Evil Bad

Completed Story

Castle I

Story

* 1. This is the story of a trickster who became a slave, who became a champion, who became a legend, who became a God in his own time. The first chapter in the Gospel of Evil Bad, witness by me Mattius.   
       
     Evil Bad, the Demi-God of Chaos, loved immortal women, strong drink and a good laugh. To the mortals you are a terror but to the other gods and demi gods you are an annoyance.   
       
     The Gods one day gathered together to figure out a way to get rid of Evil Bad permanently. Together they decided to play a little trick on Evil Bad for his birthday. So they threw him a birthday party, his first birthday party ever. So happily Evil Bad enters the party area and sees a giant cake, unknown to Evil Bad that cake is poisoned with Achilles, a fruit known only to the gods that can drain the powers of a god temporally, but it sweetness is too irresistible.   
       
     They quickly rush Evil Bad to his seat and place the giant cake in front of him. About to take a bite, Evil Bad stops and asks, ‘Well aren’t you gonna sing the birthday song?’ Annoyingly the Gods begin to sing the song to Evil Bad as he relaxes back in his chair.   
       
     As the song finishes, Evil Bad takes the bite of the cake. Entranced with its flavor he continues to eat more and more until he finishes it. The Gods begin to laugh as Evil Bad, tries to use his powers. Seizing this opportunity the Gods begin to bash Evil Bad around and mock him, Evil Bad tries to craw l away only to be pulled back in. As a final insult, Evil Bad head is covered with a black slick bag and hung with a magical rope and then burned to a crisp with green fire and then his carcass is sent spinning into the dead realm. The Gods, free of Evil Bad divided his property and freed his servants. Unknown to the Gods, Evil Bad although a scrawny bag of bones, a small flicker of his spirit burns with a desire for revenge. Eventually the Achilles wears out and a small bit of divinity remains in Evil Bad’s blood. Evil Bad sees that in order to get his revenge he has to regain the power he lost, and that can only happen if he can steal it from the Gods. His first step is to find a way to leave the vortex back to the world of the living.

1. Tutorial Level Area 1
   1. Nether Section 1
      1. Evil Bad rises to see a fat abomination in front of him.  
           
         Evil Bad: Where I’m I you fat sack of rotten flesh.  
           
         Abomination: Hey you can’t talk to me like that…you are just a slave for the keeper.  
           
         Evil Bad: The Keeper? Those fools locked me up in the land of the dead?  
           
         Abomination: Hey! No talking to yourself! Down here I’m in charge. And I order you to go to the diahreah pits and clean it up.  
           
         Evil Bad: [Evil Bad shoots a fire ball and destroys the abomination. Leaving behind a short sword] The god of chaos doesn’t clean…he brings chaos. Which is what I have planned for this place
      2. Evil Bad tries to leave the area, but the gate is locked.   
           
         Evil Bad: The key must be around here somewhere. Maybe one of the ghouls might have it.  
           
         Suddenly a group of ghouls rise from the ground and attack Evil Bad.
      3. Eventually a key drops from a ghoul which Evil Bad uses to open the gate and drops down a long pit.
   2. Nether Section 2
      1. After falling, Evil Bad enters a room filled with five alters. There is a shut door before him.  
           
         Evil Bad: I need to reignite those alters. If I can find some ghouls to cower towards me I can use their bodies to light the alters by igniting it on fire
      2. Ghouls soon rise from the ground and attack Evil Bad. When Evil Bad snaps and moves them into place and ignites them on fire near all five alters the gate rises.
   3. Nether Section 3
      1. Entering another room, Evil Bad walks up to see a large cliff in front of him.  
           
         Evil Bad: I can’t possible make my way up there.  
           
         [A familiar laugh is heard behind him. \*\*A sound effect\*\*]  
           
         Evil Bad: That laugh sounds so familiar.
      2. Making his way back to a lower hanging ledge Evil Bad makes his way up to the Thick Succubus.  
           
         Thick Succubus: Evil Bad? What are you doing all the way in the Nether?  
           
         Evil Bad: Sueki baby, its good to see you. I’d know that body anywhere. My foolish brothers tried to kill me and trapped me here in this pit. I want to exact my revenge but I need helping getting over that ledge. Follow me Baby and help me reclaim my honor.  
           
         Thick Succubus: Sorry Mister Bad, but I’m done taking orders from you…you promised you’d call me but I never heard back from you.  
           
         Evil Bad: Oh come on baby, you know we had a good thing going. All the tricks and chaos we caused, the mortal lives we ruined.  
           
         Thick Succubus: Yeah, it was a good time…\*sigh\* fine here is my rubber ball. It will help you jump higher than usual.  
           
         Evil Bad: Thanks Sueki.  
           
         Thick Succubus: And I’m gonna need that back Mister Bad.  
           
         Evil Bad: I’ll bring it back and maybe we can go out and cause more chaos again.  
           
         Thick Succubus: It’s a date…\*giggle\*.
      3. Evil Bad makes his way up the cliff and sees the Keepers Keep in the distance. As he is walking up he sees one of his chaos alters lying on the ground.  
           
         Evil Bad: My chaos alter…lying on the dirt like dung. But that doesn’t mean I can’t use its power to save my history.
   4. Keepers Keep Section 1
      1. Evil Bad will jump around and kill a few Babe Warriors.
   5. Keepers Keep Section 2
      1. Inside the Keepers Throne room Evil Bad sees a scrawny skeleton with a torn black robe around his body that slightly covers his head like a hood.  
           
         Evil Bad: ‘Who are you you piss ant of bones? And where is the Keeper?’  
           
         Lil D: Evil Bad!!! [Screams the scrawny skeleton as it trembles in fear] ‘You’re still alive??? I am ‘Lil D’ the last son of the Keeper and I was put in charge till the Lord returned.’  
           
         Evil Bad: [Evil Bad slow walks toward Lil D with his eyes on the Keepers Staff] ‘Well nice to meet you little…Dee…but I’m in a bit of a hurry to take revenge on the gods, so why don’t we cut the pleasantries and you pass me that all powerful staff of death.’  
           
         Lil D: [Lil D grabs the Keeper’s staff tightly shaken his head in disagreement] ‘This staff is the key to the Keep. And only his heirs will weld it.’  
           
         Evil Bad: [Evil Bad begins to laugh as he walks alittle close] ‘Alright you little runt. [Evil Bads eyes begin to glow] ‘I’ve tried to be nice but it seems you want me to smack you around like the harlot your father pinned down to make you. So I’m gonna say this one last time…Give me the keys or pay the tricksters price.’  
           
         Lil D: [Lil D raises from his seat and instantly becomes a gigantic being of death welding a hug scythe. Evil Bad stands stunned as Lil D bends down with his hug face to Evil Bads nose saying in a deep deathly voice] ‘No’.  
           
         Evil Bad: [Evil Bad like a soldier does an about-face and begins to walk cockily toward the door] ‘Well no does mean no and who I’m I to force my opinions on you.’  
           
         [The Throne room door suddenly slams shut as Evil Bad nervously turns toward Lil D.]  
         Lil D: ‘Die Trickster.’  
           
         [Fighting the Lil D the Trickster inevitably defeats him and takes the Staff giving him the power to throw a boomerang Scythe for a portion of magic. Evil Bad then takes the throne with all the beautiful damned Babe warriors and various ghouls surrounding]  
           
         Evil Bad: ‘I am the new lord of the Keep and you are all under my control. You will no longer serve the Keeper, but will help me take revenge on the Gods.’  
           
         [Lil D hearing this tries to escape through the crowd to warn the Keeper but one of the beautiful damned babe warriors sees him leaving and begins to shout to warn Evil Bad.]  
           
         Babe Warrior: ‘My Lord’   
           
         Evil Bad: ‘Yes my…beauty.’  
           
         Babe Warrior: ‘Lil D is escaping should we stop him?’  
           
         Evil Bad: ‘Bah…what could the weathered boner do to me now…I’m almost all powerful again.’  
           
         Babe Warrior: ‘Well, he could go to the Keeper and warn him of your plans thus warning the rest of the Gods that you’re still alive and have taking over the Keep. At which point they will march an army against you and inevitably kill you.’  
           
         [Evil Bad begins to laugh for a moment but he slowly stops laughing and pauses to think in silence]  
           
         Evil Bad: ‘Hey your right. Stop him!!!’  
           
         [The Babe Warriors and the ghouls chase Lil D but he escapes through a portal. The Babes and ghouls return to tell Evil Bad that Lil D escaped.]  
           
         Evil Bad: ‘Ladies please I can never be angry with you…You please my eyes. In fact I only want to be surrounded by you gorgeous beings. The rest of you sorry bag of dead flesh and meat can rot outside…thank you.’  
           
         [Depressed the Ghouls leave.]  
           
         Evil Bad: Now Ladies…Let’s get ready for war!!!  
           
         [Fade to black]
   6. Boss Fight
      1. Lil D
         1. Description
            1. This fight is kind of like the Dracula fight in Castlevania.
            2. Step1: Lil D will teleport to a random part of the throne room
            3. Step 2: Four ghouls will raise from the ground, and a random Babe warriors or Fat abomination will walk in and attack Evil Bad from all sides.

Evil Bad must defeat the ghouls quickly to use them as platforms.

* + - * 1. Step 3: Lil D will raise his hand and point when will summon many small twirling blades that will fall like rain.
        2. Step 4:

Lil D will teleport in middle of room and do slash attack facing the direction Evil Bad is standing in.

* + - * 1. Step 5: Lil D will teleport to far “Left” or “Right” of room and will throw his giant scythe, destroying any ghoul platform that Evil Bad places. Thus EB must hide behind a ghoul to take the damage of the Scyth.

EB: “He’s about to throw that thing…need to hide behind a trembling ghoul.”

* + - * 1. Repeat to Step 1
        2. Lil D is only damageable at his head.
  1. Enemies
     1. Ghoul
        1. Tutorial Fight
           1. Ghouls will randomly appear from either left or right of screen charging at Evil Bad.
           2. If Evil Bad hits them enough times they will cower in fear.
           3. Ghouls can be picked up and placed on top of each other.
        2. Fight
           1. Will Sneeze and attack from a distance.
           2. If Sneeze is on a cool down, ghoul will chase EB to get a paralyze touch.

After a melee attack ghoul pauses for 1 seconds.

