

Might & Magic I – Liste des Sorts

Sorts des Clercs (Cleric & Paladin) :

#	Niveau 1	Niveau 2	Niveau 3	Niveau 4	Niveau 5	Niveau 6	Niveau 7
1	Awaken	Cure Wounds	Create Food	Cure Disease	Deadly Swarm	Moon Ray	Divine Intervention
2	Bless	Heroism	Cure Blindness	Neutralize Poison	Dispel Magic	Raise Dead	Holy Word
3	Blind	Pain	Cure Paralysis	Protection from Acid	Paralyze	Rejuvenate	Protection from Elements
4	First Aid	Protection from Cold	Lasting Light	Protection from Electricity	Remove Condition	Stone to Flesh	Resurrection
5	Light	Protection from Fire	Produce Flame	Restore Alignment	Restore Energy	Town Portal	-
6	Power Cure	Protection from Poison	Produce Frost	Summon Lightning	-	-	-
7	Protection from Fear	Silence	Remove Quest	Super Heroism	-	-	-
8	Turn Undead	Suggestion	Walk on Water	Surface	-	-	-

Sorts des Magiciens (Sorcerer & Archer) :

#	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
1	Awaken	Electric Arrow	Fire Ball	Acid Arrow	Acid Rain	Dancing Sword	Astral Spell
2	Detect Magic	Hypnotize	Fly	Cold Beam	Dispel Magic	Disintegration	Duplication
3	Energy Blast	Identify Monster	Invisibility	Feeble Mind	Finger of Death	Etherealize	Meteor Shower
4	Flame Arrow	Jump	Lightning Bolt	Freeze	Shelter	Protection from Magic	Power Shield
5	Leather Skin	Levitate	Make Room	Guard Dog	Teleport	Recharge Item	Prismatic Light
6	Light	Power	Slow	Psychic Protection	-	-	-
7	Location	Quickness	Weaken	Shield	-	-	-
8	Sleep	Scare	Web	Time Distortion	-	-	-

Les sorts sont triés de 1 à 8 et évoluent en fonction de votre niveau.