

Spell Summary

Update of the spell summary found at <http://crossfire.real-time.com>

16th August 2002

This document lists all spells (Wizard/Mage and Cleric/Priest) with a brief summary, that are available in Crossfire.








The level (L) of a spell indicates the difficulty of the spell as well as defining how advanced a spell-user must be before he may fully grasp the knowledge to cast it.

















A spell type (T) is either a wizard (W) based or priest (P) based. Anyone except a cleric or priest attempting to cast a priest based spell (a prayer) will not receive a Wisdom bonus to successfully cast the spell (and has a high chance of fumbling the spell unless the caster has an unusually inherent high Wisdom).

Spell Points (Sp) indicate the amount of Mana or Grace required to cast the spell.














Spells can be found (✓) in wands (W), scrolls (S) and books (B). Blue color ✓ indicates that spells can be found in quests.

Spells listed in red are only available to characters that follow a particular god.

	Spell/Prayer			Path	L	T	Sp	Short Description	W	S	B
	Alchemy			Transmutation	3	W	5	This spell is needed for alchemy. You must drop the items of a alchemy recipe in a cauldron. Then you must cast this spell on the cauldron. If it is not used on a cauldron, it transforms surrounding objects into gold nuggets.	✗	✓	✓
	Aggravation		1	Null	0	W		This spell will make creatures more upset about the player so they will attack.	✗	✗	✗
	Animate Weapon			Teleportation	7	W	25	This spell brings to life a weapon in the casters hand, which flies about under his direction. It can be controlled using the fire <dir> keys. You will get all experience of the weapons kills.	✗	✗	✓
	Antimagic Rune			Abjuration	5	W		This spell places a magical trap onto the ground. Anyone who steps there will run in this antimagic trap.	✗	✗	✓









	Armour			Self	1	W	8	Creates a magical protective field which increases your resistance to physical attack and raises your ac.	✗	✓	✓
	Ball Lightning			Electricity	9	W	10	Ball lightning is a tracking spell. It will hunt down and shock your enemies until dead. It does not always go where you intend, but it can go around corners, and it will damage any monster adjacent to it. Also, it is less dangerous to the caster than most spells.	✓	✓	✓
	Banishment			Turning	5	P	10	The prayer of banishment may cause weaker enemies of your god to immediately disappear or die. It is a cone spell.	✓	✓	✓
	Bless			Abjuration	2	P	8	You get blessed by your god. It will effect some resistance and increase some stats. It has multiple effects by different gods, so try it out.	✗	✗	✓
	Build Bullet Wall			Creation	12	W	35	This spell creates a magical device which will continually fire bullets in one direction. It disappears after some time.	✗	✗	✓
	Build Director			Creation	10	W	30	A director is an object which changes the direction certain spells and objects fly. It disappears after some time. ¹	✗	✗	✓
	Build Fireball Wall			Creation	16	W	45	This spell creates a magical device which will continually fire fireballs in one direction. It disappears after some time.	✗	✗	✓

¹You can use a director to send some spells shot at you back where they came from, while still being able to fire over it yourself.












	Build Lightning Wall			Creation	14	W	40	This spell creates a magical device which will continually fire lightning bolts in one direction. It disappears after some time.	✗	✗	✓
	Bullet Storm			Missiles	10	W	8	This spell fires many large bullets in the direction the caster is facing. The number and damage of the bullets depends on the level of the caster. ²	✗	✗	✓
	Bullet Swarm			Missiles	7	W	6	This spell fires many magic bullets in the direction the caster is facing. The number and damage of the bullets depends on the level of the caster. ³	✗	✗	✓
	Burning Hands			Fire	1	W	5	A cone of fire you project in front of you. The spell gains strength as you grow in level, so it remains one of your best spells even at high level.	✓	✗	✓
	Call Holy Servant			Summoning	5	P	30	A strong fighter from your god, whom you may direct like a golem. It can be sent in various directions by using the fire <i><dir></i> keys. You get all experience from his kills.	✗	✗	✓
	Cancellation			Protection	10	W	30	This spell removes magic from locations and items. It also removes enchantments from items, so beware!	✓	✗	✓
	Cause Anthrax			Wounding	12	P	50	Anthrax is a deadly disease to the animal kind. It does not usually affect other creatures.	✗	✓	✓




















²The caster should beware: if he steps into the storm he causes he will be hurt.

