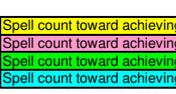
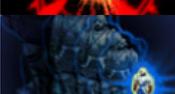


ORDER MAGIC

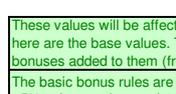
	Avenging Angel	2 500
	Damage	80-120 144-216 208-312
	Duration	4 5 6
	Mana	15 20 25
	Crystals	7 10 15
	Battle Cry	2 800
	Initiative	+1 +2 +3
	Duration	2 3 3
	Mana	5 10 15
	Crystals	3 12 20
	Bless	1 800
	Duration	2 3 3
	Targets	One One All
	Mana	10 10 20
	Crystals	3 3 10
	Call of Nature	2 500
	Leadership	300 700 1500
	Level	1-2 1-3 1-4
	Mana	20 30 40
	Crystals	4 8 12
	Calm Rage	7 000
	Rage	-35 -45 -55
	Mana	+15 +20 +25
	Mana	1 1 1
	Crystals	15 20 30
	Demon Slayer	9 000
	Dmg Bon.	20% 30% 30%, All
	Duration	3 4 4
	Mana	5 10 25
	Crystals	3 3 25
	Dispel	400
	Target	Ally All All
	Effect	All All Special
	Mana	5 5 5
	Crystals	1 2 5
	Divine Armor	9 000
	Power	20% 25% 30%
	Duration	2 3 4
	Mana	15 20 30
	Crystals	8 12 20
	Dragon Arrows	2 300
	Arrows	1 2 3
	Mana	4 4 4
	Crystals	2 3 4
	Dragon Slayer	5 000
	Dmg Bon.	20% 30% 30%, All
	Duration	3 4 4
	Mana	5 10 25
	Crystals	3 3 25
	Fit of Energy	3 500
	Action Pts	1 2 3
	Mana	20 20 20
	Crystals	6 6 6
	Healing	700
	Rep HP	50 150 250
	Dead dmg	50 150 250
	Mana	3 2 1
	Crystals	1 2 3
	Helplessness	500
	Defense	-30% -45% -60%
	Duration	3 4 5
	Mana	2 4 6
	Crystals	1 2 4
	Life Light	50 000
	Rep HP	150 285 420
	Dead dmg	150 285 420
	Mana	10 20 30
	Crystals	4 8 16
	Lightning	17 000
	Damage	100-200 170-340 240-480
	Shock / #	15%/0 25%/2 36%/4
	Mana	15 25 35
	Crystals	7 10 20
	Magic Pole-Axe	2 500
	Damage	100 200 300
	Axes	1 2 3
	Mana	5 10 15
	Crystals	2 4 6
	Peacefulness	2 800
	Health	+30% +40% +50%
	Dur / Dmg	3 / -30% 4 / -30% 5 / -30%
	Mana	5 7 10
	Crystals	3 3 3
	Resurrection	12 000
	Resur. HP	200 400 600
	Level	1-2 1-3 1-4
	Mana	10 20 30
	Crystals	10 15 25
	Summon Phoenix	7 000
	Phoenix	Young Mature Ancient
	Mana	20 25 30
	Crystals	4 8 12

Spell count toward achieving the Guardian Angel Medal. For all classes.
 Spell count toward achieving the Iron Knight Medal. For Warrior only.
 Spell count toward achieving the Holy Warrior Medal. For Paladin only.
 Spell count toward achieving the Fire Mage Medal. For Mage only.

DISTORTION MAGIC

	Awaken Dragon	1 600
	Manaburn	30% 20% 10%
	Mana	10 10 10
	Crystals	5 10 15
	Berserker	900
	Attack	+75% +100% +125%
	Lvl / Dur	1-2 / 3 1-3 / 4 1-4 / 5
	Mana	2 5 8
	Crystals	2 5 8
	Blind	9 000
	Level	1-2 1-3 1-4
	Duration	2 2 2
	Mana	10 15 20
	Crystals	4 8 12
	Exorcism	10 000
	Damage	200 400 600
	vs Sumnd	400 800 1200
	Mana	10 20 30
	Crystals	8 14 20
	Geyser	30 000
	Damage	110-210 210-400 310-590
	Geyzers	4 6 8
	Mana	20 30 40
	Crystals	10 20 30
	Ghost Blade	5 000
	Damage	100 200 300
	Resis Ign	50% 75% 100%
	Mana	10 10 10
	Crystals	3 6 9
	Haste	1 000
	Speed	+1 +2 +2, All
	Duration	3 4 4
	Mana	3 5 10
	Crystals	2 5 15
	Hypnosis	25 000
	Power	40% 60% 80%
	Level / Dur	1-2 / 2 1-3 / 2 1-4 / 2
	Mana	20 30 40
	Crystals	10 20 30
	Invisibility	6 000
	Duration	2 3 4
	Mana	10 20 30
	Crystals	3 6 9
	Magic Shackles	3 000
	Level	1-3 1-4 1-4, All
	Ldrsh / Dur	100% / 2 100% / 2 100% / 2
	Mana	10 10 35
	Crystals	2 10 35
	Magic Spring	1 600
	Defense	+5 +10 +15
	Mana / Dur	+5 / 3 +5 / 4 +5 / 5
	Mana	5 7 9
	Crystals	3 7 12
	Oil Mist	1 000
	Rngd Dmg	-30% -50% -70%
	Fire / Dur	+20% / 2 +30% / 3 +40% / 4
	Mana	5 5 5
	Crystals	2 4 6
	Pain Mirror	1 700
	Dmg Ret	60% 80% 100%
	Mana	5 7 10
	Crystals	2 7 10
	Phantom	6 000
	Health	20% 30% 40%
	Duration	3 3 3
	Mana	15 20 25
	Crystals	3 6 9
	Precision	500
	Damage	+25% +30% +30%
	Duration	3 4 4, All
	Mana	2 4 16
	Crystals	2 4 16
	Pygmy	13 000
	HP / Dmg	-20% -30% -40%
	Level / Dur	1-2 / 2 1-3 / 2 1-4 / 2
	Mana	5 10 20
	Crystals	4 8 12
	Slow	1 200
	Speed	-1 -2 -3
	Duration	2 3 3
	Mana	5 7 12
	Crystals	2 5 12
	Stone Skin	350
	Def/Res	+20% +30% +40%
	Dur / Init	3 / -1 4 / -1 5 / -1
	Mana	3 5 7
	Crystals	1 2 4
	Target	2 200
	Level	1-2 1-3 1-4
	Duration	1 2 3
	Mana	3 6 12
	Crystals	2 6 12
	Teleport	7 000
	Distance	4 6 Any
	Mana	5 8 12
	Crystals	2 5 12
	Trap	2 200
	Damage	80-120 176-264 272-408
	Duration	3 4 5
	Mana	5 10 15
	Crystals	4 8 14
	Turn Back Time	50 000
	Level	1-3 1-4 1-5
	Mana	30 30 30
	Crystals	10 20 30

