



Righteous might



The knight (kill) zombies.

-3 skeletons

The goblet of fame



The knight (be) ready for fight.

+2 defense

Divine vengeance



The knight often (cast) the spells.

-1 lich

Healing wounds



The knight usually (help) people in need.

+2 HP

The ice hunk



The knight (not hurt) good people.

-3 zombies



5



3



3



1

Click on the hourglass to have a move, than finish the task and click on the spell. Wait till the enemy finishes the move. Repeat five times.

Click on the shield to get back on the map.



Stone spikes



The knight (be) powerful.

-10 imps

Magical immunity



___ you (want) to attack?

units are immune to spells

Armageddon



Imps (not be) strong.

-8 imps

Deep freeze



The succubus always (try) to harm animals.

-1 succubus

Rune of berserking



This rune (be) from stone.

-2 horned demons



2



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These creatures
are ready to join
your army if you
answer 3
questions.

What **do** you
like to **eat**?

What **do** you **do** in
your free time?

What **can** you
do well?

Answer the questions.

Click on the shield to get
back on the map.



Battlecry



The gnome (have) a sharp axe.

-2 thanes

Earthquake



The gryphon (have) sharp claws.

-1 thane, - 1 fur rhino

Meteor shower



_____ a forest spirit always (protect) animals?

-2 fur rhino

Resurrection



Magic (not die).

+2 HP to deephorses

Chain lightning



The enemies (not hit) the gryphons.

-2 thanes



Click on the hourglass to have a move, than finish the task and click on the spell. Wait till the enemy finishes the move. Repeat five times.

Click on the shield to get back on the map.

	10	24	13	14	13	13	10	14	

The golden dragon (have) five chests.

The key (be) very expensive.

The dragon (eat) a lot of meat every day.

The dragon (guard) the chests.

The dragon (be) angry?



Click on the chest, complete the task, then click on the sheet and drag the fragment.

Open all the chests to find the fragments of the key and merge them to repair the key. Click on the shield to get back on the map.

	 25	 10	 29	 35		 25	 35	 10	
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1

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4

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Monolith 5
Make the questions.
 The elf (be) friendly?
 The horses (be) fast?
 The unicorns (can jump)?
 You (like) the forest?
 You (can break) the stones?

Complete the tasks and find the elven treasure. Click on the monolith when you finish the task.

Click on the shield to get back on the map.

		2	18	18	10		2	18	18	10
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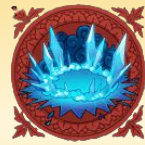
Curse



The black knight (be) scary.

-35 HP

Circle of winter



The black knight (want) to rule the world.

-40 HP

Word of light



___ you (want) to win?

-35 HP

Summon hive



The gryphon (be) under attack!

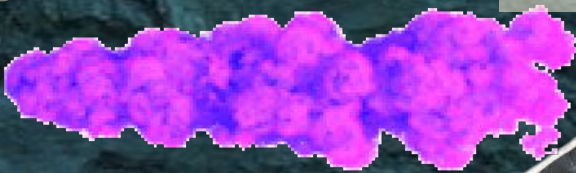
-30 HP

Conjure phoenix



The phoenix can (fly) high.

-20 HP



Miss!



Click on the hourglass to have a move, than finish the task and click on the spell. Wait till the enemy finishes the move. Repeat five times.

Click on the shield to get back on the map.