* + - * 1. Will jump around…will do an air melee attack if enemy gets close.
      1. Stats
         1. HP = 25 \* clvl + [+100 AgnosticMode], [+500 BelieverMode]
         2. TouchDamage [Balanced]= 3 \* clvl + [+50 AgnosticMode], [+150 BelieverMode]

Energy Cost: 15%

3 second stun

* + - * 1. Poison Snot [Water] = 1\* clvl per second for 5 second, [+25 per for 7 seconds AgnosticMode], [+50 for 10 seconds BelieverMode]

Energy Cost: 5%

* + - * 1. Earth Resistance = [1 + clvl], [+10 AgnosticMode], [+35 BelieverMode]
        2. Water Resistance = [1 + clvl], [+10 AgnosticMode], [+35 BelieverMode]
        3. Thunder Resistance = [1 + clvl], [+10 AgnosticMode], [+35 BelieverMode]
        4. Shadow Resistance = [1 + clvl], [+10 AgnosticMode], [+35 BelieverMode]
        5. Fire Resistance = [1 + clvl], [+10 AgnosticMode], [+35 BelieverMode]
        6. Defense = 10 \* clvl
      1. Experience = 2 \* clvl, [+500 AgnosticMode], [+1000 BelieverMode]
    1. Fat Abomination
       1. Fight
          1. Fat Abominations will try to keep his distance and throw hook.
          2. Has lots of HP so doesn’t mind getting hit.
          3. Will throw Hooks if Evil Bad is in range.
          4. Will take a swipe at Evil Bad if he is too close.
          5. Will jump at an arc and slam underneath himself.
       2. Tutorial Stats
          1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
          2. HookStrike [Physical]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]

Drags target back towards him.

* + - * 1. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
        2. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
        3. Shadow Resistant= 2 \* clvl
        4. Water Resistance = 2 \* clvl
      1. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. Babe Warrior
       1. Tutorial Fight
          1. Babe Warriors will quickly move toward Evil Bad and try to take a swip at him.
          2. Will roll to…dodge spells, attacks or get around opponent.
          3. Will use ShadowShield (if roll is on Cool Down) to block incoming attacks, on ground or air.
          4. Will ShadowSpin if EB is in the air.
          5. Will FlurryStrike

If you roll behind a target and not on CD

If roll is on a CD will Flurry strike if really close to player.

* + - * 1. Will Kick really close to EB
        2. Will jump to get over opponent

Air attack if opportunity.

* + - * 1. Can climb up walls (wall jump) to reach running opponents.
      1. Stats
         1. HP = 55 \* clvl, [+75 Agnostic], [+125 Believer]
         2. SwordSwipe = (4)\*clvl [+20 AgnosticMode], [+90 BelieverMode]
         3. ShadowSpin (Dark)= 10\*clvl ,[+50AgnosticMode], [+120 BelieverMode]
         4. ShadowShield

Nullifies all shadow damage

* + - * 1. FlurryStrike= 3\*clvl, [+15 AgnosticMode], [83 BelieverMode]
        2. Kick= 1\*clvl, [10 AgnosticMode], [70 BelieverMode]

KnockBack

* + - * 1. TouchDamage (Physical) = (2) \* clvl
        2. Defense = 45 \* clvl
        3. Shadow Resistance= 10\*clvl
        4. Water Resistance= 2\*clvl
        5. Earth Resistance = 2\*clvl
        6. Experience = 5\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]

1. Cut Scene
   1. Seeing that Evil Bad was dead the various Gods hold a party at their vacation home at Olympus to celebrate.   
        
      Just then Lil D runs in screaming and the music stops.  
        
      Lil D: Evil Bad has taken over The Keeper’s Keep and he’s coming here with the Keeper’s Scyth to get revenge.   
        
      Zues: You’re sure dude? I mean…I’m pretty sure we killed him.  
        
      Lil D: Get it together man!!! Evil Bad is alive and he’s coming this way.  
        
      [Suddenly a Valkyrie enter]  
        
      Valkyrie: Master Odin, Evil Bad has been spotted climbing up here.  
        
      Odin: Guy’s I’m sooooo totally wasted \*hic\* I don’t think I can do this.  
        
      Zues: Lil D, we need time to sober up…think man think!  
        
      Lil D: Okay I think I have a plan…but I’ll need Isis’ help to pull this off.  
        
      [Fade to black]
2. Olympus: Outside
   1. Info
      1. The whole castle is avaible for EB to explore but only specific rooms have bosses. If EB enters an empty boss room he will declare… “This room seems to be empty…I swear there used to be someone living in here.”
   2. Story
      1. Evil Bad enters the scene standing on the outskirts of Olympus…it is night.  
         Evil Bad: We have arrived…seems nothing has really changed.  
         Babe Warrior: Where is that beautiful music coming from?  
         Evil Bad: Flying orchestra…they will play for us randomly as well or depending on the situation.  
         Suddenly a weird God flies out of the chaos alter.  
         Evil Bad: God Z is that you?  
         God Z: Evil Bad? So you are alive. You have this place in an uproar…with all this vengeance stuff.  
         Evil Bad: Don’t be afraid…my revenge is not for you.  
         God Z: Good, maybe we can help each other out….I’ll sell you my special ware for some coin. I can even tell you some secrets when I learn of them.  
         Evil Bad: Very well…just wait for me here I will return when I have more coin.
      2. There is a room where you see black silhouettes of weapons. When you enter the room Evil Bad will say:
         1. Evil Bad dialogue
            1. Evil Bad: That elevator leads to the upper room. But it seems to be locked…I’ll need to find the keys to restore power to the elevator.
         2. The following Castle 1 bosses hold the keys:
            1. **Dionysus Shades**
            2. **Bors’ Pinky**
            3. **Sets Sand Pale**
            4. [Acolnahuacatl](http://en.wikipedia.org/wiki/Acolnahuacatl_(deity))**’s Cat tail**
            5. [Ehecatl](http://en.wikipedia.org/wiki/Chalchiuhtlatonal)’s Rain Stick
         3. Once all the keys are collected the elevator is operational. Evil Bad steps on the cloud as it floats upward as the game fades to black….see castle 2
3. Olympus: Inside
   1. Quests
      1. Cook- A frantic cook needs help clearing his kitchen of bats…Kill 20 baby bats and the mother bat.
      2. Cook- Loves the taste of rare meat…kill 20 rare monsters and return there organs to him.
   2. Boss
      1. Dionysus- God of Grape Harvest and wine <Ref: Snookie>
         1. Before the fight
            1. Dionysus: You must be my \*Hic\* mean cousins causing all this trouble. Well the parties \*Hic\* just beginning baby.
         2. Fight
            1. Dionysus flies about with drink in hand and burps.

At 100%: After flying for a few moments will stop to burp small bubbles that bounce around.

Defeat the bubbles or they will overtake the room. She will continue to fly in random areas.

At 85% life she will try to line up with Evil Bad to Belches a large toxic air that pushes you back and poisons you.

Can be done once every 10 secs.

At 65% life she will throw a wine bottle like a grenade. When it explose anyone in the burst radius is confused.

Can be done once every 17 secs

At 35% She will charge at you and scratch at you.

Can be done once every 25 secs.

* + - 1. Learn Spell Toxic Burp
         1. (Water) You burp spewing various poisonous bubbles that explode on contact.

Damager per second for 25 seconds.

* + 1. Apollo- God of Light, Sun, and Athletics <Ref: Mike the Situation>
       1. Before the fight
          1. Apollo: “Are you trying to cut into my gym time bro? No body cuts into by gym time!”
       2. Fight
          1. Apollo is ripped like one of the cast of “Jersey Shore” and will act like the ‘Situation’. At the beginning large dumb bells fall on the floor, these dumb bells will be things Evil Bad needs to avoid.
          2. CD Phase 1A: At 100% hp, Apollo will jump in the air and slam in a random place in the room causing the dumb bells to jump up and fall down.

After the air jump and the bells settle down, Apollo will kick the closes dumb bell and have them ricochet off one another.

* + - * 1. CD Phase 1B: At 100% HP, Apollo will quickly dash from right to left trying to ram into Evil Bad.

If hit you are knocked back and stunned.

After hit connects, Apollo stops dashing and returns to Phase 1A.

* + - * 1. CD At 75% Hp, Apollo will remove his glasses and a bright beam of light will shoot out. If Evil Bad looks into it he will be blind for 10 seconds.
        2. If all moves are on a Cool down, Apollo will try to attack the closes enemy by:

Meleeing Ground enemies

Doing a short jump toward flying enemies.

* + - 1. Learn ability ‘Ball of Light’
         1. (Light) Create a floating ball of light.
         2. Can reveal invisible enemies and increases damage to shadow type creatures within its light radius.
    1. Mother Bat
       1. 100% HP, Will spit fire balls toward Evil Bad at a rapid pace.
          1. Will move around the room randomly.
       2. 75% HP, Will summon three smaller fire bats.
       3. 50%, Will dash in a straight line slamming anything in its way.
       4. 30%, Razor blades will appear and come from different directions with only a single opening.
          1. Learn “Summon Bat”
  1. Enemies
     1. Undead Spartan
        1. Fight
           1. Walks slow with shield up while Throwing spear.

Blocks all forward damage

* + - * 1. If enemy gets too close, will dash forward and shield slam
        2. If enemy is too close or shield is destroyed…will attack with spear.

Up, Left, Right, and Down

Will throw spear if fighting air enemy

* + - * 1. If shield is destroyed…becomes more mobile.

Can do a quick back dash or forward dash.

* + - * 1. Can strike in the air horizontally and Diagonal down.
        2. Strike with a spear

Shadow damage

* + - * 1. Spear Throw

Throw spear from a distance (Physical)

* + - 1. Stats
         1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
         2. Spear [Shadow]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]
         3. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
         4. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
         5. Shadow Resistant= 2 \* clvl
         6. Water Resistance = 2 \* clvl
         7. Experience = 10\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. Spartans
       1. Fight
          1. Equipped with only a large shield and sword. These enemies will block most attacks waiting for a good opportunity to strike.
          2. Shield Ram- Will charge toward Evil Bad with shield, stunning him for a few seconds.

Stun

* + - * 1. Furry Slash- Will pause and do a multiple attack.

After a shield ram, if enemy is close and Furry Slash is not on a CD, do furry slash.

