

ENEMY TABLE **LEVEL 1**

Enemy HP = roll.

If loss, take 4 damage.

Roll	Name	Description
2	Viper	+5 damage.
3	Pixie	Avoids all attacks <= 3.
4	Swarm of rats	Avoids all spade attacks.
5	Skeleton	Avoids all diamond attacks.
6	Cave bat	
7	Merchant	Automatic win. Lowest card takes the loot.
8	Slime	Deals no damage. If loss, discard an item.
9	Campsite	Automatic win. No loot. Cards are still played.
10	Swarm of spiders	Avoids all club attacks.
11	Goblin	Avoids all attacks >= 7.
12	Imp	Hearts have no effect.
13	Kobold	
14	Madman	Removes highest rank card from attack.
15	Wolf	+2 HP and damage for every 5 rolled for this creature.
16	Horse rider	
17	Acolyte	If loss, deals no damage, but next enemy table roll is +5 (If roll extends beyond the table, enemy is an Acolyte)
18	Gnoll	
19	Boar	+1 damage.
20	Thief	If loss, discard highest loot.
21	Dryad	Will flee with any attack higher than a 6. Deals no damage.
22	Crocodile	+2 damage.
23	Harpy	Removes any play with same rank.
24	Specter	If loss, players cannot play any cards next round.

ENEMY TABLE **LEVEL 2**

Enemy HP = roll + 2. If loss, take 6 damage.

Roll	Name	Description
2	Boa Constrictor	+5 damage.
3	Leprechaun	Avoids all attacks <= 6. Deals no damage. If win, all players draw a loot.
4	Giant rat	Avoids all spade attacks.
5	Zombie	Avoids all diamond attacks.
6	Vampire bat	If loss, must face again, but it now has +3 health.
7	Treasure	Automatic win. All players draw a loot.
8	Ooze	Deals no damage. If loss, discard two items.
9	Campsite	Automatic win. No loot. Cards are still played.
10	Giant spider	Avoids all club attacks.
11	Orc	Avoids all attacks >= 7.
12	Devil	Hearts have no effect.
13	Lizardfolk	
14	Berserker	Removes highest rank card from attack.
15	Dire wolf	+3 HP and damage for every 5 rolled for this creature.
16	Centaur	
17	Magician	Remove all royal cards from play (they have no effect).
18	Worg	+1 damage.
19	Minotaur	+2 damage.
20	Bandit	If loss, discard highest loot.
21	Druid	If win, next round is an Ent (level 3, roll 21).
22	Raptor	+3 damage.
23	Griffon	Removes any play with same rank.
24	Ghost	If loss, players cannot play any cards next round.

ENEMY TABLE **LEVEL 3**

Enemy HP = roll + 5. If loss, take 8 damage.

Roll	Name	Description
2	Medusa	If loss, play another card, must be a heart ≥ 5 or you die.
3	Jhin	Avoids all attacks ≤ 9 . Deals no damage. If win, all players draw 2 loot.
4	Plague rat	Avoids all spade attacks. If loss, you die.
5	Necromancer	Avoids all diamond attacks. Next round is a skeleton (level 1, roll 8).
6	Vampire	If loss, must face again, but it now has +5 health.
7	Magic mirror	Automatic win. Player with lowest loot score takes the loot. If tie, those players draw a loot.
8	Gelatinous cube	Deals no damage. If loss, discard all items.
9	Campsite	Automatic win. No loot. Cards are still played.
10	Drider	Avoids all club attacks.
11	Ogre	Avoids all attacks ≥ 7 .
12	Demon	Hearts have no effect.
13	Dragonborn	If loss, player with highest loot score removes highest loot. If tie, those players each do likewise.
14	Barbarian	Removes highest rank card from attack.
15	Werewolf	+5 HP and damage for every 5 rolled for this creature.
16	Unicorn	If no attack, no loss.
17	Warlock	If loss, any player ≤ 5 health, after the damage applies, dies.
18	Owlbear	+3 damage.
19	Gorgon	+5 damage.
20	Bandit captain	If loss, discard highest loot.
21	Ent	+10 HP, -3 damage.
22	Wyvern	If all played cards are same color, remove them.
23	Manticore	Removes any play with same rank.
24	Wraith	If loss, players cannot play any cards next round.