x Vitality)% if the character is Dead or (40 + 3 x Vitality)% if the character is in Ashes, and the character Ages by 1 to 52 weeks.

Global Note: Many spells were not working properly, or not working at all, in the original Wizardry version. Now all spells are working, including several effects of Haman and Mahaman.

See <https://www.zimlab.com/wizardry/proving-grounds-v3> for details.