* + - * 1. If shield is destroyed, will do more jump attacks.
      1. Stats
         1. HP = 125 \* clvl
         2. TouchDamage(Physical) = 2\* clvl
         3. Shield Ram(Physical)= 25\*clvl

Chance to stun for 5 seconds

* + - * 1. Furry Slash(Physical) = 15 \* clvl
        2. <Wind> resistance = 50 \* clvl
        3. Defense = 70 \* clvl
        4. Experience = 15 \* clvl
    1. Medusa
       1. Fight
          1. Medusa will fly around while spitting poison from hair.
          2. She will cast her stone gaze and if anyone is looking directly at her at that time turns to stone. (Earth)
          3. Her snake hair spits out venom at a rate of 10 per 5 secs. (Water)
       2. Stats
          1. HP = 50 \* clvl
          2. StoneTouch(Elemental) = 1\* clvl
          3. Venom(Elemental) = 15 \* clvl /per second
          4. Wind resistance = 25 \* clvl
          5. Defense = 70 \* clvl
          6. Experience = 20 \* clvl
    2. Khalkotauroi
       1. A metal bull. Very slow.
       2. Very High Earth, Fire resistance.
       3. Breaths a very long stream of fire if Evil Bad is in front of him.
       4. Will release a stream of poison gas from his butt if Evil Bad is behind her. Gas will propel Khalkotauroi forward.
       5. If surrounded, he will release a sphere of electrical energy
       6. Will drop its jaw and shoot out a stream of fire.
       7. Stats
          1. HP = 500 \* clvl
          2. FireBreath(Fire)

Damage = 30 \* Clvl

Will Melt for 30 seconds

Lower defense

Will Burn

3 \* clvl per second for 10 second

* + - * 1. PoisonGas(Water) = 10 \* clvl per second for 10 second
        2. Electrical Sphere(Wind) = 5 \* clvl

Chance to stun for 2 seconds

* + - * 1. Touch damage
        2. Resistance all = 30 \* clvl
        3. Defense = 70 \* clvl
        4. Experience = 30 \* clvl
    1. Harpies
       1. Fight
          1. (Physical) Drops eggs like a bomber plane that explode on contact.
          2. (Wind) Sings notes that circle around his body.

Will Mind Control summons

* + - * 1. (Physical) Throws feathers toward Evil Bad.
        2. Will charge down and try to pick up enemies and throw them away while in the air.
      1. Stats
         1. HP = 500 \* clvl
         2. Exploding Eggs(Earth) = 20 \* clvl

Knock back

* + - * 1. Song(Wind) = 5\* clvl

Chance for Mind Control

* + - * 1. Sharp Feather(Physical)= 7 \* clvl
        2. Talon Grab (Physical) =

Stun

* + - * 1. Touch damage
        2. Wind Resistance = 30 \* clvl
        3. Defense = 70 \* clvl
        4. Experience = 15 \* clvl
    1. Baby Kraken
       1. Will slowly walk forward or backward, spit fire balls.
       2. Slam heads into EvilBad
       3. Stats
          1. HP = 500 \* clvl
          2. FireBall(Fire) = 7 \* clvl

Melt Debuff

Burn for 2 \* clvl per second for 7 seconds

* + - * 1. Touch damage
        2. Water Resistance = 30 \* clvl
        3. Fire Resistance
        4. Shadow Resistance
        5. Defense = 200 \* clvl
        6. Experience = 15 \* clvl

1. Norse Section
   1. Quest
      1. Frozen Warrior- Frozen warrior wants you to go find and return 50 phoenix feathers to heat him up.
      2. Frozen Warrior- Frozen warrior wants you to collect 10 weapons with fire enchants and return to him.
      3. Frozen Warrior- He believes he is strong enough to kill Evil Bad and challenges you. Defeat him.
   2. Boss
      1. Loki
         1. Before the Fight
            1. Loki: It’s game time!
         2. Fight
            1. Loki will roll around the walls of the stage. Drops flaming torches that explode when touched or taking damage.
            2. Loki will stand and toss wooden pins that bounce around before exploding. Can be destroyed when hit.
            3. Loki will summon bouncing balls. Ball can be destroyed.
            4. Loki will flip around throwing knifes. Knifes will rebound but can be destroyed when hit.
         3. Learn Poisonous Fart [Wind]
      2. Bor
         1. Before the fight
            1. Shouldn’t the cold help reduce the swelling?
         2. Fight
            1. Bor is a giant head with two large hands.
            2. 100% HP, Hands will try to aim and slam down on top of Evil Bad or summon.
            3. 75% hp, After hands smash into the ground, 3 seconds later falling snowballs will randomly drop from ceiling.
            4. 50% Will summon orbs of ice that explode in multiple directions.
         3. Learn Spell Snow Ball
            1. (Water) Create a large snow ball boulder and push it toward your enemies.

Chance to be frozen

* 1. Basic Badies
     1. Valkyries
        1. Fights
           1. Flies around waiting for cds to reset. Can’t fly through walls
           2. If opponents are at range will, Can cast a three way homing spear spell every 5 seconds.

Thunder type damage

* + - * 1. If Homing Spear is on a CD, will throw a mug of beer

Weaken

Head ache

Wet

* + - * 1. Will Block with shield if attacked up front.
      1. Stats
         1. HP = 250 \* clvl
         2. Lighting Spear Damage (Elemental)= (3+5)\*clvl

Chance to Stun

GP Burn equal to damage.

* + - * 1. TouchDamage (Balance) = (1+2) \* clvl
        2. Light resistance = 2 \* clvl
        3. Wind resistance
        4. Water resistance
        5. Defense = 50 \* clvl
    1. Snow Wolves-
       1. Fight
          1. Charges quickly and tries to claw Evil Bad.

Claws after a Leap attack

* + - * 1. Can do a leap attack, trying to land on top of Evil Bad.

Will slide and pause a little after a leap

* + - * 1. Frost Bark

If leap is on a cd, will bark a large ball of frost

* + - * 1. Howel- has a 25% chance to Summons1-4 extra Snow Wolves…summoned wolves can’t summon.
      1. Stats
         1. HP = 137 \* clvl
         2. Charge Damage (Elemental) = 3 \* clvl

Slow on hit

* + - * 1. Frost Bark
        2. Claw Damage (Physical) = 1 \* clvl
        3. Water resistance = 3 \* clvl
        4. Defense = 3 \* clvl
    1. Draugr- Undead
       1. Fight
          1. Fight a slow moving zombie like creature. But can take more hits.
          2. Attacks can knock Evil Bad back.
          3. Will release a toxic cloud if enemies are too close.

Travels with Draugr

Lasts 10 seconds.

* + - * 1. Will do a slow melee attack if toxic cloud is on a cd.
        2. Release a toxic cloud when killed.
      1. Stats
         1. HP = 335 \* clvl
         2. Small Touch Damage (Physical)= 1 \* clvl
         3. Large Touch Damage (Physical)= 5 \* clvl
         4. Toxic Cloud (Elemental)= 3 \* clvl /per second for 10 seconds
         5. When in large form, physical damage is reduced by 50%.
         6. Shadow resistance = 2 \* clvl
         7. Water resistance = 15 \* clvl
         8. Weak against Light Damage = +25%
         9. Weak against Fire Damage = +50%
         10. Defense = 20 \* clvl
    1. Gullinbursti
       1. Fight
          1. Tries to ram into Evil Bad.

Debuff: Crushed Arm

Slides a little after a ram animation.

* + - * 1. If not on cd, will Charges forward while on fire instead of ramming.

Fire damage.

* + - * 1. Fire Ball

Fire damage

Knock Back

Stun

Will shoot a fire ball after a ram or a charge.

* + - 1. Stats
         1. HP = 120 \* clvl
         2. Charge Damage (Physical)= 10 \* clvl
         3. Fire Damage = 25 \* clvl
         4. Touch Damage = 4 \* clvl
         5. <Fire> resistance = 15 \* clvl
         6. <Wind> resistance = 15 \* clvl
         7. Defense = 60 \* clvl
    1. Lindworm
       1. Fight
          1. Bounces around off walls.
          2. Very Poisonous…even to the touch.
       2. Stats
          1. HP = 127 \* clvl
          2. Touch Damage = 5 \* clvl
          3. Poison Damage = 45 \* clvl /per second for 20 seconds.
          4. <Water> resistance = 4 \* clvl
          5. <Wind> resistance = 2 \* clvl
          6. Defense = 10 \* clvl
    2. Vaettir
       1. Small ground troop.
       2. Hops around and throws daggers if not on cool down.
       3. Throws daggers at various angles in air or ground.
          1. Poison damage
       4. Will slam down on top of enemies with daggers if beneath him.
          1. Will slam down on enemies even if daggers are not on a CD
       5. Will roll to avoid damage
       6. Will jump off walls to gain extra height.
       7. If up close, will stab at enemy.
       8. Stats
          1. HP = 125 \* clvl
          2. DownSlam = 1 \* clvl
          3. Stabe
          4. DaggerThrow = 35 \* clvl
          5. <Earth> resistance = 11 \* clvl
          6. Defense = 10 \* clvl
    3. Troll
       1. In melee range he charges and strikes with sharp claws.
       2. Jumps around…very fast.
       3. Rolls to avoid damage
       4. At long distance he will pick up boulders and throw them.
       5. If up close and charge is on a cd, Will pick up summon or Evil Bad and throw them at another target.
       6. If life is at 10% he will run away and heal, until life is above 20%
          1. Regenerates 1% life every 5secs.
       7. Stats
          1. HP = 225 \* clvl
          2. TouchDamage = 3 \* clvl
          3. ChargingClaw = 20 \* clvl
          4. Throw Boulder
          5. Throw Person
          6. Regenerate 1% life every 5 sec
          7. Water resistance = 5 \* clvl
          8. Defense = 110 \* clvl

1. Egyptian Territory
   1. Quest
      1. Lost Aztek- Aztek warrior is lost…wants you to lead him back to his home before other monsters kill him. Have 10 min to get him back to Aztek level.
   2. Boss
      1. Bastet- Feline Goddess
         1. Before the fight
            1. Meow…meow…meeeeeeoooowwwwww….meow!!!
         2. Fight
            1. Phase 1:Will run from left to right, when she reaches a side she turns and stops for 5 seconds. Will Slash with her tiny claws causing massive damage as well as bleeding if EB or summon is too close.

While running she will randomly jump at an arc trying to tackle Evil Bad.

* + - * 1. Phase 2: when she reaches side of the wall she will choose to do three things.

HP 85%, Will fire a laser beam from the center of her forehead that will strike the ground and then explode in a pillar of fire.

HP 65%, She will meow and summon a few black cats.

* + - * 1. Phase 3: HP 50%

Bouncing yawn balls will appear from the side going left to right. They will vary in size and speed.

HP 35%, Bouncing yawn will also appear right to left.

* + - 1. Summon Black Cat
         1. A small black cat but does great physical and elecric elemental damage with a chance to stun from a short range.
    1. Ammit- God of Death
       1. Before the fight
          1. \*You hear the sound of a vacuum.\*
       2. Fight
          1. Phase 1: HP 100% Fight begins with Ammit on one side and Evil Bad on the other. Ammit will walk toward EB trying to get close to him to claw at him.

HP: 80% He also has a vertical charge.

HP100%: He also has a arc leap.

Chance to stun.

* + - * 1. Phase 2: Once every 15 seconds Ammit will ‘Inhale’ causing various objects to fly into his body.

EB must dodge the debris, as well as fight against the suction

* + - * 1. After suction repeat phase 1.
        2. Phase 3: 15 seconds later Ammit will vomit what he inhaled and Evil Bad must dodge the objects as well as fight against the wind that pushes him back.
        3. Evil Bad can only damage him with mouth open.

