

Master  
of

# MAGIC™

Explore and Conquer Magical Worlds



- Spellbook -

**MICROPROSE®**



# Master of Magic Spellbook

**MICROPROSE**

Game designed by SimTex Software.

All Rights Reserved. Copyright © 1994

This book may not be reproduced in whole or in part, by mimeograph or photocopy or other means without permission, with the exception of quoting brief passages for the purpose of review.

# Spells List

What follows are descriptions of all the spells in *Master of Magic*. More details on the creatures called up by summoning spells can be found in **Table J: Summoned Creatures** in the **Appendix** of the manual.

While not specifically stated in the spell descriptions, all spells that do damage to creatures, figures, or units, unless otherwise indicated, cause damage that carries over from one figure to the next in the unit. That is, if more damage is done to the first figure in a unit than is required to kill that figure, the “excess damage” gets applied to the next figure in the unit, and so on. In addition, the word “creature” means figure unless otherwise qualified.

All spell descriptions follow the same format: The title line gives the spell name, followed by the necessary magic realm, the category of effect (combat, global, etc.), the casting cost, the upkeep cost (if any), and the degree of rarity. A plus (+) sign following the casting cost indicates that additional mana can be placed into the spell to strengthen its effects. Both combat and overland casting costs are given when appropriate. The lower cost applies to casting the spell during combat. For such spells, upkeep costs apply only to the overland version (i.e., combat spells have no upkeep costs). Finally, a paragraph describes the spell’s effects.

# Master of Magic Spells List

## Air Elemental:

*Sorcery. Summoning. Casting Cost: 50 mana. Rare.*

Summons an invisible, flying air elemental during battle. The creature disappears when combat ends. Note that a wizard must have fewer than nine units in a battle to summon this creature.

## Altar of Battle:

*Life. City Enchantment. Casting Cost: 300 mana; Upkeep: 5 mana/turn. Rare.*

Causes all units created by the enchanted city to start out at Elite experience level.

## Angel:

*Life. Summoning. Casting Cost: 550 mana; Upkeep: 15 mana/turn. Rare.*

Summons an angel. Angels enhance the fighting ability of friendly units and their touch dispels evil.

## Animate Dead:

*Death. Creature Enchantment. Casting Cost: 50 mana. Very Rare.*

Raises a normal friendly or enemy unit from the dead *during battle* to fight on your side. The animated creature is undead, remains after battle and costs an additional 50% more than its normal upkeep per turn to maintain (standard units have no upkeep, but fantastic ones do; see **Summoned Creatures**).

## Archangel:

*Life. Summoning. Casting Cost: 950 mana; Upkeep: 20 mana/turn. Very Rare.*

Summons an archangel. Archangels are immune to illusions, inspire friendly units to fight better than normal and can cast up to 40 mana in life magic spells every battle.

## Armageddon:

*Chaos. Global Enchantment. Casting Cost: 1250 mana; Upkeep: 40 mana/turn. Very Rare.*

Inexorably and methodically destroys both worlds. For each volcano that rises from a map square, the casting wizard gains one magic power point per game turn.

### **Astral Gate:**

*Life. City Enchantment. Casting Cost: 350 mana; Upkeep: 5 mana/turn. Very Rare.*

Generates a portal in a target city that allows travel to the other plane. This spell only works as long as the portal does not lead directly to a city on the other world! If the portal leads to stationed enemy troops, movement through the astral gate is blocked.

### **Aura of Majesty:**

*Sorcery. Global Enchantment. Casting Cost: 400 mana; Upkeep: 5 mana/turn. Uncommon.*

Hoodwinks enemy wizards into a friendly appreciation of the finer qualities of the casting wizard. For each turn in which this enchantment exerts its effects, relations between the casting wizard and his or her enemies improve.

### **Awareness:**

*Arcane. Global Enchantment. Casting Cost: 500 mana/turn; Upkeep: 3 mana/turn. Rare.*

Reveals the location of all cities on both Arcanus and Myrror, and as long as the enchantment is maintained, will reveal all new cities built.

### **Banish:**

*Sorcery. Instant Combat. Casting Cost: 20+ mana; Upkeep: none. Rare.*

Attempts to send the target creatures back to the realm from which they were summoned. Every figure within the target group has a chance to resist being banished, but the stronger the banish spell, the more difficult it is to resist. (The resistance of creatures in the target unit is lowered by one for every additional five mana invested in the spell.)

### **Basilisk:**

*Nature. Summoning. Casting Cost: 325 mana; Upkeep 7 mana/turn. Uncommon.*

Summons a giant basilisk. Basilisks are so frightening to behold that they can turn their enemies to stone simply by gazing in their direction.

### **Behemoth:**

*Nature. Summoning. Casting Cost: 700 mana; Upkeep 15 mana/turn. Very Rare.*

Summons a fierce behemoth. A behemoth is one of the strongest creatures that can be summoned to Arcanus and Myrror.

### **Berserk:**

*Death. Combat Creature Enchantment. Casting Cost: 30 mana. Uncommon.*

Enrages a target unit causing it to fight (melee) with twice normal strength (swords) while disregarding its own safety (defense of zero, regardless of other defense modifiers).

### **Black Channels:**

*Death. Creature Enchantment. Casting Cost: 100 mana; Upkeep: 1 mana/turn. Uncommon.*

Transforms a target creature into a vile, undead being with plus three melee attack strength (swords), plus one to missile attack strength (bows), breath attacks, hit points (hearts), resistance (crosses) and defense (shields).

### **Black Prayer:**

*Death. Combat Enchantment. Casting Cost: 35 mana. Uncommon.*

Curses all enemy units, weakening their attack strength (swords) and defense (shields) by one. Their resistance to magic (crosses) is decreased by two.

### **Black Sleep:**

*Death. Creature Enchantment. Casting Cost: 15 mana. Common.*

Attempts to induce a deep, deathlike sleep on a target group. If a unit succumbs, it sleeps through the remainder of combat, providing a defenseless target for enemies. If attacked by an enemy unit while in this condition, a sleeping unit takes the full force of the attack in damage.

### **Black Wind:**

*Death. Instant. Casting Cost: 200 mana. Rare.*

Strikes all creatures in a targeted map square with a rotting degenerative disease that mercifully slays infected creatures almost immediately. Individual figures within each unit have an opportunity to resist infection from the disease borne by the black wind.

### **Bless:**

*Life. Creature Enchantment. Casting Cost: 8 or 40 mana; Upkeep: 1 mana/turn. Common.*

Blesses target unit with increased defenses (plus two shields) and increased resistance (plus two crosses) to both death magic and chaos magic.

## Call Chaos:

*Chaos. Combat. Casting Cost: 75 mana. Very Rare.*

Calls down the forces of chaos to wreak havoc on all enemy units. Individual units may be randomly subjected to one of the following effects: nothing, healing of five hits of damage, chaos channels, warp creature, fire bolt of strength 15, warp lightning, doom bolt OR disintegrate.

## Call Lightning:

*Nature. Combat. Casting Cost: 60 mana. Very Rare.*

Calls down a powerful electrical storm from which deadly lightning bolts issue. Three to five lightning bolts of strength eight strike random opponents at the beginning of every turn until the end of combat.

## Call the Void:

*Chaos. Instant. Casting Cost: 500 mana. Very Rare.*

Sucks an entire city into the Void (every building and townsperson has a 50% chance of being pulled into the Void; all military units take 10 hits of damage, regardless of defenses). The scattered debris from the devastated city corrupts the surrounding land.

## Change Terrain:

*Nature. Instant. Casting Cost: 50 mana. Uncommon.*

Alters the target map square's terrain as follows:

- Deserts, forests, hills, and swamps become grasslands;
- Grasslands become forests;
- Volcanoes become mountains;
- Mountains become hills.

Terrain types not listed, including nodes, are not valid targets for this spell.

## Chaos Channels:

*Chaos. Creature Enchantment. Casting Cost: 50 mana. Uncommon.*

Channels a concentrated stream of chaotic force into a normal target unit, transforming it into a mutated chaos creature. Target units receive one of the following three mutations: demon skin armor (plus two defense/shields), demon wings (flying ability with a speed of two) or fire breathing (strength two Fiery Breath attack). Once units have been chaotically warped by chaos channels, they can never again be the target of this spell.

### **Chaos Rift:**

*Chaos. City Enchantment. Casting Cost: 300 mana;  
Upkeep: 10 mana/turn. Rare.*

Generates a fierce destructive chaotic vortex over an enemy city. The vortex emits a total of five lightning bolts (strength eight) every turn, randomly striking any troops there. The vortex twists over the city with such force that there is a 5% chance of it destroying a random building every turn.

### **Chaos Spawn:**

*Chaos. Summoning. Casting Cost: 500 mana;  
Upkeep: 12 mana/turn. Rare.*

Summons a spawn from the depths of the raw forces of chaos to fight for the wizard. These deadly chaos spawn are capable of slaying or stoning enemy units by a mere glance.

### **Chaos Surge:**

*Chaos. Global Enchantment. Casting Cost: 1000 mana;  
Upkeep: 40 mana/turn. Very Rare.*

Endows *all* creatures of chaos with destructive power increasing their melee (swords), missile, magic and Fiery Breath attack strengths by two.

### **Charm of Life:**

*Life. Global Enchantment. Casting Cost: 1250 mana;  
Upkeep: 10 mana/turn. Very Rare.*

Adds 25% of total hit points (with a minimum of one hit point added) to the hit points of each of a wizard's creatures. Yes, that means every individual figure in every single unit!

### **Chimera:**

*Chaos. Summoning. Casting Cost: 350 mana; Upkeep: 10 mana/turn.  
Uncommon.*

Summons a horrific flying, fire breathing, three-headed chimera.

### **Cloak of Fear:**

*Death. Creature Enchantment. Casting Cost: 12 or 60 mana;  
Upkeep: 1 mana/turn. Common.*

Surrounds the target unit with a fear-inspiring aura. Any time enemy units attempt to engage in melee combat with the cloaked unit, they must first try to overcome their fright (on a per figure basis) before they can attack or counterattack.

### **Cloud of Shadow:**

*Death. City Enchantment. Casting Cost: 150 mana; Upkeep: 3 mana/turn. Rare.*

Envelops the target friendly city in a dense cloud of darkness (equivalent in effect to the darkness spell). All combat in the city takes place under this effect.

### **Cockatrice:**

*Nature. Summoning. Casting Cost: 275 mana; Upkeep: 8 mana/turn. Uncommon.*

Summons a cockatrice. The deceptively soft, feathered touch of the cockatrice is capable of turning even the hardest creatures to stone.

