

THE THORN (C04)



Master of the Thorn (80 card, Hard)

Story Mode Single Set will contain only 1 Unbound Starter, 1 of each Delve Pack and 1 The Thorn Expansion Pack. Feel free to substitute cards when needed and enjoy!

"You've reached an area of the grove where the trees are no longer living, the life snuffed from them long ago. In the center of this copse of trees you see a tower, an ominous green spectral glow ebbing from its open door. You see some of the treasure you seek there guarded by spirits, do you dare go further than just the entry."



- contains no more than 1 full set of cards from Unbound and the Thorn (1 rare, 2 uncommons, 3 infrequents and 4 commons).
- try to complete "Evil Has a Name" +1 other Quest.

QUESTS	DUNGEON DECK (80 card)	
Axis of Evil Evil Has a Name Knowledge is Power	(45 Characters) Buccas x2 Crawling Swarm x1 Empusae x1 Gargoyle x3 Ghoul x3 Gravaxin x2 Lilitu x3 Massive Stone Golem x1 Mummy x2 Needle Slinger x2 Phantom x2 Shapeshifter x1 Skeleton x4 Slime x2 Specter x3 Wight x2 Wild Naga x2 Will O'Wisp x2 Wraith x1 Zhuldar, the Lich x1 Zombie x4	(15 Events) Broken Formation x2 Disorganized x1 Gloom x2 Hedged In x1 Mastermind x3 Recurring Villain x1 Reinforcements x2 Rushed x1 Unlucky x2 (10 Terrain) Dark Corridor x4 Evil Altar x2 Ruins x3 Zhuldar's Thorn x1 (10 Traps) 20' Pit Trap x1 Falling Stones x2 Fire Stream Rune Trap x2 Pendulum x2 Poisonous Needle x2 Webbed Nest x1

*Conclusion: The Lich, Zhuldar, vanishes in a green fiery burst of energy, he's been weakened enough that he must return to his hidden phylactery. The final, most precious, of cargo lies in the antechamber where you battled, you collect your prize and run back to civilization left to wonder if Zhuldar will forget this slight or haunt the shadows seeking revenge on you.