

CENTAUR ARCHERS

Half-Man / Half-Horse Centaurs are Wild and Aggressive towards others. Beware while traveling along the River By Boat, for Centaurs have been known to shoot their weakening arrows at passers by.

STATS: Re-Spawns Nightly

AVAILABILITY: Nightly in the Overworld Map

LOCATION: In the Forest Across the River from the City Docks



ENDER CELESTIAL

Made of Concentrated Ender Magic

These Beings Wander the Mystical Pur Pur Palace
In Search of Elvish Magical Items. Beware their
Electrical Attacks, and Imposing Size

STATS: Re-Spawns Nightly

AVAILABILITY: Nightly in the Overworld Map

LOCATION: The Pur Pur Palace - Upper Levels





FIRE SPRITE

A Member of the Cherub Species, Fire Sprites are Small but Annoyingly powerful. They like to hang around Black Rock Castle. Beware their Arrows which Slow Your Movement Speed.

STATS: Re-Spawns Nightly

AVAILABILITY: Nightly in the Overworld Map

LOCATION: Black Rock Castle - Upper & Lower Levels

RENEGADE MAGE

Renegade Mages act in rebellion against the Crowned King. They are mostly apprentices to more powerful Sorcerers. Expect them to rush at you when they attack.

STATS: Does not re-spawn

AVAILABILITY: Overworld / During Quest Lines

LOCATION: The Dwarven Ruins / Salvation Castle





RENEGADE NECROMANCER

Renegade Necromancers act in rebellion against the Crowned King. They are mostly apprentices to more powerful Sorcerers. Expect them to rush at you when they attack.

STATS: Does not re-spawn

AVAILABILITY: Overworld / During Quest Lines

LOCATION: The Dwarven Ruins

SEWER GUARDIANS

The Guardians Prefer Sewers Over the Ocean.
Find them at the Entrances to Sewers around
the Town Near your Spawn Point. Beware their
Electrical Attacks.

STATS: Re-Spawns Nightly

AVAILABILITY: Nightly in the Overworld Map

LOCATION: Sewer Entrances Near Your Initial Spawn Point





STORAGE SPIDERS

Fond of Damp, Musty places, Storage Spiders typically gather in swarms. They will follow and Pursue you as a pack, like wolves. Beware their Ice Attacks, and Long Leaps.

STATS: Re-Spawns Nightly

AVAILABILITY: Nightly in the Overworld Map

LOCATION: Storage Areas Behind the Mushroom Mansion



TORMENTED KNIGHT

The Tormented Soul of a Fallen Knight in Battle,
Destined to Wander the Halls of Black Rock Castle
In Search of Answers they cannot find. Beware
their powerful attacks that will knock you back.

STATS: Re-Spawns Nightly

AVAILABILITY: Nightly in the Overworld Map

LOCATION: Black Rock Castle - Upper Levels



UNDERWORLD GUARDIAN

Located in the Dwarven Ruins
It enjoys Stalking it's victims by hiding in
Dark Places, and Attacking you when
your Back is Turned

STATS: Does not re-spawn

AVAILABILITY: During Quest Line Only

LOCATION: The Dwarven Ruins

WANDERING GHOST

Lost Souls in Search of Closure for Wrongs
Brought Upon them in life. Wandering Ghosts
are as hard to Spot as they are to Understand.
Beware their Dark Spell Attacks.

STATS: Re-Spawns Nightly

AVAILABILITY: Nightly in the Overworld Map

LOCATION: Areas Behind the Mushroom Mansion

