

Class	Spell No.	Spell Name	Level	Type	Magic Pts. Req'd
WIZARD	1	FIRESTORM1	1	A	2
	2	DISPEL MAGIC	2	A	3
	3	STRENGTH	3	P	3
	4	FIRESTORM2	4	A	4
	5	ROT ARMOR	5	A	5
	6	LIFESTEAL	6	A	6
	7	FIRESTORM3	7	A	6
	8	RESIST MAGIC	8	P	7
	9	EXIT CAST PHASE			
CLERIC	1	HEALING1	1	P	2
	2	PROTECTION2	2	P	3
	3	HEALING2	3	P	4
	4	DISPEL MAGIC	4	A	4
	5	TURN UNDEAD	5	A	5
	6	WEAKNESS	6	A	6
	7	HEALING3	7	P	6
	8	FIRESTORM2	8	A	5
	9	EXIT CAST PHASE			
RANGER	1	HEALING1	1	A	2
	2	PROTECTION1	2	P	2
	3	FIRESTORM1	3	A	3
	4	HEALING2	4	P	4
	5	FIRESTORM2	5	A	5
	6	PROTECTION2	6	P	5
	7	EXIT CAST PHASE			

FIGHTER 5 PRESSING CAST WILL "EVALUATE" THE MONSTER WHICH DISPLAYS INFORMATION ON MONSTER ARMOR CLASS, STRENGTH AND DAMAGE CAPACITY.

LEGENDS

Magic Spells



MAGIC USE IN LEGENDS

Magic spells play a very important part in *Legends*. Using spells properly and with good judgement can determine the success or failure of even the strongest party. Magic spells fall into two basic categories: Active and Passive spells.

Passive and Active Magic

Passive magic spells always work. These include healing spells and other spells to protect the members of the party in combat. Active magic spells are more difficult to cast successfully. These spells take into consideration the cast spell skill of the caster versus the resist magic ability of the adversary the spell is being cast upon. This type of spell is offensive in nature and is intended to cause damage to an opponent.

Each spell requires a certain amount of energy to cast. These are called *Magic Points*. A character can restore depleted *Magic Points* by drinking Magic potions or by staying at the local inns to rest.

Types of Spells

Firestorm(1-3): This fires a blast of pure energy at the opponent the spellcaster is facing in combat. Depending on the spell level and the skill of the caster the spell will do the following damage:

FIRESTORM1 - 1 to 10 damage
FIRESTORM2 - 1 to 40 damage
FIRESTORM3 - 1 to 99 damage

Dispel Magic: Neutralizes any monsters spells currently in effect.
Lifesteal: Does no immediate damage but robs all monsters you are fighting of some of their hit points.

Rot Armor: Destroys all or part of a monsters armor - making them more vulnerable to attack.

Resist Magic: Renders the party less vulnerable to spells cast by attacking monsters.

Weakness: Lessens the amount of damage a monster can do if he strikes a character.

Turn Undead: Will immediately destroy any one undead creature. Works only on undead creatures.

Healing(1-3): Allows the spell caster to heal some or all of the injuries of any character, including the caster. Depending on the level of the spell and the skill of the caster it will restore hit points as noted:

HEALING1 - 1 to 10 hit points
HEALING2 - 1 to 20 hit points
HEALING3 - 1 to 32 hit points

Casting Spells

Magic spells can only be used in combat. To cast a spell, press "4" on the individual combat spell options list. *Legends* will prompt "Cast Which Spell?". At this point press the number of the spell you wish to cast. You will not be able to cast the spell if you haven't learned it yet (IE aren't high enough level) or if you don't have enough magic points. If either is the case, press the number for "Exit Cast Phase" or choose another spell.