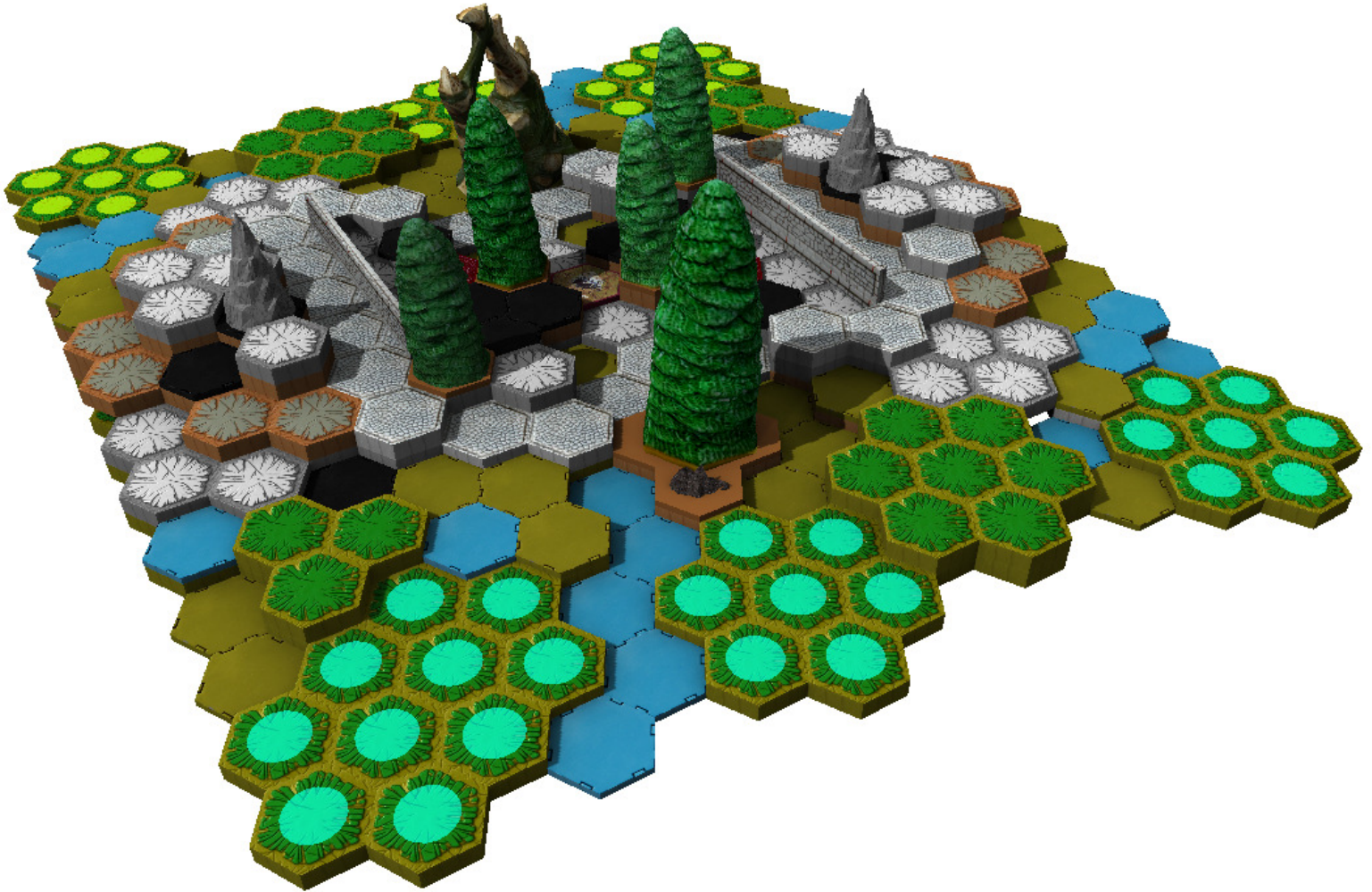
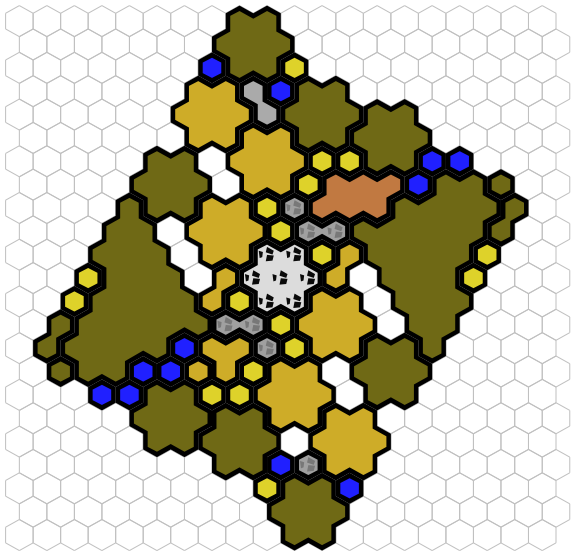


