LTF Abandonware France

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... [1]	
MALOR	7	Any time	Party	Teleport [2]	67
MAHAMAN		Combat	???	Improved wish [1]	
TILTOWAIT		Combat	All Monsters	10-100 points of damage	

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

[2] When cast in combat, MALOR teleports to a random location.

Le vieux manuel

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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	Paralyse monsters	
MONTINO		Combat	1 Group	Silence monsters	
LOMILWA	3	Any time	Party	Enduring magical light [1]	70
DIALKO		Any time	1 Person	Cure paralysis & sleep	
LATUMAPIC		Any time	Party	Identify monsters [1]	
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 [1]	
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 [2]	
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 [3]	
MALIKTO	7	Combat	All Monsters	12-72 points of damage	72
KADORTO		Camp	1 Person	Ressurect [2]	

[1] Effects last for entire expedition.

[2] The priests of the Temple of Cant are more reliable.

[3] Items and most of party's gold is left behind.

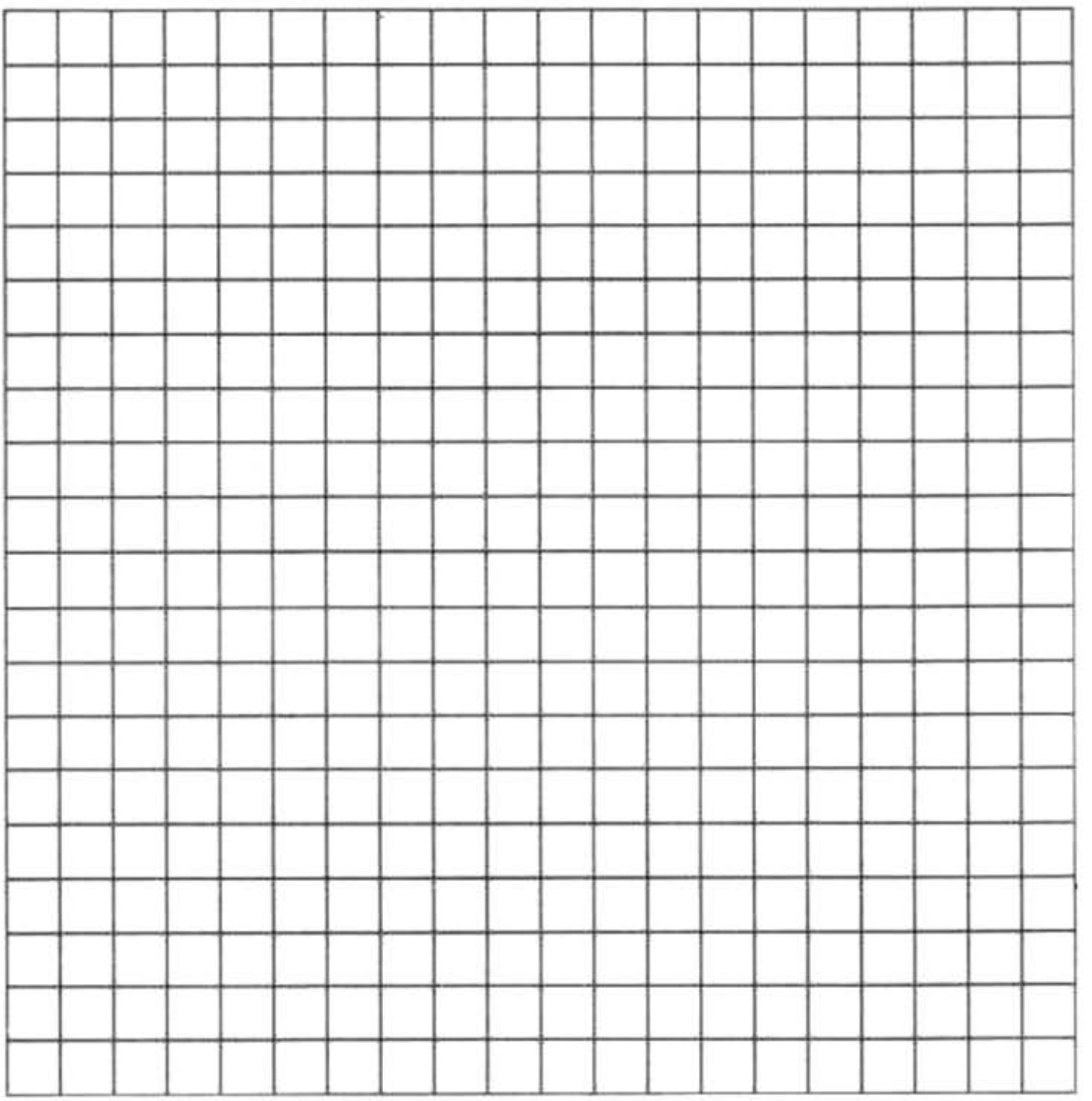
Le Vieux Manuel

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MAP PLOTTING AID

SCENARIO: _____ LEVEL: _____



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