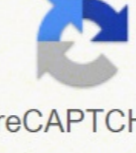
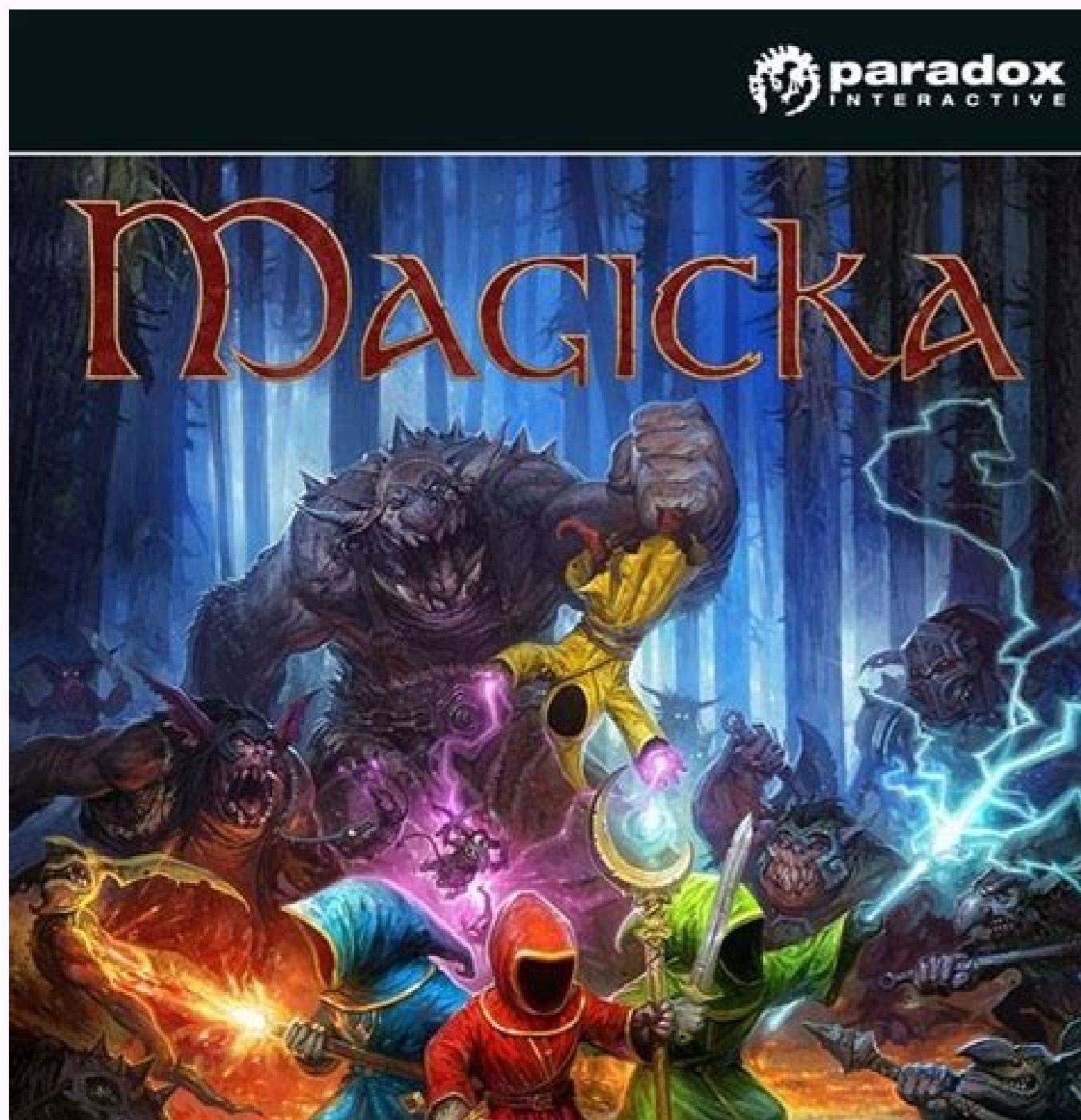
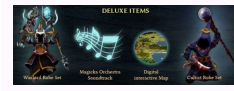


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E-D Ice-spiked Rock Armor Combines Ice and Rock Armor together, Additional elements increase effects, additional Ice increases speed. NOTICE: To Comment on these lists go here: Steam Guide PageTo make it easier for those of us looking for a certain staff or item we saw someone else with that we REALLY want. Life BASE ELEMENT DESCRIPTION COUNTER Life Beams are long-distance rays that can be merged to create more powerful beams. If this spell is cast with all 5 elements on your Skill Belt will kill your wizard which is helpful if you need to restart. Imbue Weapon SpellsThese spells imbue your weapon with an element that attacks when you swing with it.Elemental Blades ELEMENT ADDED DAMAGE Shield Places a wall in front of the castor as a shield Earth Sends out a vertical fissure in front of your wizard Ice Casts a vertical ice slash that moves downward Arcane Casts a horizontal swing dealing damage Life Casts a horizontal swing dealing damage Steam Casts a burst of steam Water Casts a burst of water Fire Casts a burst of fire Cold Casts a burst of cold Enchanted Blades ELEMENT DESCRIPTION EFFECTS DAMAGE ADDITIONAL DAMAGE KEYBOARD CODE Entropic Sword of Magma Burns 545, 665 x4 S-F Arcane Blade of Coral Wets 425 S-Q Arcane Cold Blade Chills 475 / 1425 if wet 525 / 1575 if wet x4 S-R Arcane Lightning Blade 755 1084 x4 S-A Arcane Steam Blade Wets 785 1145 x4 S-Q-F Blade of the Summoner Burns 875 S-F-A Chilled Blade of Thor Chills 805 / 2415 if wet 1047 / 3140 if wet S-R-A Blade of the Arcane Storms Wets 2230 S-Q-F-A Secret Blade of the Charged Entropy Wets 2802 S-Q-F-Q-F-A-A Blade of Enchanted Ice Chills 1800+800 QR-QR-S-E-D Blade of Exploding Electric Ice Wall QR-QR-S-A-E Fissure Blades ELEMENTS DESCRIPTION DAMAGE KEYBOARD CODE Earth Fissure, Knockdown 0 D Fire Fissure, Knockback, Ignites 0, Additional elements increases strength D-F Water Fissure, Knockback, Wets 0, Additional elements increases strength D-Q Cold Fissure, Knockdown, Chills 0 D-R Arcane Fissure, Knockdown 0, Additional elements increases strength D-S Steam Fissure, Wets 0 D-Q-F Ice Blades ELEMENTS DESCRIPTION DAMAGE KEYBOARD CODE Ice Blade 180 Q-R Fissuring Ice Blade 180, Summons fissure Q-R-D Ice Blade 180, Wets Q-R-Q Ice Blade 180, Chills Q-R-R Enormous Ice Blade 402 Q-R-Q-R-Q-R-Q-R Exploding Wall Blade of Death Kills Opponent E-Q-R-Q-R-A-S Shield Spells BASE ELEMENT DESCRIPTION COUNTER Shield Beams are long-distance rays that can be merged to create more powerful beams. Life Heals your wizard for 179 hp and will also cure poison. Hits up to 8 times. This inhibits any effects such as being wet, chilled, poisoned, frozen, ignited, and will reduce the amount of force required to lift your wizard off the ground. It's important to remember that Self-Cast spells do not stack, and therefore will replace one another instead. Fire BASE ELEMENT DESCRIPTION COUNTER Water Sprays last up to 16 hits in increments of 2 hits. If you Self Cast a spell, you can heal yourself, shield yourself, etc. Cold BASE ELEMENT DESCRIPTION COUNTER Cold Sprays last up to 16 hits