Burial Marsh

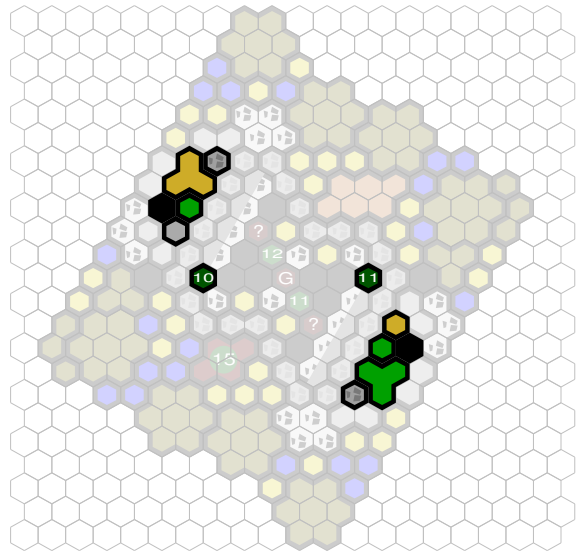


Author : Panopticon

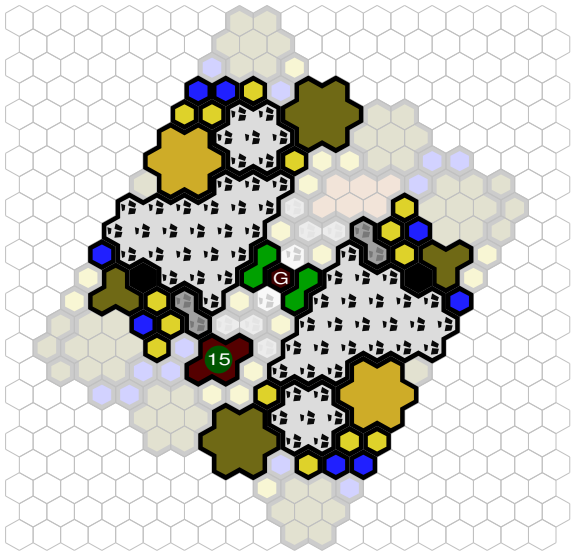
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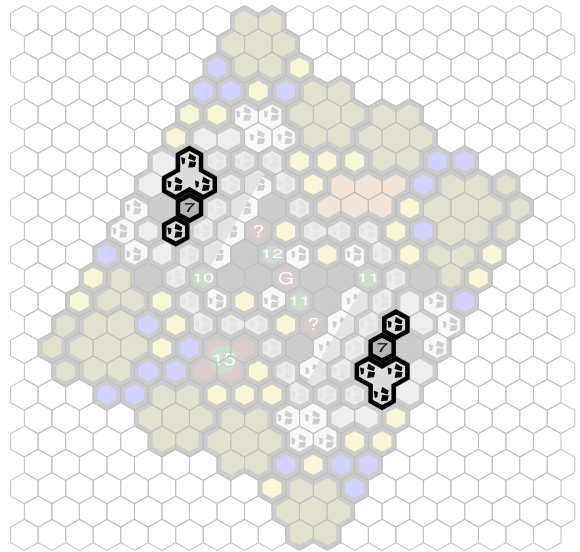
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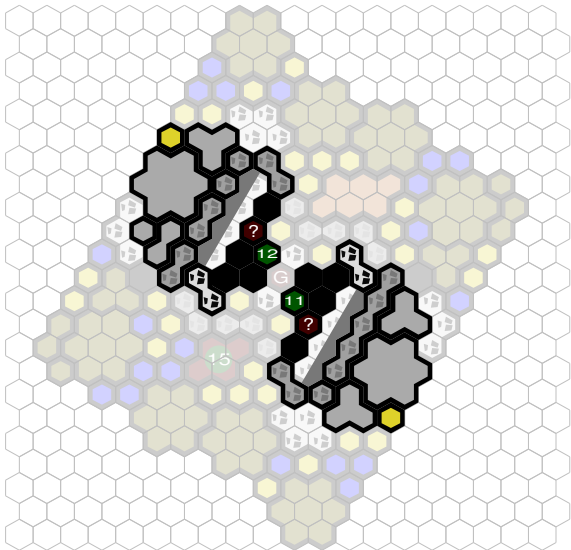
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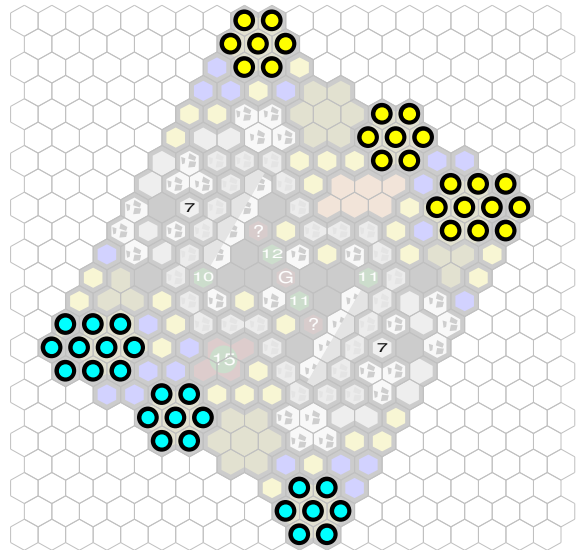
Level : 5



Level : 3



Start



1v1; 24-hex startzones

Glyphs:

1 Glyph of Gerda (Defense +1) FIXED

2 random Treasure Glyphs (represented as unknown glyphs in build instructions)

(OPTIONAL)

Trap: **Whispers of Dread**

Long dead faces appear from deep within the shadows. Whispering dread, they torment the hero and all who seek refuge in the darkness.

The hero triggering the trap immediately takes a blockable attack of 3 dice rolled by the opposing player. Then, each figure on a shadow tile takes a blockable attack of 2 dice rolled by the opposing player of the affected figure. Order of attacks are determined by the player triggering the trap.