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	Cause Black Death		Wounding	15	P	120	This prayer will unleash the bubonic plague, or black death. This plague is broadly fatal and very deadly, and highly contagious. He who unleashes the bubonic plague is wise to flee. Granted by Devourers at high level.	✗	✗	✗
	Cause Cold		Wounding	2	P	10	This prayer causes a disease to spread. This disease is highly contagious, and somewhat debilitating, but rarely fatal, unless it is complicated by other infections. Players and monsters affected will move more slowly, and be weaker, until the disease runs its course or is cured.	✓	✓	✓
	Cause Critical Wounds		Wounding	7	P	25	This prayer creates a missile which inflict heavy damage to your enemies. This is a bullet spell granted by Sorig at medium level.	✗	✗	✓
	Cause Flu		Wounding	2	P	10	The flu prayer unleashes an outbreak of the flu. It is rarely deadly of itself, except to weak monsters, but it is very debilitating.	✓	✓	✓
	Cause Leprosy		Wounding	5	P	20	This prayer inflicts leprosy upon one target. Leprosy is not usually contagious, but touching may spread the disease. ⁴	✗	✓	✓
	Cause Light Wounds		Wounding	1	P	4	This prayer creates a missile which inflicts damage to your enemies. This is a bullet spell.	✗	✗	✓













⁴Beware the attack of a monster on which you've inflicted leprosy!

	Cause Many Wounds			Wound- ing	12	P	30	This prayer creates many missiles which inflicts damage to your enemies. This is a swarm spell granted by Sorig at medium level.	✗	✗	✗
	Cause Medium Wounds			Wound- ing	3	P	8	This prayer creates a missile which inflicts some damage to your enemies. This is a bullet spell.	✗	✗	✓
	Cause Rabies Cause Red Death			Wound- ing	12	W	120	Unknown.	✗	✗	✗
	Cause Serious Wounds			Wound- ing	12	P	100	The red death prayer unleashes a virulent, broadly effective, and deadly plague. He who unleashes the red death had better avoid his victims and their remains, lest he die. Granted by Devourers at medium level.	✗	✗	✗
	Cause Serious Wounds			Wound- ing	5	P	16	This prayer creates a missile which inflicts serious damage to your enemies. This is a bullet spell.	✗	✗	✓
	Cause Small-pox			Wound- ing	10	P	85	This prayer unleashes an outbreak of the deadly disease small-pox. This disease is highly contagious and often fatal to weaker monsters, and sometimes to stronger monsters. However, its deadliness is restricted to humanoids. Granted by Gnarg at medium level.	✗	✗	✗
	Cause Typhoid			Wound- ing	8	P	60	Typhoid is a deadly disease to humanoids, but other monsters are not affected.	✗	✓	✓
	Cause White Death			Wound- ing	85	P	350	He who unleashes the white death had best flee. This highly contagious and deadly disease does not respect its own master.	✗	✗	✗

	Charging			Transfer- rence	10	W	200	This spell can charge a staff or wand.	✗	✓	✗
	Charisma			Self	3	W	12	This spell may increase your charisma by some amount. The amount depends on your current charisma and your strength as a magician.	✗	✗	✓
	Charm Mon- sters			Mind	5	W	20	This prayer may convert monsters into pets.	✗	✗	✓
	Color Spray			Null	13	W	35	The color spray spell is chaotic jumble of mana which strikes with many attack-types. It is a cone spell.	✗	✗	✓
	Comet			Missiles	8	W	15	This is a very strong ball attack spell. Working like a fire-ball this spell inflicts weaponmagic damage when the comet hits. ⁵	✗	✗	✓
	Command Undead			Mind	4	P	12	Turns undead creatures in pets. This spell works on all tiles around you.	✗	✗	✓
	Conflict			Mind	10	P	50	This special prayer of Lythander will confuse and distract any monsters nearby, setting them to attack whatever is nearest, be it friend or foe. Granted by Lythander at medium level.	✗	✗	✗
	Confusion			Mind	2	W	10	This spell adds confusion to your attack types. ⁶	✗	✓	✓
	Consecrate			Abjura- tion	4	P	35	This prayer consecrates an altar to the god of the beseecher.	✗	✗	✓
	Constitution			Self	4	W	15	This spell may increase your constitution by some amount. The amount depends on your current constitution and your strength as a magician.	✗	✓	✓




















⁵Try it when all else fails. However, keep in mind, it may take a great many comets to bring down a strong monster.

⁶Very useful to kill enemies with immunity to physical attacks.














