

# *Title of the adventure*

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## *The heroes*

The heroes start the mission in the start point as shown in the map.

## *The demon*

The heroes start the mission in the start point as shown in the map.

## *Victory*

### *conditions*

The heroes start the mission in the start point as shown in the map.

### **SPECIAL RULES: POTIONS NOT PERMITTED FOR WARRIORS**

Players that use a warrior character can't use potions unless for the behaviour of a special effect. Healing with objects is not allowed too for warriors. Once a hero is dead (whatever hero), he can revive just after rolling 5 on a response dice roll. This can be done just once per turn.

## TACTICAL TIPS

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from the moment that the warriors can't be healed in any way...is better to use warriors in another way. In this encounter magicians will be defeating the boss and warriors will be doing something else...

CLICK HERE  
TO ENTER  
MAP EDITOR

## In the end

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