Mo Creeps & Weirdos Enemies

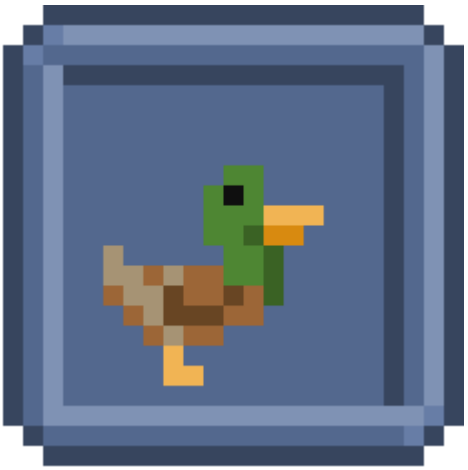
in chronological order

(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.



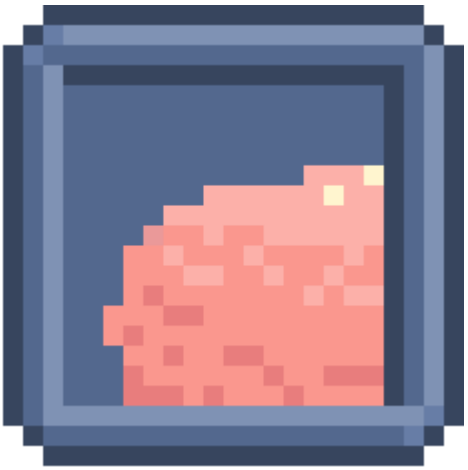
Enchanted Duck
Spawns from: Master of Mallards



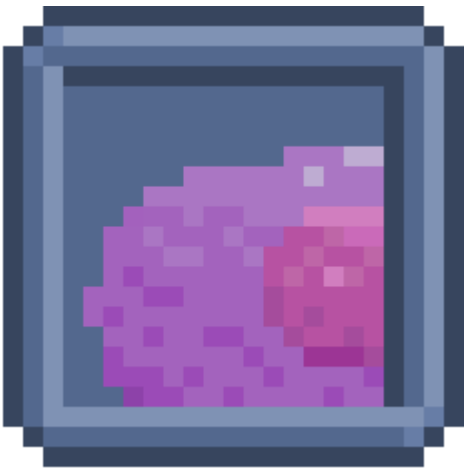
Suur Stendari
Spawns in: Wizard Den (uncommon), Hell (common), other areas (extremely rare)



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)



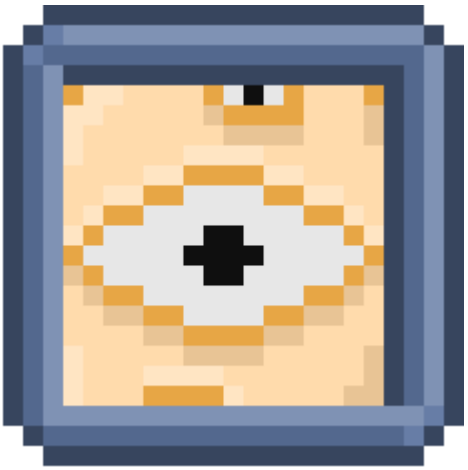
Angeling
Spawns in: Heaven (common)



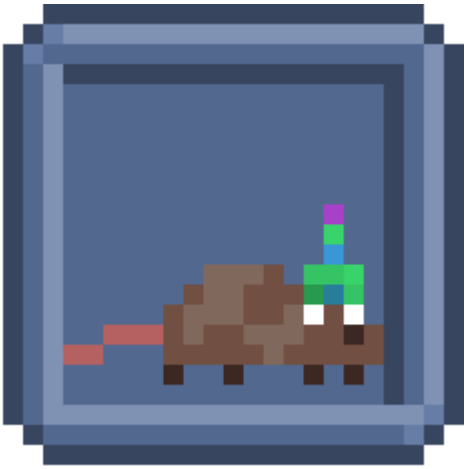
Devilling
Spawns in: Hell (common)



Divine Being (Miniboss)
Spawns in: Heaven (rare), Hell (rare)
Kill reward: [redacted]



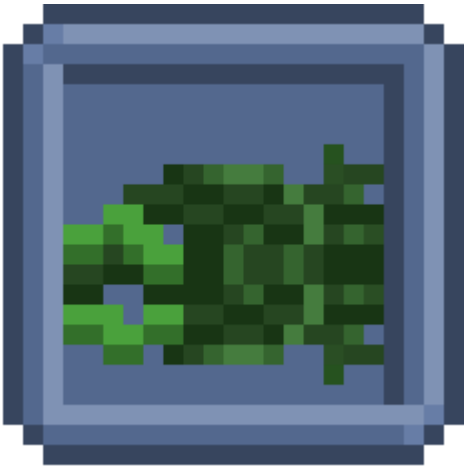
Birthday Rat
Spawns in: Upper levels of the holy mountain during July 20th to 22nd (common), New Game+ (uncommon)



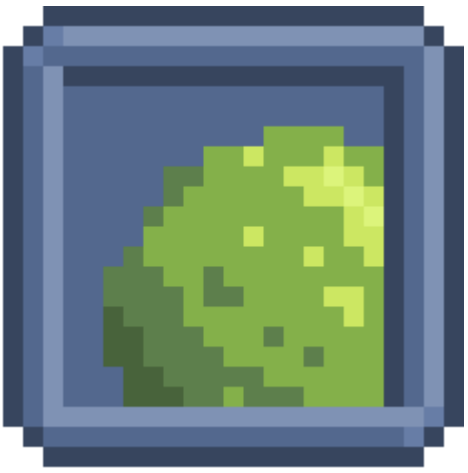
Giant Toxic Worm (Boss)
Spawns in: [redacted]
Kill reward: [redacted]



