

THE MUMMY'S TOMB (C03)



The Road to Azrahda (80 card, Standard)

Story Mode Maximum will contain up to 4 of any 1 card which means that you will need 4 copies of the Starter and Delve Packs in order to have enough of the rare cards for the builds. Feel free to substitute cards when needed and enjoy!

"After searching every mile in the Forest of Tears and facing its many foes, you return empty handed. The nobleman, enraged, attacks you revealing their true form - the form of a Mummy under an illusion! Between you and the guard the Mummy is outnumbered and retreats in to the night towards the desert. Fearing a more untimely reprisal later on, you decide to track it in to the hot sands and face this foe."



- contains cards from Unbound set only.
- try to complete "Knowledge is Power" +1 other Quest.

| QUESTS | DUNGEON DECK (80 card) | |
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| Journey's End Knowledge is Power The Stars Align | (38 Characters) Archaic Slauch x2 Crawling Swarm x2 Dreadlander Mercenary x3 Empusae x1 Ghoul x2 Goblin Conjurer x1 Goblin Thief x3 Lamia Anguine x2 Large Wurm x4 Massive Animated Tree x1 Mummy x1 Ogre x2 Orc x2 Shrieker x2 Skeleton x2 Troll x2 Wild Naga x2 Werewolf x1 Young Granite Dragon x1 Zombie x2 | (16 Events) Ambush x2 Bad Luck x1 Broken Formation x2 Gloom x2 Mastermind x4 Recurring Villain x1 Rushed x2 Unlucky x2 (20 Terrain) Evil Altar x2 Graveyard x2 High Ground x4 Lava Pit x4 Murky Swamps x4 Ruins x4 (6 Traps) 10' Pit Trap x2 20' Spiked Pit Trap x2 Dart Trap x2 |

Next: The Tomb (C04)