

THE UNDERWORLD (D01)



Icecrest Halls (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!

"Stonehold, the dwarven citadel, lies inside the Icecrest Mountains. To get to it you must traverse a long stoney hall deep in to the rock. The hall is enormous and has many tunnels and craigs leading to it. Despite armed patrols on behalf of the Gold Dwarves some caravans that have been making camps along the many day travel have reported missing travelers. Attacks aren't unheard of, but this is a little unnerving. As luck would have it a reward has been posted to find the missing travelers."



- contains cards from Unbound set only.
- try to complete "Rescue the Damsel" +1 other Quest.

QUESTS	DUNGEON DECK (80 card)	
Den of Evil Rescue the Damsel The Stars Align	(46 Characters) Crawling Swarm x1 Gargoyle x2 Ghoul x2 Giant Grey Spiders x2 Goblin x2 Goblin Conjurer x2 Goblin Thief x2 Jungle Troglodyte x2 Kobold x4 Large Wurm x4 Leaf Vodyanoi x2 Massive Stone Golem x1 Minotaur x2 Ogre x2 Orc x2 Phantom x2 Shadow Elf x2 Skeleton x2 Slime x2 Troll x2 Wraith x1 Young Granite Dragon x1 Zombie x2	(10 Events) Ambush x2 Bad Luck x2 Broken Formation x2 Mastermind x2 Rushed x2 (12 Terrain) Chasm x2 Dark Corridor x2 Graveyard x2 High Ground x2 Icy Ledges x1 Murky Swamp x1 Ruins x2 (12 Traps) 10' Pit Trap x2 20' Pit Trap x2 20' Spike Pit Trap x2 Damsel x1 Falling Stones x2 Pendulum x1 Spear Trap x2

Next: The Spiral Down (D02)