**The EXP obtained is reduced/boosted by 10 percent for each level difference, up to 80% reduction and 80% boost.**

**The EXP is equally distributed between your characters than passes to level reduction/boost.**

**The number after the item drop upon death indicates the probability.**

## Level 1

### The Rat :

**Stats :** HP=80 ; END = 16; MP=20 ; POW=15 ; Shied = 2 + 0.32(END)% ; CHA=0% ; VEL=20

**Spells :** Normal Attack.

**Drop upon death :** 8 ???; 1 potion A : hp+100, xp=25

**Images :** Rat

**Où ?** : Au tout début (le héros doit aider sa grand-mère à se débarrasser des rats ?) et dans le début de la forêt.

**Remarque :** Well those nasty bastards, someone has to do something about them, that someone is YOU (don’t ask me why).

## Level 2

### The Slime : (you always need a slime…)

**Stats :** HP=100 ; END = 20; MP=50 ; POW=22 ; Shied = 8 + 0.4(END)% ; CHA=5% ; VEL=20

**Spells :** Normal attack, Acid spits (crachat acide) (deals 150%POW and ignoring 20% of the shield, manaCost=20)

**Drop upon death :** 15 ???; 1 potion B(chance=50%) : mana+50, xp=33

**Images :** Slime

**Où ?** **:** Dans la forêt.

**Remarque : (**A mage, fragile but the spells deal a lot of damage.) well, they seem to like RPG world.

### The hornet :

**Stats :** HP=180; END = 30; MP=10; POW=45 ; Shied = 20 + 0.6(END)% ; CHA=8% ; VEL=32

**Spells :** Normal attack,

**Drop upon death :** 17 ???; 1 potion A(chance=50%) : hp+100, xp=33

**Images :** Slime

**Où ?** **:** Dans la forêt, au début.

**Remarque :** (C’est un guerrier, rapide, endurant et inflige de lourdes dégâts.) They sting, apparently their sole goal is to compete against the dentist. The competition seems to be ruthless, the outcome uncertain.

## Level 3 :

### The Plant :

**Stats :** HP=175; END = 35; MP=80; POW=35 ; Shied = 12 + 1.4(END)% ; CHA=10% ; VEL=28

**Spells :** Normal attack, *Growing* (Croissance, manaCost=15) (next attack deals 60% damage before shield reduction and is necessarily critical hit), *Green Storm* (manaCost=30, deals 130% POWER, AOE, ignoring 15% of the shield)

**Drop upon death :** 38 ???,1 potion B(85%) : mana+50 ; Exp=51

**Images :** Plant

**Où ?** **:** Dans la forêt, deuxième lieu (plus sombre)

**Remarque : (**It’s a mage, very dangerous growing and green storm combo) Don’t f\*\*\* with nature, because i twill always f\*\*\* back.

### The BAT :

**Stats :** HP=300 ; END=60 ; MP=15 ; POW=35 ; Shield = 25 + 2.4(END)% ; CHA=5% ; VEL=46

**Spells :** Normal attack, *Ultra Sound* (deal 100% attack, reduce the shield, render ShieldState to 80%, the effect stacks up to two stacks and ShiledState=0.5), *Sound Screen* **(passive)** if not killed before 4 rounds, he gains 25% shield and 25 VEL

**Drop upon death :** 25 ???; 1 potion A(+85%) : hp+100, xp=50

**Images :** Plant

**Où ?** **:** Dans la forêt, deuxième lieu (plus sombre)

**Remarque :** (it’s really fast. And resistant, but doesn’t deal a lot of damage.) Be careful, they have bigs ears.

## Level 4 : (normally you have met your healer/mage)

### The Fairy :

**Stats :** HP=250 ; END=50 ; MP=150 ; POW=40; Shield =12 + 2(END)% ; CHA=15% ; VEL=39

**Spells :** Normal attack, *Charm*(ManaCost=20) (Reduce Power, PowerState=0.8 ;0.5 stacks up to two stack.), *Fairy dust*(ManaCost=40) (put the ennemie under SLEEP[SLE], lasts 3 rounds, disappears upon damage), *Illusion*(ManaCost=70) (put the ennemie under CONFUSION[CON], lasts 2 rounds), *stoning*(ManaCost=70)(put ennemie under FREEZ[FRE] for 3 rounds)

**Drop upon death :** 50 ???; lolipop(+40%) : Hp+110 ;mana+70 xp=69

**Images :** Fairy

**Où ?** **:** In the mountain

**Remarque :** (Can puts you under a lot of negative passive states.) Fairies are not really nice people, to be honest, she likes to cause trouble to people. The only really we believe them to be nice is only because they wrote all those FAIRY TALES. Those b\*\*\*\*\*\*\*.

