

Excerpted from the Game Manual text file by [Steve Varner](#), January 1997 (Project 64 etext #157)

[12.1] Book of Spells

This section lists and describes the spells known to exist for each of the six mage classes. The section is organized as follows:

Mage Class

LEVEL #:	CODE	PT. COST	RANGE	DURATION
	Spell Name - A description of what the spell does and any special instructions for use.			

The range of effectiveness is measured in number of game squares, with each square equivalent to 10 feet (10'). The following explains what each range affects:

View	Line of sight.
##'	Anything in the direction the spellcaster is facing for the number of feet specified by "##".
Wall	A wall in the direction the spellcaster faces.
Level	The entire level that your party is on.
1 Object	A single object.
1 Foe	A single monster, regardless of the number your party faces.
Group	One of up to four monster groups.
All Foes	All the monsters your party faces.
Self	The spellcaster only.
Party	Your party.
Char	The party member (character) you designate.
Special	The special character you designate.
*	Hits with full effectiveness up to the listed range, and at reduced effectiveness when it hits at double the listed range. For instance, if your spell has a range of 30', and you use it against foes 60' away, the spell will hit with reduced effectiveness.
N/A	Not applicable; used where range is not a factor in the spell.

In addition to range, many spells have a duration. The following explains how long each duration lasts:

Combat	Until combat ends (when either you run away, you win, or the monster wins).
1 Move	Exactly one move.

1 Round	The entire round of combat.
Short	A few minutes only.
Medium	Several minutes.
Long	Twice as long as short spells.
Indef	Until the party enters the Refugee Camp or an anti-magic zone.
Misc	Has multiple or variable ranges.
N/A	Not applicable; the result of the spell is immediate.

[12.1.1] Conjurer Spells

From fireballs to magic compasses, Conjurers can create objects and effects out of thin air. Conjurer spells take up a lot of energy to create even moderate effects; that's why these magic users don't involve themselves with huge magical productions.

Level 1:	MAFL	2	View	Medium
	Mage flame - A small flame floats above the spellcaster as he moves about, illuminating the immediate area.			
	ARFI	3	1 Foe/10'	N/A
	Arc Fire - Fiery blue flames spray from the spellcaster's fingers, inflicting 1 to 4 damage points, depending on the Conjurer's level.			
	TRZP	2	30'	N/A
	Trap Zap - Disarms any trap within 30 feet in the direction that the spellcaster is facing. Trap Zap also works on chests for the same amount of spell points.			
Level 2:	FRFO	3	Group	Combat
	Freeze Foes - Binds your enemies in a magical force, slowing them down and making them an easier target for your itching sword.			
	MACO	3	N/A	Medium
	Kiel's Magic Compass - A compass of shimmering magelight appears above the party and shows the direction they face.			
	WOHL	4	Char	N/A
	Word of Healing - With the uttering of a single word, this heals a party member from 4 to 16 points of damage.			

Level 3:	LERE	5	View	Long
	Lesser Revelation - An extended Mage Flame spell that also reveals secret doors.			
	LEVI	4	Party	Short
	Levitation - Partially nullifies gravity, letting the party float over traps, or up and down through portals.			
	WAST	5	Group/20'	N/A
	Warstrike - An electric spell where a stream of energy shoots from the spellcaster's finger, frying a group of foes for 5 to 20 damage points.			
Level 4:	INWO	6	Party	N/A
	Elik's Instant Wolf - Summons a giant and extremely fierce wolf to join your party.			
	FLRE	6	Char	N/A
	Flesh Restore - A powerful healing spell that restores 10 to 40 points to a party member, curing those stricken with insanity or poisoning.			
Level 5:	GRRE	7	View	Long
	Greater Revelation - Operates like Lesser Revelation, but illuminates a wider area for a longer period of time.			
	SHSP	7	Group/30'/ì	N/A
	Shock Sphere - Creates a large globe of intense electrical energy that envelops a group of enemies and inflicts 10 to 40 damage points.			
Level 6:	FLAN	9	Group	N/A
	Flesh Anew - Works like Flesh Restore, but affects every member of the party.			
	MALE	8	Party	Indef
	Major Levitation - Operates like Levitation, but it lasts until the spell is terminated by some event like the activation of an anti-magic square.			
Level 7:	REGN	12	Char	N/A
	Regeneration - A health spell that revives all the hit			

points for one lucky member of the party.

