

Heroes N' Hobgoblins

Dungeon Lord's Spell Book

Written here are the magical spells that can be cast from the Hero's and Beasts of the Land.

Fire spells

Fireball

A ball of fire is cast at one enemy.

2 fire Damage + damage roll

Rain of Fire

Must be at least Level 3.

Must have learnt Fireball to achieve this spell.

Tongues of fire hail down from the heavens, striking your enemies.

1 fire Damage + damage roll

Summon Urath, Lord of the Flame

Must be at level 5

Must have learnt Rain of Fire to achieve this spell.

6 fire damage + damage roll

Electrical spells

Electroball

A ball of electricity is cast at one enemy.

2 electrical damage + damage roll

Electric Myst

Must be at least level 3

Must have learnt Electroball to achieve this spell.

A strange electric myst forms, electrocuting your enemies.

1 electrical damage + damage roll

Summon Genthor, Prince of Lightning

Must be at level 5

Must have learnt Electric Myst to achieve this spell.

6 electrical damage + damage roll

Water Spells

Hydroball

A ball of water is cast at one enemy.

2 water damage + damage roll

Deluge

Must be at least level 3

Must have learnt Hydroball to achieve this spell.

Water floods across your enemies

1 water damage + damage roll

Summon Ashtook, Serpent of the Sea

Must be at level 5

Must have learnt Deluge to achieve this spell.

6 water damage + damage roll

Heal Spells

Heal

You heal one character.

Super Heal

You heal one character.

Heal Summon

An angel of kindness revives your team