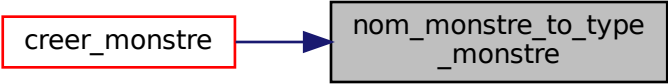


creer_monstre



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

nom_monstre_to_type
_monstre