in increments of 2 hits. Extra increases damage S-F Vile Volts Shocks 775, 1085 x4 Extra expands AOE radius, Extra increases damage S-A Arcane Iceberg 500, 775 x4 Extra and expands AOE radius and damage S-Q-R Vaporous Magic Wets 785, 1145 x4 Extra expands AOE radius, Extra increases damage S-Q-F Fury of the Wizard Chills, Shocks 805 / 2415 if wet, 1047 / 3140 if wet (x3) Extra expands AOE radius, Extra increases damage S-R-A Destructive Magic Wets, Shocks, Clears small pets 1260 Extra and expands AOE radius and damage S-Q-F-A Self-Cast Effect SpellsTo cast spells on yourself, players will have to click the middle mouse button, or the scroll wheel. There are now 3 combination elements, which are produced by combining two of the normal elements: Steam = Water + Fire Ice = Water + Frost Poison = Water + Arcane (New) These combination elements are created with the last element in your Spell bar that can be combined. If your wizard is wet it will freeze him/her. These shields decay slowly but can be replenished by standing still. Fire ELEMENT ADDED DAMAGE BASIC EFFECTS EXTRA EFFECTS Shield See Wall section below See Wall section below Lightning 40-45 Increased damage Shocks Ice 40-80 +3 shards per Damage varies significantly Arcane 40-45 Increased damage Life 60 Increased heal Heals Water 0 Wets Cold 0 Chills Spell Examples ELEMENTS DESCRIPTION DAMAGE KEYBOARD CODE Charged Ice Barrage 60, Up to 2100 fully charged Q-R-Q-R-Q-R-Q-R Arcane Barrage 60 40 , Up to 1700 damage fully charged Q-R-S Shower of White Fire 60 and 45

Q-R-Q-R-Q-R-Q-R-A-F Elemental Sprays Base ELEMENT DESCRIPTION COUNTER Steam Sprays last up to 16 hits in increments of 2 hits. E-QR-D Players can add elements for resistance when casting Armor Spells. For example, if you place an Ice and Water element together in your Spell bar, they would spell out: Earth / Lightning Arcane / Life Ice / Fire Steam / Ice Water / Lightning Frost / Fire Poison / Life Shield / Shield (Players cannot cast more than 1 Shield element at once) However, it is possible to cast a spell using two elements that would have normally cancelled each other out as long as it's done in the correct order. As long as you cast the combination first, the element after it will not cancel any previous elements. How Do I Cast Spells?There are four types of spells to cast in Magicka 2: Self Cast Area Cast Staff Cast Weapon Cast Depending on how you want to cast the spells, you can target many different things. E-QR Rock Armor Additional elements increase effects. This attack does the most damage. ELEMENTS DESCRIPTION EFFECTS KEYBOARD CODE Barrier 500 health barrier, deflects all beam casts. Cast Cold last OF-QF-A-S-E-R Force, Area, and Weapon Cast SpellsThese spells can be cast 3 different ways: Beam Cast - Right Click - A semi-circle in front of you Area Cast - Shift + Right Click - A full circle around you Weapon Imbue Cast - Shift + Left Click - A line in front of your wizard Walls ELEMENT DESCRIPTION EFFECTS DAMAGE ADDITIONAL EFFECTS KEYBOARD CODE Barrier Wets, Deflects Press Space bar to recharge E Stone Wall Knockdown Additional elements increase length and damage E-QR Ice Wall Knockdown 275-550, 550-1100 x4 Additional elements increase length and damage E-D