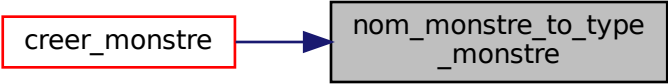


creer\_monstre



```
graph LR; A[creer_monstre] --> B[nom_monstre_to_type_monstre]
```

nom\_monstre\_to\_type  
\_monstre