




# Classe: Enutrof

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## Themes and Elements

		
<b>Theme:</b> Branch providing better drops	<b>Theme:</b> Damage branch based on Mines	<b>Thème :</b> Drheller branch with MP management



	<h1>Spell 1: Cutting</h1>				
This is a spell that Enutrofs love! As well as doing damage, Cutting causes the enemy to drop an item on the ground and to enter the Broke state if it survives the attack!					
<b>Cost:</b> 3 AP	<b>RANGE:</b> 1	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> No	<b>Conditions:</b> None
<b>Effects</b>			<b>Critical Effects</b>		
<b>Dmg:</b> 3	<b>Inc:</b> 0.42	<b>Total:</b> 45	<b>Dmg:</b> 4	<b>Inc:</b> 0.63	<b>Total:</b> 67
Broke (lvl 1) (5%) / Broke (lvl 1) (50%) Drops a Pouch			Broke (lvl 1) (10%) / Broke (lvl 1) (75%) Drops a Pouch		
<b>Note:</b>					<b>ID:</b> 2014

	<h1>Spell 2: Rascalry</h1>				
Rascalry inflicts damage from a distance and causes the enemy to leave an item on the ground and enter the Broke state if it survives the attack.					
<b>Cost:</b> 2 AP 1 MP	<b>RANGE:</b> 2-5	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> 2 / target
Effects			Critical Effects		
<b>Dmg:</b> 4	<b>Inc:</b> 0.39	<b>Total:</b> 43	<b>Dmg:</b> 6	<b>Inc:</b> 0.58	<b>Total:</b> 64
Broke (lvl 1) (5%) / Broke (lvl 1) (40%) Inc 0.35 Drops a Pouch			Broke (lvl 1) (10%) / Broke (lvl 1) (60%) Drops a Pouch		
Note:					ID: 2015

## Spell 3: Purge

Purge does damage, but it also makes a little bag on the ground get bigger so it can hold more loot. Careful, though, the bag can explode if it gets too full!

<b>Cost:</b> 2 AP	<b>RANGE:</b> 3-5	<b>Area:</b> Point	<b>LOS:</b> No	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None	
<b>Effects</b>			<b>Critical Effects</b>			
<b>Dmg:</b> 2	<b>Inc:</b> 0.26	<b>Total:</b> 28	<b>Dmg:</b> 3	<b>Inc:</b> 0.39	<b>Total:</b> 42	
On big bag: explode (100%) On Pouch: Gets bigger (75%) If transformation fails: explode			On big bag: explode (100%) On Pouch: Gets bigger (100%)			
<b>Note:</b> An exploding Pouch will deal damage in cross area based on the level of the item destroyed.					<b>ID:</b> 2032	

## Spell 4: Tax

Tax is a spell dreaded by all, but particularly by anyone under the influence of the Broke state, because Tax will hit them even harder, inflicting extra damage!

<b>Cost:</b> 5 AP	<b>RANGE:</b> 2-4	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None	
<b>Effects</b>			<b>Critical Effects</b>			
<b>Dmg:</b> 4.593	<b>Inc:</b> 0.633	<b>Total:</b> 67	<b>Dmg:</b> 6.889	<b>Inc:</b> 0.949	<b>Total:</b> 101	
-5 HP WATER if Broke / -88 HP WATER if Broke			-8 HP WATER if Broke / -132 HP WATER if Broke			
<b>Note:</b>						<b>ID:</b> 2016

	<h1>Spell 5: Refinement</h1>				
Refinement enables the Enutrof to cause great damage by making something the enemy is carrying explode. The enemy enters the Broke state, so at least the spell won't hurt so much next time.					
<b>Cost:</b> 6 AP 1 WP	<b>RANGE:</b> 1-3	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None
<b>Effects</b>			<b>Critical Effects</b>		
<b>Dmg:</b> 8	<b>Inc:</b> 0.99	<b>Total:</b> 107	<b>Dmg:</b> 12	<b>Inc:</b> 1.48	<b>Total:</b> 160
Inflicts 1 time the level of the destroyed item. Broke (lvl 1)			Inflicts 2 times the level of the destroyed item. Broke (lvl 1)		
<b>Note:</b>					<b>ID:</b> 2017



## Spell 1: Fusion

The Enutrof inflicts damage by setting fire to a kama in his hand. With a bit of luck, he can even put his target in the Burning state!

<b>Cost:</b> 4 AP	<b>RANGE:</b> 2-4	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> Cast in line
<b>Effects</b>			<b>Critical Effects</b>		
<b>Dmg:</b> 4	<b>Inc:</b> 0.52	<b>Total:</b> 56	<b>Dmg:</b> 6	<b>Inc:</b> 0.78	<b>Total:</b> 84
70% Burning 0 / Burning 50 (Inc 0.5) Scalded (+0 lvl) / Scalded (+20 lvl)			100% Burning 15 / Burning 75 (Inc 0.6) Scalded (+2 lvl) / Scalded (+30 lvl)		
<b>Note:</b>					<b>ID:</b> 2018

## Spell 2: Meteor

The Enutrof makes a huge burning rock fall from the sky! It's especially impressive if he targets a Mine, which could inflict damage all over the targeted area!