	Counterspell			Abjuration	3	W	10	Counterspell is a cone spell destroying some other spells in the area. It can also be used to block other cone or ball spells. It wont kill spells of higher level than the caster of the counterspell.	✓	✗	✓
	Counterwall			Restoration	8	W	8	This spell sets up a magical barrier which will consume many magical effects, and also some other dangerous things like dragonfire. Whether a spell is stopped by the counterwall or not depends on the strength of the incoming spell and the strength of the caster, and on luck.	✓	✗	✓
	Create Bomb			Detonation	6	W	10	This spell creates a device which detonates after some seconds, hitting all nearby objects and launching fragments in all directions. ⁷	✓	✓	✓
	Create Earth Wall			Creation	4	W	6	Creates a line of earth walls which can hide the caster. Enemy creatures beyond the walls cannot see or attack the caster. These walls do not disappear, although they can be broken. ⁸	✓	✗	✓
	Create Fire Wall			Creation	6	W	5	A line of fire spots will spring up. It does not block enemies but any creature crossing it will take fire damage. This spell can be cast cumulative on the same spot to do more damage.	✗	✗	✓
















⁷Create bomb is one of the best attack spells. Create an earth wall, drop 1–10 bombs *fast* on the wall and run away. The explosion of a bunch of this bombs can even kill a dragon in seconds. But beware to stay to near.

⁸Actually one of the most useful spells. Create bombs on the wall and run away. This will destroy wall and enemies. It is one of the most used combos in the game.

	Create Food			Creation	6	P	10	If this prayer is successful, your god will grant you some food. However, your god will take away this gift if you drop it. ⁹	✗	✗	✓
	Create Frost Wall			Creation	8	W	8	A line of frost spots will spring up. It does not block enemies but any creature crossing it will take frost damage. This spell can be cast cumulative on the same spot to do more damage.	✗	✗	✓
	Create Missile			Creation	1	W	5	Creates arrows for use against monsters.	✗	✓	✓
	Create Pool of Chaos			Creation	10	W	10	This spell creates a dangerous line of a chaotic substance, which will hit any monster crossing it with many types of attacks. Good for times when you do not know what a monster is vulnerable to. It does not block line of sight and can be cast cumulative.	✓	✗	✓
	Cure Blindness			Restoration	9	P	30	This prayer removes blindness from your character.	✗	✓	✓
	Cure Confusion			Restoration	7	P	8	This prayer removes confusion from your character.	✗	✓	✓
	Cure Disease			Restoration	5	P	30	This prayer cures <i>all</i> disease from your character.	✗	✓	✓
	Cure Poison			Restoration	4	P	7	This prayer cures <i>all</i> poison of your character.	✗	✓	✓
	Curse			Abjuration	2	P	8	This prayer will curse the target by your god.	✗	✗	✓










⁹Try to get this spell as fast as you can cast it!


















	Dancing Sword		Creation	11	W	25	This spell summons a magical sword. The sword moves in the direction the player has cast it. It can be moved in different directions from player using the fire mode. You will get all experience of the swords kills.	✗	✗	✓
	Dark Vision		Information	5	W	10	This spell let you see in dark places without light.	✗	✓	✓
	Darkness		Light	5	P	15	This prayer invokes a line of darkness creating a wall of black spots. This line of darkness breaks the 'line of sight' of enemies.	✓	✗	✓
	Daylight		Light	18	P	120	This prayer will bring about a general brightening. Granted by Gaea and Valriel at medium level.	✗	✗	✗
	Defense		Protection	40	P	75	The defense prayer, a special prayer of Lythander, protects the beseecher from many things all at once. Granted at medium level.	✗	✗	✗
	Destruction		Null	18	W	30	This spell will damage monsters even if they are behind a door or a wall. You do more damage when you rise in wizardry levels. High intelligence, wisdom and power stats will help you to do more damage and cast more of it.	✗	✓	✓
	Detect Curse		Information	5	P	10	This prayer will mark <i>all</i> cursed or damned items in your inventory.	✗	✓	✓
	Detect Evil		Information	3	P	3	This prayer detect all enemies with evil minds.	✗	✓	✓

	Detect Magic		Information	1	W	1	All magic items in your inventory will be marked as magic.	✓	✓	✓
	Detect Monster		Information	2	W	2	Unseen or hidden monster will be shown.	✗	✓	✓
	Dexterity		Self	3	W	12	This spell may increase your dexterity by some amount. The amount depends on your current dexterity and your strength as a magician.	✗	✓	✓
	Dimension Door		Teleportation	10	W	25	This spell teleports you on map in direction you look to a near spot. You can teleport through <i>some</i> walls and gates too. Hidden antimagic spots will break your teleporting. So you need to try it out. ¹⁰	✓	✗	✓
	Disarm		Abjuration	4	W	7	This spell tries to remove a trap from a chest or door. In this way, traps are not activated accidentally.	✗	✗	✓
	Divine Shock		Wounding	1	P	3	The divine shock prayer is very like ball lightning, however, the lightning balls have the extra sting of having godpower behind them. This is a special prayer of Sorig granted at low level. ¹¹	✗	✗	✗
	Dragon Breath		Fire	12	W	13	A large cone of fire which mimics a dragon's breath.	✓	✗	✓
	Earth Dust		Null	2	W	5	This spell removes all earth walls in the caster area.	✗	✗	✓

¹⁰Using 'create earth walls' will invoke barriers to stop you on special points.








