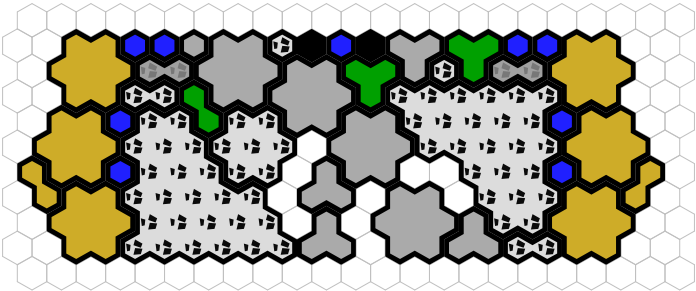


Pure Gold

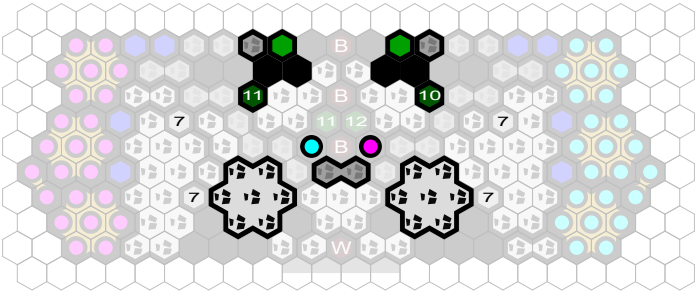


Author : superfrog

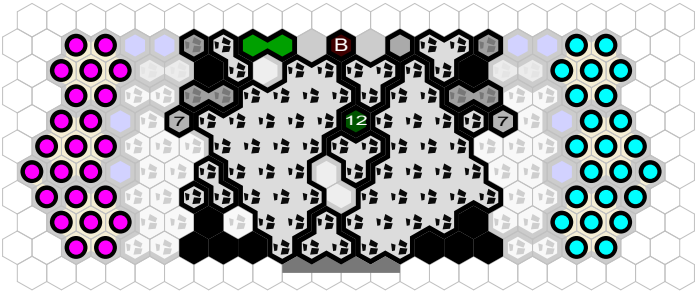
Level : 1



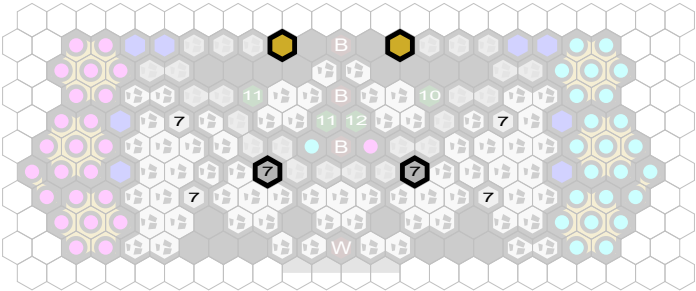
Level : 4



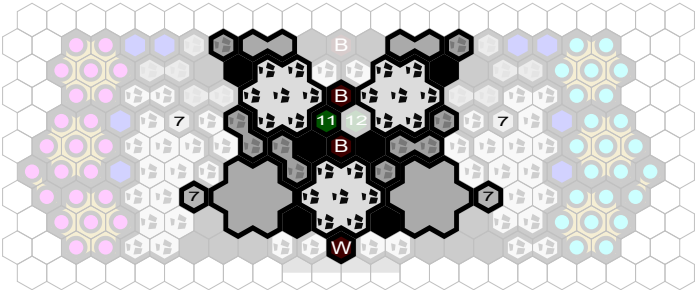
Level : 2



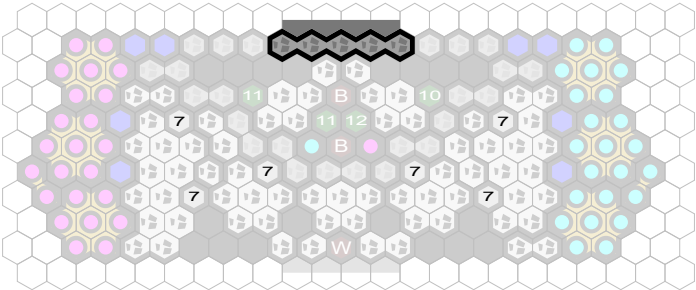
Level : 5



Level : 3



Level : 6



Number of player : 2

Size : 38.46x17.16 inch

A tournament map using 2 BfTU and 1 RttFF, with 3 treasure glyphs and Wannok.

Glyphs of Brandar represent Treasure Glyphs.

Trap (Wall Spikes): Roll one unblockable attack die against this figure and each figure adjacent to either wall. Roll each attack separately.

Use the 3-hex rock outcrop bases for the level 1 shadow tiles (on level 2 of the build instructions).