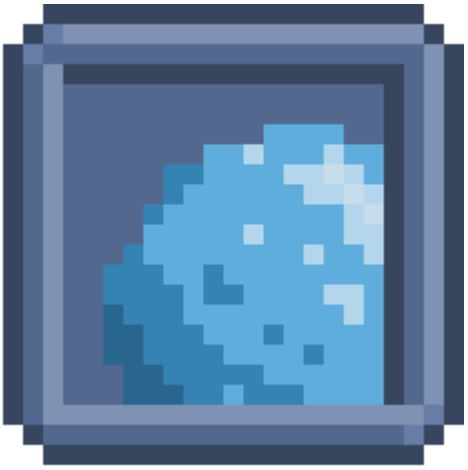
Toxic Worm
Spawns from: [redacted]



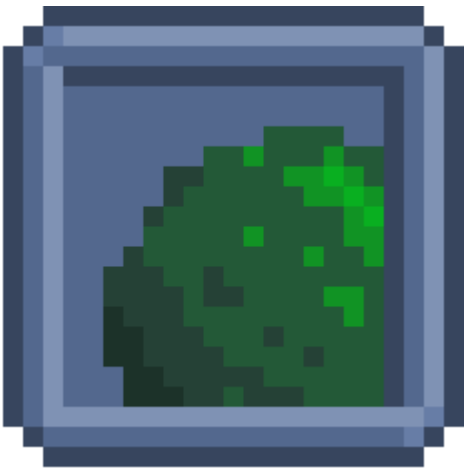
Acid Liquid Bubble
Spawns in: Coal pits (rare), Vault (common), Fungicave (uncommon)
Traits: Unleashes a large amount of acid upon death



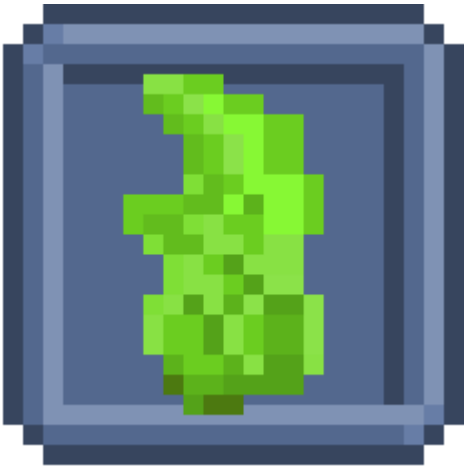
Freezing Liquid Bubble
Spawns in: Snow Depths (uncommon)
Traits: Unleashes a large amount of freezing liquid upon death



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



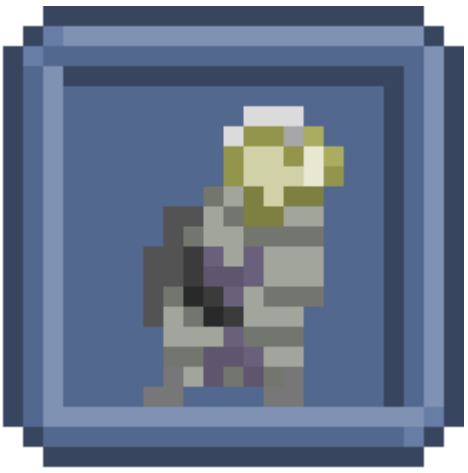
Master of Trolling
Spawns in: Magical & Fungus Biomes (extremely rare), Desert Chasm (1)
Traits: Enrages nearby creatures, berserks creatures hit by his projectiles



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



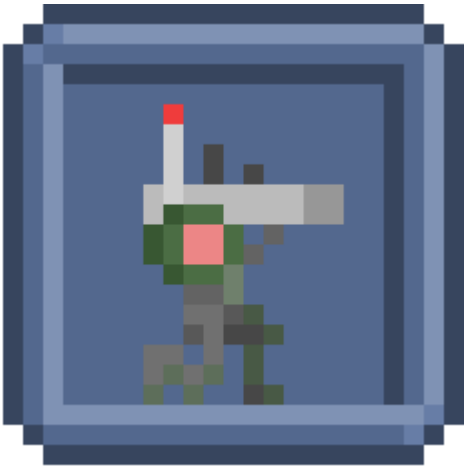
Big Tentacler
Spawns in: Fungicave (rare), Overgrowth (common), Vault (uncommon), Crypt (common)



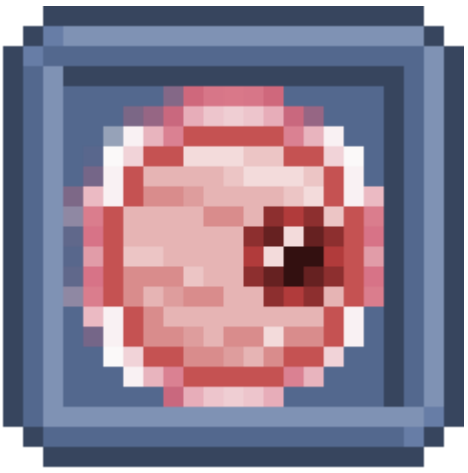
Magic Devourer
Spawns in: Rainforest (rare), Sandcaves (rare), Snowy Chasm (uncommon), Crypt (uncommon), Pyramid (rare), Ancient Laboratory (1)
Traits: Consumes all nearby magical liquids, including the magic inside your veins



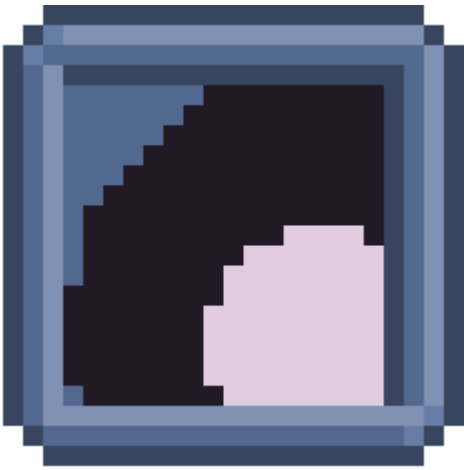
Sentry
Spawns in: Vault (uncommon), Hell (uncommon), Frozen Vault (Uncommon), Snowy Depths (rare)



