

Wizardry II Monsters

Monsters

Name	AC	HP	Exp
Fuzzball	10	1-1	1
Dink	10	31-31	140
No-See-Um	0	1-10	750
Giant Wasp	0	9-27	1000
Troll	4	12-54	1000
Were Amoeba	10	10-50	1500
Acid Slime	-4	18-50	1510
Giant Bat	-1	12-61	1760
Ogre Lord	4	8-64	1830
Rhino Beetle	1	12-72	1900
Lvl 7 Mage	9	9-30	2000
Lvl 7 Thief	3	7-42	2000
Lvl 8 Ninja	4	8-32	2015
Lvl 7 Priest	3	7-56	2040
Lvl 6 Thief	3	6-36	2050
Were Boar	2	14-64	2080
Weretiger	4	5-40	2145
Weretiger	4	5-40	2145
Lifestealer	3	8-43	2240
Foaming Mold	5	30-120	2340
Yvern	3	4-6	2350
Wyvern	3	14-63	2350
Major Daimyo	0	7-84	2380
Champ Samurai	2	10-100	2435
Constrictor	1	8-40	2460
Were Bat	-3	5-75	2480
Lvl 10 Fighter	0	10-100	2540
Scorpion	0	8-48	2620
Evil Eye	0	9-54	2750
Giant Viper	0	10-40	2862
Carrier	10	9-45	2900
Gorgon	2	8-64	2920
Lvl 12 Fighter	-1	12-120	2992
Thief	2	10-60	3003
Lvl 11 Bishop	2	11-88	3008
Lvl 8 Priest	3	8-64	3010
Lvl 8 Mage	8	8-32	3070
Nightstalker	4	8-43	3240
Bleeb	0	10-80	3300
Murphy's Ghost	-3	20-110	3337
Manticore	0	17-66	3476
Hellhound	2	9-54	3515
Chimera	2	9-54	3515
Master Ninja	3	10-40	4073
Vampire Bat	-3	10-50	4211
Scryll	-1	10-60	4567
Master Thief	1	12-72	4620
Hatamoto	-1	12-48	4999
Lvl 10 Mage	8	10-40	5005
High Wizard	4	12-48	5083
Lesser Demon	0	10-80	5106
High Priest	-1	15-120	5220
Succubus	-2	8-80	5432
Vampire	-1	11-88	7151
Maelific	-5	25-100	7460
Arch Mage	0	20-80	8000

Vampire Lord	-5	20-160	8314
High Master	-2	15-60	8612
Greater Demon	-3	11-88	8730
Flack	-3	20-240	9143
Fire Dragon	-1	12-96	12324
Arch Demon	-5	25-250	14444
Dragon Zombie	-2	12-96	17000
Earth Giant	9	80-80	20638
Fire Giant	7	120-120	30111
Magic Armor	-10	300-300	33333
Air Giant	5	160-160	41015
Giant Zombie	3	80-80	41440
Will O' Wisp	-15	12-96	43567
Magic Shield	-10	150-150	44444
Magic Sword	0	100-100	66666
Magic Helm	0	200-200	88888
Magic Gauntlet	0	50-50	99999

Wizardry II Items

Items are equipped in categories. A character can only have one equipped item of each type. All Wizardry II items are listed in the tables below. Value is the full purchase price at Boltac's (selling the item nets half of this). Class shows the first letter of the characters that can equip the item, and damage is the amount of damage one attack will cause. Ac is the Armor Class adjustment once equipped. Other special item characteristics are also shown. Only the most basic items are stocked at Boltac's. The rest are found in chests after killing monsters.

An note on the names: they might not be entirely accurate. What I remembered as Copper Gloves, for example, I found in the Wizardry Archives to be called Gloves of Copper. Also, based on some other item lists I have seen, some foreign version have flashier item names.

In the Wizardry Archives, transferring characters between scenarios deletes all of their items. Wizardry II has many of the same items, but different special items are used. There are also more powerful items available to your characters. For example, Plate Mail +5 is a new item, and your Mage finally gets some protection with a Robe +3. Items that are not in Wizardry I are marked with a [II] before the name.