APAR	15	Party	N/A
Apport Arcane - Teleports the party within a dungeon to any location that's not protected by a teleportation shield.			
FAFO	18	Group	N/A
Far Foe - Pushes a group of foes 40 feet further away from your party, up to a total distance of 90 feet.			
INSL	12	Party	N/A
Elik's Instant Slayer - Materializes a slayer who joins your party. What's a slayer? The name speaks for itself...			

[12.1.2] Magician Spells

Magicians can bestow magical effects on common objects. This, however, doesn't mean that the item becomes magical. It only takes on the magical effects for the duration of the spell.

Level 1:	VOPL	3	Char	Combat
Vorpall Plating - Causes the weapon (or hands) of a party member to emit a magical field that inflicts 2 to 8 points of additional damage.				
	QUFI	3	Char	N/A
Quick Fix - Regenerates 8 hit points for a character, up to the character's maximum hit point level.				
	SCSI	2	Party	N/A
Scry Site - Causes a dungeon wall or wilderness pathway to reveal the party's location.				
Level 2:	HOWA	4	1 Foe/10'	N/A
Holy Water - Holy water sprays from the spellcaster's fingers, inflicting 6 to 24 points of damage on any foe of evil or supernatural origin.				
	MAGA	5	Char	Combat
Mage Gauntlets - Makes the hands (or weapon) of a party member more deadly by adding 4 to 16 points of damage to every wound it inflicts on a foe.				

	AREN	5	30'	Short
	Area Enchant - Causes the dungeon walls within 30 feet (3 squares) of a stairway to call out if the party is headed towards the stairs.			
Level 3:	MYSH	6	Party	Medium
	Ybarra's Mystic Shield - Causes the air in front of the party to form an invisible shield that's as hard as metal. The shield moves with the party.			
	OGST	6	Char	Combat
	Oscon's Ogre Strength - Endows a specific party member with the strength of Elik's Ogre for the duration of the battle.			
	STFL	6	Group/40'/1	N/A
	Star Flare - An electrical spell that ignites the air around your enemies, scorching them for 10 to 40 damage points. A real hair curler.			
Level 4:	SPTO	8	1 Foe/70'	N/A
	Spectre Touch - Drains a single enemy of 15 to 60 hit points as if it were touched lightly by death.			
	DRBR	7	Group/30'	N/A
	Dragon Breath - Lets the spellcaster belch a breath of fire at a group of monsters, inflicting 8 to 64 points of damage on each monster.			
Level 5:	ANMA	8	Party	Combat
	Anti-Magic - Causes the ground to absorb a portion of the spells cast at the party by monsters, giving the party a chance to escape unharmed. This spell also aids in disbelieving illusions and shielding against magical fires such as Dragon Breath.			
	GIST	10	Party	Combat
	Giant Strength - Instills tremendous power in your party, increasing their strike ability by 10.			
Level 6:	PHDO	10	Wall	1 Move
	Phase Door - Vaporizes any wall that's not protected by an Anti-Phase Door aura or spell into air.			

	YMCA	10	Party	Indef	
	Ybarra's Mystical Coat of Armor - Works just like Ybarra's Mystic Shield, but lasts indefinitely.				
Level 7:	REST	25	Party	N/A	
	Restoration - Regenerates the body of every party member to perfect condition; even cures insanity or poisoning.				
	DEST	16	1 Foe/10'	N/A	
	Death Strike - Instantly kills a selected enemy, which certainly categorizes this spell as one that doesn't fool around.				
	ICES	11	Group/50'	N/A	
	Ice Storm - Pummels a group of monsters with chunks of ice, causing 20 to 80 points of damage.				
	STON	20	Char	N/A	
	Stone to Flesh - Takes a character who has been turned to stone and restores him to his natural flesh state.				

