

Mo Creeps & Weirdos Enemies

in chronological order

(with some exceptions)

Master of Mallards

Spawns in: Wizard Den (common), Temple of the Arts (common), Ancient Laboratory (common), other places (very rare)

Traits: Projectiles create vicious enchanted ducks upon expiring, bonus ducks if they impact.



Enchanted Duck

Spawns from: Master of Mallards



Suur Stendari

Spawns in: Wizard Den (uncommon), Hell (common), other areas (extremely rare)



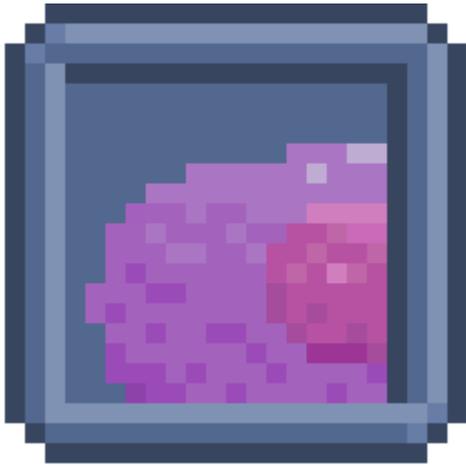
Porings

Spawns in: Coal pits (common), Mines (common), Desert (common), Sandcaves (common)



Magic Poring

Spawns in: Temple of the arts (common), Wizards Den (uncommon), Pyramid (common), Magical Temple (uncommon)



Angeling

Spawns in: Heaven (common)



Devilling

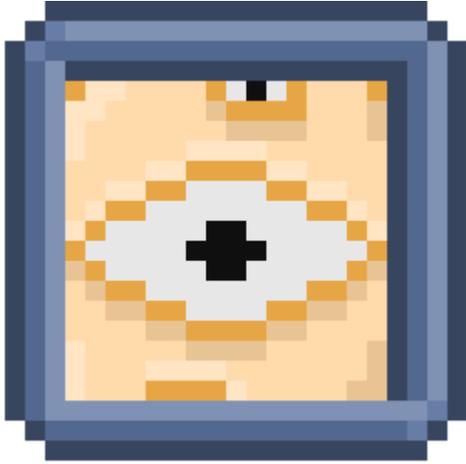
Spawns in: Hell (common)



Divine Being (Miniboss)

Spawns in: Heaven (rare), Hell (rare)

Kill reward: [REDACTED]



Birthday Rat

Spawns in: Upper levels of the holy mountain during July 20th to 22nd (common),
New Game+ (uncommon)



Giant Toxic Worm (Boss)

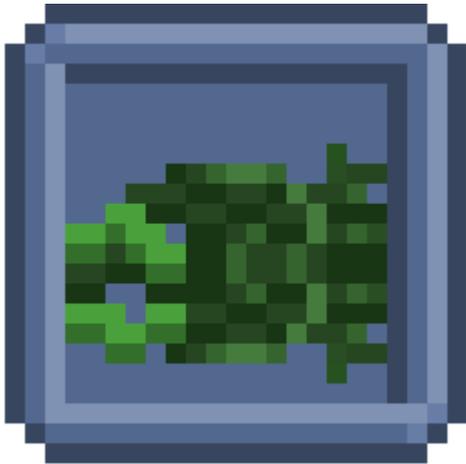
Spawns in: [REDACTED]

Kill reward: [REDACTED]



Toxic Worm

Spawns from: ████████████████



Acid Liquid Bubble

Spawns in: Coal pits (rare), Vault (common), Fungicave (uncommon)

Traits: Unleashes a large amount of acid upon death



Freezing Liquid Bubble

Spawns in: Snow Depths (uncommon)

Traits: Unleashes a large amount of freezing liquid upon death



Cursed Liquid Bubble

Spawns in: Temple of the Art (uncommon)

Traits: Unleashes a large amount of cursed liquid upon death



Lime Crystal

Spawns in: Temple of the Arts (uncommon), Pyramid (very rare)

Traits: Creates a circle of acid upon death



Master of Trolling

Spawns in: Magical & Fungus Biomes (extremely rare), Desert Chasm (1)

Traits: Enrages nearby creatures, berserks creatures hit by his projectiles



Uprooted Fungus

Spawns in: Fungicave (extremely rare), Overgrowth (uncommon)

Traits: Projectile Stopping field



Hisii Engineer

Spawns in: Snowy Depths (rare), Hisii Base (uncommon), Frozen Vault (common), Vault (common)

Traits: Creates machines to fight for him



Big Tentacler

Spawns in: Fungicave (rare), Overgrowth (common), Vault (uncommon), Crypt (common)



Magic Devourer

Spawns in: Rainforest (rare), Sandcaves (rare), Snowy Chasm (uncommon), Crypt (uncommon), Pyramid (rare), Ancient Laboratory (1)

Traits: Consumes all nearby magical liquids, including the magic inside your veins