¹¹This is a must have prayer for Sorig followers – go for it!























	Face of Death	of		Death	22	P	80	The face of death prayer may cause instant death to creatures in its cone of effect. Unaffected creatures are usually not damaged. Creatures far less powerful than the beseecher are most likely to die. Granted by Devourers at high level.	✗	✗	✓
	Faery Fire			Light	4	W	10	All creatures near the caster starts to glow. Perhaps it will invoke some other effects on them...	✗	✓	✓
	Fear			Mind	4	W	6	This is a cone spell, invoking fear in your enemies.	✓	✗	✓
	Finger of Death	of		Death	15	P	50	The finger of death spell may cause one monster to die immediately. Granted by Devourers at medium level.	✗	✗	✗
	Firebolt			Fire	2	W	9	This spell invokes a powerful, directed bolt of fire. Avoid running in the fire after invoking this spell. The spell hits with fire damage.	✓	✗	✓
	Flaming Aura			Fire	1	P	5	The flaming aura is a special prayer of Gorokh and of Ruggilli. An aura of fire surrounds the priest and burns everything near to him. Granted at medium level.	✗	✗	✗
	Forked Lightning			Electricity	5	P	15	This spell is as near a cone spell as electrical spells get. The lightning bolt forks into smaller bolts, causing a wider area of effect. Granted by Sorig.	✗	✗	✗

	Frostbolt			Frost	3	W	12	This spell produces a directed bolt of frost. It is useful in corridors with most demons. Most demons cannot abide cold.	✓	✗	✓
	Haste			Self	12	W	50	This spell increases your speed and let you faster attack or move.	✗	✗	✗
	Heal			Restora- tion	10	P	50	This prayer heals <i>all</i> wounds on either the beseecher or the target. However, it will not cure other problems, such as blindness or disease.	✓	✗	✓
	Hellfire			Fire	8	W	13	This spell is for the demons. They cause explosions of fire near to their targets.	✗	✗	✗
	Heroism			Self	10	W	50	This spell may increase any or all of these stats: dexterity, strength, constitution, speed, wc, dam.	✗	✗	✗
	Holy Orb			Turning	7	P	12	This prayer missile explodes when it hits a target and invokes a powerful holy word. The damage type depends on your god. This is a ball spell. ¹²	✗	✗	✓
	Holy Possession			Abjuration	9	P	30	This prayer is one of the most important! It will bless your character with the special power of your god. In many cases it will give you immunity to some attacks. ¹³	✗	✗	✓
	Holy Word			Turning	1	P	4	This prayer is a cone spell, doing damage to the enemies of your god. On other creatures the spell has no effect, so be careful. It is a cone spell.	✗	✗	✓
	Holy Wrath			Turning	14	P	40	This is a powerful version of holy word. This is a cone spell.	✗	✗	✓

¹²Careful, you can be damaged by the spell too in some cases.















¹³This is a must have prayer.

	Icestorm		Frost	1	W	5	A cone of ice which freezes monsters facing the caster. This spell gains power with level, so it remains useful even at high level.	✓	✗	✓
	Identify		Information	8	W	60	This spell identifies some items in your inventory, typically from 3–10, depending on caster level. Higher levels result in more identified items.	✗	✓	✓
	Immunity to Attack		Null	26	W	170	This spell produces the caster to have immunity to physical attacks.	✗	✗	✗
	Immunity to Cold		Null	6	W	60	This spell produces the caster to have immunity to cold.	✗	✗	✗
	Immunity to Draining		Null	18	W	75	This spell produces the caster to have immunity to draining.	✗	✗	✗
	Immunity to Electricity		Null	8	W	65	This spell produces the caster to have immunity to electricity.	✗	✗	✗
	Immunity to Fire		Null	10	W	70	This spell produces the caster to have immunity to fire.	✗	✗	✗
	Immunity to Magic		Null	20	W	150	This spell produces the caster to have immunity to magic.	✗	✗	✗
	Immunity to Paralysis		Null	16	W	60	This spell produces the caster to have immunity to paralysis.	✗	✗	✗
	Immunity to Poison		Null	12	W	60	This spell produces the caster to have immunity to poison.	✗	✗	✗
	Immunity to Slow		Null	14	W	60	This spell produces the caster to have immunity to slow.	✗	✗	✗
	Improved Invisibility		Null	8	W	25	This spell is a better version of invisible. You will stay invisible even if you attack or use spells.	✗	✓	✓
	Insect Plague		Summoning	12	P	40	You summon insect pets who will attack your enemies. You get all experience from the kills. Granted by Gaea at low level.	✗	✗	✗

