Can do extra damage if uses bombs and they get sucked in.

* + - 1. Gain ability “Soul of the Dead”
         1. Chance of a health orb drop from defeated foes.
    1. Set- God of Darkness
       1. Before the fight
          1. The sand…Its EVERYWHERE!!!
       2. Fight
          1. Set an air fight and is surrounded by a wall of sand.

Evil Bad must destroy each section of the shield before he can do damage to Set.

Once the shield is down it will restore after 10 seconds.

* + - * 1. HP 100% Sand spheres will rise up from the ground head toward Evil Bad.

Touching it holds him in place as well as does damage over time.

* + - * 1. HP 80%: Once every 10 seconds Set can throw sickles.

Sickles do not travel, but spin in place and will rotate for 20 seconds

Max of 3 sickles.

* + - * 1. HP 70%: He will randomly summon Mummies, Scarabs, or Sphinx to aid him.
        2. HP 50%: Once every 20 seconds. Will summon a Sand tornado that will appear underneath Evil Bad, if Evil Bad doesn’t move he will be hit multiple times and pushed around.

Lasts for 5 seconds.

* + - 1. Get Midas Touch
         1. Turn items into gold
  1. Enemies
     1. Mummies
        1. Tries to slap Evil Bad with his heavy hand.
        2. Throws cord to hold Evil Bad in place.
           1. Debuff: Stun
        3. Can release poison gas from body while moving.
           1. Debuff: Poison
        4. Very fast and high jumper
        5. Knock back Kick
           1. Debuff: HeadAche
        6. Stats
           1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
           2. Slap [Shadow]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]
           3. Cord [Physical]
           4. Poison Gas [Water]
           5. Kick [Physical]
           6. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
           7. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
           8. Shadow Resistant= 2 \* clvl
           9. Water Resistance = 2 \* clvl
           10. Earth Resistance
        7. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
     2. Sphinx
        1. Can Throw a powerful gust of wind that travels randomly.
        2. On ground Can throw a boomerang feather .
        3. Can fly
           1. Tries to dive bomb at a diagonal
        4. Stats
           1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
           2. Wind Gust [Wind]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]
           3. Feather Boomerang
           4. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
           5. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
           6. Light Resistance= 2 \* clvl
           7. Earth Resistance = 2 \* clvl
           8. Fire Resistance
        5. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
     3. King Cobra
        1. Bites for small damage but contains a very potent and long lasting venom.
        2. Extremely fast.
        3. Stats
           1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
           2. Venom [Water]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]
           3. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
           4. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
           5. Water Resistance = 2 \* clvl
           6. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
     4. Black Cat
        1. Runs up and takes many quick swipes before running away.
        2. Claw strike causes Poison damage as well as high physical damage.
        3. You have a 75% chance to hit it with a melee strike.
        4. Stats
           1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
           2. Swipe [Physical]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]

Poison=

* + - * 1. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
        2. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
        3. Shadow Resistant= 2 \* clvl
        4. Fire Resistance = 2 \* clvl
        5. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. Scrab
       1. Flies around trying to touch you.
       2. Very Fast
       3. Poison touch
       4. Stats
          1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
          2. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]

Poison

* + - * 1. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
        2. Shadow Resistant= 2 \* clvl
        3. Fire Resistance = 2 \* clvl
        4. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. Servant of Ammit

1. Aztec
   1. Quests
      1. Lost Aztek- Lost Aztek Warrior forgot his bottle of sand…thinks a bully mummy has it. Kill the mummy and get the bottle of sand.
      2. Lost Aztek- He thinks monsters are following him. Kill the monsters.
      3. Lost Aztek- Thinks bully mummy’s mommy is here. Kill the mummy mommy.
      4. Lost Aztek- Wants to create rare poison…find and kill a rare medusa and get the venom.
   2. Boss
      1. [Acolnahuacatl](http://en.wikipedia.org/wiki/Acolnahuacatl_(deity))- God of Underworld
         1. Before the fight
            1. ROOOOOOOOOOAAAAAAAAARRRRRR!!!!!!
         2. Fight
            1. HP 100% Will appears as a black cat.

Will try to walk up and fight EB up close with arms.

Will pounce if you try to come from the air.

* + - * 1. He dissolves when he travels.

He dissolves every 10 seconds.

While dissolved he can at any point he can leap out to pounce on Evil Bad.

HP 70% While dissolved he will try to ram you with his body slightly out from the floor.

* + - * 1. HP 80% He can summon spirits that chase Evil Bad around.
        2. HP 60% At certain times he roars sending a violent shock towards you.

Roar will knock back and stun

* + - * 1. Only takes damage from ‘Light’ element attacks or any attack done within ‘Ball of Light’.
      1. Dark Sludge
         1. Sink into the ground, ignoring all damage for a few seconds before reforming.
    1. Huitzilopochtli- Sun God
       1. Before the fight
          1. \*You hear the rattling of a snakes tail\*
       2. Fight
          1. HP 100: Four Platforms are on each side of room. Huitz will jump randomly around

He will stay on platform for 15 seconds before jumping again.

After each jump He will use his snake staff to summon snakes to appear at the bottom of floor.

Up to 5 or more if possible

He will also shoot a projectile poison bolt

* + - * 1. HP 55: Will summon fire orbs that shoot fire balls.

Destroying the orb will make it explode on impact.

* + - * 1. HP 80: Will summon mirror that if Evil Bad/Summons projectiles hit the mirror they rebound off as a boss attack instead. Mirrors can’t be destroyed.

HP 80: 1 mirror

HP 70: 2 mirrors

HP 60: 3 mirrors

HP 50: 4 mirros

* + - * 1. HP 40: Will summon a few Medusas to aid him
      1. Gain ‘Weird Mirror’
         1. Grants you entrance to the dark plan. <Upside down olympus>
         2. Might be a downloadable add on for a later date.
         3. **(REPLACE) God Bag**
  1. Enemies
     1. Cihuateteo- Spirit of woman who die giving child birth.
        1. They fire fetus like ghost that track there tarket.
        2. Fetus gives Blasphemy debuff that drains GP over time.
        3. Can fly and attack through walls.
        4. Stats
           1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
           2. Fetus [Shadow]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]
           3. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
           4. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
           5. Shadow Resistant= 2 \* clvl
           6. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
     2. Nagual- Shape shifting sorceress or witch.
        1. Types of Forms
           1. Fire Bat

Attack from distance

Help Fly Away when health is low

* + - * 1. Troll

From Bat to Troll, to Help selfheal from damage and attack from a distance

* + - * 1. Snow Wolf

To attack

* + - 1. Will shoot from wand if not in shape shift form
         1. Random elemental damage
         2. Large explosion radius
      2. Will heal damaged enemies
      3. Stats
         1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
         2. Wand [Random element type]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]
         3. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
         4. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
         5. Shadow Resistant= 2 \* clvl
         6. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. Tlatecuhtli- Druken toad.
       1. Burps bouncing acid bubbles.
       2. Will walk a little bit before High jump
       3. Tongue Lash
    2. Ahuizotl- A water dwelling Dog Monkey with a hand on its tail.
       1. Fight
          1. Jump high and can stich to the bottom of floors and sides of walls moving around like a spider.
          2. Posion darts

Can fire darts forward.

Can fire darts in all 5 directions

Can fire darts straight up

* + - * 1. Poison Touch
        2. Moves very Fast
      1. Stats
         1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
         2. Tail Grab [Physical]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]
         3. TailThrow [Physical]
         4. Bite [Physical]

Posion

* + - * 1. Rock [Earth]
        2. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
        3. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
        4. Shadow Resistant= 2 \* clvl
        5. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. Aztek Warrior
       1. Moves very quickly
       2. Throws sword in a curved angle
       3. Sword causes poison damage
       4. Will swing sword if Evil Bad gets too close.
       5. Stats
          1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
          2. Sword [Earth] = (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]

Poison

* + - * 1. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
        2. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
        3. Shadow Resistant= 2 \* clvl
        4. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. Aztec Alchemist
       1. Runs away if opponent comes to close.
       2. Fires poison darts at rapid speed.

1. Under World
   1. Quest
      1. Bitter Lich- Wants to create a new spell…get him the following rare ingredients.
      2. Bitter Lich- Find a rare bug in Egypt for him.
      3. Bitter Lich- Lich wants to challenge you to a fight.
   2. Boss
      1. Masta- Goddess of life
         1. Before the fight
            1. I don’t live in a fish…I travel in one.
         2. Fight
            1. Masta has four types of attacks from each arm.

Arm 1- Throws a lotus flowers in the air, exploding into various leaves.

CD 30 seconds

Arm 2- Blows a Conch Shell releasing a powerful sound blast.

CD 15 seconds

Arm 3- Throws a Spiked Ball that returns to him.

CD 5 seconds

Arm 4- Throws three way ninja star directly at Evil Bad.

CD 20

* + - * 1. Masta will summon a flood which comes in 4 forms. Each flood will try to drag Evil Bad off screen, killing him instantly. They are random once every 40 seconds.

Wave Form 1: Will come from above. Evil Bad must use his ghouls to create a shield around him. Doesn’t push him off screen but does slow his movements down.

Wave From 2 & 3: Will come from the right / left side of the screen trying to push him off screen. Evil Bad can use the bats to stay high in the air.

Wave From 4: Will come from underneath like water sprouts. Evil Bad must hide between the columns. The sprouts will push him off screen above.

* + - 1. Siphon Essence [Shadow]
         1. You create a shield around you/summons that can suck the life force of your enemies for health if they get too close.
         2. Lasts 20 secs.
  1. Enemies
     1. Vampire
        1. Fight
           1. Aura of draining hp to himself.
           2. Blood Ball Projectile

Shadow Damage

Drains HP

Large Explosion radius

* + - * 1. Three small Bats circle around him spitting fire.

Defeated bats return after 30 secs.

* + - 1. Stats
         1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
         2. LifeSuck [Shadow] = (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]

Poison

* + - * 1. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
        2. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
        3. Shadow Resistant= 2 \* clvl
        4. Water Resistance
        5. Earth Resistance
      1. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. Zombie
       1. Slap
          1. (Shadow) A very slow slap attack.
       2. Stats
          1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
          2. Slap [Shadow]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]

Poison=

* + - * 1. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
        2. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
        3. Shadow Resistant= 2 \* clvl
        4. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. [Removed]Raged Spirit
    2. Reaver-
       1. Fight
          1. Marches back and forth.
          2. Throws a boomerang Scyth

Debuff: Blasphemy

* + - * 1. Can Teleport once every 7 secs, left to right.
    1. Beholder Eye
       1. Fight
          1. Shoots a bright light

Debuff: Blind

* + - * 1. Shoots a beam that Turns you into stone

Debuff: Stun

* + - * 1. Shoots Bubbles that burns like acid.