Sentry

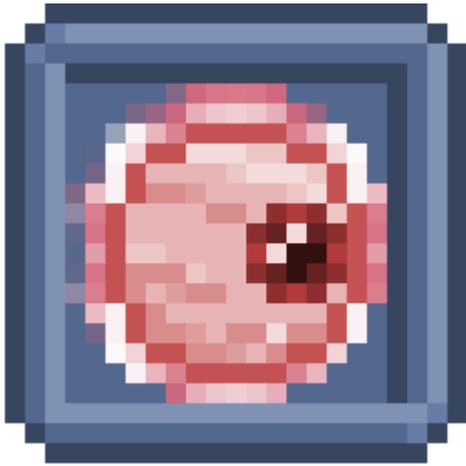
Spawns in: Vault (uncommon), Hell (uncommon), Frozen Vault (Uncommon), Snowy Depths (rare)



Forsaken Eye

Spawns in: Snowy Depths (common), Snowy Chasm (common), Wizard Den (uncommon)

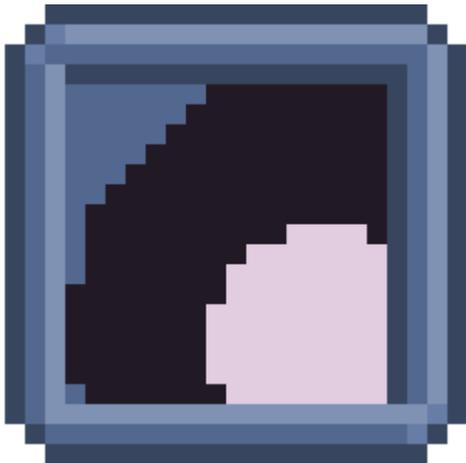
Traits: Reveals your location to nearby enemies



Devouring Phantom

Spawns in: Magical Temple (common), Temple of the Art (uncommon), Pyramid (rare)

Traits: A curse follows it around, feasting on any magical beings who get near



Polymorph Crystal

Spawns in: Temple of the Art (uncommon)

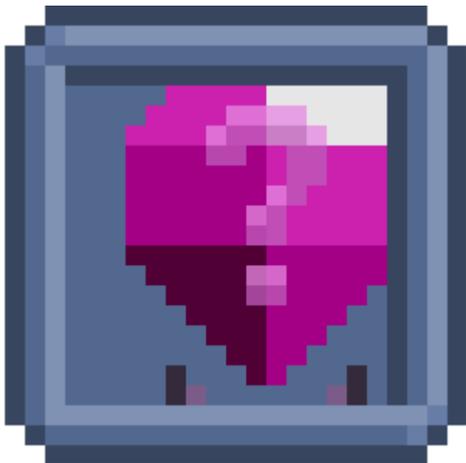
Traits: Polymorphs specifically you upon entering its' radius after a short delay



Chaotic Polymorph Crystal

Spawns in: Cloudscape (rare), Anywhere (very rare)

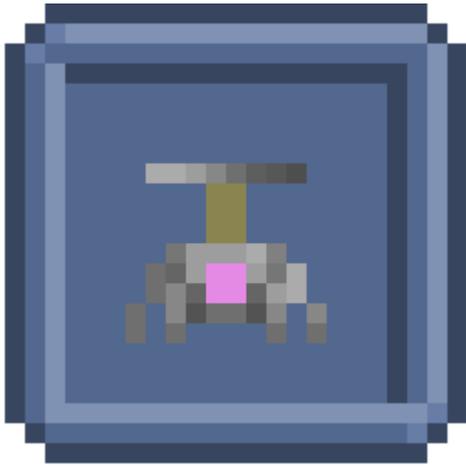
Traits: Chaotically polymorphs any creatures entering its' radius after a short delay



Mini Drone

Spawns in: Hisii Base (common), Vault (uncommon), Frozen Vault (common), Power Plant (uncommon)

Traits: Never travels alone



Hideous Mass

Spawns in: Pyramid (common), Temple of the Art (common)

Traits: Their projectile has better pathing than they do



Master of Immortality

Spawns in: Wizard Den (common)

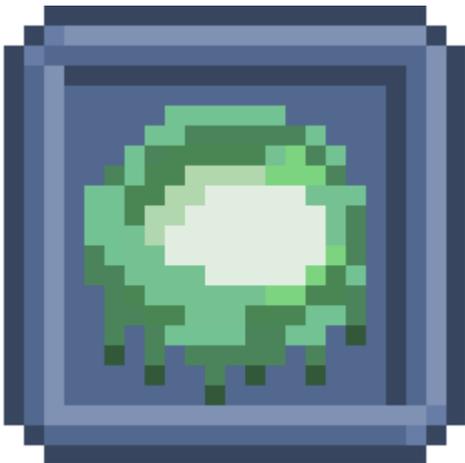
Traits: Grants lasting immortality to nearby enemies



Blind Gazer

Spawns in: Vault (common), Frozen Vault (common)

Traits: Their projectiles bounce



Poisonous Mushroom

Spawns in: Jungle (uncommon), Lukki Lair (common), Overgrowth (common)

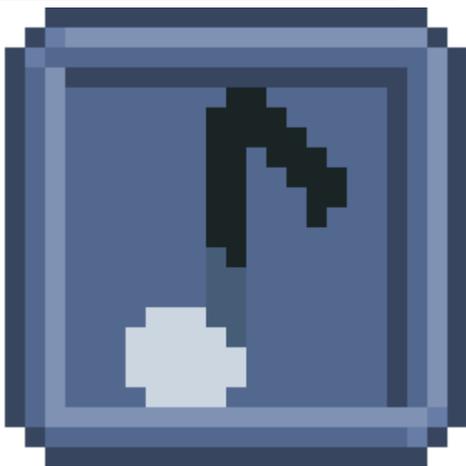
Traits: Unleashes poisonous mist into the air who follow you



