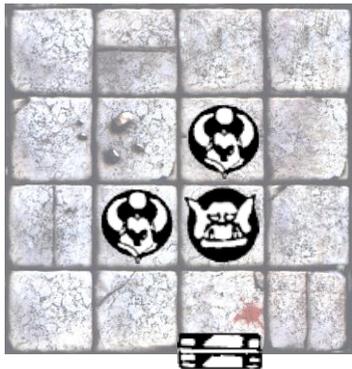


La truppa di Iseen



valore: 6 - stanza 1

Neferal



valore: 2 - stanza 2

Misha



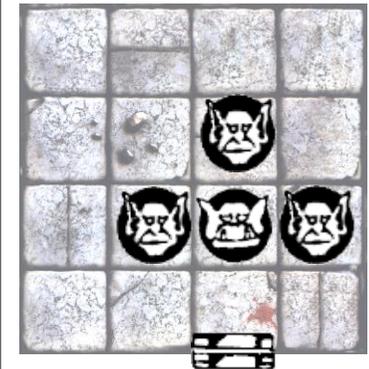
valore: 2 - stanza 3

Gli Zombies di Misha



valore: 2 - stanza 4

La squadra del Balrog



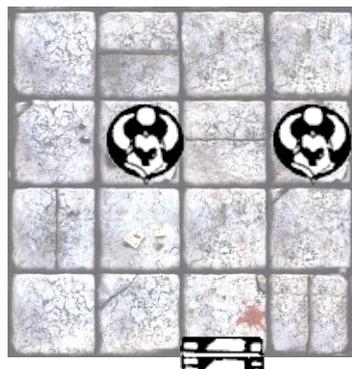
valore: 2 - stanza 5

Goikos



valore: 2 - stanza 6

I Guerrieri Kigos



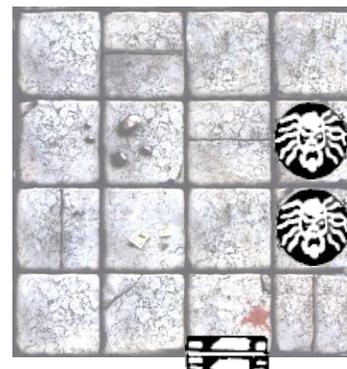
valore: 4 - stanza 7

Il mago Zakir



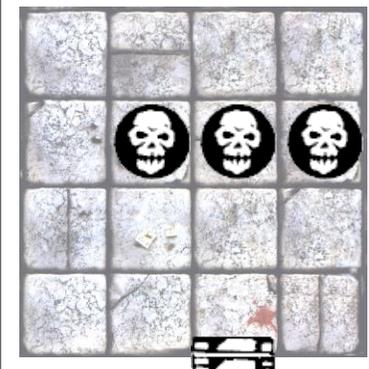
valore: 4 - stanza 8

Gli Zombies di Zakir



valore: 2 - stanza 9

La tomba di Sarum



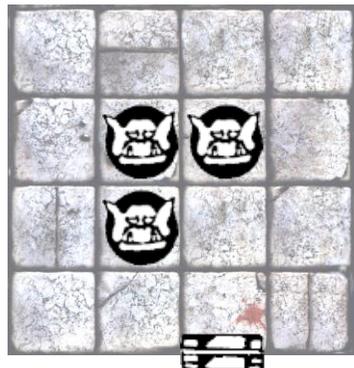
valore: 2 - stanza 10

Ragos



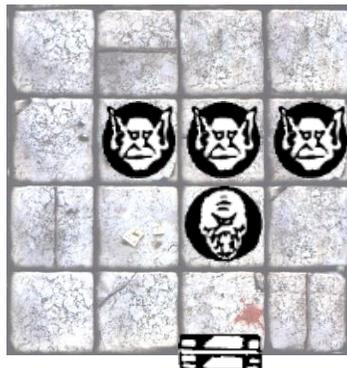
valore: 2 - stanza 11

Orchi di Ragos



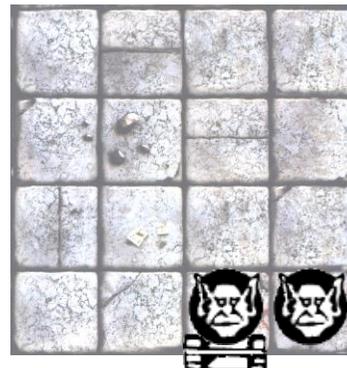
valore: 4 - stanza 12

La guarnigione di Ragos



valore: 4 - stanza 13

Goblin di Ragos



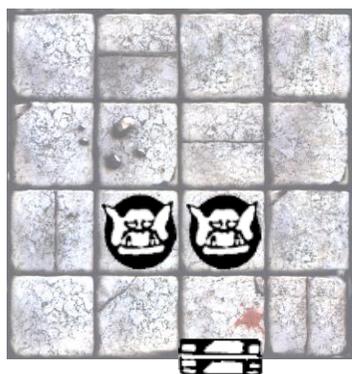
