

2 PLAYER (A01)

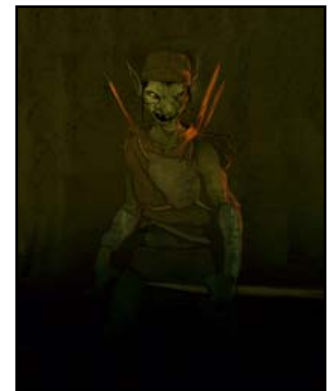


Goblin Keep (80 card, Easy)

Cooperative will allow for 2-4 players. This will require up to 4 of each rare and more than 4 of Commons and Infrequents. If all 4 players have a set, there should be enough cards to fill out the Co-op Campaigns. Feel free to substitute cards when needed and enjoy!

"A keep in the mountains teeming with goblins has declared war with Keldorn. Can a small force of adventurers put an end to their attack before it begins?"

- contains cards from Unbound set only.
- try to complete any 2 Quests.



QUESTS	DUNGEON DECK (80 card)	
Den of Evil Evil Has a Name Goblin Slayer	(48 Characters) Ghoul x4 Giant Grey Spider x4 Goblin x4 Goblin Conjurer x4 Goblin Thief x4 Greenknee Goblin Necromancer x2 Massive Stone Golem x2 Ogre x4 Orc x4 Phantom x4 Skeleton x4 Troll x2 Wraith x2 Zombie x4	(10 Events) Bad Luck x2 Broken Formation x2 Mastermind x2 Rapid Developments x2 Reinforcements x2 (10 Terrain) Dark Corridor x4 Evil Altar x2 High Ground x2 Ruins x2 (12 Traps) 10' Pit Trap x2 20' Pit Trap x2 20' Spiked Pit Trap x2 Dart Trap x2 Pendulum x2 Spear Trap x2

Next: Savage Forest (B01)