**Area1:Labirinto dos deuses**

1st boss of 1st maze-Daetigris: If it is his will i will claim the soul. (After defeat)

Demons: That sword, Such power, Join us, We are the same, Obey the darkness

**Area 1a: Fonte de cura**

The Healing fountain made by the divine ones who left along time ago. They left magical artifacts fight off any foreign aggression but the knowledge to use them was lost after centuries of peace. (Reward is a staff)

**Area2:Pés do Céu**

Humans: We had nothing, No one was spared, Please protect us, They came at night

Chief: They stole all our ancestor’s heirlooms. They ran into the jungle mazes.

Please retrieve all our heirlooms.

**Area3: O labirinto do demônio**

Demons: We’ll be back,

Let the feast begin,

You’re outnumbered,

Demon’s bane: You don't even know the power you hold. (After defeat) We will be one sooner than you think.

**Area4:Portão crepuscular**

Demonmancer: Looking for this(holds Gem of Areth). (At half health) You can't defeat me with your lowly existence. (After defeat) There is no glory to claim

Status effects: Blind(X amount of chance to miss), Stun(Can not take action for certain amount of turns), Poison( Take x amount of damage each turn), Dark affliction( Extra damage multiplier), Weaken( Lowers damage)

**Demônio da sombra:** 20% “Into the shadows” phrase (You should use an item to heal instead of attacking you will miss)

20% Dark Fling- Concentrates darkness in hands with glowing red eyes that is glaring at you.(20% chance of Dark affliction)

60% Normal attack:

1. 33%The demon is flailing his hands and charging at you.
2. 33%The demon is jumping in the air aiming for your head.
3. 33%It attacks your legs to slow down your movement.

100% backstab (Only after into the shadows )(20% chance of poison)

**Treant:**15% Regrow( heal 20% of max health)

25% Razorleaf ( 20% for blind)

60% Normal Attack:

1. 33% It flails at you
2. 33% Tries to charge at you
3. 33% Roots grab you

**Demônio da planta:** 10% Poisonous touch (20% chance of poison)

10% Calming perfume (20% chance of weaken)

20% Sleep Powder (20% chance of Weakness)

60% Normal Attack

1. 33% Vines whips you.
2. 33% Root grab legs and trip you.
3. 33% Plant pollen affects causes your to bleed from nose.