<b>Cost:</b> 2 AP	<b>RANGE:</b> 3-3	<b>Area:</b> Point	<b>LOS:</b> No	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None
<b>Effects</b>			<b>Critical Effects</b>		
<b>Dmg:</b> 2	<b>Inc:</b> 0.29	<b>Total:</b> 31	<b>Dmg:</b> 3	<b>Inc:</b> 0.43	<b>Total:</b> 46
If targeted on a Mine : Area: Square 1			If targeted on a Mine : Area: Square 1		
<b>Note:</b> HP loss if targeted on a mine is the same.					<b>ID:</b> 2019

	<h1>Spell 3: Ember</h1>				
The Enutrof throws a handful of stones around him. If one of the cells hit is a Mine, the stones become embers and can inflict the Explosion state on targets.					
<b>Cost:</b> 2AP1MP	<b>RANGE:</b> 1-2	<b>Area:</b> Custom	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> 2 / tour
Effects			Critical Effects		
<b>Dmg:</b> 3	<b>Inc:</b> 0.37	<b>Total:</b> 40	<b>Dmg:</b> 5	<b>Inc:</b> 0.55	<b>Total:</b> 60
If Mine in the area : 70% Explosion lvl 0 / Explosion lvl 100			If Mine in the area : 100% Explosion lvl 15 / Explosion lvl 100		
Note:					ID: 2021

	<h1>Spell 4: Firedamp Explosion</h1>				
Firedamp Explosion allows the Enutrof to create a small explosion under the enemy's feet. If there is a Mine at the center of this area, the explosion's area of effect will increase.					
<b>Cost:</b> 4 AP	<b>RANGE:</b> 1-6 (diagonal)	<b>Area:</b> Cross 1	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> No	<b>Conditions:</b> None
Effects			Critical Effects		
<b>Dmg:</b> 4	<b>Inc:</b> 0.44	<b>Total:</b> 48	<b>Dmg:</b> 6	<b>Inc:</b> 0.66	<b>Total:</b> 72
If targeted on a Mine: -5 HP FIRE in Cross 2 / -60 HP FIRE in Cross 2			If targeted on a Mine: -8 HP FIRE in Cross 2 / -90 HP FIRE in Cross 2		
Note:					ID: 2037

	Spell 5: Hot Magma				
The Enutrof hails a torrent of molten lava. If it hits a cell containing a Mine, the torrent will intensify but destroy all Mines in its wake.					
Cost: 6AP 1WP	RANGE: 1 line	Area: Enu O OOO O	LOS: Yes	RANGE BOOST: Yes No	Conditions: None
Effects			Critical Effects		
Dmg: 7	Inc: 0.98	Total: 105	Dmg: 11	Inc: 1.46	Total: 157
If Mine in the area : +1 to +10 (Inc 0.09) Fire damage per Mine in the area  Destroys all Mines in the area			If Mine in the area : +1 to +15 (Inc 0.14) Fire damage per Mine in the area  Destroys all Mines in the area		
Note:					ID: 2022



	<h1>Spell 1: Killer Spade</h1>				
Allows the Enutrof to do some damage by handling his shovel nimbly.					
<b>Cost:</b> 3 AP (3MP)	<b>RANGE:</b> 1-3	<b>Area:</b> Point	<b>LOS:</b> Yes	<b>RANGE BOOST:</b> Yes	<b>Conditions:</b> None
Effects			Critical Effects		
<b>Dmg:</b> 3	<b>Inc:</b> 0.33	<b>Total:</b> 36	<b>Dmg:</b> 4	<b>Inc:</b> 0.50	<b>Total:</b> 54
<b>Note:</b>					<b>ID:</b> 2010

	Spell 2: Deadly Nightspade				
Using his knowledge of the land, the Enutrof creates subsidence under his target's feet, causing damage and potentially binding it.					
Cost: 3 AP 1 MP (4MP)	RANGE: 1-4	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: None
Effects			Critical Effects		
Dmg: 4	Inc: 0.27	Total: 31	Dmg: 6	Inc: 0.4	Total: 46
Enu: -1 max MP (100%) Drhellzerker: -20 Hypermovement Damage: 4 to 50 (inc: 0.46)			Enu: -1 max MP (150%) Drhellzerker: -20 Hypermovement Damage: 6 to 75 (inc: 0.69)		
Note:					ID: 2008