Debuff: Melted

* + - * 1. Shoots out a tornado

Debuff: KnockBack

* + - * 1. Shoots a spear of lighting

Debuff: Stuns

* + - * 1. Shoots a beam of fire

Debuff: Melts

* + - * 1. Shoots shadow bolt

Debuff: Weaken

* + 1. Lich- A powerful wizard with a multitude of spells.
       1. Fight
          1. Will create a wall of fire
          2. Will resurrect three zombies, that will resurrect again upon death.

They don’t drop treasure

* + - * 1. Will cast an AOE lighting shield spell.
        2. Casts a aoe that causes Weakened
        3. Casts a ball that causes Cursed
        4. Casts a ball that causes Fright
        5. Can blow up zombies at will causing an exploding aoe
        6. Can blow up zombies at will creating a posion gas.

1. Pool
   1. No bosses
2. Volcano
   1. Quest
      1. Phoenix- Find ice blocks from Norse to cool him down.
      2. Phoenix- Go to the pool and get some lungs from the mermen.
      3. Phoenix- Last ingredients to make a drink…go to India and get the blood of a rare elephant.
   2. Boss
      1. [Ehecatl](http://en.wikipedia.org/wiki/Chalchiuhtlatonal)(Aztec)
         1. Before the fight
            1. Twist twist makes hang over worse
         2. Fight
            1. Ehecatl travels inside a tornado.
            2. He will frequently throw mini tornados at Evil Bad.

CD: 10

HP: 100% 1 tornado

HP: 75% 2 tornadoes

HP: 50% 3 tornadoes

HP: 35% 4 tornadoes

* + - * 1. He will create clouds that

rain acid.

strike down with lightning.

CD: 25

HP 100: 1 cloud

HP 70: 2 clouds

HP 50: 3 clouds

* + - * 1. He will from time create a powerful tornado that sucks in anything around it. Evil Bad must run away as fast and far as possible.

CD 1 min

No new attacks will be created while powerful tornado is up.

* + - * 1. Will summon Munkeys

CD 35 sec

HP 75%

* + - * 1. Gain Double Jump

(REPLACE) God Bag

* 1. Enemies
     1. Lava Man
        1. Fight
           1. Walks back and forth slowly.
           2. With every hit, he bleeds lava.
           3. Explodes when dead creating a three faster mini versions of himself.
     2. Titan
        1. Fight
           1. Walks very slowly
           2. Will roll giant boulders toward Evil Bad.

High chance to stun

* + 1. Fire Bat
       1. Fight
          1. Flies quickly around spitting out fire like a machine gun.
          2. Does an arced dive

A motion blur follows the bat

If hit is successful it will lock on target and drain its life.

* + 1. Baby Phoenix
       1. Fight
          1. Flies around throwing fiery feathers at a 360 degree angle.

Large Explosion

Debuff: Melt

* + - * 1. Fire Aura

Debuff: Melt

* + - * 1. If killed it will turn to ash, but resurrects after 30 secs.

Dies permanently if turn to ice and shattered.

1. Indian

Castle 2

1. Evil Bad falls from a portal in front of Olympus main entrance…it is now evening.  
     
   Evil Bad: What? Wait what happened…I should be on cloud nine. Something is not right, yet everything seems the same.
2. In the key room, once Evil Bad finds all the keys will open an elevator that will lift him out of the room as it turns to black.
   1. The following Castle 2 bosses hold the keys:
      1. **Ares’ Toupee**
      2. **Ku Tiki’s Splinter**
      3. **Bastet Collar**
      4. **Poseidon’s Shades**
      5. **Leono’s Mane**
   2. Boss
      1. Ares
         1. Ares will try to run up to Evil Bad to fight melee with his Blades of Chaos.
            1. At 100%

3 seconds He will pause and throw his 2 chaos blades at the closes 2 targets.

Will drag opponents towards himself for a melee hit.

* + - * 1. At 80%

Every 15 seconds he will charge straight toward Evil Bad, if he slams into anyone he will attack viciously doing serious damage. Knocks back

* + - * 1. At 65% Ares will also pause and twirl both his blades 360 degrees, hitting anything in its radius. One blade circles left, the other circles right.
        2. At 50% Every 35 secs he can increase his size slightly for 10 seconds, walking slowly but taking 90% less damage.
      1. Transform into God of War
         1. You grow in size but you move really slow
         2. Melee damage increased by 50.
         3. Defense is up by 200.
         4. Hit box increased
         5. Elemental Resistance up.
         6. Can be used once every 3 min.
    1. Dionysus- God of Grape Harvest and wine <Ref: Snookie>
       1. Before the fight
          1. Dionysus: You must be my \*Hic\* mean cousins causing all this trouble. Well the parties \*Hic\* just beginning baby.
       2. Fight
          1. Dionysus flies about with drink in hand and burps.

At 100%: After flying for a few moments will stop to burp small bubbles that bounce around.

Defeat the bubbles or they will overtake the room. She will continue to fly in random areas.

At 85% life she will try to line up with Evil Bad to Belches a large toxic air that pushes you back and poisons you.

Can be done once every 10 secs.

At 65% life she will throw a wine bottle like a grenade. When it explose anyone in the burst radius is confused.

Can be done once every 17 secs

At 35% She will charge at you and scratch at you.

Can be done once every 25 secs.

* + 1. Apollo- God of Light, Sun, and Athletics <Ref: Mike the Situation>
       1. Before the fight
          1. Apollo: “Are you trying to cut into my gym time bro? No body cuts into by gym time!”
       2. Fight
          1. Apollo is ripped like one of the cast of “Jersey Shore” and will act like the ‘Situation’. At the beginning large dumb bells fall on the floor, these dumb bells will be things Evil Bad needs to avoid.
          2. CD Phase 1A: At 100% hp, Apollo will jump in the air and slam in a random place in the room causing the dumb bells to jump up and fall down.

After the air jump and the bells settle down, Apollo will kick the closes dumb bell and have them ricochet off one another.

* + - * 1. CD Phase 1B: At 100% HP, Apollo will quickly dash from right to left trying to ram into Evil Bad.

If hit you are knocked back and stunned.

After hit connects, Apollo stops dashing and returns to Phase 1A.

* + - * 1. CD At 75% Hp, Apollo will remove his glasses and a bright beam of light will shoot out. If Evil Bad looks into it he will be blind for 10 seconds.
        2. If all moves are on a Cool down, Apollo will try to attack the closes enemy by:

Meleeing Ground enemies

Doing a short jump toward flying enemies.

* + - 1. Learn ability ‘Ball of Light’
         1. (Light) Create a floating ball of light.
         2. Can reveal invisible enemies and increases damage to shadow type creatures within its light radius.
    1. Mother Bat
       1. 100% HP, Will spit fire balls toward Evil Bad at a rapid pace.
          1. Will move around the room randomly.
       2. 75% HP, Will summon three smaller fire bats.
       3. 50%, Will dash in a straight line slamming anything in its way.
       4. 30%, Razor blades will appear and come from different directions with only a single opening.
  1. Enemies
     1. Undead Spartan
        1. Fight
           1. Walks slow with shield up while Throwing spear.

Blocks all forward damage

* + - * 1. If enemy gets too close, will dash forward and shield slam
        2. If enemy is too close or shield is destroyed…will attack with spear.

Up, Left, Right, and Down

Will throw spear if fighting air enemy

* + - * 1. If shield is destroyed…becomes more mobile.

Can do a quick back dash or forward dash.

* + - * 1. Can strike in the air horizontally and Diagonal down.
        2. Strike with a spear

Shadow damage

* + - * 1. Spear Throw

Throw spear from a distance (Physical)

* + - 1. Stats
         1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
         2. Spear [Shadow]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]
         3. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
         4. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
         5. Shadow Resistant= 2 \* clvl
         6. Water Resistance = 2 \* clvl
         7. Experience = 10\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. Spartans
       1. Fight
          1. Equipped with only a large shield and sword. These enemies will block most attacks waiting for a good opportunity to strike.
          2. Shield Ram- Will charge toward Evil Bad with shield, stunning him for a few seconds.

Stun

* + - * 1. Furry Slash- Will pause and do a multiple attack.

After a shield ram, if enemy is close and Furry Slash is not on a CD, do furry slash.

* + - * 1. If shield is destroyed, will do more jump attacks.
      1. Stats
         1. HP = 125 \* clvl
         2. TouchDamage(Physical) = 2\* clvl
         3. Shield Ram(Physical)= 25\*clvl

Chance to stun for 5 seconds

* + - * 1. Furry Slash(Physical) = 15 \* clvl
        2. <Wind> resistance = 50 \* clvl
        3. Defense = 70 \* clvl
        4. Experience = 15 \* clvl
    1. Medusa
       1. Fight
          1. Medusa will fly around while spitting poison from hair.
          2. She will cast her stone gaze and if anyone is looking directly at her at that time turns to stone. (Earth)
          3. Her snake hair spits out venom at a rate of 10 per 5 secs. (Water)
       2. Stats
          1. HP = 50 \* clvl
          2. StoneTouch(Elemental) = 1\* clvl
          3. Venom(Elemental) = 15 \* clvl /per second
          4. Wind resistance = 25 \* clvl
          5. Defense = 70 \* clvl
          6. Experience = 20 \* clvl
    2. Khalkotauroi
       1. A metal bull. Very slow.
       2. Very High Earth, Fire resistance.
       3. Breaths a very long stream of fire if Evil Bad is in front of him.
       4. Will release a stream of poison gas from his butt if Evil Bad is behind her. Gas will propel Khalkotauroi forward.
       5. If surrounded, he will release a sphere of electrical energy
       6. Will drop its jaw and shoot out a stream of fire.
       7. Stats
          1. HP = 500 \* clvl
          2. FireBreath(Fire)

Damage = 30 \* Clvl

Will Melt for 30 seconds

Lower defense

Will Burn

3 \* clvl per second for 10 second

* + - * 1. PoisonGas(Water) = 10 \* clvl per second for 10 second
        2. Electrical Sphere(Wind) = 5 \* clvl

Chance to stun for 2 seconds

* + - * 1. Touch damage
        2. Resistance all = 30 \* clvl
        3. Defense = 70 \* clvl
        4. Experience = 30 \* clvl
    1. Harpies
       1. Fight
          1. (Physical) Drops eggs like a bomber plane that explode on contact.
          2. (Wind) Sings notes that circle around his body.