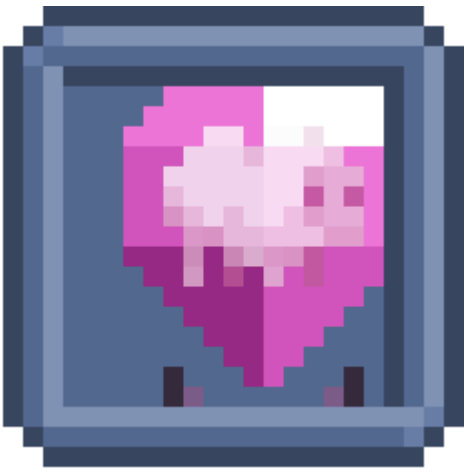
Forsaken Eye
Spawns in: Snowy Depths (common), Snowy Chasm (common), Wizard Den (uncommon)
Traits: Reveals your location to nearby enemies



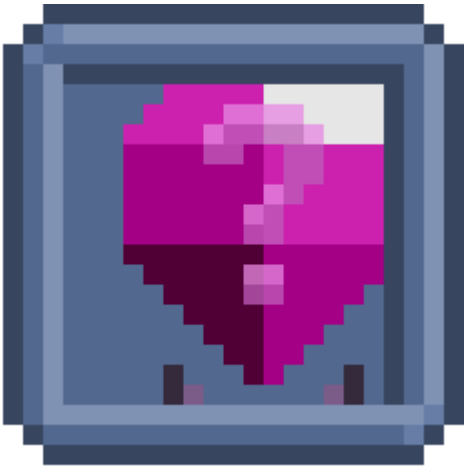
Devouring Phantom
Spawns in: Magical Temple (common), Temple of the Art (uncommon), Pyramid (rare)
Traits: A curse follows it around, feasting on any magical beings who get near



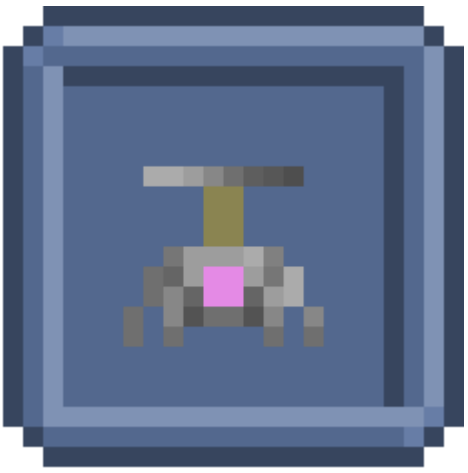
Polymorph Crystal
Spawns in: Temple of the Art (uncommon)
Traits: Polymorphs specifically you upon entering its' radius after a short delay



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



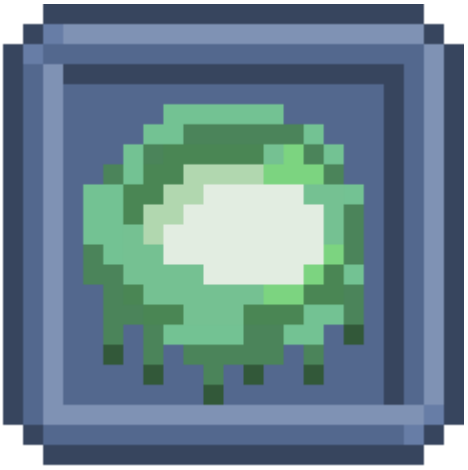
Hideous Mass
Spawns in: Pyramid (common), Temple of the Art (common)
Traits: Their projectile has better pathing than they do



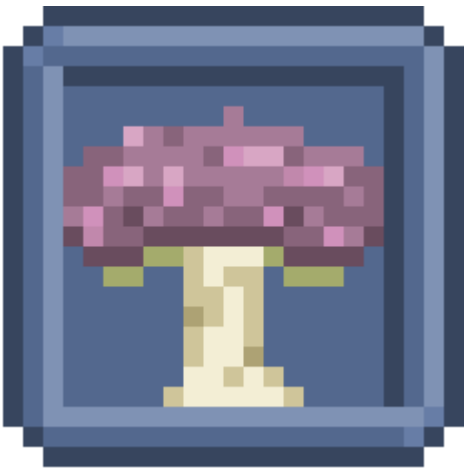
Master of Immortality
Spawns in: Wizard Den (common)
Traits: Grants lasting immortality to nearby enemies



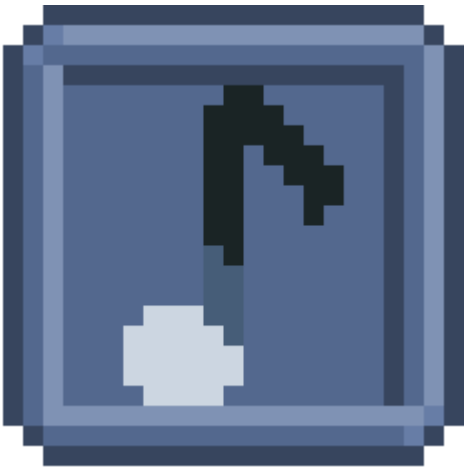
Blind Gazer
Spawns in: Vault (common), Frozen Vault (common)
Traits: Their projectiles bounce



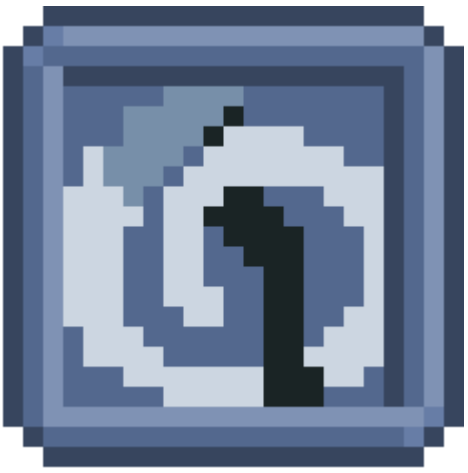
Poisonous Mushroom
Spawns in: Jungle (uncommon), Lukki Lair (common), Overgrowth (common)
Traits: Unleashes poisonous mist into the air who follow you