Combination Wall Knockdown 275-550, 476-952 x3 The Ice explodes before the Stone E-QR-D Ice Spout Wall Wets 275-550 E-QR-Q Life Crystals of Redemption Knockdown, Heals, Explodes 95-245 Additional elements increase length and damage, 149 Healing per cast and detonation, 0-559 healing spray E-QR-W Chilly Ice Wall Knockdown, Chills 300-600, 318-637 x3 Additional elements increase length and damage E-QR-R Tesla Coils Knockdown, AOE Shocks 557-1083, 0-130 765-1473, 0-675 x3 Additional elements increase length and damage E-QR-A Arcane Ice Wall Knockdown, Explodes 500-1000 / ~-0-113 / 225 600-1200 / ~-0-113 / 225 x3 Additional elements increase length and damage E-QR-S Chilly Exploding Electric Ice Wall Knockdown, Chills, Shocks, Explodes 775-1639, 0-355, 89-355 E-QR-S-A-R Energy Crystals of Doom Knockdown, Shocks, Explodes 775-1817, 0-710, 89-355 E-QR-QR-S-A Geyser Wall Knockdown, Wets Additional elements increase length and damage E-D-Q Life-Giving Stone Wall Knockdown, Heals, Explodes 149 Healing while cast and again at detonation, Heals other walls E-D-W Chilly Geyser Wall Knockdown, Chills 25-50, 43-87 x3 Additional elements increase length and damage E-D-R Arcane Stone Wall Knockdown, Explodes 225-450, 43-87 x3 Additional elements increase length and damage, Possible return damage when attacked E-D-S Volcano Wall Knockdown, Ignites 130, 30 Extra increases damage, increases burning E-D-F Steam Geyser Wall Knockdown, Wets 280-560, 485-970 x3 Extra increases length E-D-Q-F MinesMines are a spell that lays bombs on the ground, rather than shooting a spell. For example, if your Spell bar reads Water-Water-Water and you add a Fire, it will now read Water-Water-Steam.Opposites CancelOne fact to remember is that if players add two opposite elements to his/her Spell bar at once, those elements will cancel each other out. Wets 106.25 156 and 51.25 417 per tick resulting in ~4500 QFQFQFAS Projectile Barrages BASE ELEMENT DESCRIPTION COUNTER Ice These spells can be charged. All auras last for 15 seconds and, like other elements, opposite auras cancel each other out. When players add elements it increases the radius and time it lasts by 5 seconds. A Fire Flame Explosion Ignites 50-60 x1 50-134 x5 Extra expands AOE damage and radius F Cold Chilling Nova Chills 11-25 x1 12-56 x5 Extra expands AOE damage and radius R Magma Eruption Ignites, Knockdown 60, 120 x4 Extra expands AOE radius, Extra increases damage D-F Chilling Core Chills, Knockdown, Wets 25 / 0 Extra expands AOE radius, Extra increases damage D-R Frozen Fissures Knockdown 275, 550 x4 Extra expands AOE radius, Extra expands AOE radius and damage D-Q-R Geyser Knockdown 280, 560 x4 Extra expands AOE radius, Extra expands AOE radius and damage S-D Entropic Eruption Knockdown 225, 450 x4 Extra expands AOE radius, Extra increases damage S-D Frost Entropic Nova Chills, Wets 475 / 1425, 525 / 1575 x4 Extra expands AOE radius, Extra increases damage S-F Igniter's Arcane Wrath Sets on Fire 545, 665 x4 Extra expands AOE radius. The longer players charge these spells, the more narrow the target becomes. 