

ANCIENT TREASURES (A04)



The Lair (80 card, Hard)

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!

"Dragons. Lots of them, to move directly at them would be suicide. Perhaps if you can move around the ruins and find a way to bring them down, or maybe split them up; divide and conquer. We've come this far, no sense heading back empty handed..."

- contains cards from Unbound set only.
- try to complete "Dragon Slayer" +1 other Quest.



QUESTS	DUNGEON DECK (80 card)	
Axis of Evil Dragon Slayer The Stars Align	(35 Characters) Crawling Swarm x2 Gargoyle x4 Giant Grey Spiders x4 Infernal Minotaur x1 Kobold x2 Large Wurm x3 Massive Stone Golem x2 Minotaur x4 Shadow Elf x3 Slime x2 Troll x2 Wild Naga x2 Young Granite Dragon x4	(18 Events) Ambush x3 Bad Luck x2 Broken Formation x2 Mastermind x3 Rapid Developments x3 Rushed x3 Unlucky x2 (17 Terrain) Chasm x2 Dark Corridor x4 Evil Altar x2 High Ground x3 Icy Ledges x2 Labyrinth x2 Murky Swamp x2 (10 Traps) 20' Pit Trap x3 20' Spiked Pit Trap x2 Falling Stones x3 Fire Stream Rune Trap x2

*Conclusion: The ancient lair lies still as the final guardian lies slain at your feet. You look around you only to find remnants of the carnage left behind, where is the ancient treasure? A thorough search reveals a chamber half sunken in the ruins below the nest. As you approach the glint of gold reflects as your torchlight dances across it. Gems, weapons and armour of old all hoarded here for safe keeping on a raised stone platform by the dragons now gone. The only question remaining is how to get it all back home.