

Legends II
Spell
Manual

LEGENDS II MAGIC SPELL LIST

CLASS	SPELL NO.	SPELL NAME	LVL	TYPE	PTS REQ'D
WIZARD	1	FIRESTORM1	1	A	6
	2	DISPEL MAGIC	2	A	7
	3	STRENGTH	3	P	8
	4	FIRESTORM2	4	A	9
	5	REDUCE ARMOR	5	A	10
	6	LIFESTEAL	6	A	11
	7	FIRESTORM3	7	A	12
	8	CURSE	8	A	13
	9	EXIT CAST PHASE			
CLERIC	1	HEALING1	1	P	5
	2	PROTECTION	2	P	6
	3	CONFUSION	3	A	7
	4	DISPEL MAGIC	4	A	8
	5	TURN UNDEAD	5	A	9
	6	PRAYER	6	P	10
	7	HEALING3	7	P	11
	8	FIRESTORM2	8	A	12
	9	EXIT CAST PHASE			
RANGER	1	HEALING1	1	P	5
	2	PROTECTION	2	P	6
	3	FIRESTORM1	3	A	7
	4	HEALING2	4	P	8
	5	SLOW	5	A	9
	6	FIRESTORM2	6	A	10
	7	EXIT CAST PHASE			

FIGHTER HAS NO ABILITY TO CAST SPELLS

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Notes on the Casting of Magic Spells

Passive Spells (Type P): Passive spells always work. These spells fall into those of a healing or protective nature.

Active Spells (Type A): Active spells generally cause damage, either of a direct or indirect nature, to the parties opponents. This spell takes into consideration the cast spell ability of the caster versus the monsters magic resistance level.

Magic Points Required: Each spell cast requires a certain amount of magic points to cast. Characters will be advised if they do not possess enough magic to cast a particular spell.

Learning Magic Spells in Legends II

Characters start with three spells which they have already learned. New spells are learned automatically as characters advance in levels.

Legends II, Magic Spells and their Effects

Proper use of magic spells in combat can often mean the difference between victory and defeat. Each spell cast extracts its toll on the caster in terms of lowered magic points so it is unwise to cast spells unnecessarily. But it can be even worse to suffer defeat when a well timed, and well chosen, spell might have saved the day.

FIRESTORM SPELLS 1,2,3... These are the most powerful damage spells used in Legends. These spells cause a devastating fireball to be hurled at the casters adversary. The maximum damage possible varies with the level of the spell selected (1-3) and also with the "Cast Spell" skill of the character casting the spell.

HEALING SPELLS 1,2,3... These spells, as the name implies are used to heal characters during combat. The spells can be cast upon any of the parties characters, including the caster. The degree of healing is determined by the spell chosen (1,2,3)

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and also by the "Cast Spell" skill of the caster.

DISPEL MAGIC... This spell is invaluable in that it can neutralize the effects of a monsters "SLOW" spell. Also some monsters may have been magically endowed, probably by sorcerers, with superior combat skills. This spell will also negate these special abilities. Only trial and error will allow you to determine which monsters will be affected by this spell.

STRENGTH... This spell is used to increase the parties damage capacity in combat. Affects all party members only for one battle or until a monster casts "DISPEL MAGIC".

REDUCE ARMOR... This spell lowers the armor class of your opponents, increasing the parties chances of hitting monsters.

LIFESTEAL... This wizard spell has a twofold effect. It robs hit points from the monsters you are facing and uses them to heal damage that your wizard may have suffered.

CURSE... This wizard spell causes the monsters to lose some of their damage capability and attack skills.

TURN UNDEAD... This clerical spell, if effective, totally destroys the undead creature it has been cast upon. The creature is reduced to a pile of smoldering ashes. NOTE: Effective only on undead monsters.

CONFUSION... A clerical spell which causes monsters to lose part of their attack skills.

PRAYER... A clerical spell which increases your parties armor class as it lowers the monsters ability to damage your party.

SLOW... A high level ranger spell which causes the monsters to lose one turn in combat per each casting of the spell.