5070-10010 fully charged D-QR-QR-QR Beams BASE ELEMENT DESCRIPTION COUNTER Arcane Beams are long-distance rays that can be merged to create more powerful beams. Wets 106.25 90 and 51.25 S-Q-F-A Beam with highest damage in the game. These are incredibly vital for high-damage spells, as there is no limit to how much damage it absorbs. ELEMENTS DESCRIPTION KEYBOARD CODE Water Resistance Aura, prevents wet, soaked, and frozen E-Q Life Resistance Aura, prevents healing E-W Cold Resistance Aura, prevents chilling (not freezing) E-R Lightning Resistance Aura, prevents stunning E-A Arcane Resistance Aura E-S Fire Resistance Aura, prevents burning E-F Steam Resistance Aura, prevents steam (not wet) E-Q-F SAFE Resistance Aura, prevents damage from most dangerous elements S-A-F-E Super-SAFE Resistance Aura QF-S-A-F-E Arcane-Cold Resistance Aura A-S-E-R Water/Electric Immunity. Water ELEMENT ADDED DAMAGE BASIC EFFECTS EXTRA EFFECTS Shield See Storms section below See Storm section below Lightning 31.25 44.2 / 54.1 / 62.5 / 69.9 Shocks Fire 0 Increases burn strength Ignites Cold 0 Chills Spell Examples ELEMENTS DESCRIPTION DAMAGE KEYBOARD CODE Charged Steam Burst 156.5, Up to 2504 total damage Q-F-Q-F-Q-F-Q-F-Q-F Tempest Wrath Lightning Blast 280 , Up to 4480 total damage Q-F-Q-F-Q-F-Q-F-A Blazing Blast of Destructive Storms 70 15 Q-F-A-F = Charged Hailstorm 31.25 , Hits twice, Chills, Wets, Lightning damage, Freezes Q-F-A-R Crushing Tides 0 damage, Knockback, Freeze Q-Q-Q-Q-Q Unforgiving Torrent 198 , Knockback, Wets, Shocks Q-F-Q-F-Q-F-Q-F-A-R-R Area of Effect SpellsTo cast AoE spells, hold shift while right-clicking.Novas ELEMENT DESCRIPTION EFFECTS DAMAGE ADDITIONAL EFFECTS KEYBOARD CODE Water Tsunami Explosion Wets, Knockback 0 Extra expands AOE and knockback Q Earth Earthquake Knockback 0 Extra expands AOE and radius D Ice Ice Nova 275, 615 x5 Extra expands AOE and damage Q-R Arcane Arcane Nova 425 Extra expands AOE and radius S Life Weaving Life Heals 359 Extra expands AOE and radius W Steam Vaporous Blast Wets 138-280, 160-626 x5 Extra expands AOE damage and radius Q-F Lightning Storm Spiral Shocks 250, 559 x5 Extra expands AOE damage and radius. Arcane ELEMENT ADDED DAMAGE BASIC EFFECTS EXTRA EFFECTS Shield See Mines section below See Mines section below Lightning 51.25 72.5 / 88.8 / 102.5 Doubles damage to wet enemies, shocks Arcane 106.25 Increases beam duration by 8 hits A beam with one Arcane lasts for 11 hits Life 89 Increases beam duration by 8 hits Life beam Steam 90 127.28/156/190 Wets opponent Water 0 Knockback Wets opponent Fire 30 42.4 / 52 / 60 Ignites Opponent Cold 12.5 17.7 / 21.7 / 25 Chills Opponent Spell Examples ELEMENTS DESCRIPTION DAMAGE KEYBOARD CODE Overpower Beam of Entropy, Chills 106.25 and 12.5 S-R Arcane Tempest Beam. ELEMENTS DESCRIPTION DAMAGE KEYBOARD CODE Rain Storm Wets E-Q Snow Storm Chills E-R Lightning Storm Shocks 32.5 (16 ticks), 60 (40 ticks) x4 E-A Fire Storm 6-174, 40-357 x4 E-F Steam Storm Wets E-Q-F Safety Storm Cures Wet, Chills, Freeze, and Fire E-Q-F-F Fire Lightning Storm Ignites 32.5 (24 Ticks + Fire) E-F-A Frost Lightning Storm Chills 32.5 (24 Ticks) E-R-A Steam Lightning Storm Wets 65 (24 Ticks) E-Q-F-A Now You're Ready for Battle!Now that you have a spell guide on your side, your journey through Magicka 2 will be easier than ever. You can purchase the Standard or Deluxe edition of Magicka 2 on its website here, on Steam for \$15, or for PS4. 