### **Colossus:**

*Nature. Summoning. Casting Cost: 800 mana; Upkeep: 17 mana/turn. Very Rare.*

Summons an awe-inspiring colossus. A colossus is a rock-wielding fighting machine immune to all known forms of poison and petrification.

### **Confusion:**

*Sorcery. Creature Enchantment. Casting Cost: 15 mana. Common.*

Attempts to bewilder and disorient the target unit. A confused unit does not recover normal mental faculties (unless disenchant is cast) until after combat ends. Every turn the confused unit randomly does one of the following: stand around and do nothing while looking foolish and confused, move randomly, attack allies, or attack enemies.

### **Consecration:**

*Life. City Enchantment. Casting Cost: 400 mana; Upkeep: 8 mana/turn. Very Rare.*

Dispels all negative enchantments on a city and protects the city from further chaos and death enchantments (whether city-specific or global).

### **Corruption:**

*Chaos. Instant. Casting Cost: 40 mana. Common.*

Desecrates the land (ocean squares are not valid targets) on a target map square. Corrupted land yields no food or minerals and can only be sanctified by the holy prayers of priests and shamans.

## Counter Magic:

*Sorcery. Combat Enchantment. Casting Cost: 10+ mana. Common.*

Creates a standing dispel magic spell over the entire battlefield. Spells cast by the enemy wizard or by enemy heroes must first attempt to overcome the effects of this dispel magic (of strength equal to the magic power poured into the counter magic) before they can exert their effects. Every spell cast by the enemy drains the magic power (strength) of the counter magic by five mana points and, therefore, lessens its effectiveness against subsequent spells.

## Cracks Call:

*Nature. Instant Combat. Casting Cost: 20 mana. Uncommon.*

Rends the earth. Any nonflying, corporeal creature unfortunate enough to be standing over the newly created fissure has a 25% chance (regardless of defense) of losing its footing and meeting its death in the bowels of the earth. Stone walls that cross over the fissure line are destroyed.

## Create Artifact:

*Arcane. Casting Cost: Varies by Enchantments Chosen;*

*Upkeep: None. Rare.*

Allows you to create a powerful magic item for your heroes. See **Artifact Creation**.

## Creature Binding:

*Sorcery. Creature Enchantment. Casting Cost: 70 mana. Very Rare.*

Attempts to alter the allegiance of a fantastic (i.e., summoned) creature. If a target creature fails to resist the spell (at a penalty of minus two to its resistance), it is bound to fight for the casting wizard until the end of combat (or until disenchanting). The bound creature disappears after combat ends.

## Cruel Unminding:

*Death. Instant. Casting Cost: 150 mana. Very Rare.*

Permanently destroys one to 10% of a target wizard's total spell casting skill points!

## Crusade:

*Life. Global Enchantment. Casting Cost: 1100 mana;*

*Upkeep: 10 mana/turn. Very Rare.*

Inspires all of a wizard's normal units so that their levels all rise by one (Recruits become Regulars, Regulars become Veterans, etc.).

### **Cursed Lands:**

*Death. City Enchantment. Casting Cost: 250 mana; Upkeep: 2 mana/turn. Rare.*

Incites unrest (which goes up by one person) and causes city production (production points) to drop to half its normal value.

### **Darkness:**

*Death. Combat Enchantment. Casting Cost: 25 mana. Common.*

Drapes a shroud of darkness over the entire battlefield, inspiring creatures of death who gain one point each in attack strength (swords), defense (shields) and resistance (crosses). Creatures of life, on the other hand, are dispirited and lose one point each in attack strength, defense and resistance.

### **Dark Rituals:**

*Death. City Enchantment. Casting Cost: 30 mana. Common.*

Generates a frenzy of sacrificing to the gods of death, which doubles the magic power obtained from shrines, temples, parthenons and cathedrals. However, the massive killings reduce the city population growth by 25% and increase the level of unrest by one.

### **Death Knights:**

*Death. Summoning. Casting Cost: 600 mana; Upkeep: 8 mana/turn. Very Rare.*

Summons death knights to fight for the wizard. The fearsome death knights can steal the life substance from their foes by touch alone and are capable of brutal, first strike attacks that ignore much of an opponent's armor.

### **Death Spell:**

*Death. Instant Combat. Casting Cost: 50 mana. Very Rare.*

Calls upon the forces of death to strike all enemy units down where they stand. Enemy units that do not successfully resist these forces are instantly slain. All units suffer a penalty of minus two to their resistance when subjected to this spell.

### **Death Wish:**

*Death. Instant. Casting Cost: 500 mana. Very Rare.*

Attempts to kill all normal enemy units on both Arcanus and Myrror outright! Units that do not successfully resist this powerful death wish are instantly killed.

### Demon Lord:

*Death. Summoning. Casting Cost: 900 mana; Upkeep: 15 mana/turn. Very Rare.*

Summons a demon lord. The flying demon lord can in turn summon demons to fight for the duration of battle; this, combined with the demon lord's innate ability to steal life from opponents during both ranged and melee combat, makes this being one of the most frightening and powerful of all fantastic creatures.

### Detect Magic:

*Arcane. Casting Cost: 200 mana; Upkeep: 5 mana/turn. Uncommon.*

Allows you to follow which spells are being cast by all wizards with whom you are in contact. Spells being cast are displayed in the *magic summary screen* above the wizards' portraits.

### Disenchant Area:

*Arcane. Instant. Casting Cost: 50+ mana. Uncommon.*

Attempts to remove any enchantments within the target area (a map square, or the entire battlefield, when casting this spell overland or during combat, respectively) including enchantments affecting creatures, cities, nodes and land. The enchantments automatically targeted by this spell are detrimental to your cause.

### Disenchant True:

*Sorcery. Instant. Casting Cost: 50+ mana. Uncommon.*

A much stronger version of the arcane disenchant area, with double the chance of removing target enchantments (each point of mana spent on casting the spell counts as two for the purposes of dispelling a target enchantment).

### Disintegrate:

*Chaos. Instant Combat. Casting Cost: 50 mana. Very Rare.*

Targets a unit with such a ferocious blast of chaos energy that, if unable to withstand the attack, the unit is completely obliterated beyond any hope of regeneration, raising from the dead or resurrection. Only creatures with resistance of 10 or higher are capable of surviving this chaotic destructive force.

### Disjunction:

*Arcane. Instant. Casting Cost: 100+ mana. Rare.*

Tries to remove one global enemy enchantment.

### Disjunction True:

*Sorcery. Instant. Casting Cost: 100+ mana. Rare.*

Equivalent to a very strong version of the arcane *disjunction*, with double the chance of success. Each mana spent on casting this spell counts as two for the purposes of dispelling the target global enchantment.

### Dispel Evil:

*Life. Instant Combat. Casting Cost: 25 mana. Uncommon.*

Calls upon the forces of light to envelop a target chaos or death creature (unit) with holy fires. A unit unable to withstand (at a penalty of minus four to resistance) the bright, holy flames is instantly destroyed. Units that are undead (black channeled or animated) are particularly susceptible to this spell, having to resist its effects at a penalty of -10.

### Dispel Magic:

*Arcane. Instant. Casting Cost: 10+ mana. Common.*

Cast on any unit during combat to remove all enchantments that are detrimental to your cause, and affecting the creature(s) in the unit. The probability of successfully removing a particular enchantment depends on the strength of that enchantment and the power level at which *dispel magic* is cast.

### Dispel Magic True:

*Sorcery. Instant Combat. Casting Cost: 10+ mana. Common.*

A stronger version of the arcane *dispel magic*. Every point of mana spent on casting this spell counts as two for the purposes of dispelling the target unit's enchantments.

### Disrupt:

*Chaos. Instant Combat. Casting Cost: 15 mana. Common.*

Targets a section of stone wall, blasting it to bits.

### Djinni:

*Sorcery. Summoning. Casting Cost: 650 mana;  
Upkeep: 17 mana/turn. Very Rare.*

Summons a djinn. This powerful, flying being can hurl ranged magic attacks at its opponents and is capable of casting up to 20 spell points of sorcery magic during every combat.

### Doom Bat:

*Chaos. Summoning. Casting Cost: 300 mana; Upkeep: 8 mana/turn. Uncommon.*

Summons a giant doom bat to fight for the wizard. The doom bat has a fiery aura that can injure enemy units during melee combat.

### **Doom Bolt:**

*Chaos. Instant Combat. Casting Cost: 40 mana. Rare.*

Calls upon the forces of chaos to viciously tear into the target unit, causing 10 points of damage regardless of defenses.

### **Doom Mastery:**

*Chaos. Global Enchantment. Casting Cost: 1100 mana; Upkeep: 15 mana/turn. Very Rare.*

Transforms all friendly, newly-formed normal units with the chaos channels spell.

### **Drain Power:**

*Death. Instant. Casting Cost: 50 mana. Uncommon.*

Drains from 50 to 150 points of magic power from a target wizard's mana reserve.

### **Earth Elemental:**

*Nature. Summoning. Casting Cost: 60 mana. Rare.*

Summons an earth elemental for the duration of the battle. The creature cannot be summoned if there are already nine friendly units on the battlefield. The wall-crushing earth elemental disappears when the battle is over.

### **Earth Gate:**

*Nature. City Enchantment. Casting Cost: 250 mana; Upkeep: 5 mana/turn. Very Rare.*

Creates a teleporting device within the city. Friendly units can instantly teleport between any two cities (controlled by the casting wizard) equipped with earth gates for the cost of one movement point.

### **Earth Lore:**

*Nature Instant. Casting Cost: 20 mana. Common.*

Fully reveals all of the terrain, terrain specials, cities and armies on all map squares in the targeted "map window." (Hint: get as much "black" on the screen as possible before left-clicking to accept this spell.) This spell basically does your exploring for you, making huge expanses of the world permanently visible.

### **Earthquake:**

*Nature. Instant. Casting Cost: 200 mana. Rare.*

Causes a violent earthquake to shake the foundations of a target city. All buildings within the city have a 10% probability of being destroyed. All nonflying, corporeal (flying and non-corporeal creatures are immune) creatures have a 15% chance of dying, regardless of defenses, during the earthquake.

### **Earth to Mud:**

*Nature. Instant Combat. Casting Cost: 15 mana. Common.*

Turns a five by five area of the battlefield into thick, sticking mud. Each muddy map square costs a unit (whether enemy or friendly) all of its movement points to enter. Flying and non-corporeal units are unaffected. The mud patch lasts for the duration of the battle.

