

## UHMGRELD'S ABODE (D04)



### Uhmgreld's Abode (80 card, Moderate)

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

"The final stretch ends at a series of caves, the last villagers are taken inside. On the outskirts are wooden huts, the trail has led north to the lair of Uhmgreld, an Ogress Witch. You decide to sneak inside."

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



QUESTS	DUNGEON DECK (80 card)	
Enemy of the Horde Evil Has a Name Goblin Slayer	(54 Characters)  Adult Ruby Dragon x1 Animated Tree x2 Archaic Slaugh x2 Crawling Swarm x2 Ghoul x2 Giant Grey Spider x4 Goblin x4 Goblin Conjuror x2 Goblin Horde x3 Goblin Thief x4 Harpy x3 Infernal Orc x2 Manticore x1 Ogre x2 Ogre Brute x2 Orc x4 Orc Warrior x4 Razortusk Boar x4 Shadow Elf x1 Shrieker x2 Uhmgreld Ogre Witch x1 Zombie x2	(15 Events)  Ambush x1 Bloodlust x1 Broken Formation x2 Disenchant x2 Gloom x3 Reinforcements x2 Watchman x4  (4 Terrain)  Dark Corridor x2 Fortress x1 Landslide x1  (7 Traps) Falling Stones x2 Murder Holes x2 Wall of Spears x3

\*Conclusion: Uhmgreld vanishes in to the night, her wounds seemingly mortal, but you're not so sure she won't be back. You gather the villagers together and attempt the escape back home, it's a long trek, but you do manage to arrive. Maybe the horde will think twice before invading your homelands again.