

# ***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