CHAOS MAGIC

	Armageddon	60 000
	Damage	200-300 340-510 480-720
	Burn	30% 51% 72%
	Mana	30 40 50
	Crystals	15 25 35
	Book of Evil	3 600
	BoE Level	3 4 5
	Mana	15 20 30
	Crystals	3 6 9
	Death Star	50 000
	Damage	180-230 325-415 470-600
	Mana	30 40 50
	Crystals	20 25 30
	Demon Portal	12 000
	Leadership	700 1400 2100
	Level	2-3 2-4 2-5
	Mana	15 25 35
	Crystals	6 16 26
	Doom	7 000
	Level	1-2 1-3 1-4
	Duration	2 3 4
	Mana	20 20 20
	Crystals	4 8 12
	Eviln	8 000
	Kill	30% 40% 50%
	Resurrect	10% 20% 30%
	Mana	15 25 35
	Crystals	5 10 15
	Fear	900
	Duration	2 3 4
	Mana	10 10 10
	Crystals	3 3 3
	Fire Rain	10 000
	Damage	70-80 215-250 365-415
	Burning	5% 15% 25%
	Mana	7 12 22
	Crystals	7 10 25
	Fireball	5 000
	Dam/Burn	120/10% 250/20% 385/30%
	Sec. Dmg	25-50 50-105 80-160
	Mana	10 15 20
	Crystals	5 7 10
	Flaming Arrow	700
	Damage	70 140 210
	Burning	20% 40% 60%
	Mana	5 5 5
	Crystals	1 3 5
	Hell Breath	2 600
	Dmg (fire)	+20% +30% +40%
	Duration	2 3 4
	Mana	10 15 20
	Crystals	2 5 10
	Ice Snake	16 000
	Dam/Freez	130/20% 275/40% 415/65%
	Sec. Dmg	20-60 40-125 65-190
	Mana	10 20 30
	Crystals	8 14 20
	Kamikaze	2 800
	Damage	130-200 260-400 390-600
	Turns	3 3 3
	Mana	5 10 15
	Crystals	3 5 8
	Necro Call	9 000
	Health	500 1000 1500
	Mana	10 20 30
	Crystals	5 10 20
	Plague	7 000
	HP,Atc,Def	-15% -20% -25%
	Duration	2 2 2
	Mana	5 15 20
	Crystals	5 15 20
	Poison Skull	900
	Damage	40-140 70-250 105-365
	Poisoning	30% 55% 80%
	Mana	5 7 10
	Crystals	2 3 5
	Sacrifice	2 400
	Damage	250 500 750
	Increase	40% 50% 60%
	Mana	20 30 40
	Crystals	10 20 30
	Sheep	14 000
	Level	1-2 1-3 1-4
	Duration	2 2 2
	Mana	30 35 40
	Crystals	8 16 24
	Weakness	1 700
	Duration	2 3 3
	Targets	One One All
	Mana	5 5 20
	Crystals	5 5 20

These values will be affected by the Intellect of Amelie. The values written here are the base values. The values you see in your spellbook has all the bonuses added to them (from Intellect, items, skills, medals, etc.).
 The basic bonus rules are (there are exceptions):
 +5% to base value per Intellect.
 +15% to base value per 7 Intellect.
 +1 Duration per 20 Intellect.

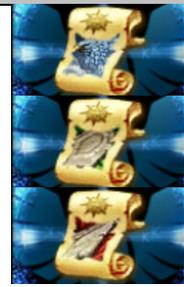
WANDERER MAGIC



Ancient Knowledge	20 000
+50% Experience in Battles Duration: 5 battles	
Call of Colossus	36 000
Summons a fifth level creature. The quantity depends on the current Leadership.	
Call of Death	18 000
Summons a undead troop. The quantity depends on the current Leadership.	
Depth of Thought	24 000
+10 Intellect Duration: 2 battles	



Flaming Eyes	35 000
Leadership +20% Duration: 1 battle	
Fortune's Smile	24 000
+15% Critical Hit Duration: 3 battles	
Mad Rage	25 000
Maximum Rage +30 Duration: 2 battles	
Magical Flow	28 000
Maximum Mana +30 Duration: 2 battles	



Song of the Wind	12 000
Summons a troop of flying or wind-loving creatures. The quantity depends on the current Leadership.	
Titan's Armor	24 000
Defense +10 Duration: 2 battles	
Titan's Sword	27 000
Attack +10 Duration: 2 battles	