2275. However while standing still players cannot be healed and will be interrupted if any damage is taken. Fire Ignites your wizard which will fix any wet, chilled, or frozen status. You will be knocked down after receiving damage. E Ice Armor Enemies near you are damaged when cast, additional elements increase effects. Players can use this offensively if an enemy is above him/her. I have collected a list of all the unlockable Spells, Robes, Weapons and Staves I could find and wrote descriptions as to how / where to unlock the said Magicka 2 item. Can be cast twice if held. Loses 10 health per second and can be boosted with the Space bar. Mines will blow up whenever they are passed over, which includes your wizard, so be careful! ELEMENT DESCRIPTION BASIC EFFECTS KEYBOARD CODE Healing Mines Knockback, Shield boost, 599 Healing E-W Arcane Mines 225, Large Knockback E-S Water Mines 225, Wets, Knockback E-S-Q Frost Mines 225, Wets, Knockback E-S-R Lightning Mines 335, 450 x3, Shocks, Knockback E-S-A Fire Mines 225, Sets on Fire, Knockback E-S-F Steam Mines 225, Wets, Knockback E-S-Q-F Fire Lightning Mines (SAFE Mines) 335, Ignites, Shocks, Knockback S-A-F-E Super Fire Lightning Mines 485, Ignites, Increasing DoT, Knockback, Shocks E-S-F-A Cold Lightning Mines (ARSE Mines) 335, Chills, Shocks, Large Knockback A-R-S-E Steam Lightning Mines 485, Wets, Shocks, Knockback E-S-Q-F-A StormsAdditional Elements increase duration and damage. When players cast an Armor Self-Cast spell, it's one Shield element with one other element which absorbs physical damage, make wizards immune to that element, and slows your wizard down. However, if players are wet and cast a lightning spell, he/she will take 250 damage. Area Casts are damage across a larger area. Staff Casts casts spells directly in front of you and are what players will use the majority of the time. Cast Fire last E-RQ-A-S-F Super-Dry Aura. Hits 43 times 106.25, Hits 43 times up to 4569 S-S-S-S-S Ray of Ice. It's important to note that Lightning is only available for Ice Armor, while Fire is only available for Rock Armor.Since these spells make your wizard slower, players can cast Haste as a counter, or equip the Rogue Robe. Self-Cast Resistance AuraPlayers who cast Resistance Auras will grant immunity to a particular element to all players and monsters within one area. Lightning ELEMENT ADDED DAMAGE BASIC EFFECTS EXTRA EFFECTS Shield See Storms section below See Storm section below Lightning 0 Doubles damage Shocks Steam 70 99 / 121.2 / 140 / 156.5 Increased range and velocity, Wets Fire 15 21.2 / 26 / 30 / 33.5 Increased range and velocity, Ignites, Cancels out Lightning Water 0 Increased range and velocity Knockback BASE ELEMENT DESCRIPTION COUNTER Lightning Lightning jumps between targets and damages multiple enemies and allies. Arcane rays do contain life healing. Life rays do not contain life healing. And well here is the list in Alphabetical order, so enjoy!Quick Links: Staves | Weapons | Robes | Spells / Magic Magicka 2 is the sequel to the action-adventure game, Magicka, originally developed by Arrowhead Game Studios and released on PC in 2011.Players will take on the role