### The Cactus :

**Stats :** HP=350; END=70 ; MP=55 ; POW=28; Shield =25 + 2.8(END)% ; CHA=5% ; VEL=37

**Spells :** Normal attack, *Thorny skin(passive,* reflects Shield/2% incoming damage BEFORE reduction), *Toughness* (ManaCost=15) (Adds 30% Shield)

**Drop upon death :** 50 ???; Cactus Jus (cleanse FRE, SLE and CON) ; xp=69

**Images :** Cactus

**Où ?** **:** In the mountain

**Remarque :** (Very resistant and reflects damage, a lot.) Here is a riddle : what does a cactus do when he gets bored ? It will hug you…

## Level 5 :

### The Assasin : (BOSS)

**Stats :** HP=800; END=160 ; MP=450 ; POW=35; Shield =15+ 6.4(END)% ; CHA=35% ; VEL=61

**Spells :** Normal attack, *Counter Strike(passive,* If he succeds evasion, cast normal attack whithout condition), *Sharp Blade (Manacost=60,* deals 110%POW damage apply bleeding[BLE] effect 100% chance), *Bufo Marinus* (ManaCost=110) (It a kind of poisoneous toad, deals 70%POW damage and apply POISONED state on all ennemies with probability 80M), *Bloodthirst* (ManaCost=80) (Lasts 3 round, he gains 50% POW and gains a 15% health steal on-hit effect.), *Last Whisper* (ManaCost=0) (Will be using it all the time under 150 HP, deals 200% POW damage, ignore 35% Shield reduction and critically hits).

**Drop upon death :** 750???; Silver dagger (POW+30 ;HP+50 ;VEL+15 ;CHA+5%), xp=900

**Images :** Assassin

**Où ?** **:** At the top of the mountain

**Remarque :** (Very fast, and deals a lot of dame over time. He will always *Bloodthirst* before other spell, then Sharp Blade/Bufo Marinus/normal attack (40%/25%/35% chance) until he runs out of mana. Under 150 HP he will use *Last Whisper* all the time.) Swift with his blades, brought up by cruel men after beating all his hurdles, his sole purpose is to kill people. What he really likes : comic books, the color bleu and a nice cake. It leads to what he dislikes the most : his outfit (the legend wants him to be the killer of the designer of his dress). Where can he do, to go outside naked ? Seriously ? Seriously…(now you know what he is thinking all that time fighting you).

## Level 6 :

### The Orc :

**Stats :** HP=420; END=84 ; MP=80 ; POW=55; Shield =20+ 3.36(END)% ; CHA=2% ; VEL=49

**Spells :** Normal attack, *Impaling* (ManaCost=25) (deals 135%POW damage, reduce Shied, stacks up to 2 stack.).

**Drop upon death :** 90???; Skin(+8% Shield,+17 END, +50HP) (5%) ; xp=87

**Images :** Orc

**Où ? :** On the way to the second village

**Remarque :** A resistant and high damage monster no other specifity.

### The Spider :

**Stats :** HP=390; END=78 ; MP=200 ; POW=48; Shield =10+ 3.12(END)% ; CHA=20% ; VEL=53

**Spells :** Normal attack, *Vampirism* (passive, spells/normal attacs dealing damage have a 15% health steal effect..), *Corrosive spit* (ManaCost=70)(Single target, deals 125% POW damage, apply POISON state with 75% probability)

