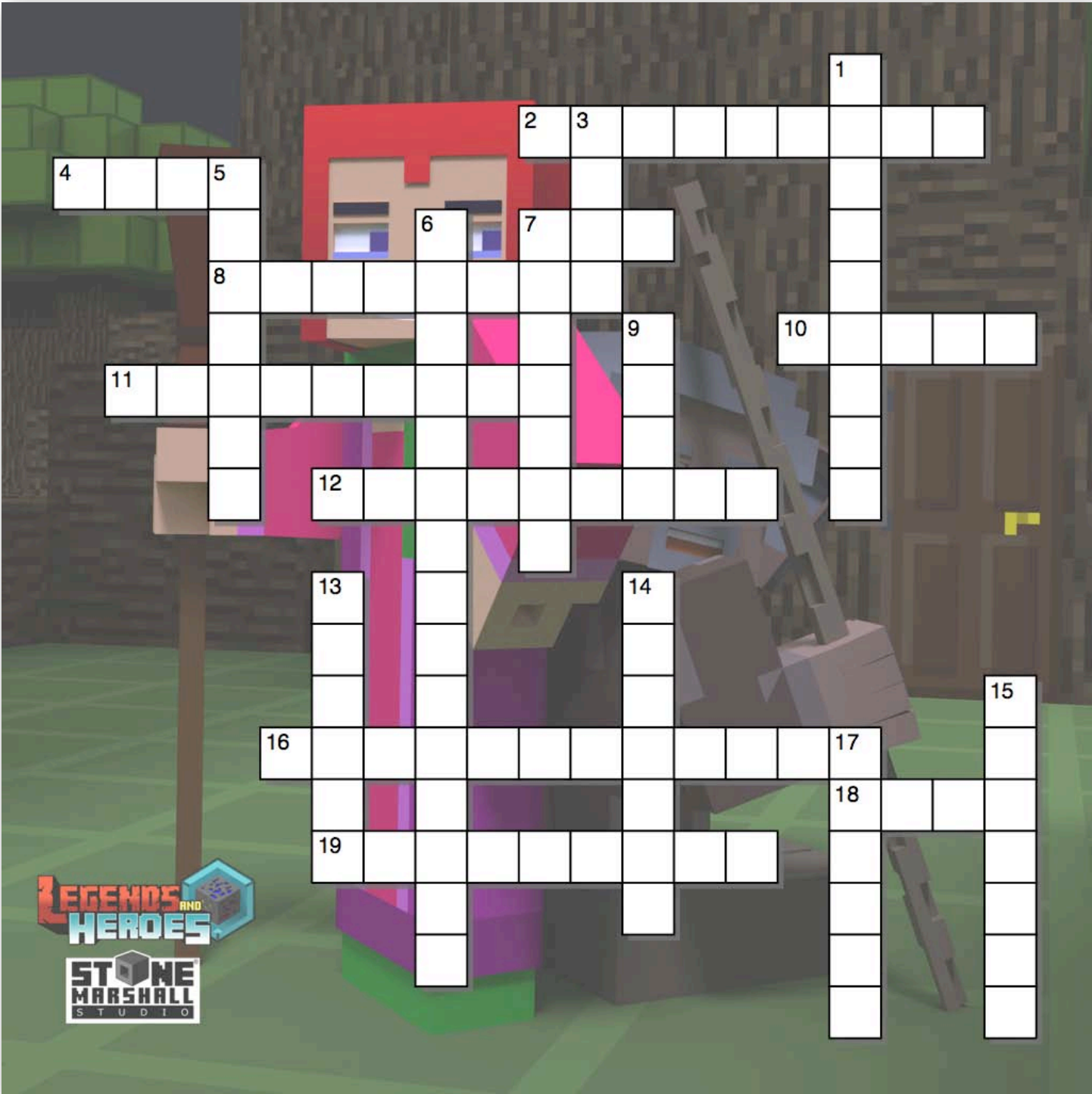


To find the answers, read *Into Madness*

Get it here: StoneMarshall.com/l&h0004



Solve the puzzle and uncover a secret! Enter your solution at: StoneMarshall.com/lh0004-puzzle

Across

2. Type of home where Liam and Cambria live.
4. When creatures and characters die, they _____.
7. How many arms does the mutant monster have?
8. Cambria faced a many armed mutant _____
10. Type of character Cambria is.
11. What magic does Cambria tamper with, against Liam's wishes?
12. Cambria has a theory that using glints may increase _____.
16. Cambria casts these over villages, to keep the oblivious to the battle going on outside their borders.
18. Aging wizard who's walking stick is also enchanted.
19. Non-living creatures who typically carry bow and arrows.

Down

1. The duty of _____ is to protect Beyonders, no matter the cost.
3. What made Tobi wet?
5. Name of the forest where Liam and Cambria live.
6. The book Cambria reads about the various dark arts.
7. What does Tobi throw at Cambria?
9. Spunky rabbit.
13. After poofing, these are left behind.
14. Cambria's hair is _____.
15. Undead creatures who feed on the living.
17. Compared with villagers, witches age more _____.

**CRIMSON DARKMAGIC ENCHANTMENTS ENDERMAN FRENIR GLINTS GUARDIANS LIAM
LONGEVITY ORIGINSOFTHEEND POOF RAIN SACHEL SIX SKELETONS SLOWLY TOBI
TREEHOUSE WITCH ZOMBIES**