

## 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 13<sup>th</sup> 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.