**Drop upon death :** 90???; Venom (cleanse POISON, BLEEDING and SCOLDING bizzare right ?^^) xp=87

**Images :** Spider

**Où ? :** On the way to the second village

**Remarque :** A fast monster (slightly high damage.)

## Level 7 :

### The Fire Spirit :

**Stats :** HP=410; END=82; MP=280 ; POW=60; Shield =5+ 3.28(END)% ; CHA=20% ; VEL=61

**Spells :** Normal attack, *Fire Ball(*Manacost=50) (deals 150%POW damage and has 50% chance of triggering SCALDING), *spirit of fire* (Manacost=180) (puts 2 stacks on PowState directly wich corresponds to 50% surge on power, lasts 5 rounds. Use probability=35%)

**Drop upon death :** 125???; heart of fire (8%, immune against scalding effect, +50HP), xp=111

**Images :** Firespirit

**Où ? :** Grotte feu 1

**Remarque :** Very high damage but very squishy.

### The Vampire

**Stats :** HP=280; END=56; MP=190 ; POW=55; Shield =17+ 2.24(END)% ; CHA=20% ; VEL=61

**Spells :** Normal attack, *True Vampirism* (passive, spells/normal attacs dealing damage have a 50% health steal effect, and have a 50% chance of applying bleeding effect.),

**Drop upon death :** 125???; heart of vampire (8%, apply 8% On-hit vampirism with all attacks and spells.) xp=111

**Images :** Vampire

**Où ? :** Grotte feu 1

**Remarque :** Very high damage but very squishy.

## Level 8 :

### The Skeleton :

**Stats :** HP=450; END=100; MP=190 ; POW=80; Shield =5+ 4(END)% ; CHA=3% ; VEL=45

**Spells :** Normal attack, *Revival (manaCost=180)*(35% of the case. Summons another Skeleton)

**Drop upon death :** 100???; pheonix feather(15%) xp=120

**Images :** Skeleton

**Où ? :** Grotte feu 2

**Remarque :** Very high damage and duplicates, high hp but squeashy.

### The Imp :

**Stats :** HP=400; END=80; MP=200 ; POW=55; Shield =18+ 3.2(END)% ; CHA=28% ; VEL=63

**Spells :** Normal attack, *stealth(manaCost=20)*(velocity+20%), *hardship* (manaCost=40) (shield+50%), *strength* (manaCost=50) (POW+50%)

**Drop upon death :** 118???; triple drug (8%)(velocityn shield and pow+20%) xp=135

**Images :** Imp

**Où ? :** Grotte feu 2

**Remarque :** He has suffered so much that he devised a way to help himself.

## Level 9 :

### The Zombie

**Stats :** HP=410; END=76; MP=10; POW=50; Shield =20+ 3.06(END)% ; CHA=3% ; VEL=70

**Spells :** Normal attack, *Vampirism* (passive, spells/normal attacs dealing damage have a 15% health steal effect..), *Near-death experience* (passive, the Shield is augmented 50\*misssinghHP/maxHP%)

**Drop upon death :** 140???; potion C(40%) : hp+400 xp=140

**Images :** Zombie

**Où ? :** Chambre feu et boss fight

**Remarque :** He likes to drink mud and eat human flesh, well actually he likes to chew, so the human flesh is immaterial

### The Ifrit

**Stats :** HP=600; END=76; MP=450 ; POW=67; Shield =20+ 3.06(END)% ; CHA=3% ; VEL=80

**Spells :** Normal attack, *Burning desire* (passive, normal attacks have 30% chance to trigger SCA), *fireproof* (immune to fire spells), *infernal sparks* (manaCost=110)(all targets ; deals 90%POW damage and have 40% chance to apply SCA.)

**Drop upon death :**170???; potion B(40%) :Mana+200 ; xp=164

**Images :** Ifrit

**Où ? :** Chambre feu and boss fight

**Remarque :** Once a mere fire spirit, he eats too many french fries, so he gets fat, therefore burns brighter, and because that the fries are called by frites in French, he was called Ifrit. The « e » was dropped simply because he secretly wants to be a male.

## Level 10 :

### The Fanatic : (BOSS)

**Stats :** HP=4000; END=800; MP=2800; POW=100; Shield =2+ 32(END)% ; CHA=20% ; VEL=90

**Spells :** Normal attack, *Death is a sweet company* (manaCost=190)(cast the spell with 30% chance)(rises up a zombie), *Pyromaniac* (manaCost=300)(Cast the spell with 20% Chance)(summons one Ifrit.), *Fervour* (manaCost=100\*numberOfEnnemie.) (Increase POW by 20%, not stackabke, only will have a 20%Chance to be use if there is place for another summon and the stack on himself is over.), *Blood Vengeance* (manaCost=ALL) (will be used under 500HP, he will not use any spell after this, but all ennemies will reflects 200% damage received before shield penetration to heroes).

