Pipe Knight CR1

Punkblin CR1

Ice devil CR1

Dragon Turtle Baby CR1

Gargoyle twins CR2

Hellcat CR2

Hellhound CR2

The Wall CR2

Red Dragon CR3

Steve the Lich CR3

Clone CR???

Pipe Knight

HP: 25

Passive: Whenever Pipe Knight takes damage everyone else takes 1 damage

|  |  |
| --- | --- |
| 1 |  |
|  |  |
|  |  |
|  |  |
|  |  |
| 20 | Pipe Up: |

Punkblin

HP: 10

Power of the Crowd: If there are 3 or more Punkblins do something

|  |  |
| --- | --- |
| 1 |  |
|  |  |
|  |  |
|  |  |
|  |  |
| 20 | Rock on: |

Ice Devil

HP: 15

Passive: Whenever Ice Devil deals damage the target’s is rooted

|  |  |
| --- | --- |
| 1 |  |
| 2-7 |  |
|  |  |
|  |  |
|  |  |
| 20 | Ice Tomb: Stun all opponents |

Dragon Turtle Baby

HP: 50

Cute: Whenever someone attacks Dragon Turtle Baby they have a 50% miss chance.

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| 1 | Flip: Do Nothing |
| 2-10 | Shell defence: Reduce all damage taken by 3 |
| 11-15 |  |
| 16-19 | Bite: Deal 2 damage to target |
|  |  |
| 20 | Bubble Breath: Deal 3 damage to all opponents |

The Wall CR2

Passive: Wall

|  |  |
| --- | --- |
| 1 | Deal 15 damage to everything behind the wall and die. |
| 2-19 | Do nothing |
| 20 | Deal 15 damage to everything Infront of the wall and die. |