

		Conjurer	Magician	
		Sorcerer	Wizard	
SPELL	Required Spell Points	Target	Description	Required Level
offensive combat spells				
ARFI	3	1 Foe	ARC FIRE A fan of blue flames will shoot from the caster's fingers, doing hits of damage to a select opponent, times caster's level.	1
FRFO	3	Group	FREEZE FOES This spell binds your enemies with magical force, slowing there movements and making them easier to hit.	2
MAST	5	Group	ARCYNE'S MAGESTAR A bright flare will ignite in front of a group of your enemies, temporarily blinding them and causing them to miss the next combat round.	3
WAST	5	Group	WARSTRIKE Causes a spray of energy to spring from the caster's extended finger, sizzling a group of opponents for 4-16 hits damage.	3
POST	6	Foe	POISON STRIKE This spell hurls porcupine-sharp needles from the mage's finger into a selected monster, poisoning it.	4
SHSP	7	Group	SHOCK SPHERE a large globe of intense electrical energy envelops a group of enemies, doing 8-32 hits of damage.	5
HOWA	4	1 Foe	HOLY WATER A spray of water will emanate from the mage's fingers, doing 6-24 points of damage to any undead foe (e.g. skeleton, zombie, vampire)	2
WIST	5	1 Foe	WITHER STRIKE Any foe at whom this spell is cast is likely to be turned old, thus reducing his ability to attack and defend in combat.	2
STFL	6	Group	STARFLARE The air surrounding a group of your enemies will instantly ignite, causing them to be burnt for 6 to 24 damage points.	3
SPTO	8	1 Foe	SPECTRE TOUCH This spell will drain a single enemy of 12 to 48 points of damage, as if touched by a spectre.	4
DRBR	7	Group	DRAGON BREATH Allows the mage to breathe fire at a group of foes, doing 8 to 32 points of damage to each.	4
STTO	8	1 Foe	STONE TOUCH This spell will often turn an enemy to stone, or a stone monster from living stone to dead stone. But it doesn't always work.	6
DEST	14	1 Foe	DEATHSTRIKE This incantation is very likely to kill one selected enemy, big or small.	7
MIJA	3	1 Foe	MANGAR'S MIND JAB The mage casts a concentrated blast of psychic energy at one opponent doing 2-8 hits of damage for each experience level of the mage.	1
HYIM	3	Group	HYPNOTIC IMAGE If successfully cast, this spell will make a group of your enemies miss the following attack round.	1
MIFI	4	1 Foe	MANGAR'S MIND FIST A higher power "Mind Jab" does 3-12 hits of damage to one foe, times the experience level of the mage.	2
FEAR	4	Group	WORD OF FEAR This incantation will make a group of your enemies shake in fear, reducing their ability to attack and do damage.	2
CURS	5	Group	CURSE Causes a group of your enemies to fear you greatly, lessening their morale and their ability to hit and damage you.	3
DIIL	8	Party	DISRUPT ILLUSION This spell will destroy any illusion fighting the party, and any new illusions created later in the combat. It will also point out any dopplegangers in the party.	5
MIBL	8	All Foes	MANGAR'S MIND BLADE A sharp explosion of psychic energy that inflicts 10-40 hits to each and every enemy you face	5
REDE	4	Group	REPEL DEAD This spell will do 16 to 80 points of damage to a group of undead creatures.	1
DEBA	8	1 Foe	DEMON BANE This spell will do 32 to 128 points of damage to a single demon. The power to summon is the power to destroy.	2

DMST	14	Group	DEMON STRIKE This spell works like Demon Bane, but it will affect an entire group of demons.	5
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SPELL	Required Spell Points	Target	Duration	Description	Required Level
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defensive combat spells

SOSH	3	Self	Combat	So SHIELD The mage is protected by an invisible "shield" of magic, that turns aside many blows that would otherwise hit him.	1
AIAR	3	Self	Combat	AIR ARMOR This spell will make the air around the spell caster to bind itself into a weightless suit of "armor."	1
MYSH	6	Party	Medium	YBARRA'S MYSTIC SHIELD The air in front of the party will bind itself into metallic hardness and will accompany the party when it moves, as a sort of invisible "shield."	2
MIMI	7	Party	Combat	MITHRIL MIGHT Increases the armor protection of each party member by enhancing their armor's natural strength by magic.	3
ANMA	8	Party	Combat	ANTI-MAGIC Causes the ground to absorb a portion of the magical energies cast at the party, frequently allowing the members to escape all damage. Also aids in disbelieving illusions and in turning back magical fire, like a dragon's breath.	5
YMCA	10	Party	Indefinite	YBARRA'S MYSTICAL COAT OF ARMOR causes an effect like "Air Armor" to cover every member of the party, lasting indefinitely.	6
PHBL	2	Party	Combat	PHASE BLUR The entire party will seem to waver and blur in the sight of the monsters, making the party very difficult to strike.	1
DISB	4	Party		DISBELIEVE This spell will reveal the true of any illusion attacking the party, causing it to instantly vanish.	2
VANI	6	Self	Combat	KYLEARAN'S VANISHING SPELL The mage casting this spell will turn nearly invisible in the eyes of his enemies, who will have great difficulty in striking him.	3
INVI	7	Party	Combat	KYLEARAN'S INVISIBILITY SPELL This invocation will perform a Vanishing Spell on the entire party.	4
MIWP	9	Char.		MIND WARP This spell will make a member of your party go totally insane. Useful for possessions.	6
SPBI	14	1 Foe		BAYLOR'S SPELL BIND This spell if successful possesses the mind of any enemy, forcing him to join your party and fight in its defense.	5

