ID: EM01

Name: Eken

Description: Generated from rocks, bulky, can disassemble and reassemble

Weapon Used: Viking Axe (WA04)

Monster Mechanics: Minimum hit 0/Maximum hit 30

Health: 520

Artifacts Carry: Crystal Ball Earth Powers (AC01)

ID: EM02

Name: PyKen

Description: Generated from dirt and sand. Snakelike shape. 30 feet long. Dirt brownish color belly. Blackish scales on back. 2 sharp horns on head

Weapon Used: no weapon. Venomous bite. Chokes victims by coiling around

Monster Mechanics: Minimum hit 3/Maximum hit 20/Has 10% chance per attack to poison the player for 5 damage per turn until the boss is defeated or a first aid kit is used. Using a first aid kit will make the player immune to poison for the duration of the fight

Health: 550

Artifacts Carry: Exit Key (AEK01)

ID: WM01

Name: WoKen

Description: Tree-like shape. Many hands like tree branches. Eyes all around head. Many legs like the roots of a tree

Weapon Used: Great Axe (WA02)

Monster Mechanics: Minimum damage 0/Maximum damage 30

Health: 550

Artifact Carry: Crystal Ball: Wood Powers (AC05)

ID: WM02

Name: BoKen

Description: Monster is six feet tall. The monster has brown fluffy fur. The monster has red flaming eyes that look like fire. It has sharp spikes on its head and body

Weapon Used: Long Sword (WS04)

Monster Mechanics: Minimum damage 5/Maximum damage 35

Health: 400

Artifact Carry: Exit Key (AWK05)

ID: MM01

Name: Meken

Description: Generated from metal. The wretched beast smelled like static electricity. The beast’s mouth was wide with sharp teeth. Its ancient black scales were made from gems. Its eyes were like large and were as red as lava. The noise coming from the creature sounded like an earthquake

Weapon Used: Battle Axe (WA01)

Monster Mechanics: Minimum Damage 5/Maximum Damage 20

Health: 500

Artifact Carry: Crystal Ball- Metal Powers (AC04)

ID: MM02

Name: Taken

Description: The beast was as tall as a bear. It was covered in thick red fur. Tail as sharp as knife. Long, sharp fangs. Most horrible odor It moved as fast as a cheetah

Weapon Used: Light Axe (WA03)

Monster Mechanics: Minimum Damage 0/Maximum Damage 25

Health: 550

Artifact Carry: Exit Key (AMK04)

ID: MM03

Name: Zeken (Boss)

Description: A scorpion like creature covered in metal armor. attacks include pinch, sting, and shooting spikes

Weapon Used:

Monster Mechanics: Minimum Damage 5/Maximum Damage 40

Health: 600

Artifact Carry: Metal Gem

ID: WM01

Name: Waken

Description: The beast had overlapping black scales on the body. The scales on the head, forearms, and its back feet were covered in red scales. Wings had huge claws on them

Weapon Used: Rapier Sword (WS01)

Monster Mechanics: Minimum hit 0/Maximum hit 25

Health: 550

Artifact Carry: Crystal Ball- Water Powers (AC02)

ID: WM02

Name: Titen

Description: The beast had bright yellow eyes. Thick double layers of black fur! Super sharp teeth. The beast had a high-pitched squeaky voice

Weapon Used: Broadsword (WS02)

Monster Mechanics: Minimum hit 3/Maximum hit 35

Health: 450

Artifact Carry: Exit Key (AWK02)

ID: FM01

Name: Fiken

Description: It had horns that were black and pointy ears. I couldn’t believe the beast’s sharp teeth and spikes. They were as sharp as a shark’s tooth. The beast could breathe dark orange fire

Weapon Used: Flame Sword (WS05)

Monster Mechanics: Minimum hit 0/Maximum hit 20

Health: 500

Artifact Carry: Crystal Ball – Fire Powers. (AC03)

ID: FM02

Name: Flaken

Description: Flaming around the whole body and the mouth dripping with lava. Big and tall. It was the size of a rocket! The monster had razor-sharp black teeth and the head had 3 eyes.

Weapon Used: Katana (WK01)

Monster Mechanics: Minimum hit 5/Maximum hit 30

Health: 500

Artifact Carry: Exit Key (AFK03)

ID: D00

Name: Dragon

Description: This Monster is a Statue until you gather all the Elemental Gems.This monster changes Elements. It is the final boss of the Game

Weapon Used:

Monster Mechanics: Minimum hit 0/Maximum hit 50

Health: 1000

Artifact Carry: Key to leave the Castle