Many of the special items, when used and the charges are spent, will cause the character to go insane, so be careful. One last piece of advice: Don't use the Damien Stone! (Unless you want to brush up on your self-immolation skills :o)

Weapon	Value	Class	Damage	Special
Dagger	5	FMTSLN	1-4	
Staff	10	All	1-5	
Short Sword	15	FTSLN	1-6	
Long Sword	25	FSLN	1-8	
Anointed Mace	30	FPBSLN	2-6	
Anointed Flail	150	FPSLN	1-7	
Staff +2	2500	All	3-6	
Staff of Mogref	3000	MB	1-6	Casts MOGREF
Mace +2	4000	FPBSLN	3-10	
Short Sword +2	4000	FTSLN	3-8	
Long Sword +2	4000	FSLN	3-12	
Dagger +2	8000	FMTSLN	3-6	
Short Sword -2	8000	FTSLN	1-6	
Long Sword +1	10000	FSLN	2-9	
Dragon Slayer	10000	FSLN	2-11	Prot and Vs: Dragon
Were Slayer	10000	FSLN	2-11	Prot and Vs: Were
Mage Masher	10000	FTSLN	2-7	Prot: Mage
Mace Pro Poison	10000	FPBSLN	1-8	Prot: Insect; Res: Poison
Mace +1	12500	FPBSLN	3-9	
Short Sword +1	15000	FTSLN	2-7	
Staff/Montino	15000	All	2-6	Casts MONTINO
Blade Cusinart'	15000	FSLN	10-12	
Dagger of Speed	30000	MN	1-4	AC: 3
Evil Sword +3	50000	FSLN	4-13	
Thieves Dagger	50000	TN	1-6	Invoke: Class to Ninja
Shuriken	50000	N	11-16	Alig: Evil; Res: Poison, LvlDrain; Invoking: Hp+1.
Murasama Blade	1000000	S	10-50	Invoking: St+1
[II] Rod of Raising	0	All	3-24	Casts KADORTO
[II] Swd. Swinging	0	FTSLN	1-8	
[II] Staff of Light	60000	All	4-18	Casts LOMILWA
[II] Priest Puncher	70000	FTSLN	2-16	
[II] Long Sword +5	70000	FTSLN	11-18	
[II] Shswd./Swinging	74675	FTSLN	2-6	
[II] Priest's Mace	75000	PB	2-16	
[II] Staff of Curing	100000	P	4-11	

Armor	Value	Class	AC	Special
Robes	15	All	1	
Leather Armor	50	FPTBSLN	2	
Chain Mail	90	FPSLN	3	
Breast Plate	200	FPSLN	4	
Plate Mail	750	FSLN	5	
Chain Mail +1	1500	FPSLN	4	
Leather +1	1500	FPTBSLN	3	
Plate Mail +1	1500	FSLN	6	
Breast Plate +1	1500	FPSLN	5	
Leather +2	6000	FPTBSLN	4	
Chain +2	6000	FPSLN	5	
Plate Mail +2	6000	FPSLN	7	
Evil Chain +2	8000	FPSLN	5	Alig: Evil
Neut P-Mail +2	8000	FPSLN	7	Alig: Neutral
Breast Plate +2	10000	FPSLN	6	
Breast Plate +3	100000	FPSLN	7	
Chain Pro Fire	150000	FPSLN	6	
Evil Plate +3	150000	FPSLN	9	Alig: Evil
Lords Garb	1000000	L	10	Prot: Mythical, Dragon; Regeneration (1); Vs: Were, Demon, Undead
[II] Robe +3	180000	M	4	
[II] Plate +5	275345	FPSLN	10	

Shield	Value	Class	AC	Special
Small Shield	20	FPTBSLN	2	
Large Shield	40	FPSLN	3	
Shield +1	1500	FPTSLN	4	
Shield +2	7000	FPTSLN	5	
Evil Shield +3	25000	FPTSLN	5	Alig: Evil
Shield +3	250000	FPTSLN	6	