Quiet

Spawns in: Snowy Chasm (rare), [REDACTED]

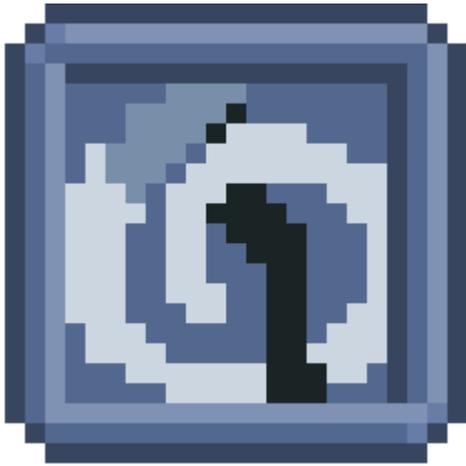
Traits: [REDACTED] [REDACTED]
[REDACTED]



Unheard

Spawns in: Pyramid (rare), Snowy Chasm (very rare), Sand Caves (common)

Traits: Attacks inflict vulnerability. [REDACTED]
[REDACTED] [REDACTED]



Abandoned Orchestra

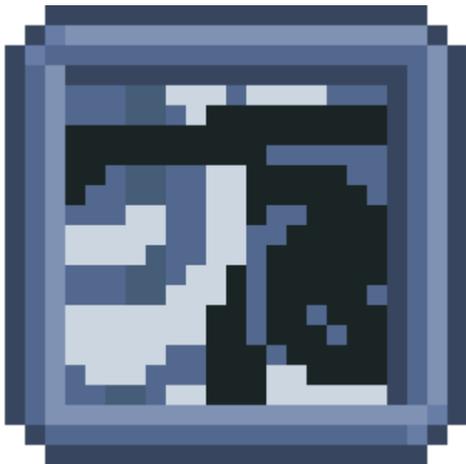
Spawns in: [REDACTED]

Kill reward: [REDACTED]

Traits: [REDACTED]

[REDACTED]

Immune to projectile, fire & ice damage.



Master of None

Spawns in: Wizard Den (common), Vault (uncommon), Jungle (uncommon), Lukki lair (uncommon)

Traits: He indecisively fires a random Master orb every time he shoots.



Tesla Turret

Spawns in: Hisii Base (uncommon), Snowy Depths (uncommon), Desert (rare), Power Plant (rare)

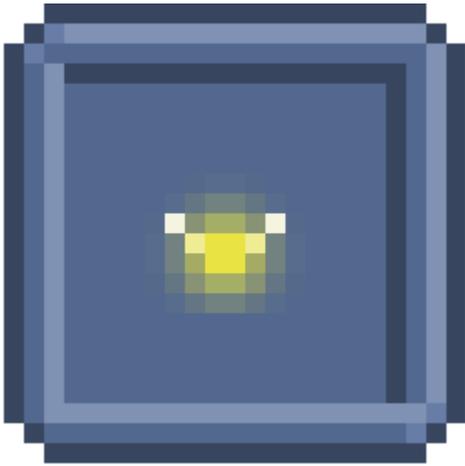
Traits: It has very long range. Comes with a shield.



Fairy

Spawns in: Mines (uncommon), Coal Pits (uncommon), Jungle (uncommon)

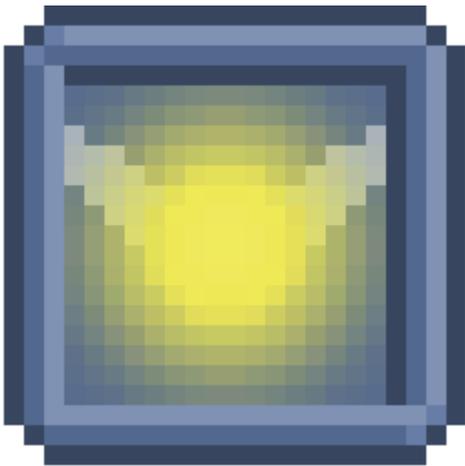
Traits: Light up the nearby environment, it's so pretty..



Giant Fairy

Spawns in: Coal Pits (common), Jungle (rare)

Traits: Lights up a large area, but a bit more aggressive too. Has a delayed homing attack.



Triangular Gem

Spawns in: Temple of the Art (common), Sand caves (common)

Traits: Can fire up to three terrain penetrating projectiles at once from each of its' sides.



Will o' the Wisp

Spawns in: Coal Pits (uncommon), Sand Caves (uncommon)

Traits: It's burning, and very attracted to you.



Rocket Shotgun Hisii

Spawns in: Rainforest (common), Vault (common), Frozen Vault (common)

Traits: Fires a barrage of short lifetime rockets in an area



Juvenile Centipede

Spawns in: Underground Jungle (rare)

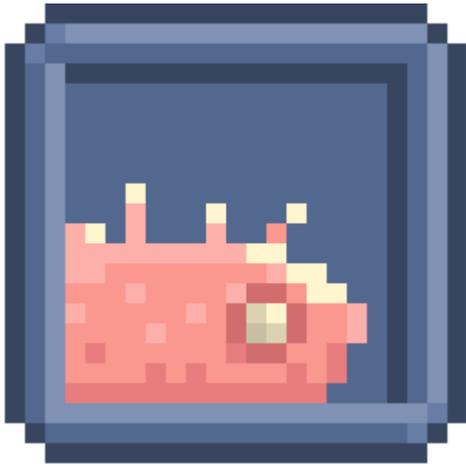
Traits: It's big.