**Drop upon death :** 3500???; 5 potion E(100%) : hp+1200, 5 potion F(100%) : mana+500 xp=5000

**Images :** Fanatic

**Où ? :** Boss fight .

**Remarque :** Well, some said he was in love with his boss, the truth is that he ate something bad in a restaureant that set his intestins in fire, and some diagnostics prove that he needs to be in movement all the same otherwise he will die, this is why he always has his pants in fire.

## Level 11 :

### The Ogre :

**Stats :** HP=800; END=160; MP=2800; POW=85; Shield =28+ 6.4(END)% ; CHA=8% ; VEL=74

**Spells :** Normal attack, *Being smart* (Passive, have a 18% of not attacking because he tries to think…)

**Drop upon death :** 180???; potion C(85%) :HP+400 ; potion E(15%) :HP+1200 ; xp=180

**Images :** Ogre.

**Où ? :** on the way to village water.

**Remarque :** Well, he is as smart as he is endurant, the problems doesn’t arise when he just tries to punch, it is whenever he tries to be smart : it often means troubles for both him and his ennemies who are confused as to what he really is up too, the answer is : he dosen’t know either.

## Level 12 :

### The Waterspirit

**Stats :** HP=750; END=150; MP=750; POW=95; Shield =15+ 6(END)% ; CHA=30% ; VEL=90

**Spells :** Normal attack, *Waterfall*(manaCost=150) (deals 70%POW damage to everyone ; has 35% to reduce armor by 20%), *fountain of youth* (manaCost=120) (heals everyone for 120HP)

**Drop upon death :** 190???; potion D(85%) :mana+200 ; potion E(15%) :mana+500 ; xp=205

**Images :** Waterspirit

**Où ? :** grotte eau 1 (apparition probability 85%)

**Remarque :** It is a spirit materialised in water, so what ?

## Level 13 :

### The Cleric :

**Stats :** HP=925; END=185; MP=1000; POW=95; Shield =15+ 7.4(END)% ; CHA=35% ; VEL=110

**Spells :** Normal attack, *Acid Rain(*manaCost=250) (lasts 3 rounds, deals 45%POW damage to everyone for 3 rounds, every rounds has a 15% chance to add POISON state or to refresh it for 3 rounds), *silence* (manaCost=150)(100% chance to mute someone.)

**Drop upon death :** 400???; potion E(20%) :mana+500 ; xp=248

**Images :** Cleric

**Où ? :** grotte eau 1 (apparition probability 15%)

**Remarque :** She really doesn’t like people tchatting, but she is also rich.

## Level 14 :

### The Icelady :

**Stats :** HP=1000; END=200; MP=1200; POW=115; Shield =25+ 8(END)% ; CHA=25% ; VEL=115

**Spells :** Normal attack, *Cryogenics(*manaCost=250) (lasts 3 rounds, heals 400HP and will heal for 150 HP every round, will be used under 450HP.), *Blizzard* (manaCost=300)(deals 80%POW damage, has 15% chance to freeze someone.)

**Drop upon death :** 275???; potion F(20%) :mana+500 ; xp=261

**Images :** Icelady

**Où ? :** grotte eau 2

**Remarque :** The legend says that meeting her eyes will turn you into a statue of ice, the truth is she will cast blizzard on you to turn you into one nice ice statue (and that is only because it is you).

### The Soldier ;

**Stats :** HP=1000; END=200; MP=200; POW=120; Shield =25+ 8(END)% ; CHA=25% ; VEL=115

**Spells :** Normal attack, *Last trench* (hpCost=200) (Shield=90%, power+50%)

**Drop upon death :** 275???; potion E(20%) :HP+1200 ; xp=261

**Images :** Soldier

**Où ? :** grotte eau 2

**Remarque :** He groans all time because the place is cold, and he hates that. The only reason he puts up with it is because he likes the Icelady and he doesn’t have « froid aux yeux », the problem is, where the eyes really get cold at some point.