**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**

## 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.

### 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.

## 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

### 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.

## 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.

### 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.

## 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 :** 550???; 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.

## 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=40

**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=58

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

**Drop upon death :** 130???; 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.