[12.1.3] Sorcerer Spells

Sorcerers rely on illusions in their magical repertoire. A neat and tidy mage class, Sorcerers prefer to work on peoples' minds than with tangible (and dirty) objects or monsters.

Level 1:	MIJA	3	1 Foe/40'/i	N/A	
	Mangar's Mind Jab - Casts a concentrated blast of electrical energy at one opponent, inflicting 2 to 8 points of damage for each experience level of the spellcaster.				
	PHBL	2	Party	Combat	
	Phase Blur - Causes the entire party to become blurry in the eyes of the enemy, making your party tougher to strike.				
	LOTR	2	30'	Short	
	Locate Traps - Heightens the spellcaster's awareness for trap detecting. Works for 30' in the direction that the spellcaster is facing.				
Level 2:	DISB	4	Party	N/A	

Disbelieve - Reveals an attacking illusion for the true nonphysical object that it is, causing it to vanish.

WIWA 5 Party N/A

Wind Warrior - Creates the illusion of a battle-ready ninja in the ranks of your party. The illusionary ninja will fight until defeated or disbelieved.

FEAR 4 Group Combat

Word of Fear - An incantation that causes a group of enemies to quake in fear, thus reducing their ability to attack and inflict damage.

Level 3: WIOG 6 Party N/A

Wind Ogre - Like Elik's Instant Ogre, it summons a mean, illusionary ogre to join your party.

INVI 6 Party Combat

Kylearan's Invisibility Spell - Invoke this spell to render the entire party nearly invisible to the enemy.

SESI 6 30' Medium

Second Sight - Heightens awareness so the spellcaster can detect all traps and tricks that lie directly ahead.

Level 4: CAEY 7 View Indef

Cat Eyes - Endows the entire party with perfect night vision for an indefinite period of time.

WIDR 12 Party N/A

Wind Dragon - Creates an illusionary red dragon to join the ranks of your party.

Level 5: DIIL 8 All Foes Combat

Disrupt Illusion - Destroys any illusions among the ranks of the enemy and prevents new illusions from appearing.

MIBL 10 All Foes/30'/ì N/A

Mangar's Mind Blade - An electric spell that strikes every opposing group within range with an explosion of energy capable of inflicting 25 to 100 points of damage.

Level 6:	WIGI	11	Party	N/A
	Wind Giant - Creates an illusionary elemental giant that joins your party and fights up a storm.			
	SOSI	11	30'	Indef
	Sorcerer Sight - Operates like the trap-detecting Second Sight spell, but lasts indefinitely.			
Level 7:	RIME	20	All Foes/40'	N/A
	Rimefang - Rakes enemies with shards of ice, inflicting 50 to 200 points of damage.			
	WIHE	16	Party	N/A
	Wind Hero - Creates an illusionary hero with the power of hurricane winds to join your party.			
	MAGM	40	Group	N/A
	Mage Maelstrom - Assaults a group of opposing spellcasters and may do one of the following: inflict 60 to 240 points of damage, turn them to stone, or kill them outright. However, because the maelstrom is illusionary in nature, a disbelieving enemy can totally nullify it.			
	PREC	50	All Foes	N/A
	Preclusion - Keeps the enemy from being able to summon any creatures.			

[12.1.4] Wizard Spells

Wizards can summon and control supernatural creatures and energies. The Wizard has fewer spells to choose from than the other classes, but their potency makes up for it.

Level 1:	SUEL	10	Party	N/A
	Summon Elemental - Creates a fire-being from the raw elements of the universe to join and fight for your party.			
	FOFO	11	Group/10'	N/A
	Fanskar's Force Focus - Lands a cone of gravitational energy on a group of your foes, inflicting 25 to 100 points of damage.			
Level 2:	PRSU	14	Party	N/A