	Spell 3: Shovel Kiss				
If placed carefully, Shovel Kiss can deal damage and even allow the Enutrof, or the allies in contact with the Drhellzerker to be temporarily faster.					
Cost: 4 AP (4MP)	RANGE: 2-4	Area:	LOS: Yes	RANGE BOOST: Yes	Conditions: Cast in line
Effects			Critical Effects		
Dmg: 4	Inc: 0.45	Total: 49	Dmg: 6	Inc: 0.67	Total: 73
Enu: +1 MP (5%) / +1 MP (100%) (Enutrof) Drhellzerker: Accelerated 1 (5%) / Accelerated 1 (100%) (allies in contact with the Drhellzerker)			Enu: +1 MP (5%) / +1 MP (100%) (Enutrof) Drhellzerker: Accelerated 1 (5%) / Accelerated 1 (100%) (allies in contact with the Drhellzerker)		
Note:					ID: 2011

	Spell 4: Shady Shovel				
The Enutrof makes the most of the disorder around him to try and steal 1 MP from the target... oh, and does damage at the same time.					
Cost: 5 AP (5MP)	RANGE: 1-2	Area: Point	LOS: Yes	RANGE BOOST: Yes	Conditions: 1/ turn
Effects			Critical Effects		
Dmg: 5	Inc: 0.45	Total: 50	Dmg: 7	Inc: 0.68	Total: 75
Enu: -1 MP (100%) If the target losses a MP, +1 MP (Enu) Drhellzerker: Steals 20 Hypermovement Dmg: 5 to 70 (inc 0.65)			Enu: -1 MP (150%) If the target losses a MP, +1 MP (Enu) Drhellzerker: Steals 20 Hypermovement Dmg: 8 to 105 (inc 0.97)		
Note:					ID: 2012

	Spell 5: Shovel Shaker				
The ground cracks in front of the Enutrof, creating a gaping, dangerous crevasse! If there happens to be a Drheller at the end of it, a second tremor will do extra damage.					
Cost: 5 AP (5MP)	RANGE: 1	Area: Line of 4	LOS: Yes	RANGE BOOST: Yes	Conditions: In line only
Effects			Critical Effects		
Dmg: 5	Inc: 0.41	Total: 46	Dmg: 8	Inc: 0.61	Total: 69
Enu: -1 MP (100%) Drhellzerker: -20 Hypermovement Dmg: 5 to 60 (Inc : 0.55) Line of 2			Enu: -1 MP (150%) Drhellzerker: -20 Hypermovement Dmg: 8 to 90 (Inc : 0.82) Line of 2		
Note: If the drheller is at the end of the area, it rebounds the spell (the drheller is immune to damage)					ID: 2013



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## Active 1: Phone a Frhend

The Enutrof summons a little Drheller to dig up the earth. His agility and power will depend on the spell's level!

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP
RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1	RANGE: 1-2	RANGE: 1-2	RANGE: 1-2	RANGE: 1-3	RANGE: 1-3	RANGE: 1-3
<b>Effect:</b> Summons a Baby Drheller HP = 4% of the max Hp of the Enu	<b>Effect:</b> Summons a Baby Drheller HP = 8% of the max Hp of the Enu	<b>Effect:</b> Summons an Immature Drheller HP = 12% of the max Hp of the Enu	<b>Effect:</b> Summons an Immature Drheller HP = 16% of the max Hp of the Enu	<b>Effect:</b> Summons a Grown Drheller HP = 20% of the max Hp of the Enu	<b>Effect:</b> Summons a Grown Drheller HP = 24% of the max Hp of the Enu	<b>Effect:</b> Summons a Mature Drheller HP = 28% of the max Hp of the Enu	<b>Effect:</b> Summons a Mature Drheller HP = 32% of the max Hp of the Enu	<b>Effect:</b> Summons a Mature Drheller HP = 36% of the max Hp of the Enu	<b>Effect:</b> Summons an Ancestral Drheller HP = 40% of the max Hp of the Enu

**Note:** Not already have a Drheller in game. Unusable if transformed into a Drhellzerker.

Baby Drheller: 5 AP 1 MP. Spell: Furrow

Immature Drheller: 6 AP 2 MP. Spells: Furrow, Drheller's Claws

Grown Drheller: 7 AP 3 MP. Spells: Furrow, Drheller's Claws, Minedog

Mature Drheller: 8 AP 4 MP. Spells: Furrow, Drheller's Claws, Minedog, Tunnel

Ancestral Drheller: 10 AP 5 MP. Spells: Furrow, Drheller's Claws, Minedog, Tunnel, Uneven Ground

ID: 2027

	<b>Active 2: Drhellzerker</b>
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The Enutorf fusions with his Drheller and his AP become his MP. He must constantly inflict damage in order to keep this form!

