

## **Wizardry II Monsters**

### Monsters

| <b>Name</b>    | <b>AC</b> | <b>HP</b> | <b>Exp</b> |
|----------------|-----------|-----------|------------|
| Fuzzball       | 10        | 1-1       | 1          |
| Dink           | 10        | 31-31     | 140        |
| No-See-Um      | 0         | 1-10      | 750        |
| Giant Wasp     | 0         | 9-27      | 1000       |
| Troll          | 4         | 12-54     | 1000       |
| Were Amoeba    | 10        | 10-50     | 1500       |
| Acid Slime     | -4        | 18-50     | 1510       |
| Giant Bat      | -1        | 12-61     | 1760       |
| Ogre Lord      | 4         | 8-64      | 1830       |
| Rhino Beetle   | 1         | 12-72     | 1900       |
| Lvl 7 Mage     | 9         | 9-30      | 2000       |
| Lvl 7 Thief    | 3         | 7-42      | 2000       |
| Lvl 8 Ninja    | 4         | 8-32      | 2015       |
| Lvl 7 Priest   | 3         | 7-56      | 2040       |
| Lvl 6 Thief    | 3         | 6-36      | 2050       |
| Were Boar      | 2         | 14-64     | 2080       |
| Weretiger      | 4         | 5-40      | 2145       |
| Weretiger      | 4         | 5-40      | 2145       |
| Lifestealer    | 3         | 8-43      | 2240       |
| Foaming Mold   | 5         | 30-120    | 2340       |
| Yvern          | 3         | 4-6       | 2350       |
| Wyvern         | 3         | 14-63     | 2350       |
| Major Daimyo   | 0         | 7-84      | 2380       |
| Champ Samurai  | 2         | 10-100    | 2435       |
| Constrictor    | 1         | 8-40      | 2460       |
| Were Bat       | -3        | 5-75      | 2480       |
| Lvl 10 Fighter | 0         | 10-100    | 2540       |
| Scorpion       | 0         | 8-48      | 2620       |
| Evil Eye       | 0         | 9-54      | 2750       |
| Giant Viper    | 0         | 10-40     | 2862       |
| Carrier        | 10        | 9-45      | 2900       |
| Gorgon         | 2         | 8-64      | 2920       |
| Lvl 12 Fighter | -1        | 12-120    | 2992       |
| Thief          | 2         | 10-60     | 3003       |
| Lvl 11 Bishop  | 2         | 11-88     | 3008       |
| Lvl 8 Priest   | 3         | 8-64      | 3010       |
| Lvl 8 Mage     | 8         | 8-32      | 3070       |
| Nightstalker   | 4         | 8-43      | 3240       |
| Bleeb          | 0         | 10-80     | 3300       |
| Murphy's Ghost | -3        | 20-110    | 3337       |
| Manticore      | 0         | 17-66     | 3476       |
| Hellhound      | 2         | 9-54      | 3515       |
| Chimera        | 2         | 9-54      | 3515       |
| Master Ninja   | 3         | 10-40     | 4073       |
| Vampire Bat    | -3        | 10-50     | 4211       |
| Scryll         | -1        | 10-60     | 4567       |
| Master Thief   | 1         | 12-72     | 4620       |
| Hatamoto       | -1        | 12-48     | 4999       |
| Lvl 10 Mage    | 8         | 10-40     | 5005       |
| High Wizard    | 4         | 12-48     | 5083       |
| Lesser Demon   | 0         | 10-80     | 5106       |
| High Priest    | -1        | 15-120    | 5220       |
| Succubus       | -2        | 8-80      | 5432       |
| Vampire        | -1        | 11-88     | 7151       |
| Maelific       | -5        | 25-100    | 7460       |
| Arch Mage      | 0         | 20-80     | 8000       |

|                |     |         |       |
|----------------|-----|---------|-------|
| Vampire Lord   | -5  | 20-160  | 8314  |
| High Master    | -2  | 15-60   | 8612  |
| Greater Demon  | -3  | 11-88   | 8730  |
| Flack          | -3  | 20-240  | 9143  |
| Fire Dragon    | -1  | 12-96   | 12324 |
| Arch Demon     | -5  | 25-250  | 14444 |
| Dragon Zombie  | -2  | 12-96   | 17000 |
| Earth Giant    | 9   | 80-80   | 20638 |
| Fire Giant     | 7   | 120-120 | 30111 |
| Magic Armor    | -10 | 300-300 | 33333 |
| Air Giant      | 5   | 160-160 | 41015 |
| Giant Zombie   | 3   | 80-80   | 41440 |
| Will O' Wisp   | -15 | 12-96   | 43567 |
| Magic Shield   | -10 | 150-150 | 44444 |
| Magic Sword    | 0   | 100-100 | 66666 |
| Magic Helm     | 0   | 200-200 | 88888 |
| Magic Gauntlet | 0   | 50-50   | 99999 |

## Wizardry II Items

Items are equipped in categories. A character can only have one equipped item of each type. All Wizardry II items are listed in the tables below. Value is the full purchase price at Boltac's (selling the item nets half of this). Class shows the first letter of the characters that can equip the item, and damage is the amount of damage one attack will cause. Ac is the Armor Class adjustment once equipped. Other special item characteristics are also shown. Only the most basic items are stocked at Boltac's. The rest are found in chests after killing monsters.

An note on the names: they might not be entirely accurate. What I remembered as Copper Gloves, for example, I found in the Wizardry Archives to be called Gloves of Copper. Also, based on some other item lists I have seen, some foreign version have flashier item names.

In the Wizardry Archives, transferring characters between scenarios deletes all of their items. Wizardry II has many of the same items, but different special items are used. There are also more powerful items available to your characters. For example, Plate Mail +5 is a new item, and your Mage finally gets some protection with a Robe +3. Items that are not in Wizardry I are marked with a [II] before the name.

Many of the special items, when used and the charges are spent, will cause the character to go insane, so be careful. One last piece of advice: Don't use the Damien Stone! (Unless you want to brush up on your self-immolation skills :o)

| Weapon               | Value   | Class  | Damage | Special  |
|----------------------|---------|--------|--------|--|
| Dagger               | 5       | FMTSLN | 1-4    |  |
| Staff                | 10      | All    | 1-5    |  |
| Short Sword          | 15      | FTSLN  | 1-6    |  |
| Long Sword           | 25      | FSLN   | 1-8    |  |
| Anointed Mace        | 30      | FPBSLN | 2-6    |  |
| Anointed Flail       | 150     | FPSLN  | 1-7    |  |
| Staff +2             | 2500    | All    | 3-6    |  |
| Staff of Mogref      | 3000    | MB     | 1-6    | Casts MOGREF                                       |
| Mace +2              | 4000    | FPBSLN | 3-10   |  |
| Short Sword +2       | 4000    | FTSLN  | 3-8    |  |
| Long Sword +2        | 4000    | FSLN   | 3-12   |  |
| Dagger +2            | 8000    | FMTSLN | 3-6    |  |
| Short Sword -2       | 8000    | FTSLN  | 1-6    |  |
| Long Sword +1        | 10000   | FSLN   | 2-9    |  |
| Dragon Slayer        | 10000   | FSLN   | 2-11   | Prot and Vs: Dragon                                |
| Were Slayer          | 10000   | FSLN   | 2-11   | Prot and Vs: Were                                  |
| Mage Masher          | 10000   | FTSLN  | 2-7    | Prot: Mage   |
| Mace Pro Poison      | 10000   | FPBSLN | 1-8    | Prot: Insect; Res: Poison                          |
| Mace +1              | 12500   | FPBSLN | 3-9    |  |
| Short Sword +1       | 15000   | FTSLN  | 2-7    |  |
| Staff/Montino        | 15000   | All    | 2-6    | Casts MONTINO                                      |
| Blade Cusinart'      | 15000   | FSLN   | 10-12  |  |
| Dagger of Speed      | 30000   | MN     | 1-4    | AC: 3  |
| Evil Sword +3        | 50000   | FSLN   | 4-13   |  |
| Thieves Dagger       | 50000   | TN     | 1-6    | Invoke: Class to Ninja                             |
| Shuriken             | 50000   | N      | 11-16  | Alig: Evil; Res: Poison, LvlDrain; Invoking: Hp+1. |
| Murasama Blade       | 1000000 | S      | 10-50  | Invoking: St+1                                     |
| [II] Rod of Raising  | 0       | All    | 3-24   | Casts KADORTO                                      |
| [II] Swd. Swinging   | 0       | FTSLN  | 1-8    |  |
| [II] Staff of Light  | 60000   | All    | 4-18   | Casts LOMILWA                                      |
| [II] Priest Puncher  | 70000   | FTSLN  | 2-16   |  |
| [II] Long Sword +5   | 70000   | FTSLN  | 11-18  |  |
| [II] Shswd./Swinging | 74675   | FTSLN  | 2-6    |  |
| [II] Priest's Mace   | 75000   | PB     | 2-16   |  |
| [II] Staff of Curing | 100000  | P      | 4-11   |  |

| <b>Armor</b>    | <b>Value</b> | <b>Class</b> | <b>AC</b> | <b>Special</b>   |
|-----------------|--------------|--------------|-----------|--|
| Robes           | 15           | All          | 1         |  |
| Leather Armor   | 50           | FPTBSLN      | 2         |  |
| Chain Mail      | 90           | FPSLN        | 3         |  |
| Breast Plate    | 200          | FPSLN        | 4         |  |
| Plate Mail      | 750          | FSLN         | 5         |  |
| Chain Mail +1   | 1500         | FPSLN        | 4         |  |
| Leather +1      | 1500         | FPTBSLN      | 3         |  |
| Plate Mail +1   | 1500         | FSLN         | 6         |  |
| Breast Plate +1 | 1500         | FPSLN        | 5         |  |
| Leather +2      | 6000         | FPTBSLN      | 4         |  |
| Chain +2        | 6000         | FPSLN        | 5         |  |
| Plate Mail +2   | 6000         | FPSLN        | 7         |  |
| Evil Chain +2   | 8000         | FPSLN        | 5         | Alig: Evil   |
| Neut P-Mail +2  | 8000         | FPSLN        | 7         | Alig: Neutral  |
| Breast Plate +2 | 10000        | FPSLN        | 6         |  |
| Breast Plate +3 | 100000       | FPSLN        | 7         |  |
| Chain Pro Fire  | 150000       | FPSLN        | 6         |  |
| Evil Plate +3   | 150000       | FPSLN        | 9         | Alig: Evil   |
| Lords Garb      | 1000000      | L            | 10        | Prot: Mythical, Dragon; Regeneration (1);<br>Vs: Were, Demon, Undead |
| [II] Robe +3    | 180000       | M            | 4         |  |
| [II] Plate +5   | 275345       | FPSLN        | 10        |  |

| <b>Shield</b>  | <b>Value</b> | <b>Class</b> | <b>AC</b> | <b>Special</b> |
|----------------|--------------|--------------|-----------|----------------|
| Small Shield   | 20           | FPTBSLN      | 2         |                |
| Large Shield   | 40           | FPSLN        | 3         |                |
| Shield +1      | 1500         | FPTSLN       | 4         |                |
| Shield +2      | 7000         | FPTSLN       | 5         |                |
| Evil Shield +3 | 25000        | FPTSLN       | 5         | Alig: Evil     |
| Shield +3      | 250000       | FPTSLN       | 6         |                |

| <b>Helmet</b>   | <b>Value</b> | <b>Class</b> | <b>AC</b> | <b>Special</b>           |
|-----------------|--------------|--------------|-----------|--------------------------|
| Helm            | 100          | FSLN         | 1         |                          |
| Helm +1         | 3000         | FSLN         | 2         |                          |
| Helm +2 (Evil)  | 8000         | FSLN         | 3         | Alig: Evil; Casts BADIOS |
| Diadem of Malor | 25000        | All          | 2         | Casts MALOR              |

| <b>Gauntlets</b>    | <b>Value</b> | <b>Class</b> | <b>AC</b> |
|---------------------|--------------|--------------|-----------|
| Copper Gloves       | 6000         | FSLN         | 1         |
| Silver Gloves       | 60000        | FSLN         | 3         |
| [II] Winter Mittens | 138344       | FSLN         | 3         |

| <b>Misc Item</b>           | <b>Value</b> | <b>Class</b> | <b>Special</b>             |
|----------------------------|--------------|--------------|----------------------------|
| Jeweled Amulet             | 5000         | All          | Casts DUMAPIC              |
| Ring of Porfic             | 10000        | All          | Casts PORFIC               |
| Amulet/Manifo              | 15000        | P            | Casts MANIFO               |
| Rod of Flame               | 25000        | MBS          | Prot: Fire; Casts MAHALITO |
| Amulet/Makanito            | 20000        | All          | Casts MAKANITO             |
| Ring of Healing            | 300000       | All          | Regeneration (1)           |
| Ring Pro Undead            | 500000       | All          | Prot: Undead               |
| [II] Ring of Regen         | 100000       | All          | Regeneration (1)           |
| [II] Amulet of Cover       | 120000       | All          | AC: 3                      |
| [II] Charms of Magic       | 200000       | All          |                            |
| [II] Ring Pro Fire         | 250000       | All          | Prot: Fire                 |
| [II] Dreamer's Stone       | 0            | All          | Casts KATINO               |
| [II] Stone (Granite) Stone | 0            | All          | Casts MONTINO              |
| [II] Nklc. Pro Magic       | 0            | All          | Prot: Magic                |

|                      |   |     |                                  |
|----------------------|---|-----|----------------------------------|
| [II] Amulet of Skill | 0 | All | Exp +50000                       |
| [II] Metamorph Ring  | 0 |     | Invoke: Change to Advanced Class |
| [II] Coin of Power   | 0 |     | Invoke: Change to Advanced Class |
| [II] Great Mage Wand | 0 |     | Invoke: 9 Spells in all Levels   |
| [II] Stone of Youth  | 0 | All | Invoke: Age -1                   |
| [II] Mind Stone      | 0 | All | Invoke: I.Q. +1                  |
| [II] Stone of Piety  | 0 | All | Invoke: Piety +1                 |
| [II] Blarney Stone   | 0 | All | Invoke: Luck +1                  |
| [II] Damien Stone    | 0 | All | Invoke: Try it and see...        |

| Scroll          | Value | Class |
|-----------------|-------|-------|
| Dios Potion     | 500   | All   |
| Latumofis Pot.  | 300   | All   |
| Scroll/Kanito   | 500   | All   |
| Scroll/Badios   | 500   | All   |
| Scroll/Halito   | 500   | All   |
| Potion of Sopic | 1500  | All   |
| Scroll/Lomilwa  | 2500  | All   |
| Scroll/Dilto    | 2500  | All   |
| Potion of Dial  | 5000  | All   |
| Scroll/Badial   | 8000  | All   |

| Cursed Item          | Value  | Type   | Class   | Effects          |
|----------------------|--------|--------|---------|------------------|
| Long Sword -1        | 1000   | Weapon | FSLN    | Dam: 1-8         |
| Short Sword -1       | 1000   | Weapon | FTSLN   | Dam: 1-6         |
| Mace -1              | 1000   | Weapon | FPBSLN  | Dam: 2-6         |
| Mace -2              | 2500   | Weapon | FPBSLN  | Dam: 1-8         |
| Staff -2             | 8000   | Weapon | All     | Dam: 1-4         |
| Leather -1           | 1500   | Armor  | FPTBSL  | AC: 1            |
| Breast Plate -1      | 1500   | Armor  | FPSLN   | AC: 3            |
| Chain -1             | 1500   | Armor  | FPSLN   | AC: 2            |
| Cursed Robe          | 8000   | Armor  | All     | AC: (2)          |
| Leather -2           | 8000   | Armor  | FPTBSLN |                  |
| Chain -2             | 8000   | Armor  | FPSLN   | AC: 1            |
| Breast Plate -2      | 8000   | Armor  | FPSLN   | AC: 2            |
| Shield -1            | 1500   | Shield | FPTSL   | AC: (1)          |
| Shield -2            | 8000   | Shield | FPTSLN  |                  |
| Cursed Helmet        | 50000  | Helmet | FSLN    | AC: (2)          |
| Deadly Ring          | 500000 | Misc   | All     | Regeneration (3) |
| [II] Cursed +1 Plate | 0      | Armor  | FPSLN   | AC: 6            |

### Special Item

#### Broken Item

#### Use

None (The item you get when you use a scroll or invoke a special power of an object and the object breaks)

|                      |                                |
|----------------------|--------------------------------|
| [II] KOD's Armor     | AC: 14; Casts MATU             |
| [II] KOD's Shield    | AC: 6; Casts DIALMA            |
| [II] KOD's Helmet    | AC: 4; Casts MADALTO           |
| [II] Hrathnir        | FSL; Damage 12-30; Casts LORTO |
| [II] KOD's Gauntlets | AC: 4; Casts TILTOWAIT         |
| [II] Staff of Gnilda | AC: 21                         |

## **Wizardry I-V Spells**

Scenarios 1-4 have the same spells, with a few changes for scenario 5. Each spell is listed with its name, translated name, when it can be casted, and what it effects. The next line describes in more detail how the spell works. There are two spell classes (Mage and Priest) and seven levels for each class. Spell points in each level are earned along with learned spells, with at least one point for each known spell.

One aid in memorizing these spells is to learn the prefix structure. For example BA- is a negative prefix, indicating damage to monsters. There are also varying superlative prefixes, such as MA- and LA-. Take the time to cast the protective spells that you can before exploring.

### **Level 1 Priest Spells**

|   |           |        |               |
|---|-----------|--------|---------------|
| BADIOS  | Harm      | Combat | One Monster   |
| Causes one to eight points of damage to a monster   |           |        |               |
| DIOS  | Heal      | Any    | One Character |
| Restores from one to eight points of damage to a party member                                   |           |        |               |
| KALKI   | Blessings | Combat | Party         |
| Reduces the armor class of all party members by one during combat                               |           |        |               |
| MILWA   | Light     | Any    | Party         |
| Causes a softly glowing light to follow the party, increasing vision and revealing secret doors |           |        |               |
| PORFIC  | Shield    | Combat | Caster        |
| Lowers the armor class of the caster a little by 4 during combat                                |           |        |               |

### **Level 2 Priest Spells**

|  |              |         |               |
|--|--------------|---------|---------------|
| CALFO  | X-ray Vision | Looting | Caster        |
| Allows the caster to decide what the trap on a chest is 95% of the time  |              |         |               |
| KATU   | Charm        | Combat  | One Monster   |
| [Wizardry 5] Attempts to charm a monster   |              |         |               |
| MANIFO   | Statue       | Combat  | Monster Group |
| Causes some of the monsters to become paralyzed temporarily  |              |         |               |
| MATU   | Blessing     | Combat  | Party         |
| [Wizardry 1-4] Lowers armor class of all party members by two during combat  |              |         |               |
| MONTINO  | Still Air    | Combat  | Monster Group |
| Causes the air around a group of monsters to stop transmitting sounds, and therefore makes it impossible for them to cast spells |              |         |               |

### **Level 3 Priest Spells**

|   |                |        |               |
|---|----------------|--------|---------------|
| BAMATU  | Prayer         | Combat | Party         |
| Lowers the party's armor class by four in combat [three in Wizardry 5]  |                |        |               |
| DIALKO  | Softness       | Any    | One Character |
| Cures paralysis, and cures the effects of Manifo and Katino   |                |        |               |
| HAKANIDO  | Magic Drain    | Combat | One Monster   |
| [Wizardry 5] Attempts to drain a monster of upper magic powers  |                |        |               |
| LATUMAPIC   | Identification | Combat | Monster Group |
| Tells you exactly what the monsters really are  |                |        |               |
| LOMILWA   | More Light     | Any    | Party         |
| A more powerful Milwa spell that lasts for the entire expedition, but is terminated upon entering a darkness area |                |        |               |

### **Level 4 Priest Spells**

|   |            |        |               |
|---|------------|--------|---------------|
| BADIAL  | More Hurt  | Combat | One Monster   |
| Causes 2 to 16 points of damage                                 |            |        |               |
| BARIKO  | Razor Wind | Combat | Monster Group |
| [Wizardry 5] Causes 6 to 15 points of damage to a monster group |            |        |               |
| DIAL  | More Heal  | Any    | One Character |
| Heals 2 to 16 points of damage                                  |            |        |               |

|  |             |     |               |
|--|-------------|-----|---------------|
| LATUMOFIS  | Cure Poison | Any | One Character |
| Cures poisoning  |             |     |               |
| MAPORFIC   | Big Shield  | Any | Party         |
| Lowers the party's armor class by 2, and lasts for the entire expedition |             |     |               |

### Level 5 Priest Spells

|   |             |        |               |
|---|-------------|--------|---------------|
| BADI  | Death       | Combat | One Monster   |
| Gives a monster a coronary attack, which may or may not cause death   |             |        |               |
| BADIALMA  | Great Hurt  | Combat | One Monster   |
| [Wizardry 1-4] Causes 3 to 24 points of damage  |             |        |               |
| BAMORDI   | Summoning   | Combat | Party         |
| [Wizardry 5] Attempts to summon one group of monsters from the elemental planes to fight for the party  |             |        |               |
| DI  | Life        | Camp   | One Character |
| Causes a dead person to be resurrected, but the character has only 1 hit point and decreased vitality, and it doesn't always work (In which case a dead character is turned to ashes) |             |        |               |
| DIALMA  | Great Heal  | Any    | One Character |
| Restores 3 to 24 hit points   |             |        |               |
| KANDI   | Locate Soul | Camp   | Caster        |
| Gives the direction of the person the party is attempting to locate and is relative to the position of the caster   |             |        |               |
| MOGATO  | Astral Gate | Combat | One Monster   |
| [Wizardry 5] Attempts to banish a demon monster back from whence it came  |             |        |               |
| LITOKAN   | Flame Tower | Combat | One Monster   |
| [Wizardry 1-4] Causes a pillar of flame to strike a group of monsters, doing 3 to 24 points of damage   |             |        |               |

### Level 6 Priest Spells

|  |            |        |               |
|--|------------|--------|---------------|
| KAKAMEN  | Fire Wind  | Combat | Monster Group |
| [Wizardry 5] Causes 18 to 38 points of damage to one monster group   |            |        |               |
| LABADI   | Life Steal | Combat | One Monster   |
| [Wizardry 5] Attempts to drain all but 1 to 8 points from a monster, and transfer the life force to heal the caster  |            |        |               |
| LOKTOFEIT  | Recall     | Camp   | Party         |
| [Wizardry 1-3] Causes all party members to be transported back to the castle, minus all of their equipment and most of their gold  |            |        |               |
| [Wizardry 5] Party is transported back to the castle with all of their equipment and gold, but the spell is forgotten after casting and must be relearned, and there is a chance the spell will not work |            |        |               |
| LORTO  | Blades     | Combat | Monster Group |
| [Wizardry 1-4] Causes sharp blades to slice through a group, causing 6 to 36 points of damage  |            |        |               |
| MABADI   | Harming    | Combat | One Monster   |
| [Wizardry 1-4] Causes all but 1 to 8 hit points to be removed from a target  |            |        |               |
| MADI   | Healing    | Any    | One Character |
| Causes all hit points to be restored and cures any condition except death  |            |        |               |

### Level 7 Priest Spells

|  |               |        |               |
|--|---------------|--------|---------------|
| BAKADI   | Death Wind    | Combat | All Monsters  |
| [Wizardry 5] Attempts to slay one group of monsters  |               |        |               |
| IHALON   | Wish          | Any    | One Character |
| [Wizardry 5] Grants a special favor to a party member, but is forgotten after being cast   |               |        |               |
| KADORTO  | Resurrection  | Camp   | One Character |
| Restores the dead to life, and restores all hit points, even if the character is ashes, but if the spell fails the character is LOST forever |               |        |               |
| MABARIKO   | Meteor Winds  | Combat | All Monsters  |
| [Wizardry 5] Causes 18 to 58 points of damage to all monsters  |               |        |               |
| MALIKTO  | Word of Death | Combat | All Monsters  |
| [Wizardry 1-4] Causes 12 to 72 hit points of damage to all monsters  |               |        |               |

### Level 1 Mage Spells

|   |             |        |               |
|---|-------------|--------|---------------|
| DUMAPIC   | Clarity     | Camp   | Caster        |
| Informs you of the party's exact position from the stairs to the castle           |             |        |               |
| HALITO  | Little Fire | Combat | One Monster   |
| Causes a flame ball the size of a baseball to hit a monster for 1-8 points damage |             |        |               |
| KATINO  | Bad Air     | Combat | Monster Group |
| Causes most of the monsters in a group to fall asleep                             |             |        |               |
| MOGREF  | Body Iron   | Combat | Caster        |
| Reduces the casters armor class by 2 for the encounter                            |             |        |               |

### Level 2 Mage Spells

|   |                |        |               |
|---|----------------|--------|---------------|
| BOLATU  | Heart of Stone | Combat | One Monster   |
| [Wizardry 5] Attempts to stone one monster  |                |        |               |
| DESTO   | Unlock         | Camp   | Caster        |
| [Wizardry 5] Gives the caster thief skills of the same level to try and unlock doors  |                |        |               |
| DILTO   | Darkness       | Combat | Monster Group |
| [Wizardry 1-4] Causes one group of monsters to be enveloped in darkness, which reduces their ability to defend against your attacks |                |        |               |
| MELITO  | Little Sparks  | Combat | Monster Group |
| [Wizardry 5] Causes 1 to 8 points of damage to a monster group  |                |        |               |
| PONTI   | Speed          | Combat | One Character |
| [Wizardry 5] Reduces a party member's AC by one and makes them quicker in combat  |                |        |               |
| SOPIC   | Glass          | Combat | Caster        |
| [Wizardry 1-4] Causes the caster to become transparent, thus reducing their armor class by 4  |                |        |               |

### Level 3 Mage Spells

|   |              |        |               |
|---|--------------|--------|---------------|
| CALIFIC   | Reveal       | Any    | Party         |
| [Wizardry 5] Shows secret doors while exploring   |              |        |               |
| CORTU   | Magic Screen | Combat | Party         |
| [Wizardry 5] Erects a protective barrier from breathing monsters during combat                |              |        |               |
| KANTIOS   | Disruption   | Combat | Monster Group |
| [Wizardry 5] Attempts to confuse a monster group  |              |        |               |
| MAHALITO  | Big Fire     | Combat | Monster Group |
| Causes a fiery explosion in a monster group, doing 4-24 points damage                         |              |        |               |
| MOLITO  | Spark Storm  | Combat | Monster Group |
| [Wizardry 1-4] Causes sparks to damage half of the monsters in a group for 3-18 points damage |              |        |               |

### Level 4 Mage Spells

|  |             |        |               |
|--|-------------|--------|---------------|
| DALTO  | Blizzard    | Combat | Monster Group |
| [Wizardry 1-4] Does 6-36 points of damage                                |             |        |               |
| LAHALITO   | Torch       | Combat | Monster Group |
| Does 6-36 points of damage   |             |        |               |
| LITOFEIT   | Levitate    | Any    | Party         |
| [Wizardry 5] Helps the party avoid traps while exploring                 |             |        |               |
| MORLIS   | Fear        | Combat | Monster Group |
| Causes a group of monsters to fear the party, twice as powerful as Dilto |             |        |               |
| ROKDO  | Stun        | Combat | Monster Group |
| [Wizardry 5] Attempts to confuse and stun a group of monsters            |             |        |               |
| TZALIK   | Fist of God | Combat | One Monster   |
| [Wizardry 5] Hits a monster for 24 to 58 points of damage                |             |        |               |

### Level 5 Mage Spells

|  |              |        |               |
|--|--------------|--------|---------------|
| BACORTU  | Fizzle Field | Combat | Monster Group |
| [Wizardry 5] Erects a spell dampening field around a monster group |              |        |               |

|   |              |        |               |
|---|--------------|--------|---------------|
| MADALTO   | Frost        | Combat | Monster Group |
| Causes 8-64 points of damage  |              |        |               |
| MAKANITO  | Deadly Air   | Combat | All Monsters  |
| [Wizardry 1-4] Kills any monsters of less than 8th level (about 35-40 hit points) |              |        |               |
| MAMORLIS  | Terror       | Combat | All Monsters  |
| [Wizardry 1-4] Causes all monsters to fear the party                              |              |        |               |
| PALIOS  | Anti-Magic   | Combat | All Monsters  |
| [Wizardry 5] Destroys monster built spell dampening fields                        |              |        |               |
| SOCORDI   | Conjure      | Combat | Party         |
| [Wizardry 5] Summons an elemental to fight for the party during combat            |              |        |               |
| VASKYRE   | Rainbow Rays | Combat | Monster Group |
| [Wizardry 5] Random damaging effects to a monster group                           |              |        |               |

### Level 6 Mage Spells

|  |               |        |               |
|--|---------------|--------|---------------|
| HAMAN  | Change        | Combat | Variable      |
| [Wizardry 1-4] Has random effects, and drains the caster one level (See MAHAMAN)       |               |        |               |
| LADALTO  | Ice Storm     | Combat | Monster Group |
| [Wizardry 5] Freezes a monster group for 34 to 98 points of damage                     |               |        |               |
| LAKANITO   | Suffocation   | Combat | Monster Group |
| [Wizardry 1-4] Kills all monsters affected by this spell, but some monsters are immune |               |        |               |
| LOKARA   | Earth Feast   | Combat | All Monsters  |
| [Wizardry 5] Attempts to eliminate all monsters with varying success                   |               |        |               |
| MAMOGREF   | Wall of Force | Combat | One Character |
| [Wizardry 5] Erects an AC -10 field around a party member                              |               |        |               |
| MASOPIC  | Big Glass     | Combat | Party         |
| [Wizardry 1-4] Reduces the armor class of the entire party by 4                        |               |        |               |
| ZILWAN   | Dispel        | Combat | One Monster   |
| [Wizardry 1-4] Will destroy any one undead monster                                     |               |        |               |
| [Wizardry 5] Causes 500-1000 points of damage to an undead monster                     |               |        |               |

### Level 7 Mage Spells

|   |              |        |          |
|---|--------------|--------|----------|
| ABRIEL  | Divine Wish  | Combat | ???      |
| [Wizardry 5] Alas, only the vanished Gatekeeper knows this spell  |              |        |          |
| MAHAMAN   | Great Change | Combat | Variable |
| Does something random, stronger than Haman. Drains the caster one experience level, and is forgotten when cast. In some versions the caster can choose from a list of three possible effects. In the Wizardry Archives, you cannot choose in Scenario 1, but you can in Scenario 2 (useful for facing the KOD items). These are the possible effects: |              |        |          |

- Silence the Monsters
- Make Magic More Effective
- Dialko the Party 3 Times
- Heal the Party
- Destroy the Monsters
- Protect the Party
- Teleport the Monsters
- Reanimate Corpses

|  |           |        |              |
|--|-----------|--------|--------------|
| MALOR  | Apport    | Any    | Party        |
| Teleports the party randomly within the current level when used in melee, but when cast in camp, you can decide exactly where you want to go. If a party teleports into stone it is LOST forever, so the spell is best used in conjunction with DUMAPIC. Some levels of the dungeon (1-10 and 2-6, for example) contain magnetic fields that bounce back incoming teleports. |           |        |              |
| MAWXIWTZ   | Mad House | Combat | All Monsters |
| [Wizardry 5] Causes random but usually devastating effects to all monsters   |           |        |              |
| TILTOWAIT  | Ka-Blam!  | Combat | All Monsters |
| The effect of this spell is somewhat like the detonation of a small tactical nuclear weapon. The party is protected from its effects. Unfortunately for the monsters, they are not. The spell causes 10-100 hit points of damage to all monsters.  |           |        |              |