			Prime Summoning - Coerces a powerful undead creature to unwillingly join your party.
	DEBA	11	1 Foe/30' N/A
			Demon Bane - Inflicts 100 to 400 points of damage on a single creature of evil or supernatural origin.
Level 3:	FLCO	14	Group/30' N/A
			Flame Column - Creates a cyclone of flame that lashes out and delivers 22 to 88 points of damage to a group of your foes.
	DISP	12	Char N/A
			Dispossess - Returns a possessed party member to the normal state of consciousness.
Level 4:	HERB	13	Party N/A
			Summon Herb - Summons Herb to join your party. Herb is pretty busy, but he'll hang out with your party for a while if you need him.
	ANDE	14	Char Combat
			Animate Dead - Reanimates a dead character with living strength so he or she attacks enemies as if truly alive.
Level 5:	SPBI	16	1 Foe N/A
			Baylor's Spell Bind - If successful, this spell possesses the mind of an enemy and forces him or her to join and fight for your party.
	SOWH	13	1 Foe/70' N/A
			Storal's Soul Whip - Whips out a tendril of psionic (mind) power to strike a selected foe, inflicting 50 to 200 damage points.
Level 6:	GRSU	22	Party N/A
			Greater Summoning - Operates like Prime Summoning but causes a powerful elemental creature to appear and fight for the party.
	BEDE	18	Char N/A
			Beyond Death - Brings a dead character back to life and

gives him or her one hit point as a welcome back gift.

Level 7: WIZW 16 Group/50' N/A
 Wacum's Wizard War - An electric spell that creates a pyrotechnical storm over a group of monsters, inflicting 50 to 200 damage points.

 DMST 25 Group/50' N/A
 Demon Strike - Unleashes the terrorizing power of demons into the enemy ranks, causing 200 to 400 points of damage.

[12.1.5] Archmage Spells

Archmages are the wise ones who have learned at least all the spells for three of the previous mage classes. This gives the Archmage the ability to pick and choose from a huge batch of spells.

Level 1: HAFO 15 All Foes 1 Round
 Oscon's Haltfoe - If successful, this spell causes every attacking group to miss all their attacks during the next round.

 MEME 20 Group N/A
 Melee Men - Pull an attacking group into melee range (10') regardless of how far they were when they began attacking.

Level 2: BASP 28 Party Misc
 Batch Spell - Executes the following batch of spells: Greater Revelation, Ybarra's Mystical Coat of Armor, Sorcerer Sight, Major Levitation, and Kiel's Magic Compass.

Level 3: CAMR 26 Party N/A
 Camaraderie - Has a 50% chance of calming all monsters in your party that have turned hostile.

Level 4: NILA 30 Group/60' N/A
 Fanskar's Night Lance - Launches a chilling ice missile against a group of foes, inflicting 100 to 400 damage points.

Level 5: HEAL 50 Party N/A
 Heal All - A Beyond Death spell that resurrects every dead party member (except those turned to stone), and heals all wounds, paralysis, and insanity.

Level 6: BRKR 60 Party N/A
 The Brothers Kringle - The brothers are always ready to help friends in trouble. Enough brothers appear to fill the empty slots in your party.

Level 7: MAMA 80 All Foes/90' N/A
 Mangar's Mallet - Inflicts 200 to 800 bone-crushing damage points against every monster group you face.

[12.1.6] Chronomancer Spells

The key to distant lands, Chronomancers help the party move from dimension to dimension with their special teleport spells. They also have a number of vicious offensive spells.

Level 1: VITL 12 Char N/A
 Vitality - Invigorates a character by healing 4 to 8 hit points times the spellcaster's level.

Level 2: WIFI 20 Group/20' N/A
 Witherfist - Crushes a group of enemies under a huge fist of power for 300 to 600 points of damage.

COLD 20 Group/80' N/A
 Frost Force - Blasts the enemy with a deadly frost for 50 to 400 points of damage.

Level 3: GOFI 25 Group/80' N/A
 God Fire - A holy spell where blazing red fires are sent from the angry gods to roast the enemy for 60 to 240 damage points.

STUN 30 All Foes N/A
 Stun - An electric spell that gives the enemy a high-voltage zap for 50 to 200 damage points.

Level 4: LUCK 45 Party Combat
 Luck Chant - Increases your chances of hitting or defending by eight points.

FADE 50 1 Foe/30' N/A
 Far Death - A long-range spell that drops a distant foe dead

in its tracks.

