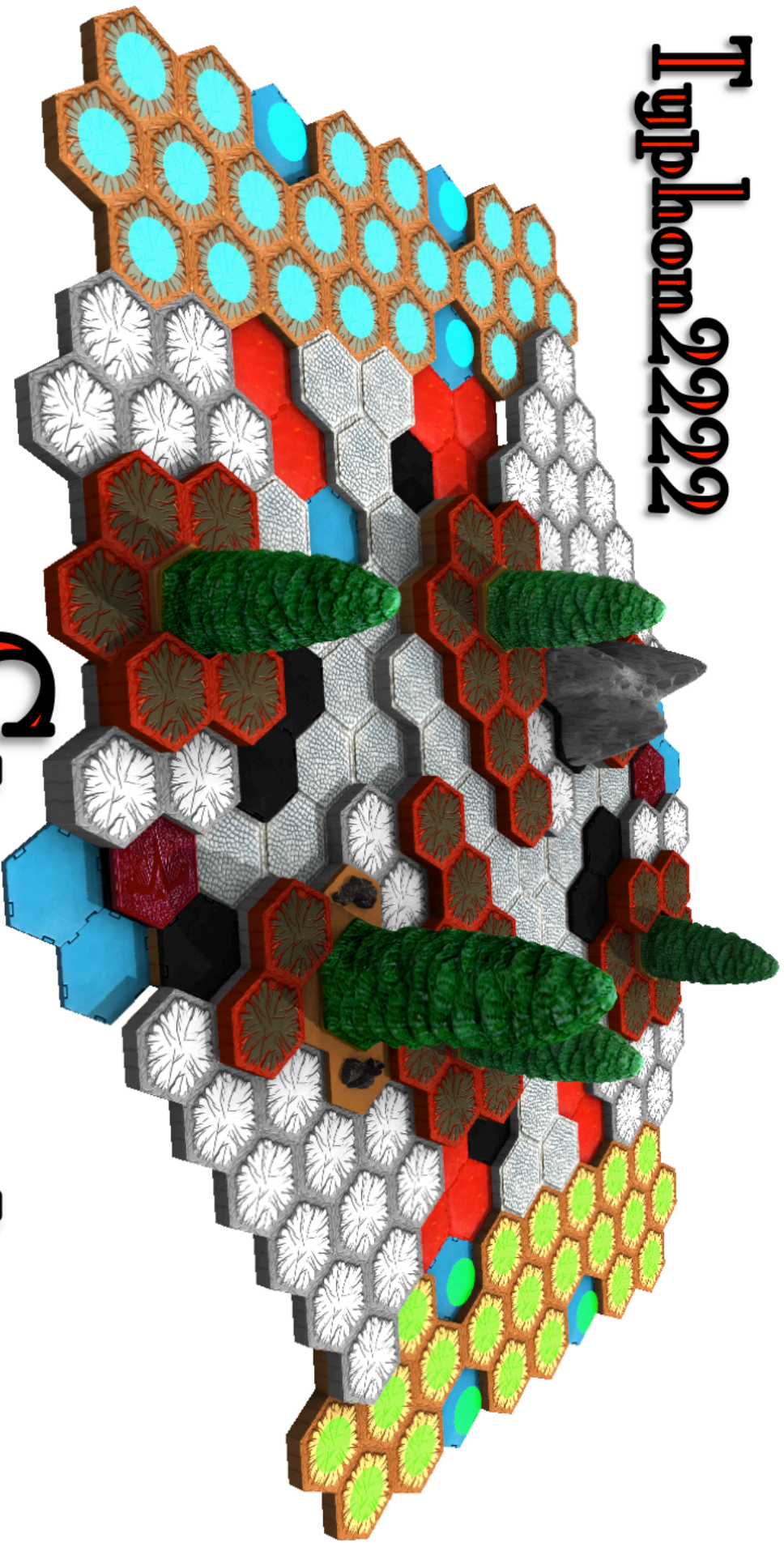
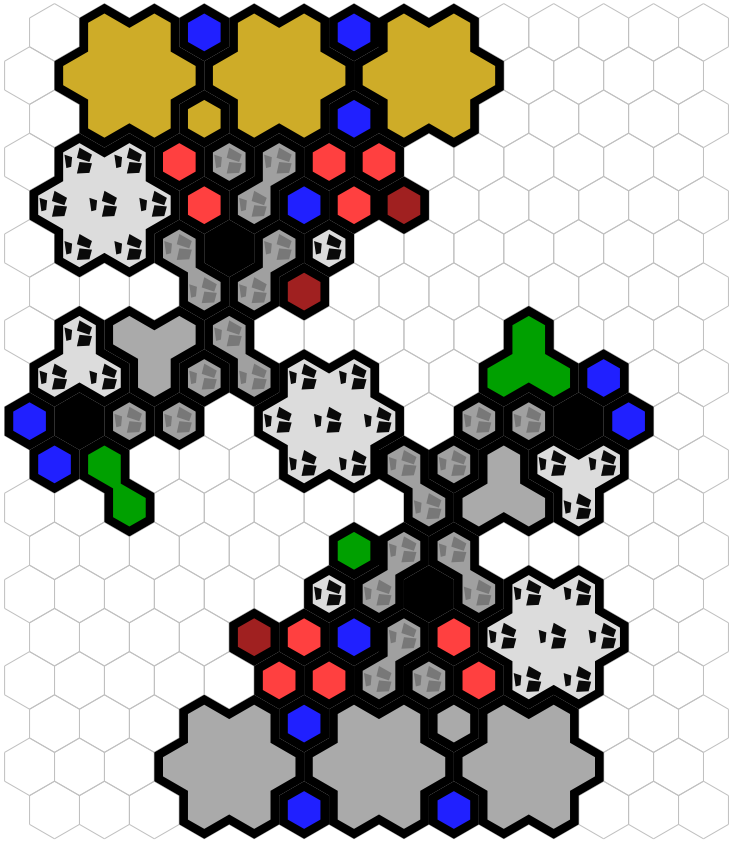


Typthon 2222

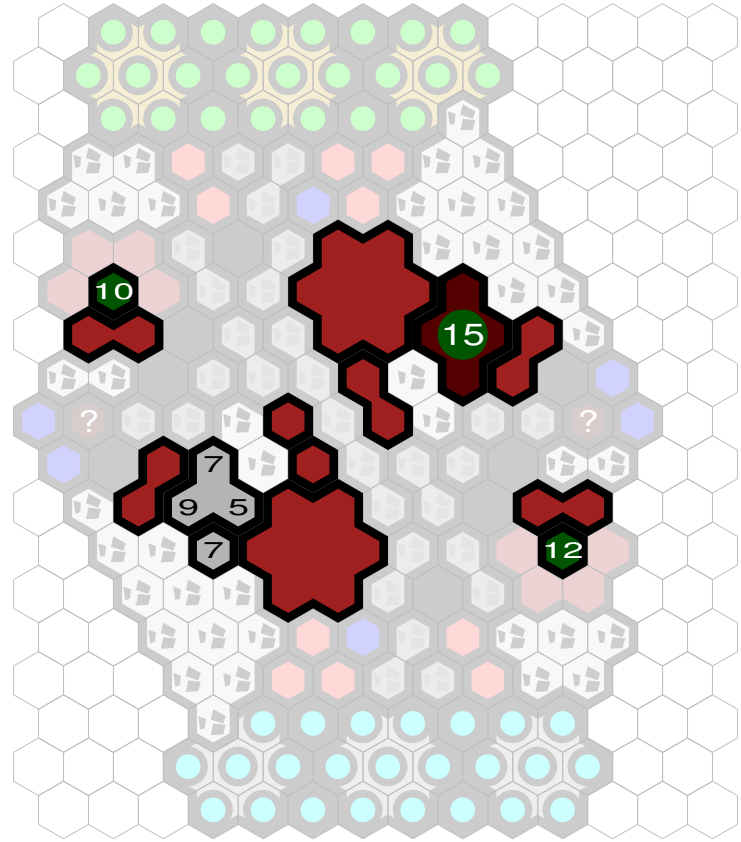


Stigmartha

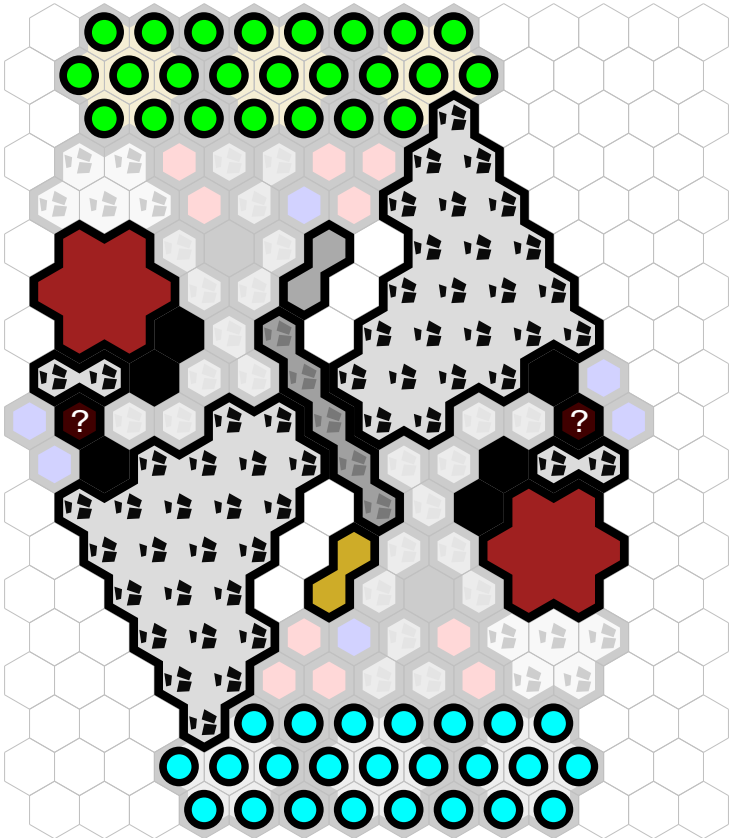
Level : 1



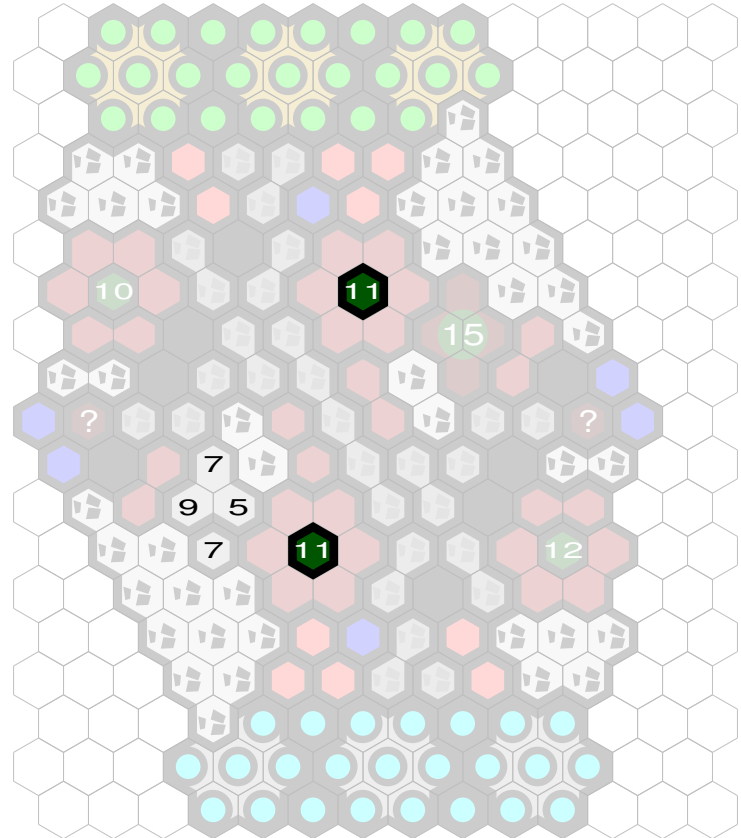
Level : 3



Level : 2



Level : 4



Grass 1 : 1  
Rock 3 : 2  
Water 1 : 12  
Road 1 : 8  
Tree 1 : 2  
Dungeon 2 : 2  
Outcrop 3 : 1

Grass 2 : 1  
Rock 7 : 3  
Lava 1 : 10  
Road 2 : 8  
Tree 1 : 1  
Dungeon 3 : 2

Grass 3 : 1  
Sand 1 : 1  
Lava field 1 : 5  
Road 5 : 1  
Unknown glyph : 2  
Dungeon 7 : 3

Rock 1 : 1  
Sand 2 : 1  
Lava field 2 : 5  
Tree 4 : 1  
Shadow 1 : 10  
Dungeon 24 : 2

Rock 2 : 1  
Sand 7 : 3  
Lava field 7 : 4  
Tree 1 : 1  
Dungeon 1 : 2  
Outcrop 1 : 1

# STIGMATA

by Typhon2222

**Uses:** 1 BftU, 1 RttFF, 1 VW.

**Glyphs:** 2 of your choice.

**Start Zones:** 24 hexes (standard tournament).

(NOTE when building the map: two of the single-hex rock outcrops are used for their shadow bases only.)

Thanks go to *GameBear* for his feedback and suggestions for improvement.