### **Efreet:**

*Chaos. Summoning. Casting Cost: 550 mana;  
Upkeep: 15 mana/turn. Rare.*

Summons a firebolt-throwing, flying efreet. Efreeti can also cast up to 20 spell points of chaos magic spells during combat.

### **Eldritch Weapon:**

*Chaos. Creature Enchantment. Casting Cost: 15 or 75 mana;  
Upkeep: 1 mana/turn. Common.*

Enchants a target normal unit's weapons, both melee and ranged, with a powerful chaotic spirit. These weapons are harder to defend against (an opponent's ability to defend decreases by one; i.e., each shield loses 10% in its ability to block a hit, when in melee with eldritch weapon-bearing troops) and can effectively hit creatures that have Weapon Immunity. Eldritch weapon exerts cumulative effects with the flame blade spell.

### **Elemental Armor:**

*Nature. Creature Enchantment. Casting Cost: 35 or 175 mana;  
Upkeep: 5 mana/turn. Rare.*

Dramatically improves a target unit's defenses (shields) and resistance to magic (crosses), by 10 each. The defense and resistance bonuses provided by elemental armor do *not* exert cumulative effects with resist elements.

### **Enchant Item:**

*Arcane. Casting Cost: Varies by Enchantment; Upkeep: None.  
Uncommon.*

Allows you to create a magic item for your heroes. Enchant item is weaker than create artifact and cannot be used to create magic items with special powers that cost more than 200 mana each to embed.

### **Enchant Road:**

*Sorcery. Global Enchantment. Casting Cost: 100 mana;  
Upkeep: None. Uncommon.*

Makes all roads within two map squares of the targeted map area cost no movement points to travel over for nonflying units. Note that *all* roads on Myrror are automatically enchanted.

### **Endurance:**

*Life. Creature Enchantment. Casting Cost: 30 mana;  
Upkeep: 1 mana/turn. Common.*

Instills a holy purpose and renewed vigor into a target unit, increasing its movement speed by one. This spell is useful to cast on those few really slow units in a stack.

### **Entangle:**

*Nature. Combat Enchantment. Casting Cost: 50 mana. Very Rare.*

Causes all nonflying, corporeal enemy creatures to suffer a loss of one movement point per turn. If a creature's movement points are zero, it may not attack or move for the remainder of the combat; the creature can, however, still strike back if attacked.

### **Eternal Night:**

*Death. Global Enchantment. Casting Cost: 1000 mana;  
Upkeep: 15 mana/turn. Very Rare.*

Causes an impenetrable mantle of blackness to smother all the lands in the worlds. This thick cloak of blackness has the same effect as darkness cast on every map square. Only map squares protected by heavenly light are unaffected.

### **Evil Omens:**

*Death. Global Enchantment. Casting Cost: 1100 mana;  
Upkeep: 10 mana/turn. Very Rare.*

Envelops the worlds in such pure evil that the magics of nature and life (whose intrinsic powers run counter to death) are harder to practice. As a result, nature and life magic spells cost 50% more magic power to cast than normal.

### **Evil Presence:**

*Death. City Enchantment. Casting Cost: 100 mana;  
Upkeep: 2 mana/turn. Rare.*

Afflicts a city with a vile demonic presence that negates all the inherent calming effects and mana generation of the local shrine, temple, parthenon and cathedral. Civil unrest can then run rampant, lowering the city's productivity. The spell cannot be cast on a city whose controlling wizard understands the elements of death magic.

### **Famine:**

*Death. City Enchantment. Casting Cost: 200 mana;  
Upkeep: 5 mana/turn. Rare.*

Infects a city's crops, halving its food production. Starving citizens begin to die if there is not enough food.

### **Fireball:**

*Chaos. Instant Combat. Casting Cost: 15+ mana. Uncommon.*

Throws a giant exploding ball of flames at all the figures in a target unit. The intensity of the flames' heat and the amount of damage inflicted by this mini-inferno depends on the amount of magic power pumped into the spell. A fireball has a base strength of five; the strength increases by one for every three additional units of mana added.

### **Fire Bolt:**

*Chaos. Instant Combat. Casting Cost: 5+ mana. Common.*

Shoots a searing bolt of flames at one figure in a target unit. The strength of the fire bolt and the damage it can inflict depends on the amount of magic power pumped into the spell. A fire bolt has a base strength of five; each additional point of mana spent on the spell increases its strength by one.

### **Fire Elemental:**

*Chaos. Summoning. Casting Cost: 20 mana. Common.*

Summons a fire elemental to fight with the wizard's forces for the remainder of the battle. At the end of combat, the fire elemental returns to the realm of chaos. This being cannot be summoned while there are already nine units in the wizard's forces.

### **Fire Giant:**

*Chaos. Summoning. Casting Cost: 150 mana; Upkeep: 3 mana/turn. Uncommon.*

Summons a fire giant. Fire giants are immune to fire and can crush walls with one swat from their massive fists.

### **Fire Storm:**

*Chaos. Instant Overland. Casting Cost: 250 mana. Rare.*

Causes a terrifying storm of flaming hail to erupt over a target map square. All figures in the square (even if they are garrisoned in a city) are pelted with the flaming hail (a strength eight magic fire attack).

### **Flame Blade:**

*Chaos. Creature Enchantment. Casting Cost: 25 or 125 mana; Upkeep: 2 mana/turn. Uncommon.*

A unit's weapons instantly burst into searing flames, giving them plus two attack strength on both melee and missile attacks. These flaming weapons can hit creatures with Weapon Immunity and exert cumulative effects with eldritch weapon.

### **Flame Strike:**

*Chaos. Instant Combat. Casting Cost: 60 mana. Rare.*

Calls forth huge arcs of flame, striking all enemy figures with strength 15 fire attacks.

### **Flight:**

*Sorcery. Creature Enchantment. Casting Cost: 25 or 125 mana; Upkeep: 1 mana/turn. Common.*

Endows a unit with flying ability (with a movement speed of three squares/turn).

### **Floating Island:**

*Sorcery. Summoning. Casting Cost: 50 mana; Upkeep: 1 mana/turn. Common.*

Summons a large, apparently substantial cloud to any visible ocean map square of a wizard's choice. This thick body of vapors can carry up to eight units across water and moves at a speed of two map squares/turn.

### **Flying Fortress:**

*Sorcery. City Enchantment. Casting Cost: 500 mana; Upkeep: 25 mana/turn. Very Rare.*

Suspends a wizard's enchanted fortress far above the earth. Only flying units may enter (or attack) and leave this "city in the clouds." Note that the wizard's own foot troops may enter and exit the city overland; but during combat, once a foot troop (nonflying unit) leaves the protective, floating city it cannot re-enter until the battle is over.

### **Gaiáz Blessing:**

*Nature. City Enchantment. Casting Cost: 300 mana; Upkeep: 3 mana/turn. Rare.*

Can turn a friendly city into a virtual paradise. The maximum quantity of food the city can produce increases by 50%; and every game turn there is a 10% chance per square that desert squares owned by the city convert into grasslands and that volcanoes become verdant hills. In addition, corrupted lands owned by the city have a 20% chance (every game turn) of returning to their pristine state. Gaiáz blessing reduces unrest in the city by two.

### **Gargoyles:**

*Chaos Summoning. Casting Cost: 200 mana; Upkeep: 5 mana/turn. Uncommon.*

Summons flying gargoyles. Gargoyles are extremely difficult to damage, as one might expect flying chunks of masonry to be, and exhibit immunity to stoning and poison attacks.

### **Ghouls:**

*Death. Summoning. Casting Cost: 80 mana; Upkeep: 1 mana/turn. Common.*

Summons a pack of ghouls. These ghouls can transmit the state of undeath to their opponents. Thus, when they are on the winning side of a battle, they recruit those units they slay to become undead under the control of the ghouls' casting wizard!

### **Giant Spiders:**

*Nature. Summoning. Casting Cost: 200 mana; Upkeep: 4 mana/turn. Uncommon.*

Summons two giant, poisonous, web-casting spiders.

### **Giant Strength:**

*Nature. Creature Enchantment. Casting Cost: 8 or 40 mana; Upkeep: 1 mana/turn. Common.*

Makes a target unit's creatures much stronger (adds plus one to attack strength).

### **Gorgons:**

*Nature. Summoning. Casting Cost: 600 mana; Upkeep: 15 mana/turn. Rare.*

Summons gorgons. These monstrosities, just as their mythological namesakes, are so ugly and frightening to behold that enemies who mistakenly peek in their direction are turned to stone.

### **Great Drake:**

*Chaos. Summoning. Casting Cost: 900 mana; Upkeep: 30 mana/turn. Very Rare.*

Summons an avenging fire-breathing dragon from the depths of chaos. The flames spewing from a great drake's jaws are so hot that weak opponents may be incinerated before ever getting a chance to fight back.

### **Great Unsummoning:**

*Sorcery. Instant. Casting Cost: 1000 mana. Very Rare.*

Tries to banish *all* fantastic creatures (including those bound to the casting wizard) from both Arcanus and Myrror! Creatures suffer a penalty of minus two to their resistance when attempting to oppose this spell.

## Great Wasting:

*Chaos. Global Enchantment. Casting Cost: 1000 mana; Upkeep: 20 mana/turn. Very Rare.*

Slowly withers and pollutes the worlds with corruption (as the spell corruption), affecting up to a maximum of six map squares per turn. Only the casting wizard's cities and their surrounding lands escape this wasting.

## Great Wurm:

*Nature. Summoning. Casting Cost: 1000 mana; Upkeep: 20 mana/turn. Very Rare.*

Summons a gigantic, poisonous, tunneling land wurm. The great wurm (for all its bulk), with its ability to tunnel underground, is frighteningly fast on the battlefield.

## Guardian Spirit:

*Life. Summoning. Casting Cost: 80 mana; Upkeep: 1 mana/turn. Common.*

Summons a guardian spirit. This spirit can meld with magic nodes in the same way as the arcane magic spirit. However, once melded, the guardian spirit can only be displaced by other spirits (magic or guardian) 25% of the time. A magic spirit, however, can always be displaced.

## Guardian Wind:

*Sorcery. Creature Enchantment. Casting Cost: 18 or 90 mana; Upkeep: 1 mana/turn. Uncommon.*

Calls a conscious wind to encircle a target unit, making it impervious to all missile attacks (Missile Immunity).