	Invisible			Null	6	W	15	This spell will make you invisible. Monsters will not attack or cast spells because they cannot see you. You will start be visible again if you attack or use spells.	✗	✓	✓
	Invisible to Undead			Null	6	P	25	This prayer works like invisible spell, except living creatures can see you.	✗	✓	✓
	Invulnerability			Null	80	W	225	Unknown.	✗	✗	✗
	Ironwood Skin			Self	1	P	8	This prayer, if successful, causes the skin of the caster to harden and become more resistant to physical attack. Granted by Gaea at medium level.	✗	✗	✗
	Large Bullet			Missiles	4	W	3	Like magic bullet, except much more damage.	✓	✗	✓
	Large Fireball			Fire	5	W	16	A ball of fire which explodes when it hits a target. ¹⁴	✓	✗	✓
	Large Icestorm			Frost	12	W	13	A spell which mimics the effect of a cold dragon's breath. It is actually less useful than icestorm.	✓	✗	✓
	Large Lightning			Electricity	4	W	13	Creates a single bolt of lightning.	✓	✗	✓
	Large Mana-ball			Transferrence	10	W	32	Like a fireball but the mana explosion doing magic damage. It is a ball spell.	✗	✗	✓
	Large Snow-storm			Frost	5	W	16	A ball of ice which explodes when it hits a target. ¹⁵	✓	✗	✓
	Large Speed-ball			Missiles	6	W	6	This spell is used by skulls and beholders. It fires a seeking missile.	✗	✗	✗












¹⁴Clear out after you fire it!

¹⁵Prepare to leave the area, in a hurry.
















	Levitate		Null	6	W	10	This spell let you levitate above the floor. Then you cannot fall in holes or traps. This spell is needed in some mazes to pass hole traps or other trapped areas. But when you are flying, you cannot fetch items from ground, so be careful when you need to grab food for example.	✗	✓	✓
	Light		Light	1	P	8	This prayer will light a fixed area.	✓	✗	✓
	Magic Bullet		Missiles	1	W	1	This spell fires a magical bullet which does not track but instead flies in one direction until it hits something.	✓	✗	✓
	Magic Drain		Transference	12	W	20	This spells drains mana from an enemies and adds it to your mana pool.	✗	✗	✓
	Magic Mapping		Information	5	W	15	This spell is very useful. It shows the player a, overlook map of the location where the players character is. ¹⁶	✓	✓	✓
	Magic Missile		Missiles	1	W	1	This spell fires a weakly-tracking magical bolt. It can actually turn to reach the target, but the turning is weak. The tracking is stupid: at times these missiles will fly right into a wall.	✓	✗	✓
	Magic Rune		Creation	12	W	5	Store any arbitrary spell inside a magic rune. The rune will detonate when someone steps on it. If you have stored a healing spell in the rune, it will benefit the 'victim'.	✗	✗	✓
























¹⁶You will need this spell in unknown areas.

	Major Healing			Restoration	8	P	10	This prayer heals major wounds on either the beseecher or the target.	✓	✗	✓
	Mana Blast			Transference	8	W	10	A blast of mana. It inflicts magic damage. Use this spell against monsters which are immune to fire, cold or lightnings. This is a cone spell.	✗	✗	✓
	Mana Bolt			Transference	5	W	18	A bolt of mana doing magic damage to the target. This is a bullet spell.	✗	✗	✓
	Marking Rune			Null	1	W	2	This rune is basically a sign. You may store any words you like in this rune, and people may apply it to read it. can be useful for mazes. This rune will not detonate, nor is it ordinarily invisible.	✗	✗	✓
	Mass Confusion			Mind	7	W	20	This is a cone spell, invoking confusion in your enemies.	✓	✗	✓
	Medium Fireball			Fire	3	W	10	A ball of fire which explodes when it hits a target. Be prepared to run from the flames!	✓	✗	✓
	Medium Healing			Restoration	4	P	7	This prayer heals medium wounds on either the beseecher or the target.	✓	✗	✓
	Medium Manaball			Transference	7	W	20	Like a fireball but the mana explosion doing magic damage. It is a ball spell.	✗	✗	✓
	Medium Snowstorm			Frost	3	W	10	A ball of ice which explodes when it hits a target. Be ready to run away!	✓	✗	✓
	Meteor Swarm			Missiles	12	W	30	This is an extremely strong attack spell. It causes many comets to be fired in the direction the caster is facing or firing. Do not step into the swarm. Cast many times, this spell can kill almost anything.	✗	✗	✓


