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 5 AP	Cost: 4 AP	Cost: 4 AP	Cost: 3 AP	Cost: 3 AP	Cost: 2 AP	Cost: 2 AP	Cost: 1 AP	Cost: -1 AP	Cost: 0
RANGE: 0 - 1	RANGE: 0 - 1	RANGE: 0-2	RANGE: 0-2	RANGE: 0-3	RANGE: 0-3	RANGE: 0-4	RANGE: 0- <u>4</u>	RANGE: 0-5	RANGE: 0-5
<b>Effect:</b> Fusion with the Drheller -2 Range (enu)	<b>Effect:</b> Fusion with the Drheller -2 Range (enu)	<b>Effect:</b> Fusion with the Drheller -2 Range (enu)	<b>Effect:</b> Fusion with the Drheller -2 Range (enu)	<b>Effect:</b> Fusion with the Drheller -2 Range (enu)	<b>Effect:</b> Fusion with the Drheller -2 Range (enu)	<b>Effect:</b> Fusion with the Drheller -2 Range (enu)	<b>Effect:</b> Fusion with the Drheller -2 Range (enu)	<b>Effect:</b> Fusion with the Drheller -2 Range (enu)	<b>Effect:</b> <b>Enu:</b> Fusion with the Drheller -2 Range (enu) <b>Drhellzerker:</b> Ends the fusion

**Note:** Changes the appearance of the Enutrof depending on the Drheller. If no damage is dealt during the turn, the transformation is canceled.

In Drhellzerker, the spell costs 0 and allows canceling the transformation.

Bonus Baby Drhellzerker: +5% dmg per MP used. Max 150% (1 turn)

Bonus Immature Drhellzerker: +10% dmg per MP used. Max 150% (1 turn)

Bonus Grown Drhellzerker: +15% dmg per MP used. Max 150% (1 turn)

Bonus Mature Drhellzerker: +25% dmg per MP used. Max 150% (1 turn)

Bonus Ancestral Drhellzerker: +35% dmg per MP used. Max 150% (1turn)

ID: 2038

	<b>Active 3: Mine Mover</b>
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The Enutrof digs up the Mine he is standing on to move it. He also takes the opportunity to refine it and turn it into a better Mine.

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
<b>Cost:</b> 3 AP 1 MP	<b>Cost:</b> 3 AP 1 MP	<b>Cost:</b> 3 AP 1 MP	<b>Cost:</b> 2 AP 1 MP	<b>Cost:</b> 2 AP 1 MP	<b>Cost:</b> 2 AP 1 MP	<b>Cost:</b> 1 AP 1 MP	<b>Cost:</b> 1 AP 1 MP	<b>Cost:</b> 1 AP 1 MP	<b>Cost:</b> 1 MP
<b>RANGE:</b> 1- <u>2</u>	<b>RANGE:</b> 1-2	<b>RANGE:</b> 1-3	<b>RANGE:</b> 1- <u>4</u>	<b>RANGE:</b> 1-5	<b>RANGE:</b> 1-6	<b>RANGE:</b> 1-7	<b>RANGE:</b> 1-8	<b>RANGE:</b> 1-9 No LoS	<b>RANGE:</b> 1-10 No LoS
<b>Effect:</b> Moves the Mine under the Enutrof to the targeted cell Replaces the Mine with a better Mine On Puch: Picks up	<b>Effect:</b> Moves the Mine under the Enutrof to the targeted cell Replaces the Mine with a better Mine On Puch: Picks up	<b>Effect:</b> Moves the Mine under the Enutrof to the targeted cell Replaces the Mine with a better Mine On Puch: Picks up	<b>Effect:</b> Moves the Mine under the Enutrof to the targeted cell Replaces the Mine with a better Mine On Puch: Picks up	<b>Effect:</b> Moves the Mine under the Enutrof to the targeted cell Replaces the Mine with a better Mine On Puch: Picks up	<b>Effect:</b> Moves the Mine under the Enutrof to the targeted cell Replaces the Mine with a better Mine On Puch: Picks up	<b>Effect:</b> Moves the Mine under the Enutrof to the targeted cell Replaces the Mine with a better Mine On Puch: Picks up	<b>Effect:</b> Moves the Mine under the Enutrof to the targeted cell Replaces the Mine with a better Mine On Puch: Picks up	<b>Effect:</b> Moves the Mine under the Enutrof to the targeted cell Replaces the Mine with a better Mine On Puch: Picks up	<b>Effect:</b> Moves the Mine under the Enutrof to the targeted cell Replaces the Mine Gold On Puch: Picks up
<b>Note:</b> The Enutrof must be on a Mine and click on another cell to move the Mine and transform it into a batter Mine. If the Mine is placed under a Pouch, the Pouch is picked up by the Enutrof									<b>ID:</b> 2063

	<b>Active 4: Mass Clumsiness</b>
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The Enutrof is able to limit fighters' options by reducing their ability to move around - to his advantage, of course!

