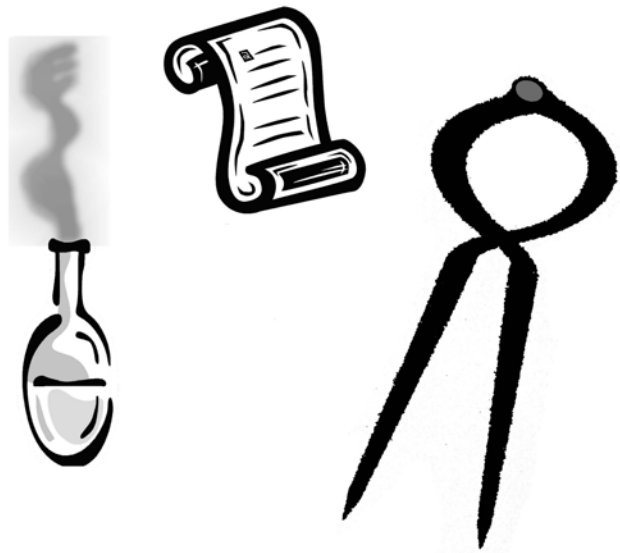
Legends II Spell Manual



Asgard Software

LEGENDS II
MAGIC SPELLS LIST

CLASS	NUM	SPELL NAME	LVL	TYPE	PTS
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 CASTING			
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 CASTING			
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 CASTING			
FIGHTER	HAS NO ABILITY TO CAST 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 party's 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

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

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 een 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 party's characters, including the caster. The degree of healing is determined

by the spell chosen (1,2,3) 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 party's 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 party's 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!

C**ONFUSION…**A clerical spell which causes monsters to lose part of their attach skills.

P**RAYER…**A clerical spell which increases your party's armor class as it lowers the monsters ability to damage your party.

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

Grestle,

Maybe this might help you on your quest. but you must yet find the book. Without it the list has no use and you and your band may die horribly. Good luck my friend and may you yet live to see another morn.

Clovus

	KLAJUU	NJCKJU	BARADA	GORVJL
1)	CARBON	BUTTON	AMULET	SPASMS
2)	GEISHA	GALLON	GROUND	CLEATS
3)	WATERS	PUMICE	METALS	FACTOR
4)	SLEAZE	OXIDES	AIRMAN	RAZORS
5)	GOPHER	ROLLER	COSINE	LETTER
6)	AZMUTH	HOLDER	DRILLS	KILLER
7)	CLAIMY	PIRATE	TOPPER	BIONIC
8)	GREASY	ROGUES	ANGELS	ROBOTS
9)	BEATER	COLORS	HEADER	DECIDE
10)	TWISTY	CUTTER	REFORM	RESIST
11)	MELONS	CHUNKY	LADDER	DEFIED
12)	APPLES	JUNIOR	MICRON	GRUMPY
13)	LEGEND	SUPPLY	DEMONS	SPLATS
14)	FLOWER	MORONS	VERNON	HORROR
15)	DOZENS	BRAZEN	PAPERS	UNDEAD
16)	BULLET	SWITCH	VENDOR	UNCOLA
17)	COPPER	BOTTOM	STIRGE	WEASEL
18)	NUMBER	PUNCHY	LOCKET	DANCES
19)	MEMORY	FLOPPY	INTENT	ENTERS
20)	REPENT	TOWERS	FLOATS	LEGEND
21)	ORANGE	COLUMN	MISTER	MASTER
22)	REWARD	RESIGN	DEADLY	HOWLER
23)	DRAGON	LIZARD	POWERS	BATMAN
24)	ZIPPER	ZEROES	SCOPES	RUNNER
25)	STREAM	LIVING	QUESTS	NEITHER
26)	REDEEM	REDONE	REBATE	GRAVES
27)	UNDONE	SEWERS	WANDER	VAMPYR
28)	WASTED	BLASTS	CENTER	WANDER
29)	NUZORK	CRAMPS	STYLES	TEMPTS
01)	*equals*	*sneaky*	*banana*	*fruits*
02)	*rotten*	*wasted*	*lethal*	*watchs*
03)	*fruits*	*female*	*avoids*	*deadly*
04)	*beware*	*undead*	*quests*	*hearty*
05)	*avoids*	*potion*	*killer*	*rabbit*



I can say no further..