

SCENARIO #3

Well done, my Keep! The Lights' hold over this outpost has been relinquished. The next one has more dormant power waiting for you, but the Light have been waiting... watching... knowing that one day you would return. Your presence there will attract their attention almost instantly.

I can see there is a fully functional blacksmith ahead! Let's quickly recruit some minions and build a few traps... that might slow them down a bit?! Who knows, you might even get lucky and discover a Goblin waiting for you?









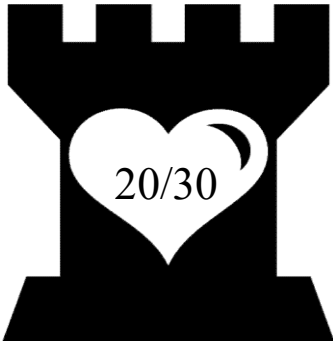



Oh, you will like this, my Keep! It seems, that during the last war, your faithful Occultists stashed some Regen spells for you!

WIN: Survive 4 Turn Decks.

LOSE: HP reduced to 0.

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

*start with 3 Regen spells

						
2/3	4/8	0/0	0/0	2/10	4/6	0/4
	2/2/30/100					
	4/8/30/100					
	0/0/300/0					
	4/6/20/100					