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
<b>Cost:</b> 5AP 1 WP 1MP	<b>Cost:</b> 5AP 1 WP 1MP	<b>Cost:</b> 5AP 1 WP 1MP	<b>Cost:</b> 4AP 1 WP 1MP	<b>Cost:</b> 4AP 1 WP 1MP	<b>Cost:</b> 4AP 1 WP 1MP	<b>Cost:</b> 3AP 1 WP 1MP	<b>Cost:</b> 3AP 1 WP 1MP	<b>Cost:</b> 3 AP 1 WP 1MP	<b>Cost:</b> 2 AP 1 WP 1MP
<b>RANGE:</b> 0	<b>RANGE:</b> 0	<b>RANGE:</b> 0	<b>RANGE:</b> 0	<b>RANGE:</b> 0	<b>RANGE:</b> 0	<b>RANGE:</b> 0	<b>RANGE:</b> 0	<b>RANGE:</b> 0	<b>RANGE:</b> 0
<b>Effect:</b> Enemy: -1 MP (100%) -1 MP (100%) Ally: -1 MP (100%) -1 MP (100%)	<b>Effect:</b> Enemy: -1 MP (100%) -1 MP (100%) Ally: -1 MP (90%) -1 MP (100%)	<b>Effect:</b> Enemy: -1 MP (100%) -1 MP (100%) Ally: -1 MP (80%) -1 MP (100%)	<b>Effect:</b> Enemy: -1 MP (100%) -1 MP (100%) Ally: -1 MP (70%) -1 MP (100%)	<b>Effect:</b> Enemy: -1 MP (100%) -1 MP (100%) Ally: -1 MP (60%) -1 MP (100%)	<b>Effect:</b> Enemy: -1 MP (100%) -1 MP (100%) Ally: -1 MP (50%) -1 MP (100%)	<b>Effect:</b> Enemy: -1 MP (100%) -1 MP (100%) Ally: -1 MP (40%) -1 MP (100%)	<b>Effect:</b> Enemy: -1 MP (100%) -1 MP (100%) Ally: -1 MP (30%) -1 MP (100%)	<b>Effect:</b> Enemy: -1 MP (100%) -1 MP (100%) Ally: -1 MP (20%) -1 MP (100%)	<b>Effect:</b> Enemy: -1 MP (100%) -1 MP (100%) Ally: -1 MP (10%) -1 MP (100%)
<b>Note:</b>									<b>ID:</b> 2026

	<b>Active 5: Prime of Life</b>
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The Enutrof's wisdom allows him to use his weaknesses to his advantage, by transforming his Wakfu into MP. So much for old dogs and new tricks!

Lvl 0	Lvl 1	Lvl 2	Lvl 3	Lvl 4	Lvl 5	Lvl 6	Lvl 7	Lvl 8	Lvl 9
Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP	Cost: 1 WP
RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0	RANGE: 0
Effect: Applies Accelerated (+1 lvl) +5 Dodge	Effect: Applies Accelerated (+1 lvl) +10 Dodge	Effect: Applies Accelerated (+1 lvl) +15 Dodge	Effect: Applies Accelerated (+1 lvl) +20 Dodge	Effect: Applies Accelerated (+1 lvl) +25 Dodge	Effect: Applies Accelerated (+1 lvl) +30 Dodge	Effect: Applies Accelerated (+1 lvl) +35 Dodge	Effect: Applies Accelerated (+1 lvl) +40 Dodge	Effect: Applies Accelerated (+1 lvl) +45 Dodge	Effect: Applies Accelerated (+5 lvl) +50 Dodge
Note:									ID: 2064



## Passive 1: Treasure Tracker

The Enutrof uses his intuition to perfect his combat skills : his Prospecting increases his damage.

<b>Lvl 1</b>	2% of Prospecting into damage bonus +1 Prospecting	<b>Lvl 6</b>	15% of Prospecting into damage bonus +6 Prospecting	<b>Lvl 11</b>	27% of Prospecting into damage bonus +12 Prospecting	<b>Lvl 16</b>	40% of Prospecting into damage bonus +22 Prospecting
<b>Lvl 2</b>	5% of Prospecting into damage bonus +2 Prospecting	<b>Lvl 7</b>	17% of Prospecting into damage bonus +7 Prospecting	<b>Lvl 12</b>	30% of Prospecting into damage bonus +14 Prospecting	<b>Lvl 17</b>	42% of Prospecting into damage bonus +24 Prospecting
<b>Lvl 3</b>	7% of Prospecting into damage bonus +3 Prospecting	<b>Lvl 8</b>	20% of Prospecting into damage bonus +8 Prospecting	<b>Lvl 13</b>	32% of Prospecting into damage bonus +16 Prospecting	<b>Lvl 18</b>	45% of Prospecting into damage bonus +26 Prospecting
<b>Lvl 4</b>	10% of Prospecting into damage bonus +4 Prospecting	<b>Lvl 9</b>	22% of Prospecting into damage bonus +9 Prospecting	<b>Lvl 14</b>	35% of Prospecting into damage bonus +18 Prospecting	<b>Lvl 19</b>	47% of Prospecting into damage bonus +28 Prospecting
<b>Lvl 5</b>	12% of Prospecting into damage bonus +5 Prospecting	<b>Lvl 10</b>	25% of Prospecting into damage bonus +10 Prospecting	<b>Lvl 15</b>	37% of Prospecting into damage bonus +20 Prospecting	<b>Lvl 20</b>	50% of Prospecting into damage bonus +30 Prospecting