Will Mind Control summons

* + - * 1. (Physical) Throws feathers toward Evil Bad.
        2. Will charge down and try to pick up enemies and throw them away while in the air.
      1. Stats
         1. HP = 500 \* clvl
         2. Exploding Eggs(Earth) = 20 \* clvl

Knock back

* + - * 1. Song(Wind) = 5\* clvl

Chance for Mind Control

* + - * 1. Sharp Feather(Physical)= 7 \* clvl
        2. Talon Grab (Physical) =

Stun

* + - * 1. Touch damage
        2. Wind Resistance = 30 \* clvl
        3. Defense = 70 \* clvl
        4. Experience = 15 \* clvl
    1. Baby Kraken
       1. Will slowly walk forward or backward, spit fire balls.
       2. Slam heads into EvilBad
       3. Stats
          1. HP = 500 \* clvl
          2. FireBall(Fire) = 7 \* clvl

Melt Debuff

Burn for 2 \* clvl per second for 7 seconds

* + - * 1. Touch damage
        2. Water Resistance = 30 \* clvl
        3. Fire Resistance
        4. Shadow Resistance
        5. Defense = 200 \* clvl
        6. Experience = 15 \* clvl

1. Norse Section
   1. Boss
      1. Loki
         1. Before the Fight
            1. Loki: Yuck…what happened to your face Evil Bad. You look like a strievled testical. I mean I can’t fight you. But if you can make me even more pretty I’ll think about it.
            2. Loki: A necklace how precious…let me try it on.  
               Lokie: What…what did you do to me. This necklace turn my skin green. I’LL KILL YOU FOR THIS TRICKSTER!!!
         2. Fight
            1. Loki will roll around the walls of the stage. Drops flaming torches that explode when touched or taking damage.
            2. Loki will stand and toss wooden pins that bounce around before exploding. Can be destroyed when hit.
            3. Loki will summon bouncing balls. Ball can be destroyed.
            4. Loki will flip around throwing knifes. Knifes will rebound but can be destroyed when hit.
      2. Baldur
         1. Before the Fight
            1. I’ll consider killing you my cardio for the day.
         2. Fight
            1. HP 100% Baldur will teleport (10 second CD) around to stay away from Evil Bad and Summons and throw a stream of darts (4 darts 1sec CD) at Evil Bad or Summons
            2. HP 70% Baldur will summon a clone of himself that will attack does 50% less damage. IF kill the clone will reappear after 20secs.

60% A second clone will appear.

* + - * 1. HP 50% Four Titans Randomly appear rolling stones…if All or some titans are killed they will be re-summoned after 30seconds.
      1. Learn Spell “Dart of the Mistletoe”
         1. (Earth) Throw a small but fast dart that packs a powerful punch.

Knocks Back

* + 1. Bor
       1. Before the fight
          1. Shouldn’t the cold help reduce the swelling?
       2. Fight
          1. Bor is a giant head with two large hands.
          2. 100% HP, Hands will try to aim and slam down on top of Evil Bad or summon.
          3. 75% hp, After hands smash into the ground, 3 seconds later falling snowballs will randomly drop from ceiling.
          4. 50% Will summon orbs of ice that explode in multiple directions.
    2. Ku Tiki (Hawaii)- Seizer of Land
       1. Before the fight
          1. I don’t even have legs, but I’m still going to kick your but!
       2. Fight
          1. Phase 1: At beginning Tiki will appear in middle platform. Five large flames will be rotating around his body. EB must destroy all the flames before he can do damage to Tiki.

The flames regenerate after 20 seconds.

Tiki will spew out giant flames into the air that will fall down quickly.

The less life he has the more fire that talls at a faster rate.

At 70% hp, Will summon 1 Munkeys, once every 30 seconds.

55% 2 Munkeys

35% 3 Munkeys

* + - * 1. Phase 2: 7 seconds after taking damage, Tiki will disappear and reappear on one of the other platforms. Repeat phase 1.
      1. Summon A Tiki Statue that corrupts the area.
         1. Tiki’s cannot move.
  1. Basic Badies
     1. Valkyries
        1. Fights
           1. Flies around waiting for cds to reset. Can’t fly through walls
           2. If opponents are at range will, Can cast a three way homing spear spell every 5 seconds.

Thunder type damage

* + - * 1. If Homing Spear is on a CD, will throw a mug of beer

Weaken

Head ache

Wet

* + - * 1. Will Block with shield if attacked up front.
      1. Stats
         1. HP = 250 \* clvl
         2. Lighting Spear Damage (Elemental)= (3+5)\*clvl

Chance to Stun

GP Burn equal to damage.

* + - * 1. TouchDamage (Balance) = (1+2) \* clvl
        2. Light resistance = 2 \* clvl
        3. Wind resistance
        4. Water resistance
        5. Defense = 50 \* clvl
    1. Snow Wolves-
       1. Fight
          1. Charges quickly and tries to claw Evil Bad.

Claws after a Leap attack

* + - * 1. Can do a leap attack, trying to land on top of Evil Bad.

Will slide and pause a little after a leap

* + - * 1. Frost Bark

If leap is on a cd, will bark a large ball of frost

* + - * 1. Howel- has a 25% chance to Summons1-4 extra Snow Wolves…summoned wolves can’t summon.
      1. Stats
         1. HP = 137 \* clvl
         2. Charge Damage (Elemental) = 3 \* clvl

Slow on hit

* + - * 1. Frost Bark
        2. Claw Damage (Physical) = 1 \* clvl
        3. Water resistance = 3 \* clvl
        4. Defense = 3 \* clvl
    1. Draugr- Undead
       1. Fight
          1. Fight a slow moving zombie like creature. But can take more hits.
          2. Attacks can knock Evil Bad back.
          3. Will release a toxic cloud if enemies are too close.

Travels with Draugr

Lasts 10 seconds.

* + - * 1. Will do a slow melee attack if toxic cloud is on a cd.
        2. Release a toxic cloud when killed.
      1. Stats
         1. HP = 335 \* clvl
         2. Small Touch Damage (Physical)= 1 \* clvl
         3. Large Touch Damage (Physical)= 5 \* clvl
         4. Toxic Cloud (Elemental)= 3 \* clvl /per second for 10 seconds
         5. When in large form, physical damage is reduced by 50%.
         6. Shadow resistance = 2 \* clvl
         7. Water resistance = 15 \* clvl
         8. Weak against Light Damage = +25%
         9. Weak against Fire Damage = +50%
         10. Defense = 20 \* clvl
    1. Gullinbursti
       1. Fight
          1. Tries to ram into Evil Bad.

Debuff: Crushed Arm

Slides a little after a ram animation.

* + - * 1. If not on cd, will Charges forward while on fire instead of ramming.

Fire damage.

* + - * 1. Fire Ball

Fire damage

Knock Back

Stun

Will shoot a fire ball after a ram or a charge.

* + - 1. Stats
         1. HP = 120 \* clvl
         2. Charge Damage (Physical)= 10 \* clvl
         3. Fire Damage = 25 \* clvl
         4. Touch Damage = 4 \* clvl
         5. <Fire> resistance = 15 \* clvl
         6. <Wind> resistance = 15 \* clvl
         7. Defense = 60 \* clvl
    1. Lindworm
       1. Fight
          1. Bounces around off walls.
          2. Very Poisonous…even to the touch.
       2. Stats
          1. HP = 127 \* clvl
          2. Touch Damage = 5 \* clvl
          3. Poison Damage = 45 \* clvl /per second for 20 seconds.
          4. <Water> resistance = 4 \* clvl
          5. <Wind> resistance = 2 \* clvl
          6. Defense = 10 \* clvl
    2. Vaettir
       1. Small ground troop.
       2. Hops around and throws daggers if not on cool down.
       3. Throws daggers at various angles in air or ground.
          1. Poison damage
       4. Will slam down on top of enemies with daggers if beneath him.
          1. Will slam down on enemies even if daggers are not on a CD
       5. Will roll to avoid damage
       6. Will jump off walls to gain extra height.
       7. If up close, will stab at enemy.
       8. Stats
          1. HP = 125 \* clvl
          2. DownSlam = 1 \* clvl
          3. Stabe
          4. DaggerThrow = 35 \* clvl
          5. <Earth> resistance = 11 \* clvl
          6. Defense = 10 \* clvl
    3. Troll
       1. In melee range he charges and strikes with sharp claws.
       2. Jumps around…very fast.
       3. Rolls to avoid damage
       4. At long distance he will pick up boulders and throw them.
       5. If up close and charge is on a cd, Will pick up summon or Evil Bad and throw them at another target.
       6. If life is at 10% he will run away and heal, until life is above 20%
          1. Regenerates 1% life every 5secs.
       7. Stats
          1. HP = 225 \* clvl
          2. TouchDamage = 3 \* clvl
          3. ChargingClaw = 20 \* clvl
          4. Throw Boulder
          5. Throw Person
          6. Regenerate 1% life every 5 sec
          7. Water resistance = 5 \* clvl
          8. Defense = 110 \* clvl

1. Egyptian Territory
   1. Boss
      1. Osiris- God of after life
         1. Before the fight
            1. You will not find peace in this world….nor the next!
         2. Fight
            1. Phase 1: Osiris divids himself into two parts. The living Osiris and the Dead Osiris. They each open portals, one shooting positive energy the other negative energy. Evil Bad must ‘Convert’ and snap the positive into the Dead Osiris and the negative to the Living Osiris.

75% Opens Two portals each

50% hp, Osiris summons mini Anubis’ to attack you as well as opening more and more negative and positive portals when his life is almost done.

Opens three portals each

30% There are also floating ‘all seeing eyes’ that shoots poison projectiles.

Opens Four portals each.

* + - * 1. After the death of the two Osiris’ the after life Osiris is reveal and Evil Bad has 10 seconds to hit him before he has to do it again.
    1. Bastet- Feline Goddess
       1. Before the fight
          1. Meow…meow…meeeeeeoooowwwwww….meow!!!
       2. Fight
          1. Phase 1:Will run from left to right, when she reaches a side she turns and stops for 5 seconds. Will Slash with her tiny claws causing massive damage as well as bleeding if EB or summon is too close.

While running she will randomly jump at an arc trying to tackle Evil Bad.

* + - * 1. Phase 2: when she reaches side of the wall she will choose to do three things.

HP 85%, Will fire a laser beam from the center of her forehead that will strike the ground and then explode in a pillar of fire.

HP 65%, She will meow and summon a few black cats.

* + - * 1. Phase 3: HP 50%

Bouncing yawn balls will appear from the side going left to right. They will vary in size and speed.

HP 35%, Bouncing yawn will also appear right to left.

* + - 1. Summon Black Cat
         1. A small black cat but does great physical and elecric elemental damage with a chance to stun from a short range.
    1. Ammit- God of Death
       1. Before the fight
          1. \*You hear the sound of a vacuum.\*
       2. Fight
          1. Phase 1: HP 100% Fight begins with Ammit on one side and Evil Bad on the other. Ammit will walk toward EB trying to get close to him to claw at him.