## Guises:

*Sorcery. Creature Enchantment. Casting Cost: 30 mana; Upkeep: 2 mana/turn. Common.*

Changes the physical appearance (not the attributes) of a target unit into that of any fantastic unit of the casting wizard's choice. Heroes cannot be the target of this enchantment. Hint: this spell will not fool the computer players. Your opponents, however, may cast it in an attempt to fool you!

## Haste:

*Sorcery. Combat. Creature Enchantment. Casting Cost: 50 mana. Rare.*

Doubles the movement (speed) and number of attacks (both melee and ranged) of a target unit. The target unit becomes so fast that it even counterattacks (when defending during melee combat) twice!

## healing:

*Life. Instant Combat. Casting Cost: 15 mana. Common.*

Heals a target unit by five hit points (or less, if the unit has sustained less than five hit points of damage).

## heavenly Light:

*Life. City Enchantment. Casting Cost: 150 mana; Upkeep: 2 mana/turn. Uncommon.*

Bathes a target friendly city in life-enhancing rays from the heavens, aiding creatures of life and dispiriting creatures of death (equivalent in effect to true light). All combat in the city takes place as if true light were cast.

## hell hounds:

*Chaos. Summoning. Casting Cost: 40 mana; Upkeep: 1 mana/turn. Common.*

Summons a wild pack of fire-breathing hell hounds.

## herb Mastery:

*Nature. Global Enchantment. Casting Cost: 1000 mana; Upkeep: 10 mana/turn. Very Rare.*

Completely heals all of a wizard's damaged units every game turn.

## heroism:

*Life. Creature Enchantment. Casting Cost: 20 or 100 mana; Upkeep: 2 mana/turn. Common.*

Inspires a target normal unit to fight as if at elite Experience level.

## high Prayer:

*Life. Combat Enchantment. Casting Cost: 60 mana. Very Rare.*

Calls upon the forces of holiness and light to make all friendly units fight and defend exceptionally well; attack strengths (swords) and defense (shields) increase by two, while resistance (crosses) increases by three and the ability to block an attack and to hit increases by 10%.

## holy Armor:

*Life. Creature Enchantment. Casting Cost: 18 or 90 mana; Upkeep: 2 mana/turn. Common.*

Fuses holy light into a target normal unit's armor, improving its defense (shields) by two.

### **holy Arms:**

*Life. Global Enchantment. Casting Cost: 900 mana; Upkeep: 30 mana/turn. Very Rare.*

Calls upon the heavens to bless all friendly normal units' weapons, giving them plus one (i.e., +10%) to hit and the ability to hit creatures with Weapon Immunity. This effect is not cumulative with holy weapon.

### **holy Weapon:**

*Life. Creature Enchantment. Casting Cost: 15 or 75 mana; Upkeep: 1 mana/turn. Common.*

Blesses one normal unit with weapons that can strike creatures with Weapon Immunity. The blessed weapons also get a plus one (i.e., +10%) bonus to hit in melee, thrown, and ranged combat.

### **holy Word:**

*Life. Instant Combat. Casting Cost: 60 mana. Rare.*

Attempts to banish outright all fantastic and/or undead creatures (whether animated or black channeled). Each figure within each enemy unit must resist this holy utterance separately (at a penalty of minus two to resistance). Undead creatures suffer a penalty of five to resistance and therefore have a much more difficult time resisting holy word than do other creatures.

### **hydra:**

*Chaos. Summoning. Casting Cost: 650 mana; Upkeep: 14 mana/turn. Very Rare.*

Conjures a nine-headed hydra. Each fire-breathing head on this monstrous creature can regenerate during and after combat.

### **Ice Bolt:**

*Nature. Instant Combat. Casting Cost: 10+ mana. Uncommon.*

Showers a target unit with shards of ice (strength five magic cold attack, with every extra point of magic power spent adding a strength of one to the attack).

### **Ice Storm:**

*Nature. Instant Overland. Casting Cost: 200 mana. Rare.*

Causes the skies above a target map square to rain down a torrent of icy hail. All figures unlucky enough to be occupying that area are struck with the brute force of a strength six magic cold attack.

### **Immolation:**

*Chaos. Creature Enchantment. Casting Cost: 30 or 150 mana; Upkeep: 2 mana/turn. Uncommon.*

Surrounds a target unit with a fiery aura that inflicts a strength four magic attack on all enemies engaged in melee combat with the target unit. This magic attack is in addition to the unit's normal attacks.

### **Incarnation:**

*Life. Instant. Casting Cost: 500 mana. Rare.*

Summons the greatest of all heroes, Torin the Chosen. Note that this mighty hero can be recruited in no other way.

### **Inspirations:**

*Life. City Enchantment. Casting Cost: 350 mana; Upkeep: 2 mana/turn. Very Rare.*

Instills a sense of greater purpose into the local citizenry; that city's production rate rises by 50%!

### **Invisibility:**

*Sorcery. Creature Enchantment. Casting Cost: 35 or 175 mana; Upkeep: 10 mana/turn. Rare.*

Shields a target unit from the eyes of its enemies so that it can only be detected when adjacent to an opponent. An invisible unit may not be targeted by ranged weapons and reduces an attacker's chance to hit by one (i.e., minus 10% chance to hit) in melee combat.

### **Invulnerability:**

*Life. Creature Enchantment. Casting Cost: 40 or 200 mana; Upkeep: 5 mana/turn. Rare.*

Grants a target unit holy protection from normal weapons (Weapon Immunity). In addition, the unit is impervious to weak attacks; the first two hits that would normally have scored do no damage to invulnerable units (i.e., invulnerability negates the first two hits scored against a unit).

### **Iron Skin:**

*Nature. Creature Enchantment. Casting Cost: 40 or 200 mana; Upkeep: 5 mana/turn. Rare.*

Fuses iron with a target unit's skin, making it able to withstand most attacks (adds five to defense).

### Just Cause:

*Life. Global Enchantment. Casting Cost: 150 mana;  
Upkeep: 3 mana/turn. Common.*

Enhances the reputation (fame increases by 10 points) of a casting wizard. Wizards with more fame are more frequently approached by better mercenary units than are less well-known wizards. In addition, wizards with a lot of fame do not have to pay mercenaries as much to hire them, and their troops require less gold to maintain than normal.

### Life Drain:

*Death. Instant Combat. Casting Cost: 10+ mana. Common.*

Siphons life from a target unit and gives it to the spell caster (if the spell caster is a hero) or converts the drained life into mana (if the spell caster is a wizard) at an exchange rate of three mana gained for one hit point drained. Note that if the spell caster is a hero, his or her hit points *are* allowed to rise above their normal limit for the duration of the battle! This spell is classified as a life-stealing attack (see **Special Unit Abilities**). When additional mana is spent on this spell, the target unit has a harder time resisting the attack (every additional five mana spent on the spell lowers the target's resistance by one).

### Life Force:

*Life. Global Enchantment. Casting Cost: 1000 mana;  
Upkeep: 10 mana/turn. Very Rare.*

Causes the forces of life to manifest their presence so prominently in the worlds that *all* death spells being cast must resist this force (which has a strength of 500 mana) or be dispelled. In other words, this spell attempts to prevent the successful casting of all death spells.

### Lightning Bolt:

*Chaos. Instant Combat. Casting Cost: 10+ mana. Uncommon.*

Sends a bolt of intense electrical energy to strike one unit with a strength five armor piercing magic attack. The strength of the bolt may be increased by one per additional mana spent casting the spell.

### Lion heart:

*Life. Creature Enchantment. Casting Cost: 40 or 200 mana;  
Upkeep: 4 mana/turn. Rare.*

Endows a target unit with holy courage, adding two to the unit's attack strength (for melee, thrown, and ranged attacks), hit points (hearts) and resistance (crosses).

### Lycanthropy:

*Death. Creature Enchantment. Casting Cost: 180 mana; Upkeep: 5 mana/turn. Uncommon.*

Turns a friendly normal unit into a pack of werewolves! These howling creatures of death are immune to normal weapons. (See **Table J: Summoned Creatures** in the **Appendix** of the manual.)

### Magic Immunity:

*Sorcery. Creature Enchantment. Casting Cost: 50 or 250 mana; Upkeep: 5 mana/turn. Rare.*

Makes a target unit completely immune to all magic spells and their effects. It also gives the unit immunity to breath and gaze attacks. As if that were not enough, this powerful spell raises the unit's defense (shields) to 10—if it was lower than 10—against all magic ranged and melee attacks!

### Magic Spirit:

*Arcane. Summoning. Casting Cost: 30 mana; Upkeep: 1 mana/turn. Common.*

Summons a magic spirit. These creatures can focus power from magic nodes to add a node's power to the mana income of a controlling wizard.

### Magic Vortex:

*Chaos. Instant Combat. Casting Cost: 50 mana. Rare.*

Creates a chaotic vortex that moves four squares every turn. Three of the vortex's movement points are randomly determined, while one move is controlled by the spell caster. Whenever the vortex moves over a unit, that unit takes five hits of damage, regardless of its defense. In addition, units in squares adjacent to those over which the vortex travels stand a 25% chance of being struck by a lightning bolt (strength eight). Finally, for combat turns during which a vortex passes over city squares, every building has a 5% chance of being destroyed.

### Mana Leak:

*Death. Combat Enchantment. Casting Cost: 20 mana. Common.*

All enemy spell casters are drained five mana each combat turn. This includes the opponent wizard you are currently battling. Additionally, all units with magical ranged attacks lose one spell shot each turn.

### Mass Healing:

*Life. Instant Combat. Casting Cost: 50 mana. Rare.*

Heals all friendly units for five hit points (or less, if a unit has sustained fewer than five hit points of damage).

### **Mass Invisibility:**

*Sorcery. Combat Enchantment. Casting Cost: 80 mana. Very Rare.*

Makes all friendly units invisible to their opponents. While invisible, the units cannot be targeted by ranged weapons and all melee attacks against them suffer a penalty to hit of one (i.e., -10% chance to hit).

### **Metal Fires:**

*Chaos. Combat Enchantment. Casting Cost: 40 mana. Rare.*

A slightly weaker version of flame blade. Metal fires causes all friendly normal creatures' weapons to burst into flames. These flaming melee and missile weapons have a plus one attack strength and can inflict damage on units with Weapon Immunity. Metal fires and flame blade do not exert cumulative effects.

### **Meteor Storms:**

*Chaos. Global Enchantment. Casting Cost: 900 mana; Upkeep: 10 mana/turn. Very Rare.*

Rains down fiery hail on both planes of existence. All creatures outside of the protective confines of a city are subjected to a strength four magic fire attack and all buildings have a 5% chance of being destroyed every turn! The casting wizard's cities, and troops stationed therein, are immune to meteor storms.