Gluu Slug

Spawns in: Mines (common), Coal pits (common), Vault (rare)

Traits: Slow and durable, but can launch globs of glue towards you.



Master of Explosives

Spawns in: ???

Traits: Curses you with a tnt transmutation field on impact



Hsii Hobo

Spawns in: Hills (common), Hsii Base (rare), Vault (rare), Frozen Vault (rare), Lake Island (rare)

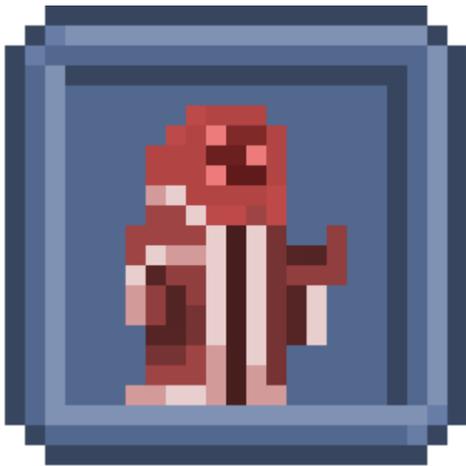
Traits: If you give him a healthy donation, he might repay the kindness



Master of Mana

Spawns in: Wizards Den (common), Temple of the Art (common), Pyramid (rare), Ancient Laboratory (common), Magical Temple (uncommon)

Traits: He'll suck the magic right out of you



Giant Discord Fairy

Spawns in: Heaven (uncommon), Temple of the Art (uncommon), Sandcave (rare)

Traits: Although non-lethal, it will teleport around sporadically while slowing you down. Never travels alone.



Master of Transmutation

Spawns in: Wizards Den (uncommon), Lukki Lair (uncommon), Overgrowth (uncommon), vault (uncommon)

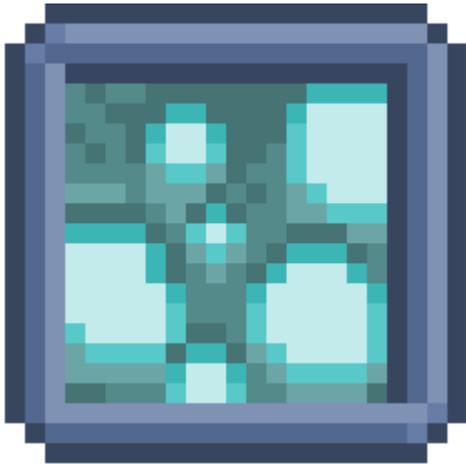
Traits: Victims emit projectiles transmuting the nearby terrain into hazardous materials.



Greater Gazer

Spawns in: Hell (uncommon), Heaven (uncommon), Cold biomes (very rare)

Traits: Suppressive fire



Hämis Nest

Spawns in: Mines (uncommon), Coal Pits (common)

Traits: The Hämis inside may be upset with the idea of you destroying their home.



Explosive Box Mimic

Spawns in: Mines (rare), Coal Pits (rare), Vault (rare), Hisii Base (rare)

Traits: Just a totally ordinary box, nothing out of the normal here.



Star Child

Spawns in: Cloudscape (common), Temple of the Art (uncommon)

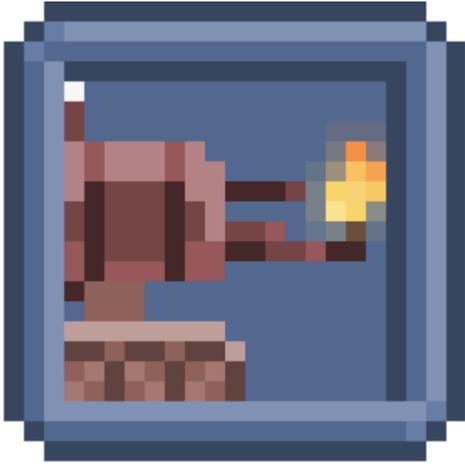
Traits: Fires a barrage of difficult to predict projectiles



Ignition Tank

Spawns in: Hisii Base (uncommon), Vault (uncommon), frozen vault (uncommon)

Traits: Better tracking than most tanks with a wall of flame to help it, but with the price of limited range. Could've been called Stendari tanki.