**Note:** Max +150% dmg

ID: 2028

## Passive 2: Geology

The Enutrof can detect Mines on the battlefield and use them by placing himself on them. The rarer a deposit is, the bigger the bonus. The Enutrof can increase his Prospecting by casting Water spells whilst standing on Mines.

<b>Lvl 1</b>	Discover 2 Mines 5% to find a Gold mine	<b>Lvl 6</b>	Discover 5 Mines 30% to find a Gold mine Minimum 1 in a circle 5 around the Enutrof	<b>Lvl 11</b>	Discover 7 Mines 55% to find a Gold mine Minimum 2 in a circle 5 around the Enutrof	<b>Lvl 16</b>	Discover 10 Mines 80% to find a Gold mine Minimum 3 in a circle 5 around the Enutrof
<b>Lvl 2</b>	Discover 3 Mines 10% to find a Gold mine	<b>Lvl 7</b>	Discover 5 Mines 35% to find a Gold mine Minimum 1 in a circle 5 around the Enutrof	<b>Lvl 12</b>	Discover 8 Mines 60% to find a Gold mine Minimum 2 in a circle 5 around the Enutrof	<b>Lvl 17</b>	Discover 10 Mines 85% to find a Gold mine Minimum 3 in a circle 5 around the Enutrof
<b>Lvl 3</b>	Discover 3 Mines 15% to find a Gold mine	<b>Lvl 8</b>	Discover 6 Mines 40% to find a Gold mine Minimum 1 in a circle 5 around the Enutrof	<b>Lvl 13</b>	Discover 8 Mines 65% to find a Gold mine Minimum 2 in a circle 5 around the Enutrof	<b>Lvl 18</b>	Discover 11 Mines 90% to find a Gold mine Minimum 3 in a circle 5 around the Enutrof
<b>Lvl 4</b>	Discover 4 Mines 20% to find a Gold mine	<b>Lvl 9</b>	Discover 6 Mines 45% to find a Gold mine Minimum 1 in a circle 5 around the Enutrof	<b>Lvl 14</b>	Discover 9 Mines 70% to find a Gold mine Minimum 2 in a circle 5 around the Enutrof	<b>Lvl 19</b>	Discover 11 Mines 95% to find a Gold mine Minimum 3 in a circle 5 around the Enutrof
<b>Lvl 5</b>	Discover 4 Mines 25% to find a Gold mine Minimum 1 in a circle 5 around the Enutrof	<b>Lvl 10</b>	Discover 7 Mines 50% to find a Gold mine Minimum 2 in a circle 5 around the Enutrof	<b>Lvl 15</b>	Discover 9 Mines 75% to find a Gold mine Minimum 3 in a circle 5 around the Enutrof	<b>Lvl 20</b>	Discover 12 Mines 100% to find a Gold mine Minimum 4 in a circle 5 around the Enutrof

**Note:** Mine effects trigger at the beginning of the Enutrof's turn and last for one turn.  
 Iron: +5% dmg / +5% Fire dmg / +10 MP removal / +5 Broke / Lvl 3 Treasure Hunter  
 Tin: +10% dmg / +10% Fire dmg / +20 MP removal / + 10 Broke / Lvl 6 Treasure Hunter  
 Silver: +20% dmg / +20% Fire dmg / +30 MP removal / +15 Broke / Lvl 9 Treasure Hunter  
 Gold: +30% dmg / +30% Fire dmg / +45 MP removal / +25 Broke / Lvl 15 Treasure Hunter

Treasure Hunter : +1 PP per lvl of Treasure Hunter (max 100)

**ID:**



## Passive 3: Faking It

The Enutrof makes the most of his advanced age and feigns death by heart attack... Remember, you can trick a thousand lops once with this spell, but tricking the same lop a thousand times is a little more difficult!

