

# The hermit

A scenario for Arcane Journeys

Add a unique piece on the board, which starts at the tower, to represent a magical wandering hermit. When players land on him, he heals them 1 health, and prevents any combats in his space, and stops any terrain effects from happening. Then he moves 1d6 tiles in the direction the player chooses before rolling the die. The hermit skips over cities because he won't enter them.

When you die, you may choose to restart the game at the hermit, instead of a city.

The Hermit can be combined with almost any scenario or expansion, and makes the game a little easier. It is good combined with The Camp or The Spiral.

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