### **Mind Storm:**

*Sorcery. Combat Creature Enchantment. Casting Cost: 35 mana. Rare.*

Causes intense mental anguish to the creature(s) in the target enemy unit. Unable to concentrate, the creatures automatically (with no chance to resist) lose five to all of their melee, thrown and ranged attack strengths, defense and resistance. This spell does not affect units that have Immunity to Illusions.

### **Move Fortress:**

*Nature. Instant. Casting Cost: 200 mana. Rare.*

Moves a wizard's enchanted fortress (with summoning circle, if the circle has not previously been moved) to the target friendly city.

### **Nagas:**

*Sorcery. Summoning. Casting Cost: 100 mana; Upkeep: 2 mana/turn. Common.*

Summons a pair of trident-wielding nagas. These swimming creatures spit poison at their foes during combat.

### **Nature's Awareness:**

*Nature. Global Enchantment. Casting Cost: 800 mana; Upkeep: 7 mana/turn. Very Rare.*

Reveals all lands, cities and non-invisible creatures on both Arcanus and Myrror!

### **Nature's Cures:**

*Nature. Instant. Casting Cost: 50 mana. Uncommon.*

Completely heals all units (except for creatures of death) that are stacked in the target land square.

### **Nature's Eye:**

*Nature. City Enchantment. Casting Cost: 75 mana; Upkeep: 1 mana/turn. Uncommon.*

Extends the scouting range of a friendly target city to five squares in any direction, revealing all lands and all non-invisible enemy troops within that radius.

### **Nature's Wrath:**

*Nature. Global Enchantment. Casting Cost: 1250 mana; Upkeep: 20 mana/turn. Very Rare.*

Calls forth the wrath of the worlds themselves, punishing all wizards who cast spells using the destructive magics of death or chaos. Every time a non-combat death or chaos spell is cast, *all* of the casting wizard's cities are seized by tremors that have a 10% chance of destroying each nonflying, corporeal unit and a 5% chance of destroying each building.

### **Night Stalker:**

*Death. Summoning. Casting Cost: 250 mana; Upkeep: 1 mana/turn. Uncommon.*

Summons a fearsome, invisible night stalker with a Death Gaze.

### **Pathfinding:**

*Nature. Creature Enchantment. Casting Cost: 50 mana; Upkeep: 1 mana/turn. Uncommon.*

Endows a target unit (and any units currently stacked with that unit) with the ability to travel over all land terrain as if it were traveling over grasslands (i.e., the cost is only one movement point per square).

### **Pestilence:**

*Death. City Enchantment. Casting Cost: 350 mana;  
Upkeep: 5 mana/turn. Very Rare.*

Creates, from the very fabric of evil, a plague of disease and death in a target city. This pestilential manifestation of evil not only causes an enormous loss of life (up to one townspeople per turn may die), but also generates considerable unrest (which increases by two rebels).

### **Petrify:**

*Nature. Instant Combat. Casting Cost: 35 mana. Rare.*

Attempts to turn an entire enemy unit into stone.

### **Phantom Beast:**

*Sorcery. Summoning. Casting Cost: 35 mana. Uncommon.*

Summons an illusory phantom beast for the duration of combat. A beast only appears if a battle is on land and if there are fewer than nine units already fighting for the wizard. The phantom beast is immune to all forms of death magic and disappears when combat ends.

### **Phantom Warriors:**

*Sorcery. Summoning. Casting Cost: 10 mana. Common.*

Summons illusory phantom warriors for the duration of combat. Warriors only appear if there are fewer than nine units fighting for the wizard; they return to the insubstantial realm from which they were pulled when combat ends.

### **Planar Seal:**

*Life. Global Enchantment. Casting Cost: 500 mana;  
Upkeep: 5 mana/turn. Uncommon.*

Prevents *all travel* between Arcanus and Myrror by sealing off all portals between these planes.

### **Planar Travel:**

*Life. Creature Enchantment. Casting Cost: 150 mana;  
Upkeep: 5 mana/turn. Uncommon.*

Gives a target unit the unusual ability to shift between Arcanus and Myrror at will (without regard to the unit's location). Note that units may not move onto "illegal" terrain types by planar travel. Hint: this enchantment may be especially useful for ships and flying creatures.

### **Plane Shift:**

*Life. Instant. Casting Cost: 100 mana. Uncommon.*

Transports all friendly units stacked in a target map square to the other plane of existence! This spell only works if the stack of units can normally move into the corresponding map square on the other world (for example, nonflying creatures could not move into an ocean square on the other world).

### **Possession:**

*Death. Combat Creature Enchantment. Casting Cost: 30 mana. Uncommon.*

Attempts to change the allegiance of a normal enemy unit to that of the casting wizard. If the target unit becomes possessed, it fights for the casting wizard until combat ends. Note that fantastic creatures and heroes cannot be possessed.

### **Prayer:**

*Life. Combat Enchantment. Casting Cost: 30 mana. Uncommon.*

Calls upon the forces of good to bless all friendly units with an increase of one (+10%) in their abilities to hit (melee, thrown, and ranged attacks), their defense (each shield gets a +10% ability to block a hit) and their resistance.

### **Prosperity:**

*Life. City Enchantment. Casting Cost: 250 mana; Upkeep: 2 mana/turn. Rare.*

Dramatically improves the economy of the target city; gold revenues there increase by 50%!

### **Psionic Blast:**

*Sorcery. Instant Combat. Casting Cost: 10+ mana. Common.*

Targets a unit with an intensely damaging stream of mental energy. This strength five non-corporeal attack can be increased in strength by one per every two extra mana points spent on the spell.

### **Raise Dead:**

*Life. Instant Combat. Casting Cost: 35 mana. Uncommon.*

Breathes life back into a normal unit that has died during the current battle. The unit reappears in a shaky state of health (half its normal number of figures and without any enchantments that may have previously been cast on the unit).

## **Raise Volcano:**

*Chaos. Instant. Casting Cost: 200 mana. Uncommon.*

Raises a volcano, destroying all food and minerals provided by a target map square (only map squares that do not already have hills, mountains or nodes may be targets for this spell). Such volcanoes permanently provide mana (one per turn) to the casting wizard. If this spell is cast on a city, each building within the city has a 15% probability of being destroyed. Newly raised volcanoes also have an enhanced chance of containing special mineral deposits.

## **Recall Hero:**

*Arcane. Instant Combat. Casting Cost: 20 mana. Uncommon.*

Returns a target hero to the wizard's enchanted fortress.

## **Regeneration:**

*Nature. Creature Enchantment. Casting Cost: 60 or 300 mana; Upkeep: 10 mana/turn. Very Rare.*

Endows a target unit with the ability to regenerate during combat (by one hit point/turn) and afterwards (by an immediate return to full health at the end of combat). If the creature dies in combat, it returns from the dead in a state of full health, *if* its side won the battle. Note that this spell is not able to return a creature that has been banished or unsummoned (banish, death wish, holy word, or unsummon).

## **Resist Elements:**

*Nature. Creature Enchantment. Casting Cost: 5 or 25 mana; Upkeep: 1 mana/turn. Common.*

Instills in a target unit an increased resistance (plus three) to the elemental magics of chaos and nature. In addition, the unit gains improved defenses to normal magic ranged attacks (plus three to ranged defense).

## **Resist Magic:**

*Sorcery. Creature Enchantment. Casting Cost: 5 or 25 mana; Upkeep: 1 mana/turn. Common.*

Endows a target unit with a tremendously improved resistance (plus three crosses) to negative spells from all magic realms!

## **Resurrection:**

*Life. Instant. Casting Cost: 250 mana. Uncommon.*

Calls a hero back from the dead, regardless of the length of time that he or she has been dead. The hero reappears in normal health, and at his or her previous experience level, at the wizard's enchanted fortress—as long as the wizard does not already have six heroes.

### **Righteousness:**

*Life. Creature Enchantment. Casting Cost: 40 or 200 mana; Upkeep: 2 mana/turn. Rare.*

Gives a target unit a tremendous sense of holy purpose, which calls so strongly upon the forces of life that they manifest themselves in the unit, providing it with complete immunity from all death and chaos magic spells!

### **Shadow Demons:**

*Death. Summoning. Casting Cost: 325 mana; Upkeep: 7 mana/turn. Uncommon.*

Summons shadow demons to fight for the wizard. Shadow demons are non-corporeal, flying creatures that can regenerate. They are also naturally capable of traveling between Arcanus and Myrror at will.

### **Shatter:**

*Chaos. Instant Combat. Casting Cost: 15 mana. Common.*

Invokes the powers of chaos to attempt to shatter all the weapons in a normal target unit. The unit gets one chance to resist these powers of chaos; if it is unsuccessful, all of the unit's melee, thrown and missile attack strengths, decrease to one.

### **Skeletons:**

*Death. Summoning. Casting Cost: 25 mana. Common.*

Summons a host of skeletons. Skeletons are immune to normal missiles. Most frighteningly, hordes of them can be summoned at little cost to the casting wizard.

### **Sky Drake:**

*Sorcery. Summoning. Casting Cost: 1000 mana; Upkeep: 25 mana/turn. Very Rare.*

Summons a fierce, lightning-breathing wind dragon from the realm of air. The powerful sky drake is immune to illusions and its lightning breath can easily vaporize surrounding opponents.

### **Spell Binding:**

*Sorcery. Instant. Casting Cost: 1000 mana; Upkeep: As For Target Enchantment. Very Rare.*

Steals a global enchantment from another wizard. The stolen overland spell becomes the property of the casting wizard in terms of maintenance and control.

## Spell Blast:

*Sorcery. Instant. Casting Cost: 50+ mana. Uncommon.*

Attempts, through the direct manipulation of magic power, to counter an enemy wizard's spell as it is being cast. When spell blast takes effect, a wizard must expend an amount of his or her own magic power (from mana reserves) equal to the amount already put into the enemy wizard's spell to blast that spell out of existence. If the wizard does not have enough mana, spell blast fails.

## Spell Lock:

*Sorcery. Creature Enchantment. Casting Cost: 20 or 100 mana; Upkeep: 1 mana/turn. Uncommon.*

Prevents a target unit's positive enchantments from being dispelled. If the target unit is a summoned creature, it also protects the bonds that keep it tied to the controlling wizard. Spell lock must be dispelled before any further enchantments can be removed from the creature or unit.