<b>Lvl 1</b>	If the Enutrof is knocked out. (5%) to fake KO for 1 turn and come back with 20% HP	<b>Lvl 6</b>	If the Enutrof is knocked out. (30%) to fake KO for 1 turn and come back with 20% HP	<b>Lvl 11</b>	If the Enutrof is knocked out. (55%) to fake KO for 1 turn and come back with 20% HP	<b>Lvl 16</b>	If the Enutrof is knocked out. (80%) to fake KO for 1 turn and come back with 20% HP
<b>Lvl 2</b>	If the Enutrof is knocked out. (10%) to fake KO for 1 turn and come back with 20% HP	<b>Lvl 7</b>	If the Enutrof is knocked out. (35%) to fake KO for 1 turn and come back with 20% HP	<b>Lvl 12</b>	If the Enutrof is knocked out. (60%) to fake KO for 1 turn and come back with 20% HP	<b>Lvl 17</b>	If the Enutrof is knocked out. (85%) to fake KO for 1 turn and come back with 20% HP
<b>Lvl 3</b>	If the Enutrof is knocked out. (15%) to fake KO for 1 turn and come back with 20% HP	<b>Lvl 8</b>	If the Enutrof is knocked out. (40%) to fake KO for 1 turn and come back with 20% HP	<b>Lvl 13</b>	If the Enutrof is knocked out. (65%) to fake KO for 1 turn and come back with 20% HP	<b>Lvl 18</b>	If the Enutrof is knocked out. (90%) to fake KO for 1 turn and come back with 20% HP
<b>Lvl 4</b>	If the Enutrof is knocked out. (20%) to fake KO for 1 turn and come back with 20% HP	<b>Lvl 9</b>	If the Enutrof is knocked out. (45%) to fake KO for 1 turn and come back with 20% HP	<b>Lvl 14</b>	If the Enutrof is knocked out. (70%) to fake KO for 1 turn and come back with 20% HP	<b>Lvl 19</b>	If the Enutrof is knocked out. (95%) to fake KO for 1 turn and come back with 20% HP
<b>Lvl 5</b>	If the Enutrof is knocked out. (25%) to fake KO for 1 turn and come back with 20% HP	<b>Lvl 10</b>	If the Enutrof is knocked out. (50%) to fake KO for 1 turn and come back with 20% HP	<b>Lvl 15</b>	If the Enutrof is knocked out. (75%) to fake KO for 1 turn and come back with 20% HP	<b>Lvl 20</b>	If the Enutrof is knocked out. (100%) to fake KO for 1 turn and come back with 20% HP

**Note:** Fake KO: Stuns the Enu. Cannot be removed.  
The Enu knees down but cannot take more damage.

**ID:** 2040

## Passive 4: Not Dead Yet

Survival instinct kicks in and the Enutrof gets his second wind. The more worked up he gets, the faster he'll be on his feet.

Lvl 1	+2 Dodge 2% to gain 1 MP when using a MP spell	Lvl 6	+12 Dodge 12% to gain 1 MP when using a MP spell	Lvl 11	+22 Dodge 22% to gain 1 MP when using a MP spell	Lvl 16	+32 Dodge 32% to gain 1 MP when using a MP spell
Lvl 2	+4 Dodge 4% to gain 1 MP when using a MP spell	Lvl 7	+14 Dodge 14% to gain 1 MP when using a MP spell	Lvl 12	+24 Dodge 24% to gain 1 MP when using a MP spell	Lvl 17	+34 Dodge 34% to gain 1 MP when using a MP spell
Lvl 3	+6 Dodge 6% to gain 1 MP when using a MP spell	Lvl 8	+16 Dodge 16% to gain 1 MP when using a MP spell	Lvl 13	+26 Dodge 26% to gain 1 MP when using a MP spell	Lvl 18	+36 Dodge 36% to gain 1 MP when using a MP spell
Lvl 4	+8 Dodge 8% to gain 1 MP when using a MP spell	Lvl 9	+18 Dodge 18% to gain 1 MP when using a MP spell	Lvl 14	+28 Dodge 28% to gain 1 MP when using a MP spell	Lvl 19	+38 Dodge 38% to gain 1 MP when using a MP spell
Lvl 5	+10 Dodge 10% to gain 1 MP when using a MP spell	Lvl 10	+20 Dodge 20% to gain 1 MP when using a MP spell	Lvl 15	+30 Dodge 30% to gain 1 MP when using a MP spell	Lvl 20	+40 Dodge 40% to gain 1 MP when using a MP spell
Note: Max +3 MP							ID: 2057

## Passive 5: God Enutrof's Blessing

Thanks to his love of kamas, the Enutrof has access to a wide range of extra treasures, potentially gifted to him by his god...

