

Level	Spell	Effect
Spirit Spells		
1	Bless	Casts a blessing on all party members near the target. This improves the party members chance of making succesful strikes against the monsters, and reduces the chance of monsters making succesful strikes against the party members. Cumulative. Duration 5 minutes
1	Heal	Restores 4-14 hitpoints of damage to the target
1	Awaken	Wkaes up a target who is asleep. Because a sleeping character will not be able to attack, this spell can be very useful.
2	Charm	Attempts to charm a monster. If succesful, the target should become passive and stop attacking the party. This can be useful if the party accidentally gets into a fight with an NPC character.
2	Spirit Eye	Invokes a magical eye which reveals nearby monsters, items and targetable objects such as hidden buttons, etc., on the world map display when in Map Mode. Duration 5 minutes
3	Great Heal	Restores 12-32 hitpoints of damage to the target. Also cures blindness and sickness.
3	Mind Leech	Attempts to read the mind of the target. This spell is only useful on NPC characters that can talk.
3	Dispel Undead	Does 4-10 points of damage to any undead monsters near the target.
4	Heroic Might	Bestows superhuman abilities on the target, greatly increasing chance of succesful strikes and the damage of the strikes, and reduces the monsters chance to hit and do damage to the target. Removes all fear from the target.
4	Force of Mind	A powerful bolt of spritual energy that inflicts up to 20 points os damage to the target.
5	Resurrect	The resurrect spell will attempt to resurrect a target character that is dead. The chance of success is dependant upon the power of the caster and the Fortitude of the target. If the spell fails, the target may be reduced to bones or ash, requiring the Rebirth spell to then bring the target back to life
5	Healing Realm	Restores 4-18 points of damage to all party members near the target.
6	Restore Health	Restores all hitpoints, bringing the target to full health. Also cures blindness, sickness and insanity.
6	Dust to Dust	Inflicts up to 250 points of damage to an undead monster.
7	Rebirth	Attempts to resurrect a target character that is dead, even if they are bones or ash. The chance of success is dependent of the power of the caster and the fortitude of the target. If the spell fails, the target may be reduced to bones or ash.
7	Exorcism	A powerful ritual that removes any possession or curse on the target and it also cures insanity.
7	Artifact of Spirit	This is spell is not cast. It is required to enchant or bless an artifact with powers from the spirit magic realm. The ritual is performed at any magic shoppe or temple.
Sun spells		

1	Burn	A small ball of fire that inflicts 4-9 points of damage to the target.
1	Torchlight	This spell creates a magical light that follows the target, equivalent to a torch. Cumulative. Duration: 10 minutes.
2	Blinding Flash	A brilliant flash of light that blinds any monster near the target, greatly reducing their chances of making successful strikes.
2	Flamedrop	This spell creates a small barrier of fire on the ground under the target. Any monster stepping into or near the fire suffers damage. Duration: 15 seconds.
3	Illuminate	This spell creates a powerful light around the target, illuminating the nearby ground or area equivalent to daylight. Cumulative. Duration: 15 minutes.
3	Flamestrike	Hurls a powerful ball of fire that does 7-22 points of damage to all monsters near the target.
4	Dazzle	A dazzling flash of chromatic lights that cause random effects on any monsters near the target.
4	Reveal	Attempts to reveal any invisible, hidden or shadowed creatures near the target.
5	Dragon Breath	Spews a flaming jet of fire at the target, inflicting up to 36 points of damage.
5	Artifact of Fire	This spell is not cast. It is required to enchant or bless an artifact with powers from the sun magic realm. The ritual is performed in any magic shoppe or temple.
5	Burning Haze	Sends a giant flaming cloud of burning gas towards the target, inflicting heavy damage to any monsters caught inside the cloud or standing nearby. Duration: 20 seconds.
6	Incinerate	A powerful blast of energy that inflicts up to 80 points of damage to the target.
6	Magma Bomb	A gargantuan blob of molten lava which explodes at the target doing 15-50 points of damage to any monsters within the blast zone.
7	Fire Storm	A hail of searing fireballs which rains down on the target and surrounding area, each fireball doing 7-22 points of damage to any creatures unfortunate enough to be standing underneath.
7	Circle of Fire	A massive wall of fire which fans out along the ground behind the target, forming a flaming barrier that inflicts heavy damage to any monsters standing within it or trying to move through it. When cast on a PC character the wall forms behind the party, protecting them against monsters assaulting from the rear.

Moon Spells

1	Frighten	Causes monsters near the target to become afraid, reducing their ability to avoid strikes from the party, and reducing their chances to make a successful strike.
1	Nimble	Greatly increases the target's ability to avoid strikes from attacking enemies. Cumulative. Duration: 5 minutes.
2	Sleep	Creates an enchanting cloud of magical stars that causes any monsters near the target to fall asleep.

2	Shadow	Causes the target to become hidden in shadows, allowing the target to sneak up on the monsters and increasing the chance of a successful strike. If the target is hidden in shadows and has the backstab trait, any successful strike will deal double damage. A character hidden in shadows is less likely to be targeted by the monsters, and the monsters chance to make a successful strike is greatly reduced.
3	Silence	Silences any monsters around the target, suppressing any magic spells they try to cast for as long as they remained silenced.
3	Spectral Raven	Creates an ethereal raven which flies to the target, inflicting 8-20 points of magical damage.
4	Freeze	Creates a pillar of freezing gas beneath the target that deals 4-8 points of damage and paralyzes the target.
4	Iceball	A hurtling ball of ice that blasts the target and nearby monsters with 10-30 points of damage.
4	Unsilence	Removes any silence spell in effect on the target, allowing the target to cast spells normally once again.
5	Frost Breath	Spews a chilling jet of icy frost at the target, dealing up to 32 points of damage and paralyzing the target.
5	Artifact of Ice	This spell is not cast. It is required to enchant or bless an item with powers from the moon magic realm. The ritual is performed at any magic shoppe or temple.
5	Invisibility	Causes all party members near the target to become invisible, allowing the party to move undetected. Any character that is invisible has a greatly increased chance of making a successful strike. If an invisible character has the backstab trait any successful strike will deal double damage. Any monster that is able to detect and target an invisible character has a greatly reduced chance to make a successful strike. Duration: 2 minutes.
6	Vanish	Teleports the target to a random location nearby. This spell is useful for temporarily moving a target monster away from the party, or getting the party out of a critical situation.
6	Create Portal	This spell creates a magical portal in the world, which becomes the destination of any teleport spell that is cast. Only one magical portal can exist within a given scene, and any subsequent create portal spell will terminate any previous portal. The portal is permanent, and once created, it does not need to be cast again in the scene unless a different destination is desired
6	Teleport	Teleports the party to the magical portal in the scene created by the create portal spell. If no magical portal has been created, the teleport spell will fail.
7	Icestorm	A hail of freezing iceballs which rains down on the target and surrounding area, each iceball doing 9-30 points of damage to any creatures unfortunate enough to be standing underneath.
7	Hands of Time	Causes all monsters surrounding the target to become frozen in time, allowing the party to escape or attack without opposition.

7	Call of Home	This spell may only be cast outdoors. It will teleport the party back to the town they last visited. It is also very useful when used in conjunction with the create portal and teleport spells to enter town and then return again to the original location in the world.
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Vine Spells

1	Slow	Causes the target to move and attack slower. Cumulative.
1	Repel	Causes the monster to avoid attacking the target, Cumulative. Duration: 5 minutes.
1	Stink Bomb	Creates a small cloud of stinking gas that causes the target to gag, disrupting their ability to attack.
2	Haste	This spell causes all party members near the target to move and attack faster. Cumulative. Duration: 5 minutes.
2	Venom Bite	Hurls a venomous attack at the target, injecting poison that drains the monster's hit points.
2	Lure	Causes monsters to attack the target party member. This spell will not make the monsters attack other monsters. It is useful to force monsters to attack stronger or better protected characters and leave weaker characters alone. Cumulative. Duration: 5 minutes.
3	Binding Force	Creates bands of magical energy that bind the target and prevent it from attacking.
3	Artifact of Vine	This spell is not cast. It is required to enchant or bless an artifact with powers from the vanie magic realm. The ritual is performed at any magic shoppe or temple.
3	Pry	This spell may only be cast on a treasure chest or lock. It will attempt to open the target object. If the object is trapped, the pry spell usually sets the trap off. This spell is dependent upon the sorcery skill of the caster, which determines how difficult a chest or lock the spell can open. The pry spell can also be successful on locks that have become jammed.
4	Toughen	This spell increases the health of the target by adding 10 additional hitpoints. When the spell wears off, the target's hitpoints will be reduced to normal. Cumulative. Duration: 5 minutes.
4	Cure Poison	This spell cures any poison affecting the target.
4	Unbind	This spell removes all paralysis affecting the target, including paraöysis from magic spells such as binding force.
5	Locust Swarm	This spell conjures a buzzing swarm of locusts to attack the target, dealing up to 20 points of damage to the target and surrounding monsters.
5	Disarm Trap	This spell may only be cast on a treasure chest or lock, and is a more powerful version of the pry spell. It will attempt to open the target object. Unlike the pry spell, however, the disarm trap spell will usually not trigger any trap on the object. This spell is dependent upon the sorcery skill of the caster, which determines how difficult a chest or lock the spell can open. The disarm trap spell can also be successful on locks that have become jammed.

5	Poison Breath	Spews a noxious jet of poison gas at the target, dealing up to 18 points of damage and poisoning or gagging the target.
6	Cure	Cures the target of any poison, blindness, sickness or disease.
6	Deadly Vapours	Sends a giant toxic cloud of poison gas towards the target inflicting damage and poisoning or gagging any monsters caught inside the cloud or standing nearby. Duration: 20 seconds.
6	Breath of Air	This spell takes half the hitpoints of the caster and replenishes the air of party members near the target. It is most useful when characters are underwater and are starting to drown.
7	Whirling Dervish	Launches a swirling tornado at the target, inflicting heavy damage to any monsters in its path.
7	Vine of Life	When this spell is cast upon a target, any damage that would kill the target instead reduces the target's hitpoints to 1. The spell will end once it has prevented the target from dying this way. Duration: 10 minutes.

Stone Spells

1	Shock	Hurls a ball of electric sparks at the target dealing 4-9 points of damage.
1	Armourplate	Creates a thick magical armour plating around the target, reducing the chance of damage from strikes by the monsters. Cumulative. Duration: 5 minutes.
2	Melt	Causes the armour or hide of the target to soften, rendering it more vulnerable to damage from successful strikes.
2	Zap	Casts a bolt of magical energy at the target, inflicting up to 14 points of damage.
3	Elemental Blast	Hurls a ball of elemental energy at the target, doing 8-20 points of damage to any nearby monsters.
3	Armoured Realm	Creates a magical armour around all party members near the target, reducing the chance of damage from strikes by the monsters. Cumulative. Duration: 5 minutes.
4	Meteor	Launches a sizzling meteor at the target, exploding with 9-30 points of damage to any nearby monsters.
4	Artifact of Stone	This spell is not cast. It is required to enchant or bless an artifact with powers from the stone magic realm. The ritual is performed at any magic shoppe or temple.
4	Negate Magic	This spell removes all enchantments on the target, including enchantments that are otherwise beneficial to the target. It is useful when a character has been enchanted with a harmful spell such as slow, weaken, or melt, or for removing enchantments such as lure or repel.
5	Merlin's Shield	This spell creates a magical barrier around the target that blocks or reduces any magic spells that would otherwise affect the target. Cumulative. Duration: 1 minute.
5	Lightning	Casts a powerful bolt of lightning that inflicts up to 48 points of damage to the target.
6	Petrification	Attempts to turn a monster into stone. If successful, the effect of this spell is permanent, and can only be reversed by the stone to flesh spell.

6	Stone to Flesh	Restores a target party member turned to stone back into flesh and blood.
6	Lavawalk	Allows the party members near the target to walk on lava without taking any damage. Cumulative. Duration: 3 minutes.
7	Meteorstorm	A hail of sizzling meteors which rains down on the target and surrounding area, each meteor doing 12-48 points of damage to any creatures unfortunate enough to be standing underneath.
7	Reflect Damage	Creates a magical field around the target that causes any creature doing damage to the target to also take an equal amount of damage. Can be very powerful when used in combination with the lure spell. Cumulative. Duration: 1 minute.

Fiend Spells

1	Bloodlust	Imbues the target with a furious passion, increasing the chance for a successful strike that does extra damage, and reducing any monster's chance of making a successful strike. Cumulative. Duration: 5 minutes.
1	Enfeeble	Makes the target weak and feeble, greatly reducing its ability to fight or defend against attacks. Cumulative.
2	Pain	Invokes a searing wave of pain that inflicts 6-12 points of damage to the target.
2	Blood to Gold	May only be cast on oneself. This permanently reduces the number of hitpoints of the character by 1, and adds 50 gold pieces to the character's gold sack.
3	Voice of Terror	Invokes a screaming cry from the caster that paralyzes and invokes fear in any monster near the target.
3	Summon Creature	Summons creatures of the forest to come aid the party and fight against the monsters. The type and number of monsters are dependent upon the caster's sorcery skill.
4	Dementia	Creates a wave of insanity that affects any monsters near the target. Insane creatures are out of control, and may attack each other.
4	Frenzy	Imbues the target with a ferocious rage, greatly increasing the chance for a successful strike that inflicts double damage. Any character that is frenzied will also take double damage when hit by a successful strike from an opponent. Cumulative. Duration: 5 minutes.
4	Demonic Fist	Spawns a swirling fist of demonic energy that does 6-36 points of damage to the target.
5	Summon Undead	Summons undead creatures to come aid the party and fight against monsters. The type and number of creatures that appear are dependent upon the caster's sorcery skill.
5	Face of Death	This spell tries to kill the target outright, and may or may not be successful depending upon the toughness of the target.
6	Twisted Master	Takes possession of the target, causing it to join the party and fight against the monsters. When all nearby monsters have been defeated, the possessed creature will wander off looking for new enemies to kill until the spell expires. Cumulative. Duration: 5 minutes.

6	Lifesteal	A devastating spell that inflicts up to 36 points of demonic damage to the target, healing the caster by an equal amount of hit points.
6	Artifact of Pain	This spell is not cast. It is required to enchant or bless an artifact with powers from the fiend magic realm. The ritual is performed at any magic shoppe or temple.
7	Blood Bath	The most dangerous spell in Wizards & Warriors, the blood bath spell spawns a fiendish hail of bloody gore from hell, taking half the hit points of the caster with each explosion and doing an equivalent amount of damage to the target and any nearby monsters. Note that this spell almost always proves fatal for the caster.
7	Summon Fiend	Summons a fiend from hell to come aid the party and fight against the monsters. The type and number of demonic creatures that appear are dependent upon the caster's sorcery skill.
7	Word of Death	This spell will try to slay all monsters near the target outright.