

### 3 PLAYER (B02)



### Savage Ruins (120 card, Standard)

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!

"Someone or something has been drawing the people of a nearby village in to the forest, and they have not been returning. The people must be found, or the abductions must be stopped lest there be nothing but a ghost town."

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



QUESTS	DUNGEON DECK (120 card)	
Dragon Slayer Journey's End Rescue the Damsel	(57 Characters)  Archaic Slauch x4 Crawling Swarm x2 Dreadlander Mercenary x2 Ghoul x2 Giant Grey Spider x6 Jungle Troglodyte x4 Lamia Anguine x4 Leaf Vodyanoi x3 Manticore x3 Massive Animated Tree x5 Ogre x3 Orc x2 Slime x2 Troll x4 Wild Naga x5 Young Granite Dragons x4 Zombie x2	(17 Events)  Ambush x3 Bad Luck x3 Broken Formation x4 Mastermind x2 Reinforcements x2 Rushed x3  (29 Terrain)  Chasm x2 Dark Corridor x4 High Ground x5 Icy Ledges x4 Lava Pit x3 Murky Swamp x6 Ruins x5  (17 Traps)  10' Pit Trap x3 Damsel x2 Dart Trap x5 Poisonous Dart Trap x4 Spear Trap x3

Next: Underground Maze (C02)