valore: 2 - stanza 14

Goblin di Ragos



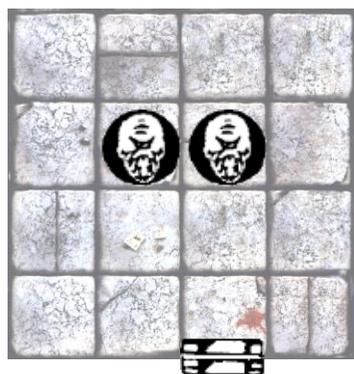
valore: 2 - stanza 15

Orchi di Ragos



valore: 2 - stanza 16

Le guardie di Ragos



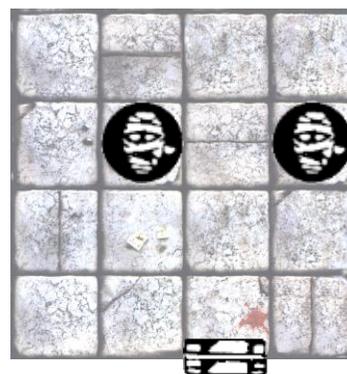
valore: 4 - stanza 17

Varak



valore: 2 - stanza 18

Le guardie di Varak



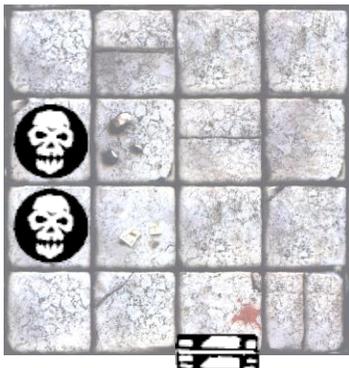
valore: 4 - stanza 19

Scheletri di Varak



valore: 4 - stanza 20

Scheletri di Varak



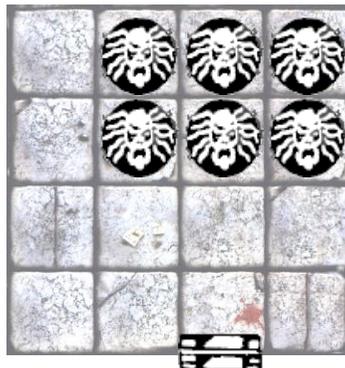
valore: 2 - stanza 11

La guarnigione di Varak



valore: 4 - stanza 2

La legione di Oranak



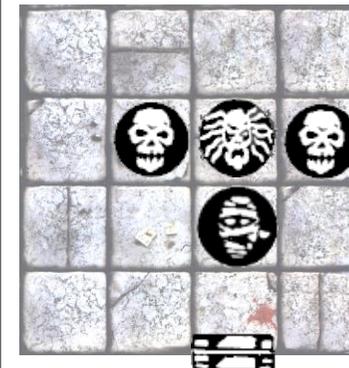
valore: 4 - stanza 13

Zombies di Oranak



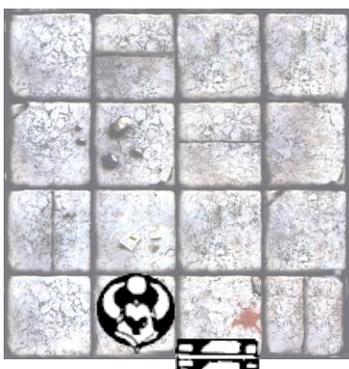
valore: 2 - stanza 4

Oranak e i suoi scagnozzi



valore: 4 - stanza 15

Il guerriero nero della laguna



valore: 2 - stanza 6

Il mago di Geinel



valore: 6 - stanza 17

I fimir di Mainos



valore: 6 - stanza 8

