

# Priest Spells Quick Reference Chart

Spell	Lvl	Use when	Affects	Description	Page
KALKI	1	Combat	Party	AC = AC - 1	68
DIOS		Any time	1 Person	Cure 1-8 hit points	
BADIOS		Combat	1 Monster	1-8 points of damage	
MILWA		Any time	Party	Brief magical light	
PORFIC		Combat	Caster	AC = AC - 4	
MATU	2	Combat	Party	AC = AC - 2	69
CALFO		Looting	Caster	Find traps on chest	
MANIFO		Combat	1 Group	Paralyze monsters	
MONTINO		Combat	1 Group	Silence monsters	
LOMILWA	3	Any time	Party	Enduring magical light <sup>1</sup>	70
DIALKO		Any time	1 Person	Cure paralysis & sleep	
LATUMAPIC		Any time	Party	Identify monsters <sup>1</sup>	
BAMATU		Combat	Party	AC = AC - 2	
DIAL	4	Any time	1 Person	Cure 2-16 hit points	70
BADIAL		Combat	1 Monster	2-16 points of damage	
LATUMOFIS		Any time	1 Person	Cure poison	
MAPORFIC		Any time	Party	AC = AC - 2 <sup>1</sup>	
DIALMA	5	Any time	1 Person	Cure 3-24 hit points	71
BADIALMA		Combat	1 Monster	3-24 points of damage	
LITOKAN		Combat	1 Group	3-24 points of fire damage	
KANDI		Camp	Caster	Locate person or body	
DI		Camp	1 Person	Restore life <sup>2</sup>	
BADI		Combat	1 Monster	May kill monster	
LORTO	6	Combat	1 Group	6-36 points of damage	72
MADI		Any time	1 Person	Cure to full hit points	
MABADI		Combat	1 Monster	Almost kill	
LOKTOFEIT		Combat	Party	Recall to castle <sup>3</sup>	
MALIKTO	7	Combat	All Monsters	12-72 points of damage	72
KADORTO		Camp	1 Person	Ressurrect <sup>2</sup>	

<sup>1</sup> Effects last for entire expedition.

<sup>2</sup> The priests of the Temple of Cant are more reliable.

<sup>3</sup> Items and most of party's gold is left behind.

# Mage Spells Quick Reference Chart

Spell	Lvl	Use when	Affects	Description	Page
HALITO	1	Combat	1 Monster	1-8 points of fire damage	64
MOGREF		Combat	Caster	AC = AC - 2	
KATINO		Combat	1 Group	Monsters may fall asleep	
DUMAPIC		Camp	Party	Location in Maze	
DILTO	2	Combat	1 Group	Monsters easier to hit	64
SOPIC		Combat	Caster	AC = AC - 4	
MAHALITO	3	Combat	1 Group	4-24 points of fire damage	65
MOLITO		Combat	1 Group	3-18 points lightning damage	
MORLIS	4	Combat	1 Group	Monsters much easier to hit	65
DALTO		Combat	1 Group	6-36 points of cold damage	
LAHALITO		Combat	1 Group	6-36 points of fire damage	
MAMORLIS	5	Combat	All Monsters	Monsters even easier to hit	66
MAKANITO		Combat	All Monsters	Smaller monsters die	
MADALTO		Combat	1 Group	8-64 points of cold damage	
LAKANITO	6	Combat	1 Group	Air breathers likely to die	66
ZILWAN		Combat	1 Monster	Dispell one undead monster	
MASOPIC		Combat	Party	AC = AC - 4	
HAMAN		Combat	???	When you wish... <sup>1</sup>	
MALOR	7	Any time	Party	Teleport <sup>2</sup>	67
MAHAMAN		Combat	???	Improved wish <sup>1</sup>	
TILTOWAIT		Combat	All Monsters	10-100 points of damage	

<sup>1</sup> The effects of this spell are random, but usually helpful. The caster must be 13th level or higher, and loses 1 level of experience.

<sup>2</sup> When cast in combat, MALOR teleports to a random location.

# The Special Effects Department

Each brand of computer has its own unique features. Your Apple II is no exception. The Apple II version of Wizardry has been specially programmed to take advantage of some of these features.

## Pauses for Thought

Occasionally the program pauses to allow you to read messages. Although this delay is adjustable (by pressing **T** when in the Maze), experienced players will often want no time delay at all. Pressing **CTRL**+**E** when the program is pausing will end the pause immediately. If you are playing on an Apple IIe, IIc or IIgs computers, you can also press either of the Apple keys on either side of the space bar. If you get tired of pressing **CTRL**+**E**, you can press **CTRL**+**D** to switch all the pauses off and on. These features are especially handy during long combats.

## Sounding Off

There are times (2 A.M. in particular) when you need to play in silence. Pressing **CTRL**+**S** will switch the sound on and off.

## Thanks for the Memories

If you are playing on an Apple II with more than 64k of memory, the extra RAM is used as a cache. Each time you start the game, the most important parts of the game will be loaded into the extra memory so that it can be retrieved without accessing the disk drive. Wizardry supports the built-in extra memory in the Apple IIe, IIc and IIgs as well as some third-party memory expansion boards.

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