	Minor Healing		Restoration	1	P	4	This prayer heals minor wounds on either the caster or the target.	✓	✗	✓
	Missile Swarm		Missiles	7	W	6	This spell fires many magic missiles. They can actually turn to reach the target, but the turning is weak. The tracking is stupid: at times these missiles will fly right into a wall.	✓	✗	✓
	Mystic Fist		Summoning	5	W	10	A magical fist will appear, which you can control. It can be sent in various direction by using the fir <dir> keys. You will get all experience of the fist kills. ¹⁷	✗	✗	✓
	Nightfall		Light	16	P	120	This prayer will bring about a general darkness. Granted by Gaea and Devourers at medium level.	✗	✗	✗
	Pacify		Mind	4	P	10	Target starts to be peaceful and stops attacking caster.	✓	✗	✓
	Paralyze		Null	2	W	5	This spell is a cone spell, paralyzing your enemies. The paralyze effect will <i>not</i> be broken when you attack then. This is a very useful spell, when your enemies are affected by it.	✓	✗	✓
	Peace		Protection		P		The prayer of peace, a special prayer of Gaea, causes those monsters affected to forswear violence forever. Granted at medium level.	✗	✗	✗

¹⁷Do not get in front of your fist.






















	Perceive Self			Information	2	P	5	This spell will show you <i>most</i> of your character attributes. A message like 'your dexterity is depleted by 2' will show that you has lose 2 dexterity. You lose it because you die or a undead has touched you. You need a Potion of Life for healing.	✓	✓	✗
	Poison Cloud			Missiles	2	W	5	This spell produces a ball which flies forward and explodes into a poisonous gas cloud. Monsters within it are slowed, weakened, and possibly killed.	✓	✗	✓
	Poison Fog			Wounding	5	P	15	This special prayer of Gnarg summons a cloud of poisonous vapors which pursues and poisons enemies of the player. Granted at low level.	✗	✗	✗
	Polymorph			Transmutation	6	W	20	This spell will polymorph items and creatures in other items or creatures. Careful, you can lose items or transform peaceful creatures in deadly monsters! It is a bolt spell.	✓	✗	✓
	Probe			Information	1	W	3	Invoking Probe gives you some information about a enemies near you. Probe tells you about his shape and how good your chance is to beat him.	✓	✗	✓
	Protection From Attack			Protection	13	P	50	This prayer gives you some more protection from physical attacks.	✗	✓	✓
	Protection From Cancellation			Protection	11	P	30	This prayer gives you some more protection from cancellation.	✗	✓	✓
	Protection From Cold			Protection	3	P	15	This prayer gives you some more protection from cold damage.	✗	✓	✓

	Protection From Confusion		Protection	7	P	20	This prayer gives you some more protection from confusion.	✗	✓	✓
	Protection From Depletion		Protection	7	P	20	This prayer gives you some more protection from depletion.	✗	✓	✓
	Protection From Draining		Protection	9	P	25	This prayer gives you some more protection from draining.	✗	✓	✓
	Protection From Electricity		Protection	4	P	15	This prayer gives you some more protection from electric damage.	✗	✓	✓
	Protection From Fire		Protection	5	P	20	This prayer gives you some more protection from fire damage.	✗	✓	✓
	Protection From Magic		Protection	10	P	30	This prayer gives you some more protection from magical damage.	✗	✓	✓
	Protection From Paralysis		Protection	8	P	20	This prayer gives you some more protection from paralysis attacks.	✗	✓	✓
	Protection From Poison		Protection	6	P	20	This prayer gives you some more protection from poison and poison attacks.	✗	✓	✓
	Protection From Slow		Protection	7	P	20	This prayer gives you some more protection from slow attacks.	✗	✓	✓
	Rage		Wounding	1	P	5	The rage prayer is a special prayer of Gorokh and of Ruggilli. The beseecher is possessed by the rage of his god, which enhances his strength, speed, endurance, and regeneration. Granted at medium level.	✗	✗	✗
	Raise Dead		Restoration	10	P	150	This spell only works for servers with Perm. Death on. Granted by Gaea at medium level.	✗	✗	✗
	Regeneration		Abjuration	7	P	15	This prayer causes the target to heal more quickly.	✗	✗	✓
	Regenerate Spellpoints		Restoration	99	P	0	This prayer restores some spellpoint. It converts grace in mana.	✗	✗	✗