Level 5:	WHAT	60	1 Object	N/A
	Identify - Cast this spell on something to find out just what the heck it is.			
	OLAY	60	1 Char	N/A
	Youth - Coats a character with a light, fragrant lotion to cure oldness.			
Level 6:	GRRO	65	1 Char	Misc
	Grave Robber - Casts Beyond Death and Regeneration for a life-giving combination of spells.			
	FOTA	70	Group	Misc
	Force of Tarjan - Casts Witherfist and Sandstorm for a double offensive punch.			
Level 7:	SHSH	60	Party	Indef
	Shadow Shield - Casts a gray shadow around the party, and lowers their armor class by 4			
	FAFI	100	All Foes	N/A
	Fatal Fist - Crushes the enemy under an unearthly gravitational force for 400 to 1500 points of damage.			

[12.1.7] Geomancer Spells

The most physically adept of all the spell casters, Geomancers can handle most weapons that fighters can. Their combative nature shows in their repertoire of predominantly offensive spells. To become a Geomancer, you must find the one special location that performs the rite of passage to this mage class.

Level 1:	EADA	5	Group/40'	N/A
	Earth Dagger - Cuts down the enemy with holy daggers for 200 to 800 points of damage.			
	EASO	5	Level	N/A
	Earth Song - Reveals all booby-trapped areas that can injure the party.			
	EAWA	8	Level	N/A

			Earth Ward - Casts the Trap Zap spell on the entire level.
Level 2:	TREB 10	All Foes	N/A
	Trebuchet - Fries all foes with wickedly hot flames for 150 to 600 points.		
	EDEL 15	Party	N/A
	Earth Elemental - Summons an Earth Elemental, which is a creature created from the raw elements of the earth.		
	WAWA 15	Wall	Misc
	Wall Warp - Works like Phase Door until the party leaves.		
Level 3:	ROCK 18	1 Foe/60'	N/A
	Petrify - Turns an enemy up to 60 feet away into the hardest stone.		
	ROAL 20	Level	N/A
	Roscoe's Alert - Reveals to the party where the anti-magic areas are.		
Level 4:	SUSO 20	Level	N/A
	Succor Song - Shows all heal-party squares, so your party can put an end to their weakness and pain.		
	SAST 25	Group	N/A
	Sandstorm - With a violent swirl of sand, all foes are whipped back 60 feet.		
Level 5:	SANT 30	Level	N/A
	Sanctuary - Shows all mage regeneration squares, so your spellcasters can be refreshed.		
	GLST 40	1 Foe/90'	N/A
	Glacier Strike - Impales the enemy with an icy stalagmite, causing 400 to 1600 points of damage.		
Level 6:	PATH 40	Level	N/A
	Pathfinder - An instant map, this shows the entire maze that the party's in.		
	MABA 50	Group/50'	N/A

Magma Blast - Burns a group of foes with a blast of hot, fiery magma for 300 to 1200 points of damage.

Level 7: JOB0 60 All Foes N/A
 Jolt Bolt - Wrenches the earth below the enemy, smashing them to the ground and gives them a jolting electrical shock to cause 400 to 1600 points of damage.

 EAMA 80 Group/50' N/A
 Earth Maw - Commands the ground beneath the enemy's feet to open wide and drop the foes in, so they're never seen again.

[12.1.8] Miscellaneous Spells

These spells are available to all magic users. The catch is that you've got to find them before you can use them.

GILL 10 Party Medium
 Gilles Gills - This survival spell lets your party breathe under water. It is cumulative in effect; casting it more than once will extend the amount of time you can spend underwater.

DIVA 250 All Foes/Party Misc
 Divine Intervention - This powerful spell earns its name by doing the following: 1) Turns illusionary characters into real characters; 2) Cures characters of all illnesses but age; and 3) Restores all hit points to the party. If you're in combat, it also does the following: 1) Lowers your armor class, saving throw, to hit, and damage by 20 points; 2) Increases your attack by eight points; and 3) Casts Mangar's Mallet.

NUKE 150 All Foes N/A
 Gotterdamurung - The finest in offensive obliteration, this spell annihilates the opponent for 2000 damage points.