

4 PLAYER (B03)

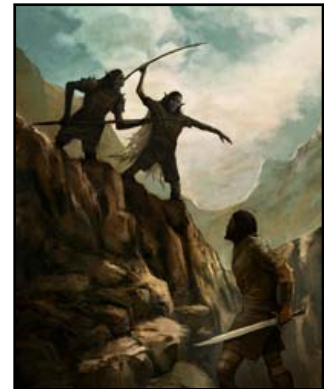


Savage Lands (160 card, Hard)

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 (160 card)	
Dragon Slayer Journey's End Rescue the Damsel	(73 Characters) Archaic Slauch x4 Crawling Swarm x3 Dreadlander Mercenary x3 Ghoul x3 Giant Grey Spider x8 Jungle Troglodyte x6 Lamia Anguine x4 Leaf Vodyanoi x3 Manticore x4 Massive Animated Tree x6 Ogre x4 Orc x3 Shrieker x3 Slime x2 Troll x4 Wild Naga x6 Young Granite Dragons x4 Zombie x3	(26 Events) Ambush x5 Bad Luck x3 Broken Formation x6 Mastermind x3 Reinforcements x3 Rushed x5 Unlucky x1 (40 Terrain) Chasm x3 Dark Corridor x6 High Ground x7 Icy Ledges x4 Lava Pit x4 Murky Swamp x8 Ruins x8 (21 Traps) 10' Pit Trap x2 Damsel x2 Dart Trap x6 Poisonous Dart Trap x6 Spear Trap x5

Next: Underground Labyrinth (C03)