

## GOBLIN RAIDERS (B04)

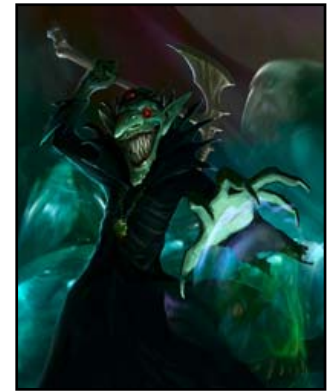


### Greenknee's Lair (80 card, Hard)

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!

"You finally complete the treacherous trek across the wilds to a ghastly stronghold of black stone. Broken bones and cold are all that greet you before its gate. For certain this must be Greenknee's lair, dare you proceed inside..."

- contains cards from Unbound set only.
- try to complete "Evil Has a Name" +1 other Quest.



QUESTS	DUNGEON DECK (80 card)	
Evil Has a Name Knowledge is Power Undead Slayer	(45 Characters)  Dreadlander Mercenary x1 Gargoyle x3 Ghoul x4 Giant Grey Spider x4 Goblin Conjurer x4 Goblin Thief x4 Greenknee Goblin Necromancer x2 Manticore x2 Massive Stone Golem x1 Mummy x2 Phantom x4 Shadow Elf x4 War Fiend Demon x2 Wraith x2 Young Granite Dragon x2 Zombie x4	(10 Events)  Gloom x2 Mastermind x3 Rapid Developments x1 Recurring Villain x2 Reinforcements x2  (15 Terrain)  Chasm x3 Dark Corridor x4 Evil Altar x2 Graveyard x4 Icy Ledges x2  (10 Traps)  20' Spiked Pit Trap x2 Falling Stones x2 Fire Stream Rune Trap x2 Pendulum x2 Poisonous Dart Trap x2

\*Conclusion: With Greenknee's corpse lying at your feet and his hold on his minions fading away with the breaking dawn, you feel a certain degree of peace and satisfaction wash over you. How long before another Goblin attains this kind of power? Who knows, but when that day comes you will be ready.