

GOBLIN RAIDERS (B03)



Lost Outpost (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!

"As you defeat another goblin necromancer, you begin to wonder how many there actually are, when it occurs to you that Greenknee might be using simulacrums. Another victory under your belt... but, for how long. Searching the area you find a map tucked in to one of his 'generals' boots, it looks like it leads to another lair. Deciding to rest for now and head there in the morning, you vow to take on the foul creature in his own domain, but first you'll have to cross some very dangerous terrain..."



- contains cards from Unbound set only.
- try to complete "Den of Evil" +1 other Quest.

QUESTS	DUNGEON DECK (80 card)	
Axis of Evil Den of Evil Journey's End	(40 Characters) Archaic Slauch x2 Giant Grey Spider x2 Goblin Thief x4 Jungle Troglodyte x2 Lamia Anguine x3 Leaf Vodyanoi x4 Manticore x1 Massive Animated Tree x4 Ogre x2 Shrieker x2 Skeleton x2 Slime x2 Troll x2 Young Granite Dragon x2 Werewolf x1 Wild Naga x3 Zombie x2	(11 Events) Ambush x2 Bad Luck x2 Broken Formation x1 Gloom x2 Mastermind x1 Rapid Developments x1 Rushed x2 (18 Terrain) Chasm x2 Evil Altar x2 Graveyard x2 High Ground x3 Icy Ledges x1 Lava Pit x1 Murky Swamp x4 Ruins x3 (11 Traps) 20' Spiked Pit Trap x1 Dart Trap x2 Falling Stones x1 Pendulum x2 Poisonous Dart Trap x2 Spear Trap x3

Next: Greenknee's Lair (B04)