



Player Health

Player Mana

Minimap

Time Remaining:
8:34

Boss 1 killed

Boss 2 alive

Boss 3 alive

5 deaths: -25
seconds

Enemy Health



Enemy Health



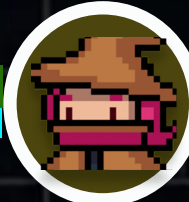
Teammate 1 Health

Teammate 1 mana



Teammate 2 Health

Teammate 2 mana



Fireball (cast by player)



Enemy Health



Ability 1

Ability 2

Ability 3

Ability 4

Ability 5

Ability 6

Ability 7

Ability 8

Ability 9

Ability 10