Helmet	Value	Class	AC	Special
Helm	100	FSLN	1	
Helm +1	3000	FSLN	2	
Helm +2 (Evil)	8000	FSLN	3	Alig: Evil; Casts BADIO
Diadem of Malor	25000	All	2	Casts MALOR

Gauntlets	Value	Class	AC
Copper Gloves	6000	FSLN	1
Silver Gloves	60000	FSLN	3
[II] Winter Mittens	138344	FSLN	3

Misc Item	Value	Class	Special
Jeweled Amulet	5000	All	Casts DUMAPIC
Ring of Porfic	10000	All	Casts PORFIC
Amulet/Manifo	15000	P	Casts MANIFO
Rod of Flame	25000	MBS	Prot: Fire; Casts MAHALITO
Amulet/Makanito	20000	All	Casts MAKANITO
Ring of Healing	300000	All	Regeneration (1)
Ring Pro Undead	500000	All	Prot: Undead
[II] Ring of Regen	100000	All	Regeneration (1)
[II] Amulet of Cover	120000	All	AC: 3
[II] Charms of Magic	200000	All	
[II] Ring Pro Fire	250000	All	Prot: Fire
[II] Dreamer's Stone	0	All	Casts KATINO
[II] Stone (Granite) Stone	0	All	Casts MONTINO
[II] Nklc. Pro Magic	0	All	Prot: Magic

[II] Amulet of Skill	0	All	Exp +50000
[II] Metamorph Ring	0		Invoke: Change to Advanced Class
[II] Coin of Power	0		Invoke: Change to Advanced Class
[II] Great Mage Wand	0		Invoke: 9 Spells in all Levels
[II] Stone of Youth	0	All	Invoke: Age -1
[II] Mind Stone	0	All	Invoke: I.Q. +1
[II] Stone of Piety	0	All	Invoke: Piety +1
[II] Blarney Stone	0	All	Invoke: Luck +1
[II] Damien Stone	0	All	Invoke: Try it and see...

Scroll	Value	Class
Dios Potion	500	All
Latumofis Pot.	300	All
Scroll/Kanito	500	All
Scroll/Badios	500	All
Scroll/Halito	500	All
Potion of Sopic	1500	All
Scroll/Lomilwa	2500	All
Scroll/Dilto	2500	All
Potion of Dial	5000	All
Scroll/Badial	8000	All

Cursed Item	Value	Type	Class	Effects
Long Sword -1	1000	Weapon	FSLN	Dam: 1-8
Short Sword -1	1000	Weapon	FTSLN	Dam: 1-6
Mace -1	1000	Weapon	FPBSLN	Dam: 2-6
Mace -2	2500	Weapon	FPBSLN	Dam: 1-8
Staff -2	8000	Weapon	All	Dam: 1-4
Leather -1	1500	Armor	FPTBSL	AC: 1
Breast Plate -1	1500	Armor	FPSLN	AC: 3
Chain -1	1500	Armor	FPSLN	AC: 2
Cursed Robe	8000	Armor	All	AC: (2)
Leather -2	8000	Armor	FPTBSLN	
Chain -2	8000	Armor	FPSLN	AC: 1
Breast Plate -2	8000	Armor	FPSLN	AC: 2
Shield -1	1500	Shield	FPTSL	AC: (1)
Shield -2	8000	Shield	FPTSLN	
Cursed Helmet	50000	Helmet	FSLN	AC: (2)
Deadly Ring	500000	Misc	All	Regeneration (3)
[II] Cursed +1 Plate	0	Armor	FPSLN	AC: 6

Special Item	Use
Broken Item	None (The item you get when you use a scroll or invoke a special power of an object and the object breaks)
[II] KOD's Armor	AC: 14; Casts MATU
[II] KOD's Shield	AC: 6; Casts DIALMA
[II] KOD's Helmet	AC: 4; Casts MADALTO
[II] Hrathnir	FSL; Damage 12-30; Casts LORTO
[II] KOD's Gauntlets	AC: 4; Casts TILTOWAIT
[II] Staff of Gnilda	AC: 21

Wizardry I-V Spells

Scenarios 1-4 have the same spells, with a few changes for scenario 5. Each spell is listed with its name, translated name, when it can be casted, and what it effects. The next line describes in more detail how the spell works. There are two spell classes (Mage and Priest) and seven levels for each class. Spell points in each level are earned along with learned spells, with at least one point for each known spell.