HP: 80% He also has a vertical charge.

HP100%: He also has a arc leap.

Chance to stun.

* + - * 1. Phase 2: Once every 15 seconds Ammit will ‘Inhale’ causing various objects to fly into his body.

EB must dodge the debris, as well as fight against the suction

* + - * 1. After suction repeat phase 1.
        2. Phase 3: 15 seconds later Ammit will vomit what he inhaled and Evil Bad must dodge the objects as well as fight against the wind that pushes him back.
        3. Evil Bad can only damage him with mouth open.

Can do extra damage if uses bombs and they get sucked in.

* + 1. Apep- Snake God of Chaos
       1. Before the fight
          1. I ttttthink I might be to drunk to ffffffly!
       2. Fight
          1. Apep flies around the map constantly shooting a beam of darkness from his eyes. If Evil Bad looks at it he will freeze for 5 secs.
          2. Every other segment of his body will fire random projectiles.
          3. Evil Bad must climb up the body and make it to the head to damage Apep.
       3. Learn Spell “Dark Gaze” [Shadow]
          1. Freeze all enemies and projectiles for 10 seconds…for 50% of GP.
    2. Set- God of Darkness
       1. Before the fight
          1. The sand…Its EVERYWHERE!!!
       2. Fight
          1. Set an air fight and is surrounded by a wall of sand.

Evil Bad must destroy each section of the shield before he can do damage to Set.

Once the shield is down it will restore after 10 seconds.

* + - * 1. HP 100% Sand spheres will rise up from the ground head toward Evil Bad.

Touching it holds him in place as well as does damage over time.

* + - * 1. HP 80%: Once every 10 seconds Set can throw sickles.

Sickles do not travel, but spin in place and will rotate for 20 seconds

Max of 3 sickles.

* + - * 1. HP 70%: He will randomly summon Mummies, Scarabs, or Sphinx to aid him.
        2. HP 50%: Once every 20 seconds. Will summon a Sand tornado that will appear underneath Evil Bad, if Evil Bad doesn’t move he will be hit multiple times and pushed around.

Lasts for 5 seconds.

* 1. Enemies
     1. Mummies
        1. Tries to slap Evil Bad with his heavy hand.
        2. Throws cord to hold Evil Bad in place.
           1. Debuff: Stun
        3. Can release poison gas from body while moving.
           1. Debuff: Poison
        4. Very fast and high jumper
        5. Knock back Kick
           1. Debuff: HeadAche
        6. Stats
           1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
           2. Slap [Shadow]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]
           3. Cord [Physical]
           4. Poison Gas [Water]
           5. Kick [Physical]
           6. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
           7. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
           8. Shadow Resistant= 2 \* clvl
           9. Water Resistance = 2 \* clvl
           10. Earth Resistance
        7. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
     2. Sphinx
        1. Can Throw a powerful gust of wind that travels randomly.
        2. On ground Can throw a boomerang feather .
        3. Can fly
           1. Tries to dive bomb at a diagonal
        4. Stats
           1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
           2. Wind Gust [Wind]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]
           3. Feather Boomerang
           4. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
           5. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
           6. Light Resistance= 2 \* clvl
           7. Earth Resistance = 2 \* clvl
           8. Fire Resistance
        5. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
     3. King Cobra
        1. Bites for small damage but contains a very potent and long lasting venom.
        2. Extremely fast.
        3. Stats
           1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
           2. Venom [Water]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]
           3. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
           4. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
           5. Water Resistance = 2 \* clvl
           6. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
     4. Black Cat
        1. Runs up and takes many quick swipes before running away.
        2. Claw strike causes Poison damage as well as high physical damage.
        3. You have a 75% chance to hit it with a melee strike.
        4. Stats
           1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
           2. Swipe [Physical]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]

Poison=

* + - * 1. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
        2. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
        3. Shadow Resistant= 2 \* clvl
        4. Fire Resistance = 2 \* clvl
        5. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. Scrab
       1. Flies around trying to touch you.
       2. Very Fast
       3. Poison touch
       4. Stats
          1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
          2. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]

Poison

* + - * 1. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
        2. Shadow Resistant= 2 \* clvl
        3. Fire Resistance = 2 \* clvl
        4. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. Servant of Ammit

1. Aztec
   1. Notes
      1. Defeat Huitzilopochtli and gain the **Black Heart**.
   2. Boss
      1. [Acolnahuacatl](http://en.wikipedia.org/wiki/Acolnahuacatl_(deity))- God of Underworld
         1. Before the fight
            1. ROOOOOOOOOOAAAAAAAAARRRRRR!!!!!!
         2. Fight
            1. HP 100% Will appears as a black cat.

Will try to walk up and fight EB up close with arms.

Will pounce if you try to come from the air.

* + - * 1. He dissolves when he travels.

He dissolves every 10 seconds.

While dissolved he can at any point he can leap out to pounce on Evil Bad.

HP 70% While dissolved he will try to ram you with his body slightly out from the floor.

* + - * 1. HP 80% He can summon spirits that chase Evil Bad around.
        2. HP 60% At certain times he roars sending a violent shock towards you.

Roar will knock back and stun

* + - * 1. Only takes damage from ‘Light’ element attacks or any attack done within ‘Ball of Light’.
    1. [Hemera](http://en.wikipedia.org/wiki/Hemera) (Greek)-Sun God
       1. Before the Fight
          1. God morning…good morning…the sun is shining through…good morning…good morning…to you. Have a beautiful death trickster!
       2. Fight
          1. Hemera is a floating head of sunshine.

She will move above the screen…left to right.

* + - * 1. HP100: She will cry tears of flames as she moves around.

Once every 2 seconds.

* + - * 1. She will cast sun flare once every 30 secs…this attack hits in all directions.
        2. HP 50: She will cast sun beam from her eyes that will strike at Evil Bad.

Once every 20 seconds.

* + - * 1. HP 75: She will cast Heat Stroke, that bakes under EBs feet with tremendous heat.

Lasts for 15 seconds

Evert 10sec

* + - * 1. HP 100 She will Glow brightly and if Evil Bad is looking in her general direction he will go blind for 30 secs.

Every 30 seconds.

* + - 1. Learn Spell: Toxic Fish
         1. (Water) Homes in onto enemies.

(Replace) God Bag

* + 1. Huitzilopochtli- Sun God
       1. Before the fight
          1. \*You hear the rattling of a snakes tail\*
       2. Fight
          1. HP 100: Four Platforms are on each side of room. Huitz will jump randomly around

He will stay on platform for 15 seconds before jumping again.

After each jump He will use his snake staff to summon snakes to appear at the bottom of floor.

Up to 5 or more if possible

He will also shoot a projectile poison bolt

* + - * 1. HP 55: Will summon fire orbs that shoot fire balls.

Destroying the orb will make it explode on impact.

* + - * 1. HP 80: Will summon mirror that if Evil Bad/Summons projectiles hit the mirror they rebound off as a boss attack instead. Mirrors can’t be destroyed.

HP 80: 1 mirror

HP 70: 2 mirrors

HP 60: 3 mirrors

HP 50: 4 mirros

* + - * 1. HP 40: Will summon a few Medusas to aid him
  1. Enemies
     1. Cihuateteo- Spirit of woman who die giving child birth.
        1. They fire fetus like ghost that track there tarket.
        2. Fetus gives Blasphemy debuff that drains GP over time.
        3. Can fly and attack through walls.
        4. Stats
           1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
           2. Fetus [Shadow]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]
           3. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
           4. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
           5. Shadow Resistant= 2 \* clvl
           6. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
     2. Nagual- Shape shifting sorceress or witch.
        1. Types of Forms
           1. Fire Bat

Attack from distance

Help Fly Away when health is low

* + - * 1. Troll

From Bat to Troll, to Help selfheal from damage and attack from a distance

* + - * 1. Snow Wolf

To attack

* + - 1. Will shoot from wand if not in shape shift form
         1. Random elemental damage
         2. Large explosion radius
      2. Will heal damaged enemies
      3. Stats
         1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
         2. Wand [Random element type]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]
         3. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
         4. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
         5. Shadow Resistant= 2 \* clvl
         6. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. Tlatecuhtli- Druken toad.
       1. Burps bouncing acid bubbles.
       2. Will walk a little bit before High jump
       3. Tongue Lash
    2. Ahuizotl- A water dwelling Dog Monkey with a hand on its tail.
       1. Fight
          1. Jump high and can stich to the bottom of floors and sides of walls moving around like a spider.
          2. Posion darts

Can fire darts forward.

Can fire darts in all 5 directions

Can fire darts straight up

* + - * 1. Poison Touch
        2. Moves very Fast
      1. Stats
         1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
         2. Tail Grab [Physical]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]
         3. TailThrow [Physical]
         4. Bite [Physical]

Posion

* + - * 1. Rock [Earth]
        2. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
        3. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
        4. Shadow Resistant= 2 \* clvl
        5. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. Aztek Warrior
       1. Moves very quickly
       2. Throws sword in a curved angle
       3. Sword causes poison damage
       4. Will swing sword if Evil Bad gets too close.
       5. Stats
          1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
          2. Sword [Earth] = (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]

Poison

* + - * 1. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
        2. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
        3. Shadow Resistant= 2 \* clvl
        4. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. Aztec Alchemist
       1. Runs away if opponent comes to close.
       2. Fires poison darts at rapid speed.

1. Under World
   1. Boss
      1. Masta- Goddess of life
         1. Before the fight
            1. I don’t live in a fish…I travel in one.
         2. Fight
            1. Masta has four types of attacks from each arm.

Arm 1- Throws a lotus flowers in the air, exploding into various leaves.

CD 30 seconds

Arm 2- Blows a Conch Shell releasing a powerful sound blast.

CD 15 seconds

Arm 3- Throws a Spiked Ball that returns to him.

CD 5 seconds

Arm 4- Throws three way ninja star directly at Evil Bad.

CD 20

* + - * 1. Masta will summon a flood which comes in 4 forms. Each flood will try to drag Evil Bad off screen, killing him instantly. They are random once every 40 seconds.

Wave Form 1: Will come from above. Evil Bad must use his ghouls to create a shield around him. Doesn’t push him off screen but does slow his movements down.

Wave From 2 & 3: Will come from the right / left side of the screen trying to push him off screen. Evil Bad can use the bats to stay high in the air.

Wave From 4: Will come from underneath like water sprouts. Evil Bad must hide between the columns. The sprouts will push him off screen above.

* 1. Enemies
     1. Vampire
        1. Fight
           1. Aura of draining hp to himself.
           2. Blood Ball Projectile

Shadow Damage

Drains HP

Large Explosion radius

* + - * 1. Three small Bats circle around him spitting fire.

Defeated bats return after 30 secs.

