



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, then 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 imps

units are immune to spells

6 in

-1 succubus

-2 horned demons

Click on the shield to get back on the map.

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.

-1thane, - 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

Miss!

2

5

2

3

4

2

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.



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.





1

2

3

4

5



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.

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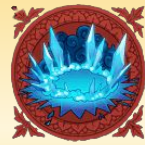
Curse



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!

20 HP

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.