One aid in memorizing these spells is to learn the prefix structure. For example BA- is a negative prefix, indicating damage to monsters. There are also varying superlative prefixes, such as MA- and LA-. Take the time to cast the protective spells that you can before exploring.

Level 1 Priest Spells

BADIOS	Harm	Combat	One Monster
Causes one to eight points of damage to a monster			
DIOS	Heal	Any	One Character
Restores from one to eight points of damage to a party member			
KALKI	Blessings	Combat	Party
Reduces the armor class of all party members by one during combat			
MILWA	Light	Any	Party
Causes a softly glowing light to follow the party, increasing vision and revealing secret doors			
PORFIC	Shield	Combat	Caster
Lowers the armor class of the caster a little by 4 during combat			

Level 2 Priest Spells

CALFO	X-ray Vision	Looting	Caster
Allows the caster to decide what the trap on a chest is 95% of the time			
KATU	Charm	Combat	One Monster
[Wizardry 5] Attempts to charm a monster			
MANIFO	Statue	Combat	Monster Group
Causes some of the monsters to become paralyzed temporarily			
MATU	Blessing	Combat	Party
[Wizardry 1-4] Lowers armor class of all party members by two during combat			
MONTINO	Still Air	Combat	Monster Group
Causes the air around a group of monsters to stop transmitting sounds, and therefore makes it impossible for them to cast spells			

Level 3 Priest Spells

BAMATU	Prayer	Combat	Party
Lowers the party's armor class by four in combat [three in Wizardry 5]			
DIALKO	Softness	Any	One Character
Cures paralysis, and cures the effects of Manifo and Katino			
HAKANIDO	Magic Drain	Combat	One Monster
[Wizardry 5] Attempts to drain a monster of upper magic powers			
LATUMAPIC	Identification	Combat	Monster Group
Tells you exactly what the monsters really are			
LOMILWA	More Light	Any	Party
A more powerful Milwa spell that lasts for the entire expedition, but is terminated upon entering a darkness area			

Level 4 Priest Spells

BADIAL	More Hurt	Combat	One Monster
Causes 2 to 16 points of damage			
BARIKO	Razor Wind	Combat	Monster Group
[Wizardry 5] Causes 6 to 15 points of damage to a monster group			
DIAL	More Heal	Any	One Character
Heals 2 to 16 points of damage			

LATUMOFIS	Cure Poison	Any	One Character
Cures poisoning			
MAPORFIC	Big Shield	Any	Party
Lowers the party's armor class by 2, and lasts for the entire expedition			

Level 5 Priest Spells

BADI	Death	Combat	One Monster
Gives a monster a coronary attack, which may or may not cause death			
BADIALMA	Great Hurt	Combat	One Monster
[Wizardry 1-4] Causes 3 to 24 points of damage			
BAMORDI	Summoning	Combat	Party
[Wizardry 5] Attempts to summon one group of monsters from the elemental planes to fight for the party			
DI	Life	Camp	One Character
Causes a dead person to be resurrected, but the character has only 1 hit point and decreased vitality, and it doesn't always work (In which case a dead character is turned to ashes)			
DIALMA	Great Heal	Any	One Character
Restores 3 to 24 hit points			
KANDI	Locate Soul	Camp	Caster
Gives the direction of the person the party is attempting to locate and is relative to the position of the caster			
MOGATO	Astral Gate	Combat	One Monster
[Wizardry 5] Attempts to banish a demon monster back from whence it came			
LITOKAN	Flame Tower	Combat	One Monster
[Wizardry 1-4] Causes a pillar of flame to strike a group of monsters, doing 3 to 24 points of damage			

