

Pokémon Battle Labyrinth has implemented Soft Level Caps. After a Pokémon reaches the given level cap, it will receive significantly decreased experience until you beat the corresponding checkpoint. Also, Pokémon on your party that have a significantly lower or higher level than the rest of your party will gain increased or decreased experience respectively.

Existing Level Caps:

11 - Defeat Leviathan 2

16 - Defeat Leviathan 5

If you're playing with strict level cap rules, here are the levels of the bosses. These are not implemented into the game.

Leviathan 1 - 9

Leviathan 2 - 11

Leviathan 3 - 12

Leviathan 4 - 15

Leviathan 5 - 16