

## SCENARIO #5

OH! YES!! Very soon we will be back to our former glory! Well done, my Keep. Revenge is getting closer and closer... The fortress awaits!

It seems the Heroes took great disgust in what you had built here? Everything is gone! Well... almost. The quarries are untouched. I assume they just didn't see their great potential.








I guess rebuilding is the only option. Let's make you bigger and better, than ever before!!

WIN: Build all rooms to the stated maximum.





LOSE: HP reduced to 0 OR drawn 10 Turn Decks.

Turn Deck Set up: Shuffle all Turn cards (without Monarch/JK)

\*from this scenario onward, don't wipe the Slate until stated.

						
2/4	0/8	0/8	0/8	0/10	6/10	0/10

	10/10/500/500
	2/10/0/50
	0/8/0/0
	6/10/50/150

