name	damage	movement	hp	range	starting position	difficulty level	abilities					
Pipeestrello		moves 5 spaces	•				1 n/a					
Pipeestrello 2		moves 5 spaces					1 n/a					
Pipeestrello 3		moves 5 spaces		1	?		3 n/a					
Bloodbath		moves 6 spaces			?		1 n/a					
skeleton		moves 3 spaces		2	?		2 n/a					
scarleton		moves 3 spaces		3			2 when its killed, it	t returns to its sta	rting position .and	must be killed ag	ain	
ghost		move 6 spaces	2		?		1 n/a		,			
flower wall		n/a	25		Choose a randor		n/a					
werewolf		moves 3 spaces		1		3 this enemy knocks the player back 1 space						
giant bat		moves 5 spaces		1		2 n/a						
Twin snakes		n/a	35	8				ks two different r	lavers if every of	her enemy is defe	ated this one auto	matically dies
Skullzone		moves 4 spaces			?	2 this enemy attacks two different players, if every other enemy is defeated this one automatica 2 this enemy gains 1 hp for every player level						matically dies
demon preist		moves 8 spaces		7			2 n/a	s i lip ioi every p	iayei ievei			
· ·		moves 3 spaces					n/a					
jellyfish					This one spawns							
Mummy Mantichana		Moves 3 spaces Move 4 spaces t		2		2,3	n/a n/a					
Waltuchana	5	wove 4 spaces t	(20	2	f	2,3	II/a					
Mini-Bosses:												
Glow Bat	3	Moves 5 spaces	20	1	?							
Mantichana Lord	6	Move 6 spaces	30	2	center of the boa	1,2	n/a					
Minataur	7	Moves 10 space	35	The minataur da	?	after every player turn, roll the dice. if its a 5, or a 6 the minautaur moves.				ves.		
Big Golem	10	moves 3 spaces	25	2	?	2,3	This enemy can't be frozen					
Glowing Skeleto	r 5	Moves 4 spaces	20	3	?	1,2	n/a					
Bosses												
	100		1000	2	Center of the box		4 If the reamer kills	a player it sees				
The Reaper	100	moves 15 space	1000	3	Center of the box	•	4 If the reaper kills	s a player, it goes	again.			
							thi					