Level 6 Priest Spells

KAKAMEN	Fire Wind	Combat	Monster Group
[Wizardry 5] Causes 18 to 38 points of damage to one monster group			
LABADI	Life Steal	Combat	One Monster
[Wizardry 5] Attempts to drain all but 1 to 8 points from a monster, and transfer the life force to heal the caster			
LOKTOFEIT	Recall	Camp	Party
[Wizardry 1-3] Causes all party members to be transported back to the castle, minus all of their equipment and most of their gold			
[Wizardry 5] Party is transported back to the castle with all of their equipment and gold, but the spell is forgotten after casting and must be relearned, and there is a chance the spell will not work			
LORTO	Blades	Combat	Monster Group
[Wizardry 1-4] Causes sharp blades to slice through a group, causing 6 to 36 points of damage			
MABADI	Harming	Combat	One Monster
[Wizardry 1-4] Causes all but 1 to 8 hit points to be removed from a target			
MADI	Healing	Any	One Character
Causes all hit points to be restored and cures any condition except death			

Level 7 Priest Spells

BAKADI	Death Wind	Combat	All Monsters
[Wizardry 5] Attempts to slay one group of monsters			
IHALON	Wish	Any	One Character
[Wizardry 5] Grants a special favor to a party member, but is forgotten after being cast			
KADORTO	Resurrection	Camp	One Character
Restores the dead to life, and restores all hit points, even if the character is ashes, but if the spell fails the character is LOST forever			
MABARIKO	Meteor Winds	Combat	All Monsters
[Wizardry 5] Causes 18 to 58 points of damage to all monsters			
MALIKTO	Word of Death	Combat	All Monsters
[Wizardry 1-4] Causes 12 to 72 hit points of damage to all monsters			

Level 1 Mage Spells

DUMAPIC	Clarity	Camp	Caster
Informs you of the party's exact position from the stairs to the castle			
HALITO	Little Fire	Combat	One Monster
Causes a flame ball the size of a baseball to hit a monster for 1-8 points damage			
KATINO	Bad Air	Combat	Monster Group
Causes most of the monsters in a group to fall asleep			
MOGREF	Body Iron	Combat	Caster
Reduces the casters armor class by 2 for the encounter			

Level 2 Mage Spells

BOLATU	Heart of Stone	Combat	One Monster
[Wizardry 5] Attempts to stone one monster			
DESTO	Unlock	Camp	Caster
[Wizardry 5] Gives the caster thief skills of the same level to try and unlock doors			
DILTO	Darkness	Combat	Monster Group
[Wizardry 1-4] Causes one group of monsters to be enveloped in darkness, which reduces their ability to defend against your attacks			
MELITO	Little Sparks	Combat	Monster Group
[Wizardry 5] Causes 1 to 8 points of damage to a monster group			
PONTI	Speed	Combat	One Character
[Wizardry 5] Reduces a party member's AC by one and makes them quicker in combat			
SOPIC	Glass	Combat	Caster
[Wizardry 1-4] Causes the caster to become transparent, thus reducing their armor class by 4			

Level 3 Mage Spells

CALIFIC	Reveal	Any	Party
[Wizardry 5] Shows secret doors while exploring			
CORTU	Magic Screen	Combat	Party
[Wizardry 5] Erects a protective barrier from breathing monsters during combat			
KANTIOS	Disruption	Combat	Monster Group
[Wizardry 5] Attempts to confuse a monster group			
MAHALITO	Big Fire	Combat	Monster Group
Causes a fiery explosion in a monster group, doing 4-24 points damage			
MOLITO	Spark Storm	Combat	Monster Group
[Wizardry 1-4] Causes sparks to damage half of the monsters in a group for 3-18 points damage			