	Reincarnation			Restoration	25	P	350	This spell only works for servers with Perm. Death on. Granted by Gaea at high level.	✗	✗	✗
	Remove Curse			Restoration	8	P	80	This prayer removes all curses from <i>wielded</i> or <i>worn</i> items of your character. Unapplied items in your inventory are <i>not</i> affected.	✗	✓	✓
	Remove Damnation			Restoration	15	P	200	This prayer removes all damnations from <i>wielded</i> or <i>worn</i> items of your character. Unapplied items in your inventory are <i>not</i> affected. Remove damnation also restores some lost experience.	✗	✓	✗
	Restoration			Restoration	13	P	80	This prayer heals <i>all</i> wounds, cures <i>all</i> diseases, cures poison, and fills the belly of the beseecher.	✗	✓	✓
	Resurrection			Restoration	20	P	250	This spell only works for servers with Perm. Death on. Granted by Gaea at medium level.	✗	✗	✗
	Retributive Strike			Wounding	26	P	150	This is the ultimate spell!! It will waves through a whole dungeon, killing all creatures in a few seconds. The caster will also be killed – he need to cast heal or restoration <i>many</i> times in a few seconds to survive! Be <i>very very</i> careful if you can use this spell. Granted by Ruggilli at high level.	✗	✗	✗
	Rune of Blasting			Detonation	10	W	18	The rune of blasting create a magical trap doing damage to a monster who steps on it.	✗	✗	✓
	Rune of Death			Death	17	W	20	The rune of death spell creates a magical trap which may slay a monster who steps onto it.	✗	✗	✓

	Rune of Fire			Fire	4	W	10	This spell places a magical trap onto the ground. Anyone who steps there will be burned when the rune detonates.	✗	✗	✓
	Rune of Frost			Frost	6	W	12	The spell sets a magical trap which strikes with cold. Anyone stepping on it will detonate it take freezing damage.	✗	✗	✓
	Rune of Magic Drain			Transferrence	7	W	5	This rune will drain mana from the target if it steps on it.	✗	✗	✗
	Rune of Shocking			Electricity	8	W	14	This spell inscribes a near-invisible rune upon the ground. When someone steps onto the rune, they take electrical damage.	✗	✗	✓
	Rune of Transferrence			Transferrence	6	W	12	This rune will transfer mana from the monster who steps on it to the caster.	✗	✗	✓
	Sanctuary			Protection	20	P	80	The prayer of sanctuary protects the Gaeian priest from harmful manifestations. The sanctuary surrounds the caster and may stop incoming spells. Granted at medium level.	✗	✗	✗
	Shockwave			Null	14	W	26	The shockwave spell, normally unavailable to players, sends a shaped explosion in a cone toward the caster enemies, causing physical damage to them.	✗	✗	✗
	Show Invisible			Information	7	P	10	This prayer may reveal invisible objects or monsters. ¹⁸	✓	✓	✓
	Slow			Null	1	W	5	This spell will slow the target. It is a cone spell.	✓	✗	✓

¹⁸You need this spell to show invisible levers or items on maps.

	Small Fireball			Fire	1	W	6	A ball of fire which explodes when it hits a target.	✓	✗	✓
	Small Lightning			Electricity	1	W	6	This is the smallest lighting spell. It inflicts electric damage. It is a bolt spell.	✓	✗	✓
	Small Mana-ball			Transference	4	W	12	Like a small fireball but the mana explosion doing magic damage. It is a ball spell.	✗	✗	✓
	Small Snow-storm			Frost	1	W	6	A ball of ice which explodes when it hits a target.	✓	✗	✓
	Small Speed-ball			Missiles	3	W	3	This spell is used by skulls and beholders. It fires a seeking missile.	✗	✗	✗
	Spiderweb			Creation	4	P	10	This spell fires a gooey ball of spider silk at your enemies. It will hit and then splash into a sticky mess, nearly immobilizing anyone hit. This is a special prayer of the priests of Gaea. It is granted at low level.	✗	✗	✗
	Staff Snake to			Creation	2	P	8	This spell converts a staff into a snake, which will attack your enemies. You need to wield a quarterstaff to cast this spell. You get all experience from his kills. ¹⁹ It can be sent in various directions by using the fire <dir> keys.	✗	✗	✓
	Steambolt			Fire	5	W	10	This spell fires a bolt of hot steam. Does fire damage and leave behind fog, which may conceal the caster.	✓	✗	✓
	Strength			Self	2	W	10	This spell may increase your strength by some amount. The amount depends on your current strength and your strength as a magician.	✗	✓	✓










¹⁹This spell is powerful to kill hard monsters!