of the hero in this epic tale to rid the world of evil, but to do so you'll need to master the offbeat spell-casting system. What are Spell Combinations?Spell combinations are the base of all fighting in Magicka 2. Everyone begins with a Spell bar which can contain up to 5 elements at a time.By adding different spells to your Spell Bar in various combinations, you can cast a variety of spells. Advanced ElementsThere are 7 elements including: Shield Earth Arcane Life Water Fire Lightning Frost After the most recent update Ice is now an achievable element. Cold Chills your wizard which will slow your character down. Opposite elements cannot be merged. It increases speed and physical damage as well. Damage is based on ricochets and gravity. Water Makes your wizard wet which will remove any fire that may have ignited on your wizard. Cold BASE ELEMENT DESCRIPTION COUNTER Fire Sprays last up to 16 hits in increments of 2 hits. There are four total types of Shield casts, which all provide some sort of protection to your wizard: Self-Cast - Summons a personal barrier or immunity to certain elements Force Cast - Summons a rounded shield in front of your wizard Area Cast - Summons a full circular shield around your wizard Imbued Weapon - Summons a linear wall in front of your wizard Self-Cast ArmorTo cast a spell on yourself, you must use the middle mouse button, or the scrolling wheel. Lightning ELEMENT ADDED DAMAGE BASIC EFFECTS EXTRA EFFECTS Shield See Wall section below See Wall section below Earth 75 225 / 450 / 750 / 1125 damage and increased weight Ice 137.5 550 / 1237.5 / 2200 damage and increased weight Converts all Earth damage to Ice damage and inhibits the effect of other elements Arcane 425 Increased radius of explosion Increases Fire x2, Ice x2, and Steam x9/7 damage and the explosion has no falloff Life 360 Increased radius of explosion Mimics Arcane effects minus life healing Steam 280 396 / 485 / 560 and increased explosion radius Wets opponent Water 0 Increased radius of explosion Wets opponent Fire 60 85 / 104 / 120 and increased explosion radius Ignites Opponent Cold 25 35.3 / 43.3 / 50 and increased explosion radius Chills Opponent Spell Examples ELEMENTS DESCRIPTION DAMAGE KEYBOARD CODE A Boulder 1125, 4950 fully charged D-D-D-D-D Fireball that can be cast quickly 75 and 60 D-F Blazing Arcane Steamball 75 425 509 and 120 D-S-QF-QF-F Nightmare Hailstone. The more Life elements you use, the longer the healing effect. Earth Hits your wizard in the head with a boulder which will deal damage. ELEMENT ADDED DAMAGE Shield Gives your wizard a protective shield. Shield Shield spells are used to form protection or defense for your wizard or your team. Weapon Casts will imbue your weapon and cast a spell during your next attack. Spell Combinations ListForce/Beam Effect SpellsA Force, or Beam, Effect is performed by right-clicking your mouse. Projectile Bombs BASE ELEMENT DESCRIPTION COUNTER Earth Can be charged which will increase the projectile's range. Arcane rays do contain life healing. It will also increase the direct hit damage (maxed at x4.4), although the damage can be mitigated by gravity and ricochets off other objects.

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