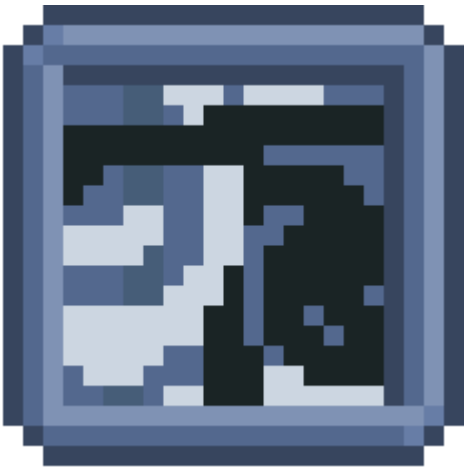
Quiet
Spawns in: Snowy Chasm (rare), [redacted]
Traits: [redacted]



Unheard
Spawns in: Pyramid (rare), Snowy Chasm (very rare), Sand Caves (common)
Traits: Attacks inflict vulnerability. [redacted]



Abandoned Orchestra
Spawns in: [redacted]
Kill reward: [redacted]
Traits: [redacted]
Immune to projectile, fire & ice damage.



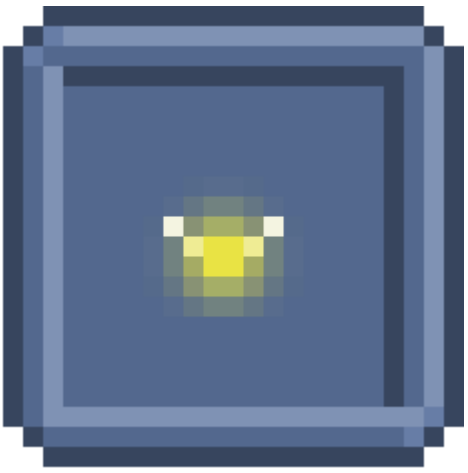
Master of None
Spawns in: Wizard Den (common), Vault (uncommon), Jungle (uncommon), Lukki lair (uncommon
Traits: He indecisively fires a random Master orb every time he shoots.



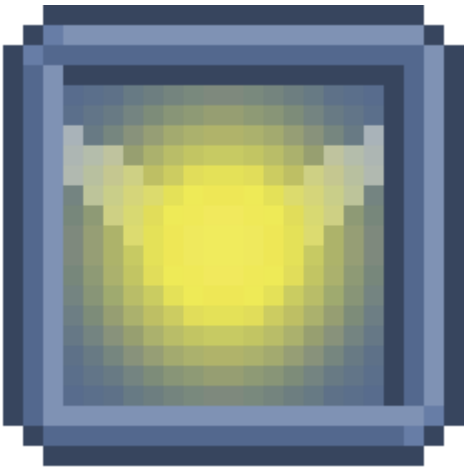
Tesla Turret
Spawns in: Hisii Base (uncommon), Snowy Depths (uncommon), Desert (rare), Power Plant (rare)
Traits: It has very long range. Comes with a shield.



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.



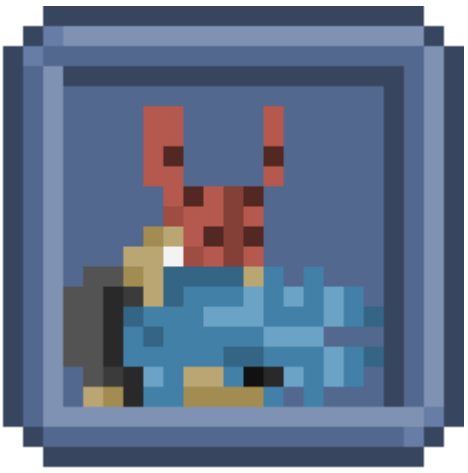
Triangular Gem
Spawns in: Temple of the Art (common), Sand caves (common)
Traits: Can fire up to three terrain penetrating projectiles at once from each of its' sides.



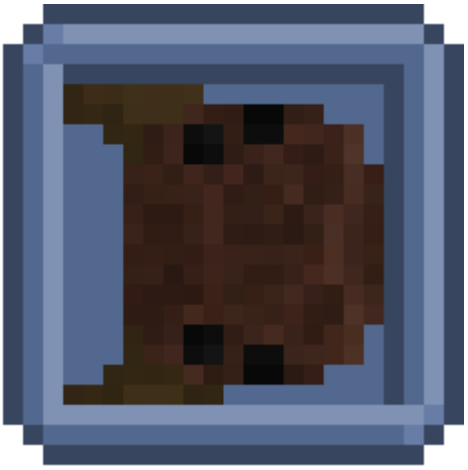
Will o’ the Wisp
Spawns in: Coal Pits (uncommon), Sand Caves (uncommon)
Traits: It’s burning, and very attracted to you.



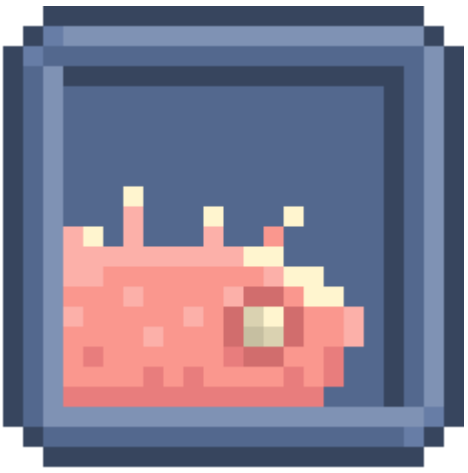
Rocket Shotgun Hisii
Spawns in: Rainforest (common), Vault (common), Frozen Vault (common)
Traits: Fires a barrage of short lifetime rockets in an area



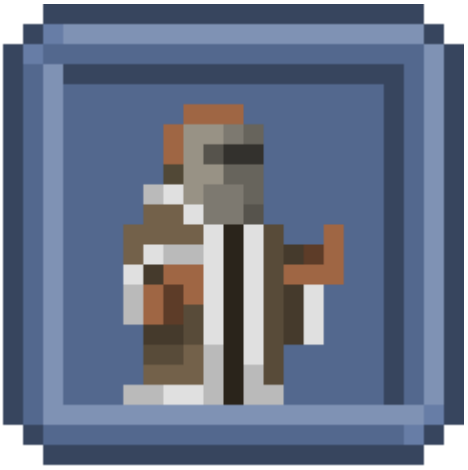
Juvenile Centipede
Spawns in: Underground Jungle (rare)
Traits: It’s big.