I non morti della valle di Heniur



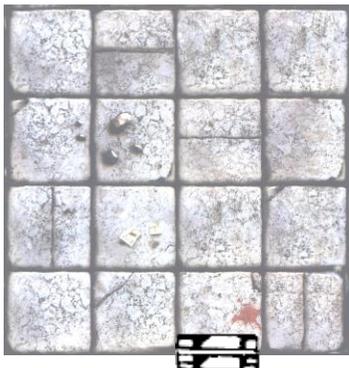
valore: 4 - stanza 19

Mennahn e la sua banda



valore: 4 - stanza 10

Stanza vuota



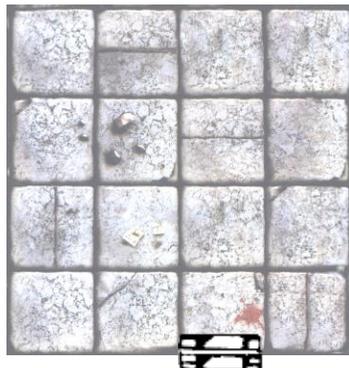
valore: 0 - stanza 1

Stanza vuota



valore: 0 - stanza 12

Stanza vuota



valore: 0 - stanza 3

Stanza vuota



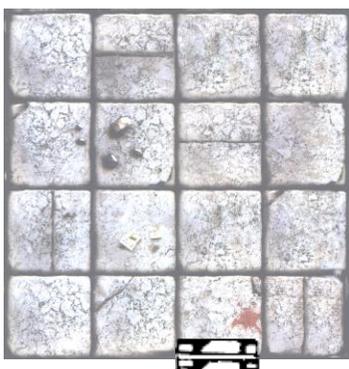
valore: 0 - stanza 14

Stanza vuota



valore: 0 - stanza 5

Stanza vuota



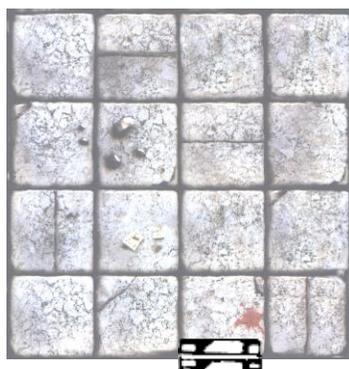
valore: 0 - stanza 16

Stanza vuota



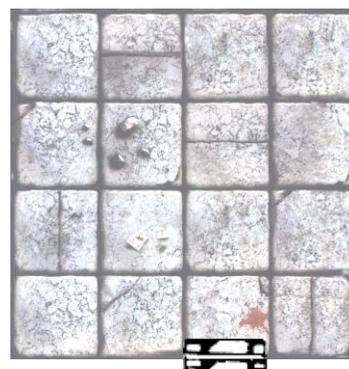
valore: 0 - stanza 7

Stanza vuota



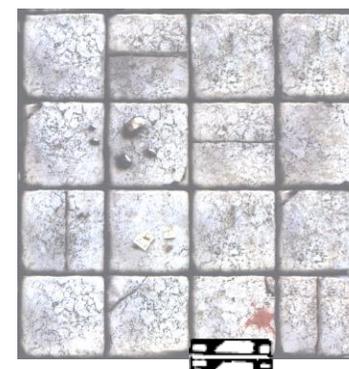
valore: 0 - stanza 18

Stanza vuota



valore: 0 - stanza 9

Stanza vuota



valore: 0 - stanza 20

Valori dei mostri:

goblin: 0.5

scheletro: 0.75

zombie: 1

orco: 1.25

fimir: 1.5

mummia: 1.75

guerriero del caos: 1.75

gargoyle: 2

mago del caos: 2