**Encounter_Random**

| | |
|---|---|
| **PK_FK_id** | **integer** |
| experience_again | integer |
| gold_again | integer |
| FK_condition | integer |

**Encounter_Campaign**

| | |
|---|---|
| **PK_id** | **integer** |
| FK_hero | integer |
| FK_deck | integer |
| type | type_encounter |
| level | integer |
| experience_first | integer |
| gold_first | integer |
| FK_card_reward1 | integer |
| FK_card_reward2 | integer |

**Deck**

| | |
|---|---|
| **PK_id** | **integer** |
| **PK_FK_hero** | **integer** |
| **PK_FK_card** | **integer** |
| amount | integer |

**Hero**

| | |
|---|---|
| **PK_id** | **integer** |
| level | integer |
| name | varchar(50) |
| health | integer |
| FK_element1 | varchar(50) |
| FK_element2 | varchar(50) |

**Elements**

| | |
|---|---|
| **PK_id_char** | **varchar(1)** |
| id_name | varchar(50) |

**Cards**

| | |
|---|---|
| **PK_id** | **integer** |
| name | varchar(50) |
| rarity | rarity |
| type | type_cards |
| subtype | type_cards |
| FK_element | integer |
| quick | bool |
| cost | integer |

**Cards_Troop**

| | |
|---|---|
| **PK_id** | **integer** |
| health | integer |

**Card_Abilities**

| | |
|---|---|
| **PK_FK_card** | **integer** |
| **PK_FK_ability** | **integer** |

**Hero_Abilities**

| | |
|---|---|
| **PK_FK_hero** | **integer** |
| **PK_FK_ability** | **integer** |

**Abilities**

| | |
|---|---|
| **PK_id** | **integer** |
| content | carchar(255) |

```
Enum type_encounter {
    enc_type_1
    enc_type_2
    enc_type_3
}


Enum type_cards {
    card_type_1
    card_type_2
    card_type_3
}


Enum rarity {
    rarity_1
    rarity_2
    rarity_3
}
```