	Summon Air Elemental		Summoning	6	W	20	An air elemental will appear, which you can control. It can be sent in various directions by using the fire <i><dir></i> keys. You get all experience from your elementals kills, so stay safe and let him fight. ²⁰	✓	✓	✓
	Summon Avatar		Summoning	10	P	60	The strongest fighter from your god. You may direct him like a golem. It can be sent in various directions by using the fire <i><dir></i> keys. You get all experience from his kills. ²¹	✗	✗	✓
	Summon Cult Monsters		Summoning	3	P	12	You summon pets from your god which will defending you and killing your enemies. The pets cannot be controlled by the caster, but they will move around and follow him. You get all experience from the kills.	✗	✗	✓
	Summon Earth Elemental		Summoning	4	W	15	An earth elemental will appear, which you can control. It can be sent in various directions by using the fire <i><dir></i> keys. You get all experience from your elementals kills, so stay safe and let him fight. ²²	✓	✓	✓
	Summon Evil Monster		Summoning	8	W	8	This spell is actually used in runes of trapping. It will summon several monsters to attack the person who triggered the rune.	✗	✗	✗

²⁰Do not get in front of your elemental.

²¹This is the strongest and best summon spell. Get it as fast as possible.

²²Do not get in front of your elemental.










	Summon Fire Elemental		Summoning	7	W	25	A fire elemental will appear, which you can control. It can be sent in various directions by using the fire $\langle dir \rangle$ keys. You get all experience from your elementals kills, so stay safe and let him fight. ²³	✓	✓	✓
	Summon Fog		Creation	2	W	5	This spell produces a barrier blocking sight and some spells. The summoned fog will stay and move slowly on the map.	✓	✗	✓
	Summon Golem		Summoning	2	W	5	A golem will appear, which you can control. You can send him in various directions by using the fire $\langle dir \rangle$ keys. You get all experience from your golems kills, so stay safe and let him fight. ²⁴	✓	✓	✓
	Summon Pet Monster		Summoning	2	W	5	Monsters will appear, but they will not attack you. They will attack your enemies. They will also follow you around, though some may disappear as you move about. ²⁵	✓	✓	✓
	Summon Water Elemental		Summoning	5	W	15	A water elemental will appear, which you can control. It can be sent in various directions by using the fire $\langle dir \rangle$ keys. You get all experience from your elementals kills, so stay safe and let him fight. ²⁶	✓	✓	✓

²³Do not get in front of your elemental.










²⁴Do not get in front of your golem.

²⁵You get all experience from your pets kills, so stay safe and let them fight.

²⁶Do not get in front of your elemental.

	Sunspear			Light	6	P	8	This special prayer of Valriel will smite enemies with a bolt of blindness and heat. It is granted at medium level.	✗	✗	✗
	Transferrence			Transferrence	5	W	10	This spell will transfer mana to another player. If you use this spell on a normal creature, they will perhaps be overloaded from the magical energy and explode in a blast of fire.	✗	✗	✓
	Town Portal			Teleportation	8	W	30	This spell will create a magic portal from one point to another. It must be invoked two times, the first for “marking” a place, and the second (from another place) to open a magic portal to the “marked” point. ²⁷	✗	✗	✓
	Turn dead	Un-		Turning	1	P	2	This prayer inflict fear in the undeads so they flee. This is a cone spell.	✓	✗	✓
	Vitriol			Detonation	5	P	15	The vitriol prayer is a special prayer of Gorokh. This is a very powerful prayer since few monsters are immune to acid. The ball of vitriol (acid) strikes the monster for great damage, then splashes into a puddle which sears the area around the victim. Granted at medium level.	✗	✗	✗
	Vitriol Splash			Detonation	5	P	15	The vitriol splash is actually not a spell but a secondary effect of the vitriol prayer.	✗	✗	✗

²⁷Useful when you have to go carry treasures to your home and then return to the same point of the map.

	Wall of Thorns		Creation	6	P	20	This special prayer invokes a line of thorns. Every monster crossing them will be slowed and damaged. Granted by Gaea at low level and Mostrai at medium level.	✗	✗	✗
	Windstorm		Null	3	P	3	The windstorm prayer, a special prayer of Sorig, strikes enemies in its cone of effect with minor wind damage, and forces them back. It also sweeps along items which are not too heavy. Granted at medium level.	✗	✗	✗
	Wonder		Transmutation	3	W	10	This spell invokes many effects like the staff, most are non useful.	✓	✗	✗
	Word of Recall		Teleportation	10	P	40	This prayer will return a player from wherever he or she is to his bed after a few seconds. ²⁸	✓	✓	✓
	Wrathful Eye		Self	5	P	30	This prayer summons an image of Valriel's Eye. Creatures in front of the Eye may be blinded or struck with the heat of Valriel's anger. This is a special prayer of the priests of Valriel, granted at medium level.	✗	✗	✗
	Xray		Information	10	W	20	This spell allows the caster to see through one layer of wall... for a while.	✗	✓	✓

²⁸Also a must have spell. Don't enter unknown dungeons without it!