

GOBLIN WARRIORS

LEVEL 3



MOB

2

x1

Attack : +1 

G023

2

3

GOBLIN WARRIORS

LEVEL 3



MOB

2

x1

Attack : +1 

G024

2

3

GOBLIN WARRIORS


LEVEL 4



MOB

2

x1

Attack ✨: Defender -1 

Attack : +1 

G037

2

1

1

2

GOBLIN WARRIORS



LEVEL 4



MOB

2

x1

Attack : Defender -1 

Attack : +1 

G038

2

1

1

2

DWARF WARRIORS

LEVEL 5



MOB

3

x2

Attack ✨:
Double the number
of ✨ obtained from 🗡️.

G043

2
1

1
3

GOBLIN WARRIORS

LEVEL 5




MOB

3



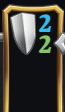
x2



Attack ✨: Defender -1 

Attack : +1 

G046



GOBLIN WARRIORS



LEVEL 5



MOB

3

x2

Attack : Defender -1 

Attack : +1 

G047

1
2

2
2

TROGLODYTE WARRIORS

LEVEL 1



MOB

1

x1

[Shadow Mode] Defense: +1

G074

1

1

TROGLODYTE WARRIORS

LEVEL 2



MOB

1

x1

[Shadow Mode] Defense: +1 

[Shadow Mode] Attack: +1 

G076

2

2

TROGLODYTE WARRIORS


LEVEL 3




MOB

1

x2

[Shadow Mode] Defense: +1 

[Shadow Mode] Attack: +2 

G078



TROGLODYTE WARRIORS

LEVEL 4




MOB

2

x2

[Shadow Mode] Defense: +1 

[Shadow Mode] Attack: +1 

G081

2

1

1

1

TROGLODYTE WARRIORS

LEVEL 5



MOB

2

x2

[Shadow Mode] Defense: +2 

[Shadow Mode] Attack: +1 

G083

2

2

3

EARTH ELEMENTAL



LESSER ROAMING MONSTER



x5

RM14

When it spawns, give it 2 Pillars.

Instead of a normal Attack,
discard 1 Pillar to make a Range 0-3
2  2  Ranged Attack.



EARTH ELEMENTAL



GREATER ROAMING MONSTER



x7

RM18

When it spawns, give it 2 Pillars.

Instead of a normal Attack,
discard 1 Pillar to make a Range 0-3
3  3  Ranged Attack.




GRAZ & PRUG

LESSER ROAMING MONSTER



x6

When they Attack, if there's more than 1 Hero in the Zone, roll 1 

: Must target a different Hero in this Zone instead.

RM45

2

3


LOW TROLL


LESSER ROAMING MONSTER



x5

RM53

Roll 2  if he would be killed.

: Still alive with 1 Health.

2


1
1

OGRE ROCKBREAKER

LESSER ROAMING MONSTER

x5

RM59

Attack : Defender gets -1 

3


3

GRAZ & PRUG

GREATER ROAMING MONSTER



x8

When they Attack, if there's more than 1 Hero in the Zone, roll 1 

: Must target a different Hero in this Zone instead.

R.M.46

2
2

1

1

3
1


LOW TROLL


GREATER ROAMING MONSTER



x7

RM54

Roll 3  if he would be killed.

: Still alive with 1 Health.

2
2



3
1

OGRE ROCKBREAKER

GREATER ROAMING MONSTER

x7

R.M.60

Attack  : Defender
gets -1  AND -1 

3
1

2
2