Level 4 Mage Spells

DALTO	Blizzard	Combat	Monster Group
[Wizardry 1-4] Does 6-36 points of damage			
LAHALITO	Torch	Combat	Monster Group
Does 6-36 points of damage			
LITOFEIT	Levitate	Any	Party
[Wizardry 5] Helps the party avoid traps while exploring			
MORLIS	Fear	Combat	Monster Group
Causes a group of monsters to fear the party, twice as powerful as Dilto			
ROKDO	Stun	Combat	Monster Group
[Wizardry 5] Attempts to confuse and stun a group of monsters			
TZALIK	Fist of God	Combat	One Monster
[Wizardry 5] Hits a monster for 24 to 58 points of damage			

Level 5 Mage Spells

BACORTU	Fizzle Field	Combat	Monster Group
[Wizardry 5] Erects a spell dampening field around a monster group			

MADALTO	Frost	Combat	Monster Group
Causes 8-64 points of damage			
MAKANITO	Deadly Air	Combat	All Monsters
[Wizardry 1-4] Kills any monsters of less than 8th level (about 35-40 hit points)			
MAMORLIS	Terror	Combat	All Monsters
[Wizardry 1-4] Causes all monsters to fear the party			
PALIOS	Anti-Magic	Combat	All Monsters
[Wizardry 5] Destroys monster built spell dampening fields			
SOCORDI	Conjure	Combat	Party
[Wizardry 5] Summons an elemental to fight for the party during combat			
VASKYRE	Rainbow Rays	Combat	Monster Group
[Wizardry 5] Random damaging effects to a monster group			

Level 6 Mage Spells

HAMAN	Change	Combat	Variable
[Wizardry 1-4] Has random effects, and drains the caster one level (See MAHAMAN)			
LADALTO	Ice Storm	Combat	Monster Group
[Wizardry 5] Freezes a monster group for 34 to 98 points of damage			
LAKANITO	Suffocation	Combat	Monster Group
[Wizardry 1-4] Kills all monsters affected by this spell, but some monsters are immune			
LOKARA	Earth Feast	Combat	All Monsters
[Wizardry 5] Attempts to eliminate all monsters with varying success			
MAMOGREF	Wall of Force	Combat	One Character
[Wizardry 5] Erects an AC -10 field around a party member			
MASOPIC	Big Glass	Combat	Party
[Wizardry 1-4] Reduces the armor class of the entire party by 4			
ZILWAN	Dispel	Combat	One Monster
[Wizardry 1-4] Will destroy any one undead monster			
[Wizardry 5] Causes 500-1000 points of damage to an undead monster			

Level 7 Mage Spells

ABRIEL	Divine Wish	Combat	???
[Wizardry 5] Alas, only the vanished Gatekeeper knows this spell			
MAHAMAN	Great Change	Combat	Variable
Does something random, stronger than Haman. Drains the caster one experience level, and is forgotten when cast. In some versions the caster can choose from a list of three possible effects. In the Wizardry Archives, you cannot choose in Scenario 1, but you can in Scenario 2 (useful for facing the KOD items). These are the possible effects:			
Silence the Monsters			
Make Magic More Effective			
Dialko the Party 3 Times			
Heal the Party			
Destroy the Monsters			
Protect the Party			
Teleport the Monsters			
Reanimate Corpses			
MALOR	Apport	Any	Party
Teleports the party randomly within the current level when used in melee, but when cast in camp, you can decide exactly where you want to go. If a party teleports into stone it is LOST forever, so the spell is best used in conjunction with DUMAPIC. Some levels of the dungeon (1-10 and 2-6, for example) contain magnetic fields that bounce back incoming teleports.			
MAWXIWTZ	Mad House	Combat	All Monsters
[Wizardry 5] Causes random but usually devastating effects to all monsters			
TILTOWAIT	Ka-Blam!	Combat	All Monsters
The effect of this spell is somewhat like the detonation of a small tactical nuclear weapon. The party is protected from its effects. Unfortunately for the monsters, they are not. The spell causes 10-100 hit points of damage to all monsters.			