* **Area 1: Dark Depths *(player health like 20ish, weapon damage 1ish)***
  + Golem (was Giant Spider):
    - Health: 5
    - Drops: 3 Coins
    - **Attacks**
      * Wall of Stone
        + *The Golem summons a wall of stone in front of itself to attack the player*
        + Damage: 5
  + Feral Bat:
    - Health: 1
    - Drops: 1 Coin
    - **Attacks**
      * Bite
        + *The bat dives towards the player and bites at their neck*
        + Damage: 5
  + Slime (was glow worm):
    - Health: 3
    - Drops: 2 Coins
    - **Attacks**
      * Slam
        + *The Slime throws its weight at the player.*
        + Damage: 2
* **Mini-Boss 1: The Golum King**
  + - Health: 50
    - Drops: King’s Key, 25 Coins, Full Health Potion, Sticky Boots (walk on walls)
    - **Attacks:**
      * Slam
        + *The Golum King slams the ground around it if the player stays too close for too long.*
        + *Damage: 10*
      * Summon
        + *The Golum King summons a Golum to assist in fighting the player.*
* **Area 2: Underground Forest (player damage increase too 2ish)**
  + Dire Wolf:
    - Health: 6
    - Drops: 5 Coins
    - **Attacks**
      * Bite
        + *The Dire Wolf jumps at the player and bites them before retreating a step.*
        + Damage: 6
  + Ent (Flying Tree):
    - Health: 10
    - Drops: 7 Coins
    - **Attacks**
      * Bark Slam
        + *The Ent slams down a limb at the player*
        + Damage: 8
  + Living Mushroom:
    - Health: 4
    - Drops: 3 Coins
    - **Attacks:**
      * Tongue Wallop
        + *The Leaping Frog hops towards the player before sticking out its tongue horizontally to hit the player.*
        + *Damage: 4*
* **Mini-Boss 2: Forest Guardian**
  + Health: 100
  + Drops: Forest Guardian Key, 50 Coins, Full Health Potion
  + **Attacks:**
    - Viscous Claws:
      * *The Grizzly Bear swings wildly in front of itself.*
      * Damage: 5
    - Mighty Roar
      * *The Grizzly Bear roars at the player causing shockwaves that damages the player*
      * Damage: 10
    - Deadly Leap
      * *The Grizzly Bears attempts to leap onto the player and trap it underneath it’s weight*
      * Damage: 15
* **Area 3: Castle**
  + Knight
  + Archer
  + Sentinel
* **Final Boss: The Warden**