

# THE MUMMY'S TOMB (C04)



## The Tomb (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!

"Standing at the entrance to a ruined stoney pyramid like temple, half buried in the sands, you notice tracks leading inside. Goblins and some others, perhaps grave robbers have already beaten you to the site. You steel your nerves for what awaits you inside and proceed to enter to face your foe."



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

QUESTS	DUNGEON DECK (80 card)	
Den of Evil Hold Dominion The Stars Align	(46 Characters)  Crawling Swarm x4 Ghoul x4 Giant Grey Spider x3 Goblin x4 Goblin Conjuror x4 Goblin Thief x4 Large Wurm x2 Massive Stone Golem x2 Mummy x4 Ogre x1 Orc x4 Phantom x1 Skeleton x2 Slime x2 Troll x1 Wraith x2 Zombie x2	(10 Events)  Bad Luck x2 Gloom x4 Recurring Villain x2 Unlucky x2  (14 Terrain)  Chasm x1 Dark Corridor x4 Evil Altar x4 Graveyard x4 Ruins x1  (10 Traps)  10' Pit Trap x2 20' Spiked Pit Trap x2 Dart Trap x2 Pendulum x2 Spear Trap x2

\*Conclusion: As the last Mummy falls to your blades and magic you feel a certain satisfaction as you approach their phylactries and destroy them. Knowing that something so evil lying in wait has been put to rest you can now sleep again confident that its cold grip will not reach out for you as you slumber.