* + - 1. Stats
         1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
         2. LifeSuck [Shadow] = (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]

Poison

* + - * 1. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
        2. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
        3. Shadow Resistant= 2 \* clvl
        4. Water Resistance
        5. Earth Resistance
      1. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. Zombie
       1. Slap
          1. (Shadow) A very slow slap attack.
       2. Stats
          1. HP = 100 \* clvl [+300 AgnosticMode], [+750 BelieverMode]
          2. Slap [Shadow]= (3)\*clvl, [+15 AgnosticMode], [+30 BelieverMode]

Poison=

* + - * 1. TouchDamage [Physical]= 2\*clvl, [+10 AgnosticMode], [+20 BelieverMode]
        2. Defense = 50 \* clvl, [+75 AgnosticMode], [+75 BelieverMode]
        3. Shadow Resistant= 2 \* clvl
        4. Experience = 3\*clvl, [\*5 AgnosticMode], [\*10 BelieverMode]
    1. Reaver-
       1. Fight
          1. Marches back and forth.
          2. Throws a boomerang Scyth

Debuff: Blasphemy

* + - * 1. Can Teleport once every 7 secs, left to right.
    1. Beholder Eye
       1. Fight
          1. Shoots a bright light

Debuff: Blind

* + - * 1. Shoots a beam that Turns you into stone

Debuff: Stun

* + - * 1. Shoots Bubbles that burns like acid.

Debuff: Melted

* + - * 1. Shoots out a tornado

Debuff: KnockBack

* + - * 1. Shoots a spear of lighting

Debuff: Stuns

* + - * 1. Shoots a beam of fire

Debuff: Melts

* + - * 1. Shoots shadow bolt

Debuff: Weaken

* + 1. Lich- A powerful wizard with a multitude of spells.
       1. Fight
          1. Will create a wall of fire
          2. Will resurrect three zombies, that will resurrect again upon death.

They don’t drop treasure

* + - * 1. Will cast an AOE lighting shield spell.
        2. Casts a aoe that causes Weakened
        3. Casts a ball that causes Cursed
        4. Casts a ball that causes Fright
        5. Can blow up zombies at will causing an exploding aoe
        6. Can blow up zombies at will creating a posion gas.

1. Pool
   1. Notes
   2. Boss
      1. Poseidon(Greek)
         1. Before the fight
            1. You are a worm…I am a Shark!
         2. Fight
            1. Phase 1:

He will be on either the far left or right of room wall. Moving up or down.

He will then try to line up with Evil Bad and do a dash to the other side.

* + - * 1. HP 90%

He will cast a tunami like spell that pushes and damages Evil Bad back.

This can be done every 15 seconds.

* + - * 1. HP 70%

He will randomly call for the aid of sea creatures.

Summons four random

* + - * 1. HP 60%

Will cast a hurricane spell that trys to suck Evil Bad in.

This can be done every 30 seconds

* + - * 1. HP 100%

Blows bubbles that can hold you for a few seconds.

Can be done every 10

* + - 1. Summon Giant Frog
  1. Enemies
     1. Aphrodite’s Vaj Crab
        1. Fight
           1. (Water) Spews orbs that float up before falling down.
     2. Eel
        1. (Wind)Shocks anything around the eel. Works extremely well in water.
     3. Aggressive Star Fish-
        1. (Physical)Spins when on alert, but then throws it self at Evil Bad when endangered.
     4. Cerebral Octopus
        1. Fight
           1. Floats around, if Evil Bad gets to close he will squirt black ink that lowers hit by 75%.
           2. Will lock onto someone’s head controlling them for the duration, while stealing there life to heal themselves.
           3. Mind Push
     5. Nightmarchers- Ghost of ancient Hawaiian warriors.
        1. Floats around trying to stabe Evil Bad with spear
           1. Hits will curse Evil Bad

Debuff: Cursed

Lower all resistances

* + - 1. Will cast a black flame toward Evil Bad.
    1. Shark man
       1. Jumps high up and slams back to earth.
       2. Ax Slam
          1. Chance to triple crit.
          2. Debuff: HeadAche
    2. Munky Trickster
       1. Will throw a boomerang banana, that has a chance to stun.
       2. Cloud drops thunder that splits and travels in two directions on contact of ground.
       3. Can Snap
          1. Summons or Evil Bad away
          2. Evil Bad spells or projectiles
       4. Can convert spells or projectiles and redirect them.
    3. Icthyocentaur
       1. Fight
          1. Will try and ram into Evil Bad.
          2. Will release electricity if it.
          3. Water Bubble Trap

Release a small bubble that if touch will wrap around Evil Bad, making him unable to move until popped.

* + - * 1. Water Blast

Shoots a stream of water that knocks Evil Bad backwards.

* + - * 1. World Pool (Wind)

Creates a torrent of energy that remains for 10 seconds.

* + - 1. Stats
         1. HP = 500 \* clvl
         2. Water Blast
         3. World Pool
         4. Electricity
         5. Touch damage
         6. Wind Resistance = 30 \* clvl
         7. Water Resistance
         8. Defense = 70 \* clvl
      2. Experience

1. Volcano
   1. Level Details
      1. You see Hemera sleeping in her bed hung over. She tells you, ‘Come back when Day and Night are one.’
         1. Return when at sunset (Real Life Time) and she’ll be up awaiting to fight you.
      2. **The Ring** is found the volcano area from a crazy trickster named Golom. You ask for the ring but he’ll only give it too you if you answer his riddle.
         1. (Hobbit Riddle)
         2. You answer correctly and he reluctantly gives you the ring. As you are about to leave he charges at you and demands the ring back.
         3. Throw him in the lava to gain possession of **the Ring**.
   2. Boss
      1. [Ehecatl](http://en.wikipedia.org/wiki/Chalchiuhtlatonal)(Aztec)
         1. Before the fight
            1. Twist twist makes hang over worse
         2. Fight
            1. Ehecatl travels inside a tornado.
            2. He will frequently throw mini tornados at Evil Bad.

CD: 10

HP: 100% 1 tornado

HP: 75% 2 tornadoes

HP: 50% 3 tornadoes

HP: 35% 4 tornadoes

* + - * 1. He will create clouds that

rain acid.

strike down with lightning.

CD: 25

HP 100: 1 cloud

HP 70: 2 clouds

HP 50: 3 clouds

* + - * 1. He will from time create a powerful tornado that sucks in anything around it. Evil Bad must run away as fast and far as possible.

CD 1 min

No new attacks will be created while powerful tornado is up.

* + - * 1. Will summon Munkeys

CD 35 sec

HP 75%

* + 1. Pele(Hawii)- God of Fire, Lighting, and Volcanos
       1. Before the fight
          1. Its getting hot in here…SO HOT!!!
       2. Fight
          1. Pele is a giant volcano.
          2. Pele will rise from the ground on one of the four sides of the arena. Once appearing he will do a step and then sink into the earth and redo a random step.

Step 1

Spew Lava rock from head.

A stream of hot lava will pour randomly from above the arena. It will remain there for 30 seconds.

75% a single stream

50% 2 streams

When Life is at 50%, Fire creatures will randomly appear. Once every 45 seconds.

Fire Bat

Pheonix

Fire Man

Step 4

At 35% meteors will crash to the ground and exploding in a firy radius.

* 1. Enemies
     1. Lava Man
        1. Fight
           1. Walks back and forth slowly.
           2. With every hit, he bleeds lava.
           3. Explodes when dead creating a three faster mini versions of himself.
     2. Titan
        1. Fight
           1. Walks very slowly
           2. Will roll giant boulders toward Evil Bad.

High chance to stun

* + 1. Fire Bat
       1. Fight
          1. Flies quickly around spitting out fire like a machine gun.
          2. Does an arced dive

A motion blur follows the bat

If hit is successful it will lock on target and drain its life.

* + 1. Baby Phoenix
       1. Fight
          1. Flies around throwing fiery feathers at a 360 degree angle.

Large Explosion

Debuff: Melt

* + - * 1. Fire Aura

Debuff: Melt

* + - * 1. If killed it will turn to ash, but resurrects after 30 secs.

Dies permanently if turn to ice and shattered.

1. Indian
   1. Boss
      1. Leono
         1. Before the fight
            1. LION POWER!!!! HOOOOOOOOOOOOOOOOOOO!!!!
         2. Fight
            1. Will try and follow Evil Bad
            2. If Evil Bad or Summon is too close

Mace

Chance For knock back

Stun

* + - * 1. HP 75%: Roar (Random effects)

Fear

Knock Back

Weaken

Fallen blocks

Stun

CD 35 seconds

* + - * 1. HP 100%: Leap

Tries to Jump to away or on top of enemy

CD 15

* + - * 1. Charge

Runs at enemies

CD 20

* + - * 1. Trembling

Evil Bad or summon in shout radius gets a ‘Trembling’ debuff

Target receives triple damage.

CD 40sec

Lasts 15 sec

* + - * 1. HP 50%: Lotus Blade Trap

Drops a lotus flower on the floor…if EB or summon steps on it, it sents forth a spinning blade that will either go:

Up and Down

Left and Right

Lasts 30 seconds

CD 10

Can only have a maximum of four out

* + - 1. Learn Summon Titan
  1. Enemies
     1. Big Gangan
        1. Fight
           1. Will slash one direction…creating a ball of wind that strikes 3 times each.
           2. Big Gangan will throw two Lotus from both sides
     2. Eastern Mystic
        1. Fight
           1. Shoots a fireball from a distance.
           2. And can teleport at will.

Saying ‘yoga’ when teleporting

* + 1. Huntress
       1. Fight
          1. Equipped with a single bow that can randomly.

Fire six shots that home onto target.

A single charged shot that explodes

A three way shot that slows target

An arc shot that freezes

* + - * 1. Stabs with a long javelin that electrocutes
        2. Can block with shield

Protects from all normal damage

* + - * 1. Sword swipe will poison.
        2. Can summon three spinning lotus flowers that are placed randomly in a circle radius.

Lasts for 10 seconds

* + 1. Lulu
       1. Fight
          1. Can use his magic flute to confuse Evil Bad or his summons for a few seconds.
          2. Can play flute and summon random amount of Eastern Mystics.
          3. Can shoot a blast of wind
    2. Knock back

1. The following Castle 1 bosses hold the keys:
   1. **Dionysus Shades**
   2. **Bors’ Pinky**
   3. **Sets Sand Pale**
   4. [Acolnahuacatl](http://en.wikipedia.org/wiki/Acolnahuacatl_(deity))**’s Cat tail**
   5. [Ehecatl](http://en.wikipedia.org/wiki/Chalchiuhtlatonal)’s Rain Stick
2. Once all the keys are collected the elevator is operational. Evil Bad steps on the cloud as it floats upward as the game fades to black….see castle 3