Minecart Hisii

Spawns in: Mines (uncommon), Coal Pits (uncommon)

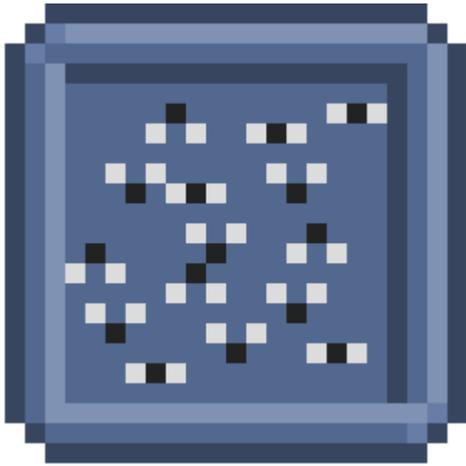
Traits: He's sick of being on the receiving end of high speed minecarts

Some Hisii may jump into a minecart of their own volition



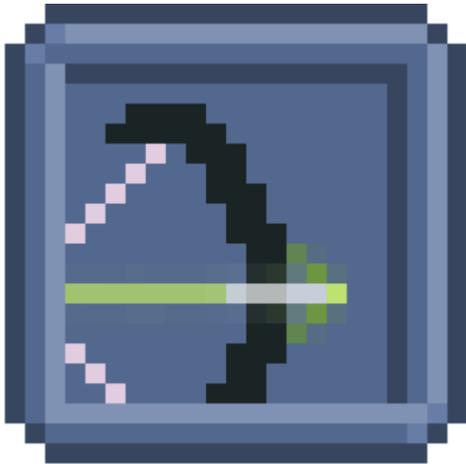
Locust Swarm

Spawns in: Pyramid (uncommon), Desert (common), Underground Jungle (uncommon)



Phantom Bow

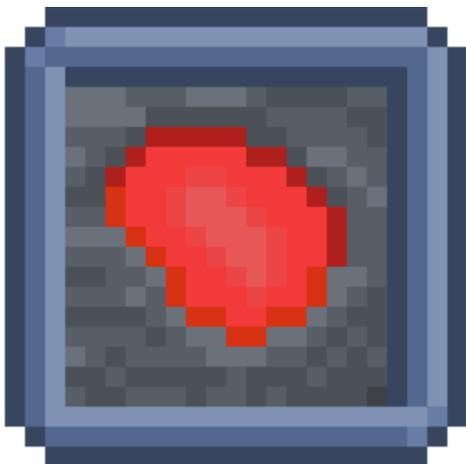
Spawns in: Magical Temple (common)



Zoner

Spawns in: Power Plant (uncommon)

Traits: Creates an energy nova to shoot projectiles for it



Cat

Spawns in: Mountain Hall

Traits: Cat Kitty Cat Cat! Cat! I'm a kitty cat! And I dance dance dance and I dance dance dance!!!

Rarely spawns in Golden, Rainbow & potentially other varieties



Esoteric Being

Spawns in: Magical Temple (uncommon), Temple of the Art (uncommon)

Traits: It is sleeping. Do not awaken it.



Ceiling Fungus

Spawns in: Fungicave (common), Overgrowth (common)

Traits: Drops smaller versions of itself from above.



Greater Swampling

Spawns in: Fungal Cavern (rare) & Overgrowth (uncommon)



Weirdo

Spawns in: Temple of the Art (uncommon), Vault (uncommon), Sandcaves (uncommon)

Traits: Protects nearby Creeps with it's oversized shield.



Esoteric Fairy

Spawns in: Temple of the Art (very rare)

Traits: Although not very inherently dangerous, it can trick you into seeing threats which aren't there.



Psychic Bat

Spawns in: Coal Pits (common)

Traits: Psychically attacks you, sending you into a delusion.



Overzealous Poly Master

Spawns in: Temple of the art (very rare), Wizards Den (very rare)

Traits: What he lacks in dexterity, he makes up for in weight

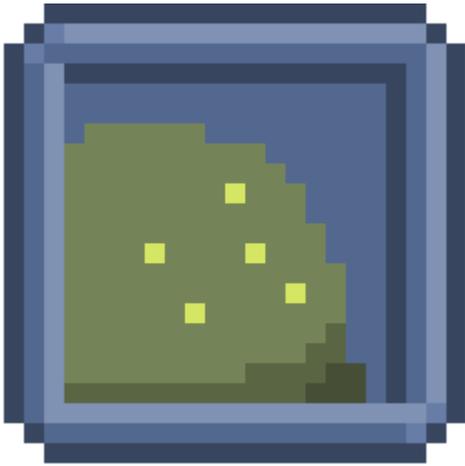


Big Blob

Spawns in: Fungal Cavern (rare), Overgrowth (uncommon), Vault (rare), [REDACTED]

[REDACTED]

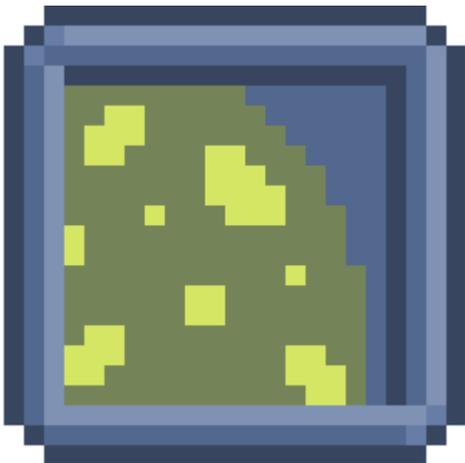
Traits: Splits into Blobs



Creepy Blob

Spawns in: ████████████████████

Traits: Splits into Big Blobs

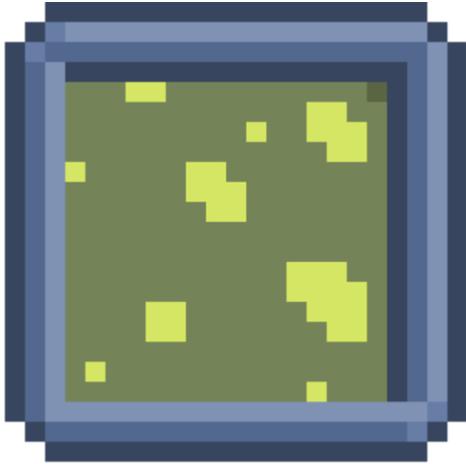


Colossal Blob (Boss)

Spawns in: [REDACTED]

Traits: Splits into Creepy Blobs

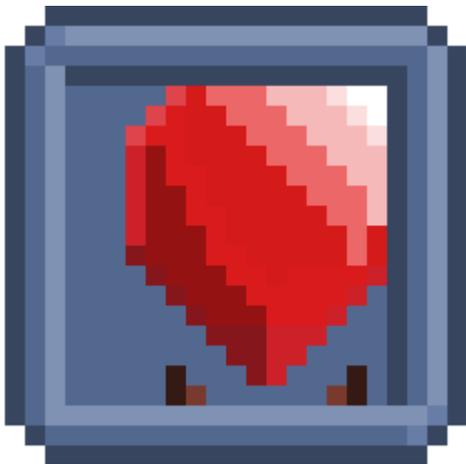
Kill Reward: [REDACTED]



Manadrain Crystal

Spawns in: Snowy Chasm

Traits: Drains the mana out of you specifically upon entering it's radius



Giga Bomb Hiisi

Spawns in: Mines (very rare)

Traits: He's a psychopath



Smoking Fungus

Spawns in: Fungi Forest (rare), Overgrowth (uncommon)

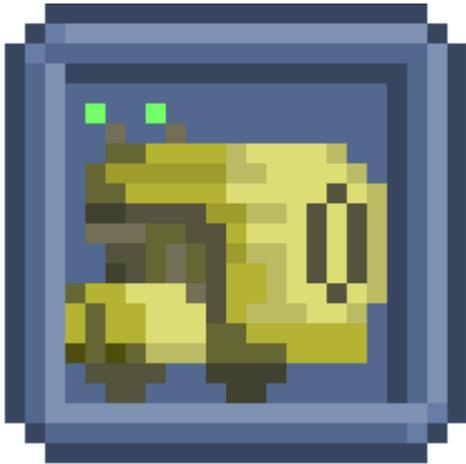
Traits: Explodes into a cloud of suffocating smoke



Manager

Spawns in: Power Plant (uncommon)

Traits: Occasionally speeds up nearby bots



Nova Stand

Spawns in: Power Plant (rare)

Traits: Creates occasional super heated Plasma Novas around it's target



Reflective Weirdo

Spawns in: Temple of the Art (uncommon), Pyramid (rare), Heaven (uncommon)

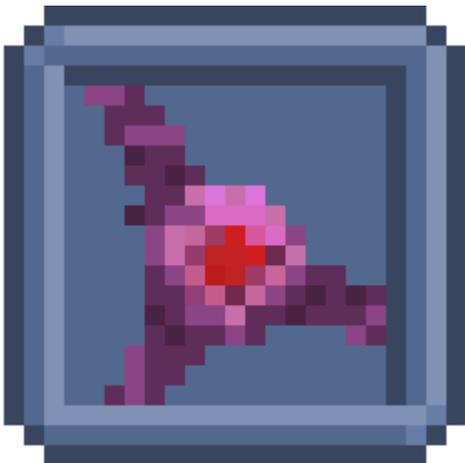
Traits: Reflects the projectiles you fire at it



Swarmling Lukki

Spawns in: Lukki Lair (uncommon)

Traits: They never travel alone and are filled with energy



Mudman

Spawns in: Magical Mud

Traits: They will not appear naturally, rather they can only be created by charming mud into fighting for you.



Aesthete of Heat

Spawns in: [REDACTED]

Traits: Highly resistant to all forms of damage and will occasionally suck in projectiles to heal itself among various other attacks. Caution is advised.

Kill Reward: [REDACTED]



Ailment Drone

Spawns in: Fungal Caverns (rare), Vault (uncommon), Frozen Vault (common)
Traits: Extinguishes burning creatures & defrosts frozen.



Opal Crystal

Spawns in: Temple of the Arts (uncommon)
Traits: Creates a miniature blackhole upon death



New Enlightened Alchemist Variants

Spawns in: Ancient Laboratory (common), Magical Temple (rare), Temple of the Art (uncommon)

Traits: Two new Enlightened Alchemist variants are added by Mo Creeps, one who will heal nearby scholars and another who will freeze you with force.



