

Level 1

Setting: Cavern area 1 - the defend

Objectives: Explore the area, find dash skill to reach level 2.

Enemies: Simple Creeper, Flying Cyclops, Spider, [Foot soldier](#), Bow Soldier

Bosses: Surja Das The Shaman optional , [Captain Thomas Caver](#)

| Monster | Qty |
|---------------------------------|-----|
| Simple Creeper | 5 |
| Flying Cyclops (Flying monster) | 10 |
| Spider | 5 |
| Foot soldier | 5 |
| Bow soldier | 5 |

| Items | Description | Location | Qty |
|--------------------|--|--------------------------|-----|
| Health shard | collect 3 health shard to increase max health by 1 | | 3 |
| Sword shard | collect 3 shard to increase atd | | 3 |
| Projectiles attack | shoot a projectiles that pass through multiple enemies | After defeat The Shaman | 1 |
| Dash | | After defeat the captain | 1 |