Gluu Slug
Spawns in: Mines (common), Coal pits (common), Vault (rare)
Traits: Slow and durable, but can launch globs of glue towards you.



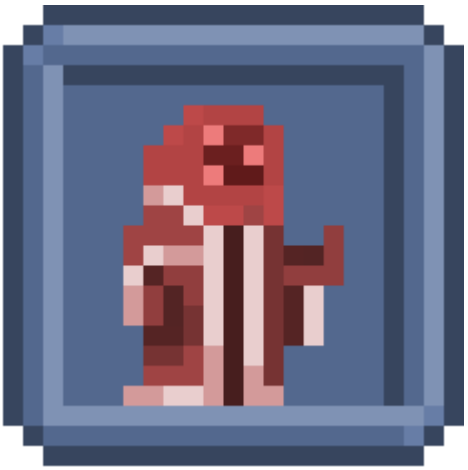
Master of Explosives
Spawns in: ???
Traits: Curses you with a tnt transmutation field on impact



Hisii Hobo
Spawns in: Hills (common), Hisii Base (rare), Vault (rare), Frozen Vault (rare), Lake Island (rare)
Traits: If you give him a healthy donation, he might repay the kindness



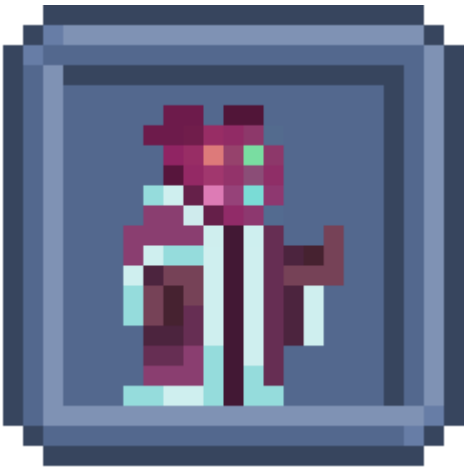
Master of Mana
Spawns in: Wizards Den (common), Temple of the Art (common), Pyramid (rare), Ancient Laboratory (common), Magical Temple (uncommon)
Traits: He'll suck the magic right out of you



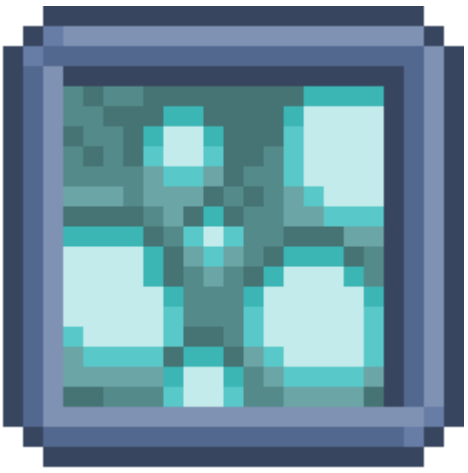
Giant Discord Fairy
Spawns in: Heaven (uncommon), Temple of the Art (uncommon), Sandcave (rare)
Traits: Although non-lethal, it will teleport around sporadically while slowing you down. Never travels alone.



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.



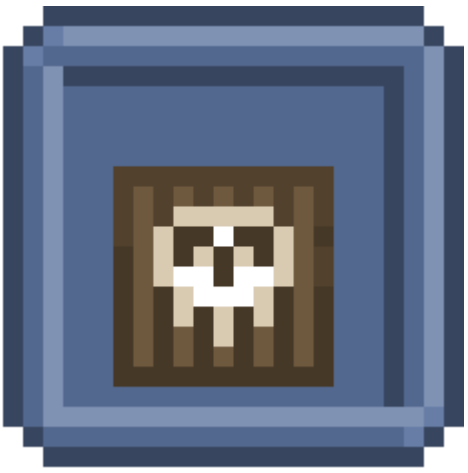
Greater Gazer
Spawns in: Hell (uncommon), Heaven (uncommon), Cold biomes (very rare)
Traits: Suppressive fire



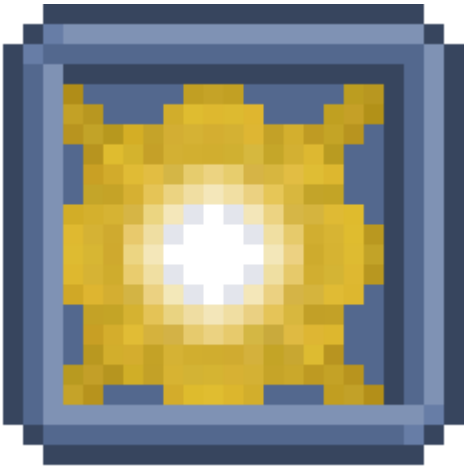
Hämis Nest
Spawns in: Mines (uncommon), Coal Pits (common)
Traits: The Hämis inside may be upset with the idea of you destroying their home.



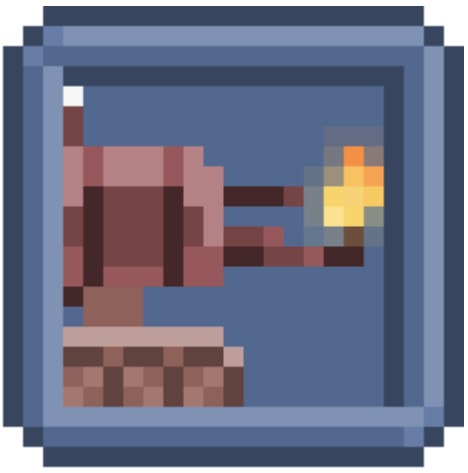
Explosive Box Mimic
Spawns in: Mines (rare), Coal Pits (rare), Vault (rare), Hisii Base (rare)
Traits: Just a totally ordinary box, nothing out of the normal here.



Star Child
Spawns in: Cloudscape (common), Temple of the Art (uncommon)
Traits: Fires a barrage of difficult to predict projectiles



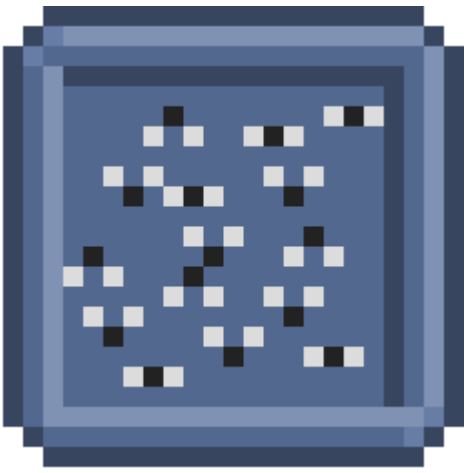
Ignition Tank
Spawns in: Hisii Base (uncommon), Vault (uncommon), frozen vault (uncommon)
Traits: Better tracking than most tanks with a wall of flame to help it, but with the price of limited range. Could’ve been called Stendari tanki.



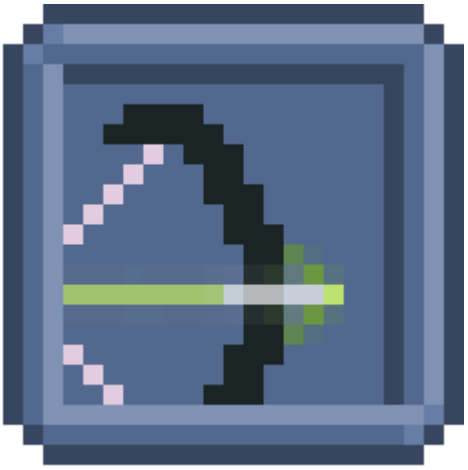
Minecart Hisii
Spawns in: Mines (uncommon), Coal Pits (uncommon)
Traits: He’s sick of being on the receiving end of high speed minecarts
Some Hisii may jump into a minecart of their own volition



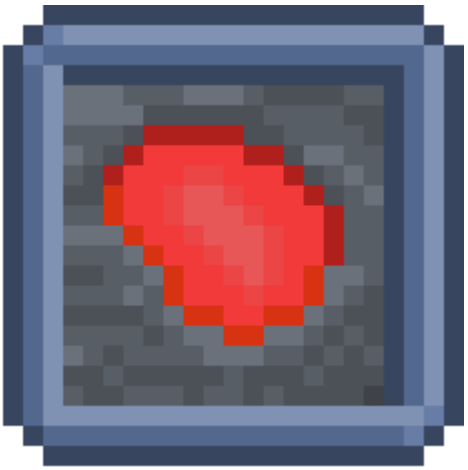
Locust Swarm
Spawns in: Pyramid (uncommon), Desert (common), Underground Jungle (uncommon)



Phantom Bow
Spawns in: Magical Temple (common)



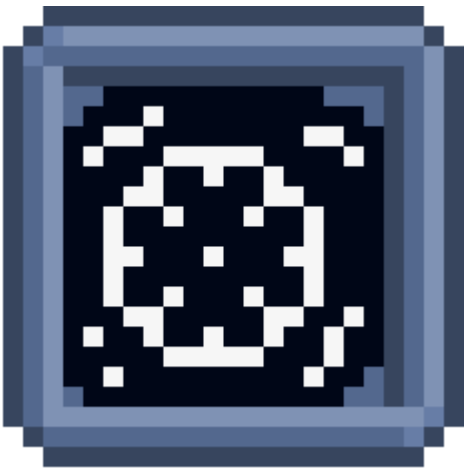
Zoner
Spawns in: Power Plant (uncommon)
Traits: Creates an energy nova to shoot projectiles for it



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)



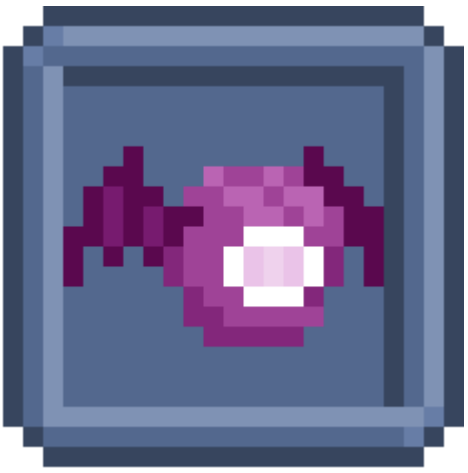
Weirdo
Spawns in: Temple of the Art (uncommon), Vault (uncommon), Sandcaves (uncommon)
Traits: Protects nearby Creeps with it’s oversized shield.



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.



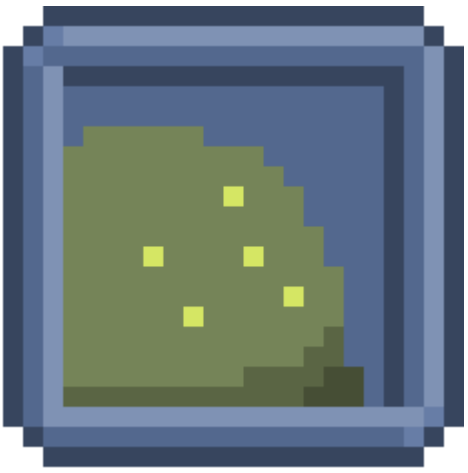
Psychic Bat
Spawns in: Coal Pits (common)
Traits: Psychically attacks you, sending you into a delusion.



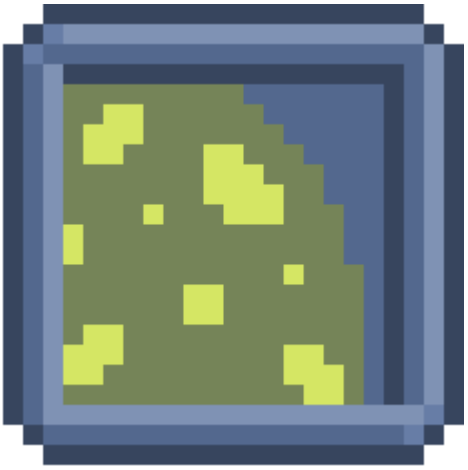
Overzealous Poly Master
Spawns in: Temple of the art (very rare), Wizards Den (very rare)
Traits: What he lacks in dexterity, he makes up for in weight



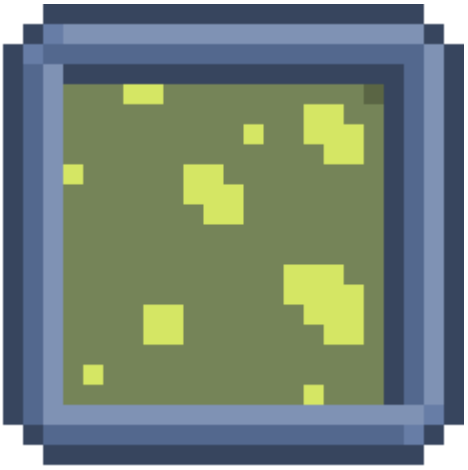
Big Blob
Spawns in: Fungal Cavern (rare), Overgrowth (uncommon), Vault (rare), [redacted]
Traits: Splits into Blobs



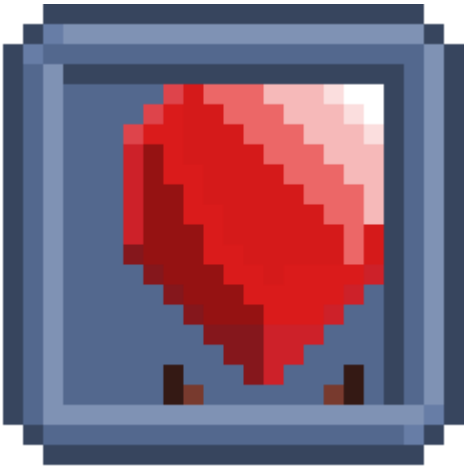
Creepy Blob
Spawns in: [redacted]
Traits: Splits into Big Blobs



Colossal Blob (Boss)
Spawns in: [redacted] [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



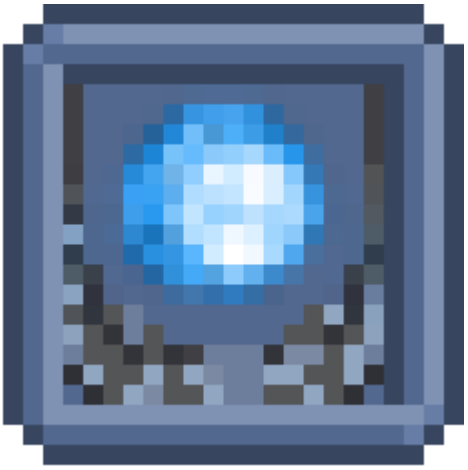
Smoking Fungus
Spawns in: Fungi Forest (rare), Overgrowth (uncommon)
Traits: Explodes into a cloud of suffocating smoke



Manager
Spawns in: Power Plant (uncommon)
Traits: Occasionally speeds up nearby bots



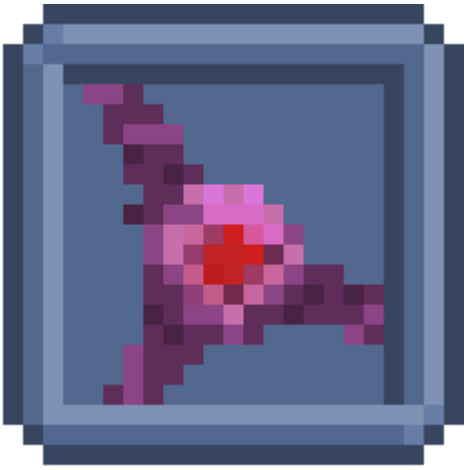
Nova Stand
Spawns in: Power Plant (rare)
Traits: Creates occasional super heated Plasma Novas around it’s target



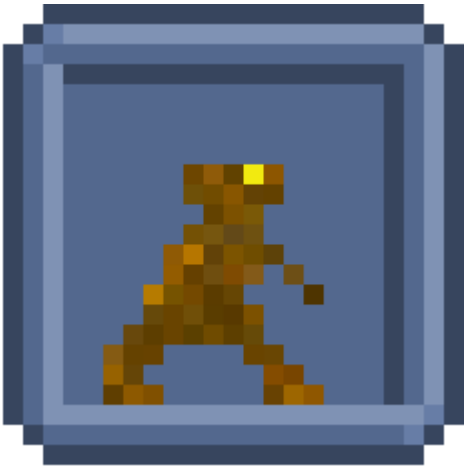
Reflective Weirdo
Spawns in: Temple of the Art (uncommon), Pyramid (rare), Heaven (uncommon)
Traits: Reflects the projectiles you fire at it



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]

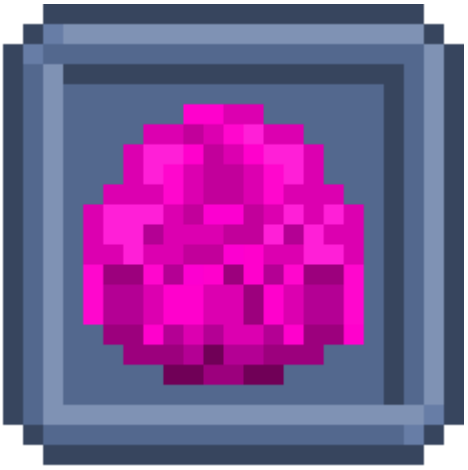


Ailment Drone
Spawns in: Fungal Caverns (rare), Vault (uncommon), Frozen Vault (common)
Traits: Extinguishes burning creatures & defrosts frozen.