<b>Lvl 1</b>	1% to obtain a gift +0.5% to apply Broke	<b>Lvl 6</b>	3% to obtain a gift +3% to apply Broke	<b>Lvl 11</b>	5% to obtain a gift +5.5% to apply Broke	<b>Lvl 16</b>	8% to obtain a gift +8% to apply Broke
<b>Lvl 2</b>	1% to obtain a gift +1% to apply Broke	<b>Lvl 7</b>	4% to obtain a gift +3.5% to apply Broke	<b>Lvl 12</b>	6% to obtain a gift +6% to apply Broke	<b>Lvl 17</b>	8% to obtain a gift +8.5% to apply Broke
<b>Lvl 3</b>	2% to obtain a gift +1.5% to apply Broke	<b>Lvl 8</b>	4% to obtain a gift +4% to apply Broke	<b>Lvl 13</b>	6% to obtain a gift +6.5% to apply Broke	<b>Lvl 18</b>	9% to obtain a gift +9% to apply Broke
<b>Lvl 4</b>	2% to obtain a gift +2% to apply Broke	<b>Lvl 9</b>	5% to obtain a gift +4.5% to apply Broke	<b>Lvl 14</b>	7% to obtain a gift +7% to apply Broke	<b>Lvl 19</b>	9% to obtain a gift +9.5% to apply Broke
<b>Lvl 5</b>	3% to obtain a gift +2.5% to apply Broke	<b>Lvl 10</b>	4% to obtain a gift +5% to apply Broke	<b>Lvl 15</b>	7% to obtain a gift +7.5% to apply Broke	<b>Lvl 20</b>	10% to obtain a gift per monster killed +10% to apply Broke
<b>Note:</b>							<b>ID:</b> 2039

[illegible]

51 to 60	%	61 to 70	%	71 to 80	%	81 to 90	%	91 to 100	%
PP Candy	3	PP Candy	3	PP Candy	3	PP Candy	4	PP Candy	4
Wise Candy	3	Wise Candy	3	Wise Candy	3	Wise Candy	4	Wise Candy	4
Pouch	7	Pouch	7	Pouch	7	Pouch	7	Pouch	8
Manganese	4	Hazy Lead	4	Hazy Lead	4	Agate Stone	6	Sapphire Stone	5
Enutrof Relic	0	Enutrof Relic	0	Enutrof Relic	0	Enutrof Relic	0	Enutrof Relic	0
Ruby Stone	2	Lalovely Stone	2	Agate Stone	2	Emerald Stone	2	Crystal Stone	2
Deco HG	0,25	Deco HG	0,25	Deco HG	0,25	Sapphire Stone	2	Diamond Stone	2
Garden HG	0,25	Garden HG	0,25	Garden HG	0,25	Deco HG	0,25	Deco HG	0,25
Craft HG	0,25	Craft HG	0,25	Craft HG	0,25	Garden HG	0,25	Garden HG	0,25
Merchant HG	0,25	Merchant HG	0,25	Merchant HG	0,25	Craft HG	0,25	Craft HG	0,25
Riktus Key	20	Elite Riktus Key	20	Lunar Key	20	Merchant HG	0,25	Merchant HG	0,25
Dendron	10	Fuzzy Fern	10	Plant	10	Crobak Key	20	Vampyro Key	20
Bramble	10	Sylvan Pine	10	Citronana	10	Melon	9	Gorsegoyle	9
Bean	10	Vanilla Rice	10	Jollyflower	10	Edelweiss	9	Mahogany	9
Nettle	10	Algae	10	Puffball	10	Pooplar	9	Watermelon	9
Baby Redwood	10	Cherry Tree	10	Tadbole	10	Cotton	9	Death Cap	9
Rye	10	Sweat Jute	10	Corn	10	Sunflower	9	Yew	9
						Hornbeam	9	Chili	9

	Spell 1: Furrow					
Cost: 3 AP		RANGE: 0	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None
Effects				Critical Effects		
Dmg:	Inc:	Total:		Dmg:	Inc:	Total:
Digs a Mine 15% Eats a larva, healing for 50% (water)						
Note:						ID:

	Spell 2: Drheller's Claws					
Cost: 4 AP	RANGE: 1	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None	
Effects			Critical Effects			
Dmg: 1	Inc: 0.1	Total: 11	Dmg:	Inc:	Total:	
Gives Flaming to the Drheller						
Note:					ID:	

	Spell 3: Minedog					
Cost: 3AP	RANGE: 1-4	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None	
Effects			Critical Effects			
Dmg:	Inc:	Total:	Dmg:	Inc:	Total:	
Moves the Mine to the targeted cell						
Note:					ID:	

	Spell 4: Tunnel					
Cost: 2 AP	RANGE: 1-2	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: Target the enutrof	
Effects			Critical Effects			
Dmg:	Inc:	Total	Dmg	Inc:	Total:	
Swaps position with the Enutrof						
Note:					ID:	

	Spell 5: Uneven Ground					
Cost: 6 AP	RANGE: 1-2	Area: Point	LOS: Yes	RANGE BOOST: No	Conditions: None	
Effects			Critical Effects			
Dmg:	Inc:	Total:	Dmg:	Inc:	Total:	
-1MP (100%)						
Note:						ID: