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| --- | --- |
| Goblin HP: 1  Attack: 3  Loot: One Loot-Card |  |
| Bear HP: 3  Attack: 1  Loot: Two Loot-Cards |  |
| Wolf HP: 2  Attack: 1  Loot: One Loot-Card  Call in the pack: If at the end of the round the wolf is still alive you get attacked by an additional wolf. |  |
| Undead HP: 1  Attack: 3  Loot: One Magic Loot-Card  Resurrect: If the undead dies roll a dice. If it’s a success the Undead resurrects. |  |
| Golem HP: 4  Attack: 2  Loot: One Magic Loot-Card and one Loot-Card  Earth-Golem: +1 Armor  Fire-Golem: +1 Attack  Air-Golem: Reroll up to two Attack-Dice  Water-Golem: +1 HP |  |
| Ogre HP: 3  Attack: 4  Loot: Four Loot-Cards  GET OUT OF MY SWAMP! : If the ogre rolls a success with every Attack-Dice move your character to a random adjacent field. |  |
| Dragon HP: 10  Attack: 4  Mana: 4  Loot: Two Legendary Loot-Cards, Two Magic Loot-Cards and Three Loot-Cards  Breath of the eternal flame (2Mana): Instead of attacking deal two damage to every enemy character. |  |