

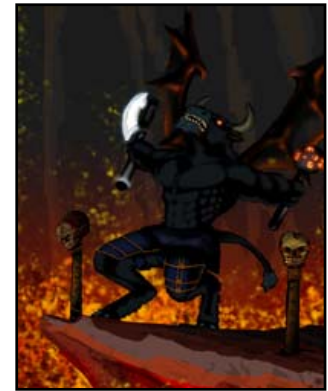
THE UNDERWORLD (D04)



Infernal Bonds (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!

"With the last of the slaves now freed, you begin to make your way back to the surface when an alarm is sounded. You decide to hide the captives and draw the attention to yourselves. Facing this evil domain head on you decide to try and take it apart so even if anyone else were to be taken, they'd have nowhere to bring them."



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

| QUESTS | DUNGEON DECK (80 card) | |
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| Axis of Evil Hold Dominion The Stars Align | (38 Characters) Dreadlander Mercenary x1 Empusae x4 Gargoyle x2 Ghoul x4 Gravaxin x4 Infernal Minotaur x4 Massive Stone Golem x1 Minotaur x4 Salamander x4 Shadow Elf x4 War Fiend Demon x4 Zombie x2 | (8 Events) Ambush x2 Rapid Developments x2 Reinforcements x2 Rushed x2 (16 Terrain) Dark Corridor x4 Evil Altar x4 Labyrinth x4 Lava Pit x4 (18 Traps) 20' Pit Trap x2 20' Spiked Pit Trap x2 Falling Stones x2 Fire Stream Rune Trap x2 Pendulum x4 Poisonous Dart Trap x2 Spear Trap x4 |

*Conclusion: The minotaurs now free of their dark oppression scatter in to the labyrinth to find a new master or a new clan, those that seek liberation from the darkness ask to accompany you to the surface for a new chance at living a life without the shadow of darkness. You have rescued the prisoners and dissolved the evil temple, victory is yours!