## Spell of Mastery:

*Arcane. Global Enchantment. Casting Cost: 5000 mana. Very Rare.*

Gives a wizard, who successfully casts it, total control over all magic in both planes, with the result that enemy wizards can no longer cast spells. In addition, all summoned creatures are banished. The most important effect of successfully casting spell of mastery, however, is that by divesting all enemies of the ability to use magic, the casting wizard wins the game!

## Spell Ward:

*Sorcery. City Enchantment. Casting Cost: 350 mana; Upkeep: 5 mana/turn. Very Rare.*

Envelops the target town in protective magic, providing the city square with complete immunity from all overland spells of a specific magic type (chaos, death, life, nature or sorcery—spell caster's choice). This protective influence bars combat spells of that warded type from being cast, and magically prohibits creatures (whether friendly or enemy) summoned from the warded realm from entering the town.

## Sprites:

*Nature. Summoning. Casting Cost: 100 mana; Upkeep: 3 mana/turn. Common.*

Summons sprites. Sprites are small, flying forest creatures that can hurl tiny magic attacks over long distances.

### **Star Fires:**

*Life. Instant Combat. Casting Cost: 10 mana. Common.*

Causes a holy blaze of burning light from the stars (strength 15 magic attack) to fall upon a target chaos or death unit (no other creatures can be affected).

### **Stasis:**

*Sorcery. Creature Enchantment. Casting Cost: 250 mana. Rare.*

Paralyzes all enemy units in a target map square for a minimum of one turn. After the first turn a unit passes in stasis, it has one opportunity per turn to free itself by successfully resisting (at a penalty of five to resistance) the stasis field.

### **Stone Giant:**

*Nature. Summoning. Casting Cost: 450 mana; Upkeep: 9 mana/turn. Rare.*

Summons an enormous, wall-crushing stone giant. The massive stone giant is impervious to stoning attacks and can hurl huge boulders at its enemies.

### **Stone Skin:**

*Nature. Creature Enchantment. Casting Cost: 10 or 50 mana; Upkeep: 1 mana/turn. Common.*

Causes a target unit's skin to harden, increasing the unit's defense (shields) by one.

### **Storm Giant:**

*Sorcery. Summoning. Casting Cost: 10 or 50 mana; Upkeep: 1 mana/turn. Rare.*

Summons a lightning bolt-wielding storm giant. Storm giants not only hurl vicious lightning bolts over long distances, they also use lightning bolts when fighting hand-to-hand with their enemies.

### **Stream of Life:**

*Life. City Enchantment. Casting Cost: 300 mana; Upkeep: 8 mana/turn. Rare.*

Turns an ordinary friendly city into a fertile utopia. Population growth rates double in the city and all units in the city heal completely at the end of every game turn. The citizens are so pleased with their town that unrest completely disappears!

### **Subversion:**

*Death. Instant. Casting Cost: 100 mana. Uncommon.*

Creates a state of universal contempt toward the target enemy wizard, causing his or her diplomatic relations with all other wizards to suffer severely.

### **Summon Champion:**

*Arcane. Summoning. Casting Cost: 750 mana. Rare.*

Summons a random powerful hero to the wizard's enchanted fortress. When summoned by this spell, the hero waives his or her usual hiring fee, offering to join the wizard for free. Note that a wizard is not obligated to accept the hero's services. This spell cannot be cast if you already have a full complement of six heroes on your side.

### **Summon Hero:**

*Arcane. Summoning. Casting Cost: 300 mana. Uncommon.*

Summons a random hero (less powerful than those summoned by summon champion) to the wizard's enchanted fortress. When summoned by this spell, the hero offers to join the wizard without requiring the usual initial gold payment. Note that a wizard is not obligated to accept the hero's services. This spell cannot be cast if you already have six heroes on your side.

### **Summoning Circle:**

*Arcane. Instant. Casting Cost: 50 mana. Common.*

Moves the target summoning circle (originally present in the city with the wizard's enchanted fortress) to a new city.

### **Suppress Magic:**

*Sorcery. Global Enchantment. Casting Cost: 50 mana;  
Upkeep: 40 mana/turn. Very Rare.*

Tries to prevent, with a strength 500 dispelling force, all enemy overland spells and enchantments.

### **Terror:**

*Death. Combat Enchantment. Casting Cost: 20 mana. Common.*

Casts a pall of fear on all enemy units. During every combat turn, each enemy unit must attempt (plus one bonus to resistance) to overcome the terror that grips it, or cower in fear. When a unit is cowering it cannot attack; however, the unit can still counterattack when it is defending against melee attacks initiated by the enemy.

### **Time Stop:**

*Sorcery. Global Enchantment. Casting Cost: 1500 mana;  
Upkeep: 150 mana/turn. Very Rare.*

Stops the passage of time for all enemy wizards. The rest of the world stops as well. Only the casting wizard may move units, and attack as normal. He or she must pay maintenance on this spell, but only on this spell!

### Tranquility:

*Life. Global Enchantment. Casting Cost: 1100 mana; Upkeep: 10 mana/turn. Very Rare.*

Tries to prevent all chaos magic spells, requiring them to resist the forces of life as if a strong disjunction—strength 500—had just been cast.

### Transmute:

*Nature. Instant. Casting Cost: 60 mana. Uncommon.*

Transforms coal and ores in hills and mountains into different types: coal to gems, iron to gold and silver to mithril. The transmutation is permanent.

### True Light:

*Life. Combat Enchantment. Casting Cost: 20 mana. Common.*

Calls upon the forces of life magic to shine a holy light upon a field of battle. All creatures of life are bathed in the light's glow and gain one to their attack strengths (swords), defense (shield), and resistance (cross). Creatures of death are hampered by the brightness, losing one to each of their attack strengths, defense, and resistance. True light and darkness exert opposite effects and therefore cancel each other's effects.

### True Sight:

*Life. Creature Enchantment. Casting Cost: 20 or 100 mana; Upkeep: 2 mana/turn. Uncommon.*

Endows a target normal unit with the gift of immunity to illusions and allows the unit to see through wall of darkness.

### Unicorns:

*Life. Summoning. Casting Cost: 250 mana; Upkeep: 5 mana/turn. Uncommon.*

Calls a herd of magic unicorns. These lovely creatures can teleport to any location on the battlefield and inspire their allies with an increased ability to resist the effects of negative spells.

### Vertigo:

*Sorcery. Creature Enchantment. Casting Cost: 25 mana. Uncommon.*

Attempts to cause a target unit an acute attack of vertigo during combat. Affected units suffer a penalty to hit of two (i.e., they have a -20% chance to hit) and have more trouble defending than usual (lose one to defense).

### Wall of Darkness:

*Death. City Enchantment. Casting Cost: 40 or 200 mana; Upkeep: 5 mana/turn. Uncommon.*

Surrounds a city with a wall of utter night, protecting the garrison from ranged attacks and preventing all enemy units (without true sight or immunity to illusions) from peering in. However, wall of darkness does not prevent those inside from launching ranged attacks on enemy units.

### Wall of Fire:

*Chaos. City Enchantment. Casting Cost: 30 or 150 mana; Upkeep: 2 mana/turn. Common.*

Calls upon the realm of chaos to surround a target city with a magic wall of flames. While ranged attacks and flying units are not affected, all non-flying creatures that attempt to breach this wall suffer from a strength five magic attack.

### Wall of Stone:

*Nature. City Enchantment. Casting Cost: 50 mana. Common.*

Surrounds a target city with a sturdy stone wall.

### War Bears:

*Nature. Summoning. Casting Cost: 70 mana; Upkeep: 2 mana/turn. Common.*

Summons a group of ferocious bears.

### Warp Creature:

*Chaos. Creature Enchantment. Casting Cost: 18 mana. Common.*

Attempts to mutate all creatures within a target unit during combat. Target creatures suffer a penalty of one to their resistance when trying to withstand being warped. Mutated or warped creatures suffer from one of the following degenerative changes: half strength attacks, half strength defense, or no magic resistance.

### Warp Lightning:

*Chaos. Instant Combat. Casting Cost: 35 mana. Rare.*

Sends a chain of lightning bolts ripping through a target unit. The first bolt of lightning has a strength of 10, the second has a strength of nine, and so on, until all figures in the unit are dead or the chain of lightning is exhausted (reduced to a strength of zero).

### Warp Node:

*Death. Global Enchantment. Casting Cost: 75 mana. Rare.*

Corrupts a magic node, causing it to suck five mana per turn out of the controlling wizard's magic power reserve, instead of contributing to it! A warped node can only be returned to normal function by disenchant area or disenchant true.

### **Warp Reality:**

*Chaos. Combat Enchantment. Casting Cost: 50 mana. Rare.*

Distorts *all* (both friendly and enemy) non-chaos units' perception of reality. Affected units suffer a penalty to hit of two (-20%).

### **Warp Wood:**

*Chaos. Instant Combat. Casting Cost: 10 mana. Common.*

Immediately twists and destroys all missile (bow symbol) ammunition of a target normal group. There is no way to prevent the effect of this spell.

### **Water Walking:**

*Nature. Creature Enchantment. Casting Cost: 50 mana; Upkeep: 1 mana/turn. Common.*

Endows a figure with the ability to walk on water. The unit's movement speed remains unchanged.

### **Weakness:**

*Death. Creature Enchantment. Casting Cost: 5 mana. Common.*

Saps the strength out of a target unit's creatures during combat. All figures suffer a penalty of minus two to their melee, thrown and ranged attack strengths. Units get no chance to resist this spell.

### **Web:**

*Nature. Creature Enchantment. Casting Cost: 10 mana. Common.*

Casts a sticky web over the creatures in a target unit. Creatures stuck in this web may not move until they have destroyed the web. The web has a total of 12 "hit points" (hearts, but no defenses) and can only be destroyed by the trapped unit's melee and magic ranged attacks, both of which do their full force in damage against webs. The sticky remnants of the web prevent flying units that were trapped from flying for the remainder of the battle.

### **Wind Mastery:**

*Sorcery. Global Enchantment. Casting Cost: 400 mana; Upkeep: 10 mana/turn. Uncommon.*

Calls the wind to the aid of a wizard. All of the wizard's ships, including air ships and floating islands, may move at double their normal speed, while the wind hinders the movement of ships controlled by the wizard's enemies, causing them to move at half speed.

### Wind Walking:

*Sorcery. Creature Enchantment. Casting Cost: 250 mana; Upkeep: 20 mana/turn. Rare.*

Gives a target unit the power of flight (with a speed of three). All units stacked with wind walking creatures move at the same speed. Wind walking exerts no effects during combat; although, units stacked with wind walking creatures may fight over ocean squares during combat (they appear with small islands under their feet during combat).

### Word of Death:

*Death. Instant Combat. Casting Cost: 40 mana. Very Rare.*

Calls upon the power of death to attempt to instantly destroy all creatures within a target unit. Units suffer a penalty of minus five to resistance when trying to withstand this demonic utterance.

### Word of Recall:

*Sorcery. Instant. Casting Cost: 20 mana. Common.*

Transports a target friendly unit back to the wizard's enchanted fortress. If there is no space in the enchanted fortress for the recalled unit, one of the units already occupying the city square is displaced onto a neighboring land square.

### Wrack:

*Death. Combat Enchantment. Casting Cost: 40 mana. Rare.*

Wracks all non-death creatures with the agonies of darkness every combat turn. All enemy figures that cannot resist this pain lose one hit point.

### Wraith:

*Death. Summoning. Casting Cost: 500 mana; Upkeep: 5 mana/turn. Rare.*

Summons lifestealing, non-corporeal wraiths.

### Wraithform:

*Death. Creature Enchantment. Casting Cost: 30 or 150 mana; Upkeep: 3 mana/turn. Rare.*

Gives a target unit weapon immunity and an insubstantial wraith-like form (the unit becomes non-corporeal).

### Zombie Mastery:

*Death. Global Enchantment. Casting Cost: 800 mana; Upkeep: 8 mana/turn. Rare.*

Causes all normal units that die in any combat to become, after the battle ends, mindless zombies under the control of the casting wizard. These zombies do not heal in any way, nor can they be raised from the dead.

# Definitions

**Combat spells** can only be cast during a battle. Instant combat spells have effects that occur during the turn in which they are cast. Combat enchantments exert effects on the battlefield (or unit, if it is a combat creature enchantment) that last for the duration of combat.

**Overland spells** can only be cast outside of battle. Their effects may be instantaneous or long-lasting (enchantments and creature summonings). Instant spells exert effects only during the turn in which they are cast. Enchantments and summoned creatures last as long as their maintenance costs are paid, until the creatures die, or until the enchantments are removed.

**Instant spells** exert immediate effects. Many such spells are destructive in nature, such as *fireball*. These spells exhaust their potential immediately after being cast. No effects linger for subsequent game or combat turns.

**Permanent spells** are enchantments that alter some essential feature of their target. The alteration is permanent and, therefore, these spells require no upkeep.

**Global spells** have as their targets *all* units, land squares, portals, wizards, etc.—on both Arcanus and Myrror—that fall within the scope of the spell description. Global enchantments exert effects on all their targets for as long as the spell's maintenance costs are paid, or until the enchantment is dispelled or removed. Global enchantments can be viewed in the *magic summary screen*. The color of the spell is that of the casting wizard.

**City enchantments** or city spells have individual cities as their targets. City enchantments can be viewed in the *city screen*. The color of the spell name is that of the casting wizard.

**Summonings** are spells that summon fantastic creatures to Arcanus and Myrror. These creatures fight for the wizard that summoned them. Fantastic creatures require magic power (maintenance) to remain on these worlds.

**Combat summonings** are spells that can only summon creatures during a battle. Such creatures include air, earth and fire elementals as well as phantom beasts and phantom warriors. These creatures do not last beyond the duration of the battle to which they were summoned. Note that a full complement of troops (nine) will prevent the successful summoning of these creatures to a battle.

**Some spells can be cast either during combat or overland** (outside of combat). The casting cost of such a spell depends on when it is cast. Lesser amounts of mana are required to cast these spells during combat. However, such spells only last for the duration of the battle in which they were cast. If cast outside of combat, these spells can have long lasting effects if maintenance costs are paid.

**Creature enchantments** target entire units, not just individual creatures or figures in units. For some of these spells, only “*normal units*” can be targets. Summoned creatures are unaffected by such spells. Enchantments currently active on a unit can be viewed in the *unit statistics window*.

**Friendly units** or properties are those controlled or owned by your wizard; they do not include the units or properties of your allies.

**Enemy units** or properties are those of *any other wizard* in the game! It does not matter if you are allied with the controlling wizard. All opposing wizards are valid targets when a spell can be directed at an “*enemy wizard*.”

**Casting cost** is the base amount of mana required to cast a spell. A plus sign indicates that extra mana can be placed into the spell to increase the strength of its effects. Two casting costs are given when a spell can be cast either during combat or outside of combat. In such cases, the lower value applies to casting the spell during combat.

**Upkeep cost** is the amount of mana per game turn required to maintain the particular enchantment or summoned creature. If upkeep costs are not met, enchantments and summoned creatures start to disappear. Note that upkeep costs only apply to casting outside of combat for spells that can be cast both during and outside of combat.

**Very rare, rare, uncommon or common** describes a spell’s degree of obscurity and power. More rare and, therefore, more powerful spells are harder to learn and cost more to cast. In addition, to learn more powerful spells in a given magic realm, a wizard must have more basic knowledge of that magic realm (i.e., the wizard must possess more spell ranks in that magic type).

# Master of Magic Spells by Categories

The following tables are divided into spell types. These tables are meant to provide an overview of the relative strengths and weaknesses of the different magic realms. All wizards can learn all the arcane magic spells; however, the other spells your wizard can eventually learn depend on the choices you make at the beginning of the game (see **Spell Ranks**).

Each table is devoted to a type of spell, such as creature summonings, city enchantments, unit enchantments, etc. The table's columns show which spells of that type are available in each magic realm. The spells are listed in ascending order from common to very rare, in the same way that you earn them. This gives you a rapid sense of which magic realms are most suitable for different approaches to playing *Master of Magic*.

Finally, all of the tables have one additional thing in common: all spells that exert instant effects (as opposed to long term, maintenance-requiring effects) are shown in italics.

## TABLE OF CREATURE SUMMONING SPELLS

Degree	Arcane	Chaos	Death	Life	Nature	Sorcery
<b>Common</b>	Magic Spirit	Fire Elemental* Hell Hounds	Ghouls Skeletons	Guardian Spirit	Sprites War Bears	Floating Island Nagas Phantom Warriors*
<b>Uncommon</b>		Chimera Doom Bat Fire Giant Gargoyles	Night Stalker Shadow Demons	Unicorns	Basilisk Cockatrices Giant Spiders	Phantom Beast*
<b>Rare</b>		Chaos Spawn Efreet	Wraiths	Angel	Earth Elemental* Gorgons Stone Giant	Air Elemental* Djinn Sky Drake Storm Giant
<b>Very Rare</b>		Great Drake Hydra	Death Knights Demon Lord	Archangel	Behemoth Colossus Great Wyrn	

\* Can only be cast during combat; the creatures disappear when combat ends.

## TABLE OF CITY ENCHANTMENTS

Degree	Arcane	Chaos	Death	Life	Nature	Sorcery
<b>Common</b>		Wall of Fire <sup>X</sup>	Dark Rituals		Wall of Stone <sup>XX</sup>	
<b>Uncommon</b>			Wall of Darkness <sup>X</sup>	Heavenly Light	Nature's Eye	
<b>Rare</b>	Chaos Rift	Cloud of Shadow Cursed Lands Evil Presence Famine	Altar of Battle Prosperity Stream of Life	Gala's Blessing <i>Earthquake</i>		
<b>Very Rare</b>	<i>Call the Void</i>	Pestilence	Astral Gate Consecration Inspirations	Earth Gate	Flying Fortress Spell Ward	

<sup>X</sup> Can also be cast during combat, although the effects disappear after combat ends.

<sup>XX</sup> Can be cast during combat, with effects lasting after combat ends.

## TABLE OF CREATURE ENCHANTMENTS

Degree	Arcane	Chaos	Death	Life	Nature	Sorcery
<b>Common</b>	Eldritch Weapon	Cloak of Fear Black Sleep <sup>▲</sup> Weakness <sup>▲</sup>	Bless <b>Endurance</b> Heroism Holy Armor Holy Weapon	Giant Strength Resist Elements Stone Skin <b>Water Walking</b> Web <sup>▲</sup>	Confusion <b>Guises</b> Resist Magic	
<b>Uncommon</b>	<b>Chaos Channels</b> Flame Blade Immolation Warp Creature <sup>▲</sup>	Berserk <sup>▲</sup> <b>Black Channels</b> <b>Lycanthropy</b> Possession <sup>▲</sup>	<b>Planar Travel</b> True Sight	<b>Pathfinding</b>	Invisibility Flight Guardian Wind Spell Lock	
<b>Rare</b>		Wralthform	Invulnerability Lion Heart Righteousness	Elemental Armor Iron Skin	Banish Haste <sup>▲</sup> Magic Immunity <b>Stasis</b> <b>Wind Walking</b>	
<b>Very Rare</b>		Animate Dead <sup>†</sup>		Regeneration	Creature Binding <sup>▲</sup>	

<sup>▲</sup> May only be cast during combat.

<sup>†</sup> While spell may only be cast during combat, its effects outlast the combat.

**Bold-face** spells may only be cast outside of combat (i.e., overland).

## TABLE OF GLOBAL ENCHANTMENTS

Note that global enchantments and instant spells affect all relevant targets on both worlds!

Degree	Arcane	Chaos	Death	Life	Nature	Sorcery
<b>Uncommon</b>				Planar Seal		Aura of Majesty Wind Mastery
<b>Rare</b>			Zombie Mastery			
<b>Very Rare</b>	<i>Spell of Mastery</i>	Armageddon  Chaos Surge Doom Mastery Great Wasting Meteor Storms	<i>Death Wish</i>  Eternal Night Evil Omens	Charm of Life  Crusade Holy Arms Life Force Tranquility	Herb Mastery  Nature's Awareness Nature's Wrath	<i>Great Unsummoning</i>  Time Stop Suppress Magic

## TABLE OF COMBAT SPELLS

Degree	Arcane	Chaos	Death	Life	Nature	Sorcery
<b>Common</b>	<i>Dispel Magic</i> ♣ <i>Recall Hero</i> ♣	<i>Disrupt</i> ♣ <i>Fire Bolt</i> ♣ <i>Lightning Bolt</i> ♣ <i>Shatter</i> ♣ <i>Warp Wood</i> ♣	Darkness <i>Life Drain</i> ♣ <i>Mana Leak</i> Terror	<i>Healing</i> ♣ <i>Star Fires</i> ♣ True Light	Earth to Mud	Counter Magic <i>Dispel Magic True</i> ♣ <i>Psionic Blast</i> ♣
<b>Uncommon</b>		<i>Fireball</i> ♣	Black Prayer	<i>Dispel Evil</i> ♣ Prayer <i>Raise Dead</i> ♣	<i>Cracks Call</i> <i>Ice Bolt</i> ♣	<i>Vertigo</i> ♣
<b>Rare</b>		<i>Doom Bolt</i> ♣ <i>Flame Strike</i> <i>Magic Vortex</i> ♣ Metal Fires <i>Warp Lightning</i> ♣ Warp Reality	Wrack	<i>Holy Word</i> <i>Mass Healing</i>	<i>Petrify</i> ♣	Mind Storm♣
<b>Very Rare</b>		<i>Call Chaos</i> <i>Disintegrate</i> ♣	<i>Death Spell</i> <i>Word of Death</i> ♣	High Prayer	Call Lightning Entangle	Mass Invisibility

♣ Is directed at only one unit.

