


# Battle against the Thunderhood Brotherhood

A small group of gangsters has settled in the woods just outside the town of Ravenswood. They attack your merchants on their way to trade their goods. Unfortunately, the guardhouse of Ravenswood have not been able to chase the Brotherhood away and the residents are getting angry. You decide to step in and fight the Brotherhood. You hear word that you need 6 monsters to fight of the Brotherhood.

You are not worried about this fight and take only one group of monsters with you. As you approach the woods, your informant reaches you and you hear that the Brotherhood has tricked you and you must bring not more than 5 monsters. Marching back would bring you  in danger of being discovered as well, but luckily two magicians are nearby to help you out.

“My lord, worry not. Let your monsters face the South when I speak my words and I will cast a spell that makes one monster disappear once they reach the next magician. But make haste, my lord, time is of essence now.” You trust the advice of the magician and send your monsters to stand South of the magician.

Complete the battleplan to fight off the Thunderhood Brotherhood with exactly 5 monsters.





X

X

5



X

X



5 Monsters Required