Leaking Slime

Spawns in: Mines (rare), Coal Pits (rare), Vault (uncommon)

Traits: Pours hazardous materials onto you if you get too close



Spells:

Unlocked by Default:

Giga Bomb

Unlock Requirements: None

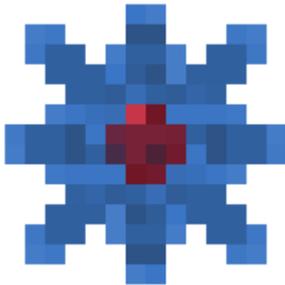
Description: 250 damage bomb with larger explosion radius



Aqua Mine

Unlock Requirements: None

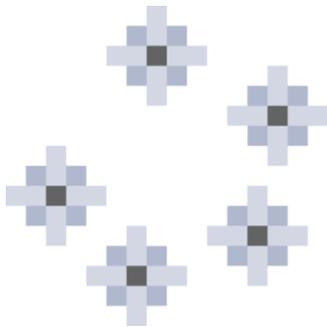
Description: 100 damage 0 gravity mine with homing properties if creatures get too close



Giga Disc Projectile Thrower

Unlock Requirements: XXXXXXXXXX

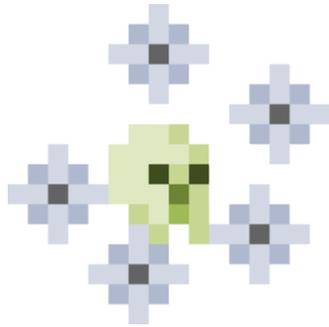
Description: Causes a projectile to rapidly fire Giga Sawblades in all directions



Personal Giga Disc Projectile Thrower

Unlock Requirements: [REDACTED]

Description: Causes a hit victim to rapidly fire Giga Sawblades in all directions



Ice Ball Thrower

Unlock Requirements: [REDACTED]

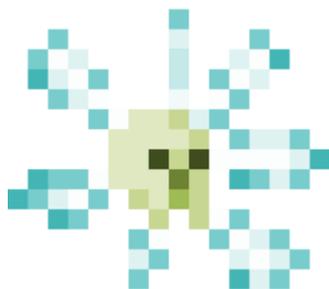
Description: Causes a projectile to rapidly fire Ice Balls in all directions



Personal Ice Ball Thrower

Unlock Requirements: [REDACTED]

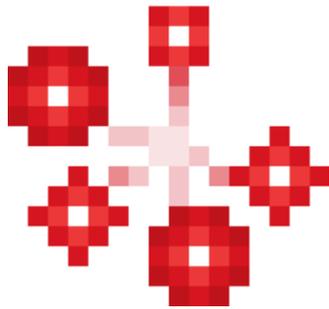
Description: Causes a hit victim to rapidly fire Ice Ball in all directions



Cursed Orb Thrower

Unlock Requirements: [REDACTED]

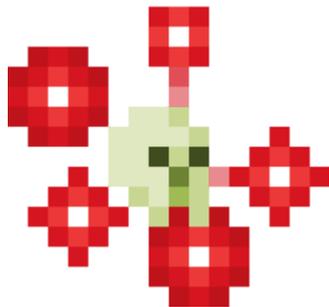
Description: Causes a projectile to rapidly fire Cursed Orbs in all directions



Personal Cursed Orb Thrower

Unlock Requirements: [REDACTED]

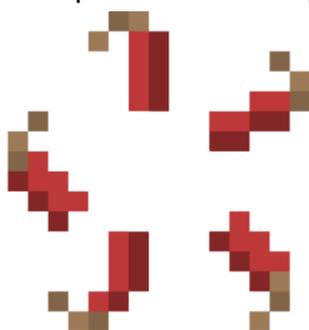
Description: Causes a hit victim to rapidly fire Cursed Orbs in all directions



Dynamite Thrower

Unlock Requirements: [REDACTED]

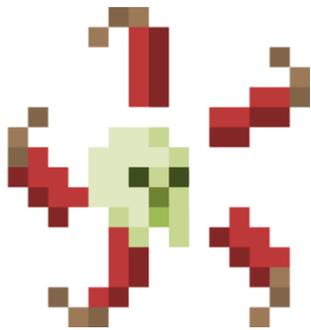
Description: Causes a projectile to rapidly fire Dynamite in all directions



Personal Dynamite Thrower

Unlock Requirements: [REDACTED]

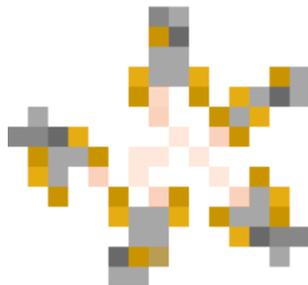
Description: Causes a hit victim to rapidly fire Dynamite in all directions



Nuke Thrower

Unlock Requirements: [REDACTED]

Description: Causes a projectile to rapidly fire.. Nukes?!?!? in all directions



Personal Nuke Thrower

Unlock Requirements: [REDACTED]

Description: Causes a hit victim to rapidly fire.. Nukes?!?!? in all directions



Mass Materia Conversion

Unlock Requirements: [REDACTED]

Description: Causes mass material transmutation in an area. May have magic properties...



Fungal Shift

Unlock Requirements: [REDACTED]

Description: Causes a Fungal Shift to occur, obeys normal fungal shifting cooldown.



Musical Strike

Unlock Requirements: [REDACTED]

Description: A 58 damage projectile with limited uses



Musical Strike

Unlock Requirements: [REDACTED]

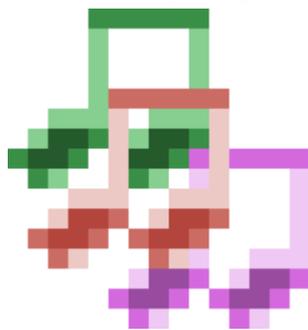
Description: A 58 damage projectile with limited uses, casts another spell after impact



Reverberation

Unlock Requirements: [REDACTED]

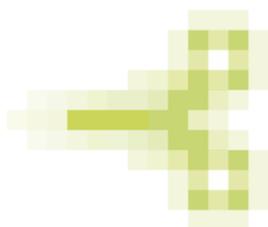
Description: A damaging field of music which hits for 25 slicing damage 7 times before dissipating.