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



New Enlightened Alchemist Varients
Spawns in: Ancient Laboratory (common), Magical Temple (rare), Temple of the Art (uncommon)
Traits: Two new Enlightened Alchemist varients 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

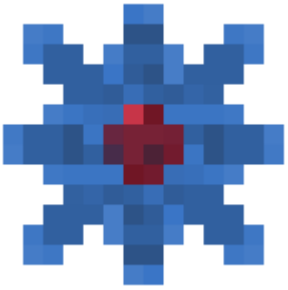


Spells:

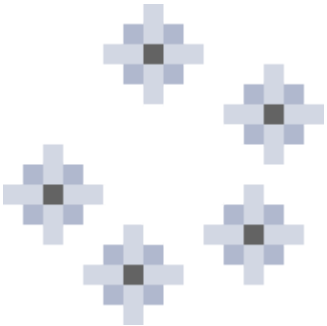
Unlocked by Default:
Giga Bomb
Unlock Requirements: None
Description: 250 damage bomb with larger explosion radius



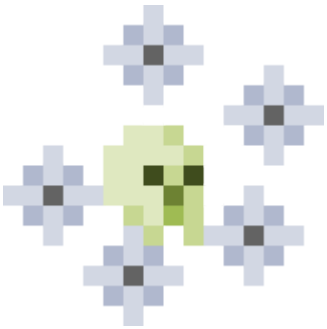
Aqua Mine
Unlock Requirements: None
Description: 100 damage 0 gravity mine with homing properties if creatures get too close



Giga Disc Projectile Thrower
Unlock Requirements: [redacted]
Description: Causes a projectile to rapidly fire Giga Sawblades in all directions



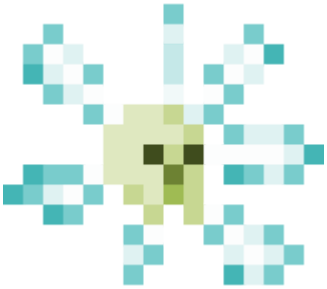
Personal Giga Disc Projectile Thrower
Unlock Requirements: [redacted]
Description: Causes a hit victim to rapidly fire Giga Sawblades in all directions



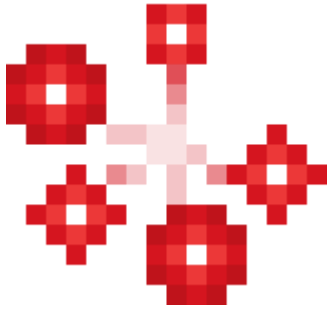
Ice Ball Thrower
Unlock Requirements: [redacted]
Description: Causes a projectile to rapidly fire Ice Balls in all directions



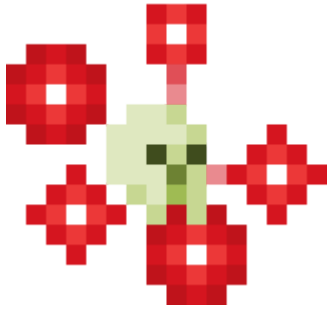
Personal Ice Ball Thrower
Unlock Requirements: [redacted]
Description: Causes a hit victim to rapidly fire Ice Ball in all directions



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.



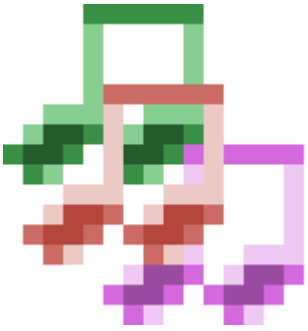
Musical Strike
Unlock Requirements:[redacted]
Description: A 58 damage projectile with limited uses



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.



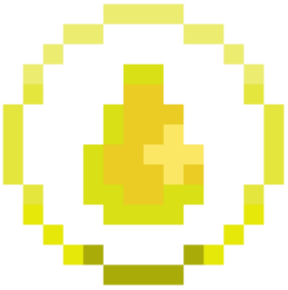
Mass Wet
Unlock Requirements:[redacted]
Description: Soaks every creature in a large radius with a magical wetness.



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: [redacted]
Description: Magic…? Inflicts melee damage with 10% crit chance.



Spells to Cats
Unlock Requirements: [redacted]
Description: Converts all nearby projectiles to cats!



Hyper Fungal Shift
Unlock Requirements: [redacted]
Description: Causes a Fungal Shift to occur,with little to no cooldown between each shift.



Summon Jattimato
Unlock Requirements: [redacted]
Description: Summons a Jattimato at the location of the cast



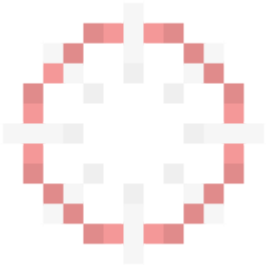
Bloody Bite
Unlock Requirements: [redacted]
Description: Significantly increased mana cost, but 50% chance to crit and slightly increased damage



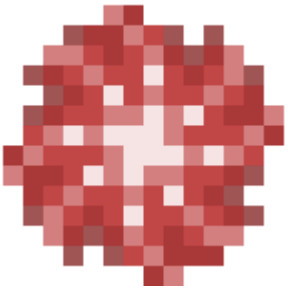
Fire Charge
Unlock Requirements: [redacted]
Description: Applies fire damage to all affected projectiles, as well as giving your wand a fiery tip



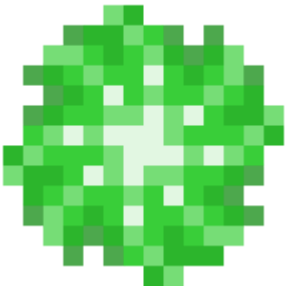
Targetter
Unlock Requirements: None
Description: Shoot a projectile which causes irresistible hatred towards the target victim, nearby monsters will go out of their way to target them.



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

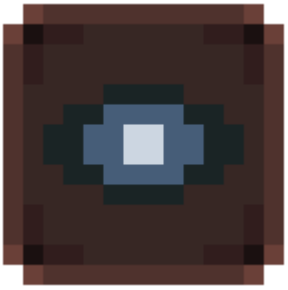


Perks:

Enraging Aura
Unlock Requirements: [redacted]
Description: Applies a bererkium status effect to all nearby creatures



Ghostly Vision
Unlock Requirements:[redacted]
Description: Allows you to see creatures which would normally require the Pahasilma or Music Stone to become tangible.



Revenge Reflection
Unlock Requirements: [redacted]
Description: Reflect copies of enemy projectiles upon taking damage, with a steep damage boost as payback.



Vanilla Boss Spawns:



Purgatory Spawns: (If playing with the Purgatory Mod)