spells to summon creatures

INWO	6			ELIK'S INSTANT WOLF With this spell the caster can make a real wolf appear and join the party, fighting in its defense.	4
INOG	9			ELIK'S INSTANT OGRE This incantation will cause a real ogre to appear and join the party.	6
ANSW	8			AKER'S ANIMATED SWORD A magical sword will appear and fight like a summoned monster in defense of the party.	5
TADU	4			TARGET-DUMMY A magical illusion appears in the party's special slot. Unable too attack, it will serve to draw enemy attacks to himself.	2
WIWO	5			WIND WOLF This spell creates an illusionary wolf to join the party. This and other illusions are only effective as long as an enemy "believes" them. Depending on power and location, the monster may see through the illusion, and cause it to vanish.	3
WIWA	6			WIND WARRIOR This spell will create the illusion of a battle-ready warrior that joins your party.	4
WIOG	7			WIND OGRE This spell will create the illusion of an ogre, which will accompany and fight with your party.	5
WIDR	10			WIND DRAGON This incantation will create an illusionary red dragon to fight with your party.	6
WIGI	12			WIND GIANT This spell will create an illusionary storm giant, to join with, and fight for, your party.	7

SUDE	6	SUMMON DEAD This will gate into our universe a zombie or skeleton to fight for the party.	1
LESU	8	LESSER SUMMONING This spell will gate into our universe a lower power elemental or demon, who will (under protest) join the party.	2
SUPH	10	SUMMON PHANTOM This spell will bring a medium level undead creature into the party.	3
PRSU	12	PRIME SUMMONING This spell gates in a medium level elemental or demon, to fight with the party.	4
SPSP	15	SPELL SPIRIT This spell will gate in a higher-level undead creature to fight for the party.	6
GRSU	22	GREATER SUMMONING This spell will gate a greater demon into our universe and bind him to the party.	7

spells to improve battleskills during combat

BASK	4	BATTLESKILL This spell increases one of your party member's skill with weapons, increasing the accuracy and ferocity of his attacks.	2
WROV	7	WRATH OF VALHALLA Makes a member of your party fight with the strength and accuracy of ancient Norse heroes for the entire combat.	5
VOPL	3	VORPAL PLATING This spell causes the weapon (or hands) of a party member to be covered with a magical field, which causes him to do an additional 2-8 points of damage.	1
MAGA	5	MAGE GAUNTLETS Makes a party member's hands (or weapons) more deadly, adding 4-16 points of damage to every wound he inflicts.	2
OGST	6	OSCON'S OGRESTRENGTH Allows a member of your party to damage monsters as if he were as incredibly strong as an ogre.	3

healing spells

WOHL	4	WORD OF HEALING With the utterance of a single word the spell caster can cure a party member of minor wounds, healing 2-8 points of damage.	2
FLRE	6	FLESH RESTORE This powerful healing spell will restore 6-24 hit points to a party member and cure poisoning and insanity.	4
FLAN	12	FLESH ANEW This spell behaves like the "Flesh Restore" spell, except that it will affect every member of the party.	7
REST	12	RESTORATION Makes all wounds disappear as your entire party is reforged into unflawed bodies. Also cures poisoning and insanity.	7
DISP	10	DISPOSSESS This spell will make any possessed party member to his normal state.	3
BEDE	18	BEYOND DEATH This spell will restore life and one hit point to a character.	7
ANDE	11	ANIMATE DEAD Gives a dead character undead strength, making him attack your enemies as though he were truly alive.	4

spells to heighten perception and improve orientation

MAFL	2	Medium	MAGE FLAME a small, mobile "torch" will appear, and float above the spell caster as he travels.	1
MACO	3	Medium	KIEL'S MAGIC COMPASS a compass of shimmering magelight appears above the party, telling the direction they face.	2
LERE	5	Long	LESSER REVELATION This is an extended "Mage Flame" spell which also reveals secret doors.	3
GRRE	7	Long	GREATER REVELATION This spell functions like "Lesser Revelation" spell, only it illuminates a wider area.	5
STLI	2	Short	SABHAR'S STEELIGHT SPELL Causes all metal near the party to glow with magical light, illuminating the surrounding area.	1
SCSI	2		SCRY SITE The walls themselves will speak, under direction of this spell, revealing to the spell caster his location in the labyrinth.	1
AREN	5	Short	AREA ENCHANT This spell will cause the dungeon walls within 30 feet of a stairway to call out, if the party is traveling toward it.	2
STSI	7	Medium	SABHAR'S STONELIGHT SPELL Makes all stone and earth within range of the party glow with magical light, revealing even secret doors.	4

LOTR	2	Short	LOCATE TRAPS In a state of magically-heightened awareness, the spell caster will be able to sense a trap within 30 feet, if he faces it.	1
SESI	6	Medium	SECOND SIGHT The mage will experience heightened awareness and be able to sense stairways, special encounters, spell negation zones, and other unusual occurrences.	3
CAEY	7	Indefinite	CAT EYES The member's of the mage's party will all receive perfect night-vision, which will last indefinitely.	4
SOSI	11	Indefinite	So SIGHT This spell functions the same as the "second sight", but it will last indefinitely.	7

spells to facilitate movement

TRZP	2		TRAP ZAP This spell will disarm any trap within 30 feet, in the direction the party is facing. It will also disarm traps on chests.	1
LEVI	4	Short	LEVITATION Partially negates the effect of gravity on the party, causing them to float over traps or up through portals.	3
MALE	8	Indefinite	MAJOR LEVITATION This will make the party levitate as does the level 3 spell, but its effects will last until dispelled.	6
APAR	15		APPORT ARCANE Allows the party to teleport anywhere within a dungeon, except for places protected by teleportation shields.	7
PHDO	9	1 Move	PHASE DOOR This incantation will alter the structure of almost any wall directly in front of the party, turning it to air for exactly 1 move.	6