Split Shot

Unlock Requirements: [REDACTED]

Description: 50% chance to duplicate your cast, similar to the projectile duplication perk.



Mass Drunk

Unlock Requirements: [REDACTED]

Description: Affects every creature in a large radius with a drunken curse.



Mass Wet

Unlock Requirements: [REDACTED]

Description: Soaks every creature in a large radius with a magical wetness.



Mass Fire

Unlock Requirements: [REDACTED]

Description: Burns every creature in a large radius with a magical fire.



Mass Jarate

Unlock Requirements: [REDACTED]

Description: Douses every creature in a large radius with a magical jarate.



Mass Polymorph

Unlock Requirements: [REDACTED]

Description: Afflicts every creature in a large radius with a magical polymorphine.



Holy Orb Barrage

Unlock Requirements: [REDACTED]

Description: Fires a barrage of 7 orb orbs with 6 damage each. May have some magical properties...

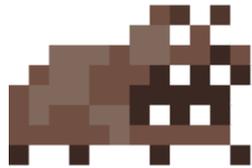


Bite

Unlock Requirements:

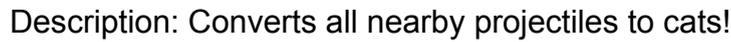


Description: Magic...? Inflicts melee damage with 10% crit chance.



Spells to Cats

Unlock Requirements:



Description: Converts all nearby projectiles to cats!



Hyper Fungal Shift

Unlock Requirements:



Description: Causes a Fungal Shift to occur, with little to no cooldown between each shift.



Summon Jattimato

Unlock Requirements: [REDACTED]
[REDACTED]

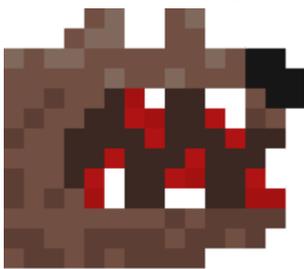
Description: Summons a Jattimato at the location of the cast



Bloody Bite

Unlock Requirements: [REDACTED]
[REDACTED]

Description: Significantly increased mana cost, but 50% chance to crit and slightly increased damage



Fire Charge

Unlock Requirements: [REDACTED]
[REDACTED]

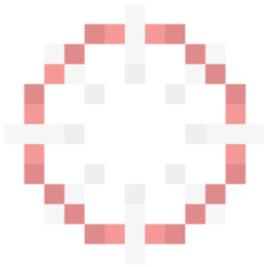
Description: Applies fire damage to all affected projectiles, as well as giving your wand a fiery tip



Targetter

Unlock Requirements: None

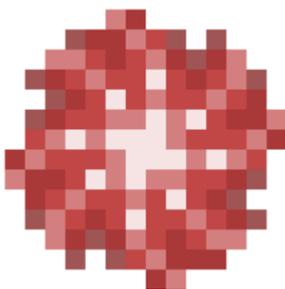
Description: Shoot a projectile which causes irresistible hatred towards the target victim, nearby monsters will go out of their way to target them.



Summon Red Portal

Unlock Requirements: [REDACTED]

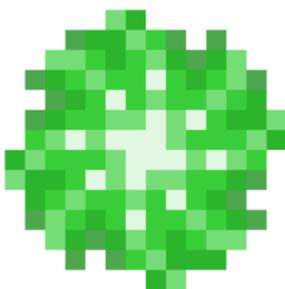
Description: Summons a red tinted portal to teleport you to a location, right-click to mark a teleport location



Summon Green Portal

Unlock Requirements: [REDACTED]

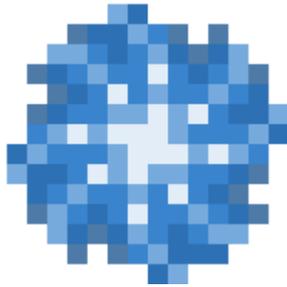
Description: Summons a green tinted portal to teleport you to a location, right-click to mark a teleport location



Summon Blue Portal

Unlock Requirements: [REDACTED]

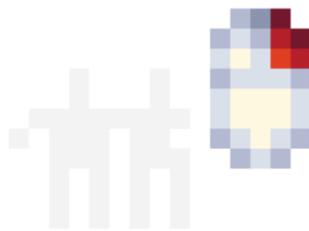
Description: Summons a blue tinted portal to teleport you to a location, right-click to mark a teleport location



Alt Fire Teleport Bolt

Unlock Requirements: None

Description: Right click to fire a teleport bolt for 40 mana



Alt Fire Small Teleport Bolt

Unlock Requirements: None

Description: Right click to fire a small teleport bolt for 20 mana



Vanilla Boss Spawns:



Divine Being

Toxic Worm

Aesthete of Heat

Abandoned Orchestra

Colossal Blob

Purgatory Spawns: (If playing with the Purgatory Mod)



Divine Being

Toxic Worm

Aesthete of Heat

Abandoned Orchestra

Colossal Blob