♣ While classified as instant, spell has effects that last for the duration of battle.

## TABLE OF SPECIAL SPELLS

The spells included in the following table do not fall under any convenient classification scheme.

<b>Degree</b>	<b>Arcane</b>	<b>Chaos</b>	<b>Death</b>	<b>Life</b>	<b>Nature</b>	<b>Sorcery</b>
<b>Common</b>	<i>Summoning Circle</i>	<i>Corruption</i>		Just Cause	<i>Earth Lore</i>	<i>Word of Recall</i>
<b>Uncommon</b>	Detect Magic <i>Disenchant Area</i> Enchant Item Summon Hero	<i>Raise Volcano</i>	<i>Drain Power</i> <i>Subversion</i>	<i>Plane Shift</i> <i>Resurrection</i>	<i>Change Terrain</i> <i>Nature's Cures</i> <i>Transmute</i>	<i>Disenchant True</i> Enchant Road <i>Spell Blast</i>
<b>Rare</b>	Awareness Create Artifact <i>Disjunction</i> Summon Champion	<i>Fire Storm</i>	<i>Black Wind</i> Warp Node	Incarnation	<i>Ice Storm</i> <i>Move Fortress</i>	<i>Disjunction True</i>
<b>Very Rare</b>			<i>Cruel Unminding</i>			<i>Spell Binding</i>

# Master of Magic Spells by Realms

The following tables are divided into realms. These tables are meant to provide an overview of the relative strengths and weaknesses of the different magic realms. All wizards can learn all the arcane magic spells; however, the other spells your wizard can eventually learn depend on the choices you make at the beginning of the game (see **Spell Ranks**). These tables may help you decide the realms of magic that your wizard should study.

## TABLE OF ARCANE SPELLS

Degree	Summoning	City Enchantment	Creature Enchantment	Global Enchantment	Combat	Special
<b>Common</b>	Magic Spirit				<i>Dispel Magic</i> <sup>♣</sup> <i>Recall Hero</i> <sup>♣</sup>	<i>Summoning Circle</i>
<b>Uncommon</b>						Detect Magic <i>Disenchant Area</i> Enchant Item Summon Hero
<b>Rare</b>						Awareness Create Artifact <i>Disjunction</i> Summon Champion
<b>Very Rare</b>						<i>Spell of Mastery</i>

- ♣ Combat spell that is directed at only one unit.
  - ♠ While classified as instant, spell has effects that last for the duration of battle.
  - × Can also be cast during combat, although the effects disappear after combat ends.
  - ×× Can be cast during combat, with effects lasting after combat ends.
  - \* Can only be cast during combat; the creatures disappear when combat ends.
  - ▲ May only be cast during combat.
  - † While spell may only be cast during combat, its effects outlast the combat.
- Bold-face** Creature enchantments may only be cast outside of combat (i.e., overland).

## TABLE OF CHAOS SPELLS

Degree	Summoning	City	Creature Enchantment	Global Enchantment	Combat Enchantment	Special
<b>Common</b>	Fire Elemental* Hell Hounds	Wall of Fire <sup>X</sup>	Eldritch Weapon		Disrupt <sup>†</sup> Fire Bolt <sup>†</sup> Lightning Bolt <sup>†</sup> Shatter <sup>†</sup> Warp Wood <sup>†</sup>	Corruption
<b>Uncommon</b>	Chimera Doom Bat Fire Giant Gargoyles		<b>Chaos Channels</b> Flame Blade Immolation Warp Creature <sup>▲</sup>		Fireball <sup>†</sup>	Raise Volcano
<b>Rare</b>	Chaos Spawn Efreet	Chaos Rift			Doom Bolt <sup>†</sup> Flame Strike Magic Vortex <sup>†</sup> Metal Fires Warp Lightning <sup>†</sup> Warp Reality	Fire Storm
<b>Very Rare</b>	Great Drake Hydra	Call the Void		Armageddon Chaos Surge Doom Mastery Great Wasting Meteor Storms	Call Chaos Disintegrate <sup>†</sup>	

## TABLE OF DEATH SPELLS

Degree	Summoning	City Enchantment	Creature Enchantment	Global Enchantment	Combat	Special
<b>Common</b>	Ghouls Skeletons	Dark Rituals	Cloak of Fear Black Sleep <sup>▲</sup> Weakness <sup>▲</sup>		Darkness Life Drain <sup>†</sup> Mana Leak Terror	
<b>Uncommon</b>	Night Stalker Shadow Demons	Wall of Darkness <sup>X</sup>	Berserk <sup>▲</sup> <b>Black Channels</b> <b>Lycanthropy</b> Possession <sup>▲</sup>		Black Prayer	Drain Power Subversion
<b>Rare</b>	Wraiths	Cloud of Shadow Cursed Lands Evil Presence Famine	Wraithform	Zombie Mastery	Wrack	Black Wind Warp Node
<b>Very Rare</b>	Death Knights Demon Lord	Pestilence	Animate Dead <sup>†</sup>	Death Wish Eternal Night Evil Omens	Death Spell Word of Death <sup>†</sup>	Cruel Unminding

‡ Combat spell that is directed at only one unit.

† While classified as instant, spell has effects that last for the duration of battle.

X Can also be cast during combat, although the effects disappear after combat ends.

XX Can be cast during combat, with effects lasting after combat ends.

\* Can only be cast during combat; the creatures disappear when combat ends.

▲ May only be cast during combat.

† While spell may only be cast during combat, its effects outlast the combat.

**Bold-face** Creature enchantments may only be cast outside of combat (i.e., overland).

## TABLE OF LIFE SPELLS

Degree	Summoning	City Enchantment	Creature Enchantment	Global Enchantment	Combat	Special
<b>Common</b>	Guardian Spirit		Bless <b>Endurance</b> Heroism Holy Armor Holy Weapon		Healing <sup>♣</sup> Star Fires <sup>♣</sup> True Light	Just Cause
<b>Uncommon</b>	Unicorns	Heavenly Light	<b>Planar Travel</b> True Sight	Planar Seal	Dispel Evil <sup>♣</sup> Prayer Raise Dead <sup>♣</sup>	Plane Shift Resurrection
<b>Rare</b>	Angel	Altar of Battle Prosperity Stream of Life	Invulnerability Lion Heart Righteousness		Holy Word Mass Healing	Incarnation
<b>Very Rare</b>	Archangel	Astral Gate Consecration Inspirations		Charm of Life Crusade Holy Arms Life Force Tranquility	High Prayer	

## TABLE OF NATURE SPELLS

Degree	Summoning	City Enchantment	Creature Enchantment	Global Enchantment	Combat	Special
<b>Common</b>	Sprites War Bears	Wall of Stone <sup>XX</sup>	Giant Strength Resist Elements Stone Skin <b>Water Walking</b> Web <sup>♣</sup>		Earth to Mud	Earth Lore
<b>Uncommon</b>	Basilisk Cockatrices Giant Spiders	Nature's Eye	<b>Pathfinding</b>		Cracks Call Ice Bolt <sup>♣</sup>	Change Terrain Nature's Cures Transmute
<b>Rare</b>	Earth Elemental <sup>*</sup> Gorgons Stone Giant	Gaia's Blessing Earthquake	Elemental Armor Iron Skin		Petrify <sup>♣</sup>	Ice Storm Move Fortress
<b>Very Rare</b>	Behemoth Colossus Great Wyrn	Earth Gate	Regeneration	Herb Mastery Nature's Awareness Nature's Wrath	Call Lightning Entangle	

- ♣ Combat spell that is directed at only one unit.
- ♠ While classified as instant, spell has effects that last for the duration of battle.
- X Can also be cast during combat, although the effects disappear after combat ends.
- XX Can be cast during combat, with effects lasting after combat ends.
- \* Can only be cast during combat; the creatures disappear when combat ends.
- ♣ May only be cast during combat.

† While spell may only be cast during combat, its effects outlast the combat.

**Bold-face** Creature enchantments may only be cast outside of combat (i.e., overland).

# TABLE OF SORCERY SPELLS

Degree	Summoning	City	Creature Enchantment	Global Enchantment	Combat Enchantment	Special
<b>Common</b>	Floating Island Nagas Phantom Warriors*		Confusion <b>Guises</b> Resist Magic		Counter Magic <i>Dispel Magic True</i> ♠ <i>Psionic Blast</i> ♠	<i>Word of Recall</i>
<b>Uncommon</b>	Phantom Beast*		Invisiblity Flight Guardian Wind Spell Lock	Aura of Majesty Wind Mastery	<i>Vertigo</i> ♠	<i>Disenchant True</i> Enchant Road <i>Spell Blast</i>
<b>Rare</b>	Air Elemental* Djinn Sky Drake Storm Giant		Banish Haste▲ Magic Immunity <b>Stasis</b> <b>Wind Walking</b>		Mind Storm♠	<i>Disjunction True</i>
<b>Very Rare</b>		Flying Fortress Spell Ward	Creature Binding▲	<i>Great Unsummoning</i> Time Stop Suppress Magic	Mass Invisiblity	<i>Spell Binding</i>

♠ Combat spell that is directed at only one unit.

♠ While classified as instant, spell has effects that last for the duration of battle.

× Can also be cast during combat, although the effects disappear after combat ends.

×× Can be cast during combat, with effects lasting after combat ends.

\* Can only be cast during combat; the creatures disappear when combat ends.

▲ May only be cast during combat.

† While spell may only be cast during combat, its effects outlast the combat.

**Bold-face** Creature enchantments may only be cast outside of combat (i.e., overland).