

Bosses

Name	Changes
Carsejaw the Cruel	HP: 1,250→3,000 Poise: 90→240 Strike defense: 0→200 Slash defense: 180→200 Holy defense: 0→100 Arcane defense: 0→600 Salt: 20,000→30,000
Disemboweled Husk	Strike defense: 500→300
The Dried King	Poise: 90→200 Fire defense: 50→300
The False Jester	Strike defense: 300→150 Attack: 150→250
The Forgotten Judge	Strike defense: 500→200 Attack: 400→500 Salt: 7,500→15,000
The Forgotten King	Attack: 100→200 Salt: 7,500→15,000
The Forgotten Knight	Attack: 100→200 Salt: 7,500→15,000
Kraekan Cyclops	HP: 800→2,000 Strike defense: 500→200 Attack: 150→200 Salt: 5,000→10,000
Kraekan Dragon Skourzh	HP: 2,500→3,500 Strike defense: 700→400 Attack: 400→800 Salt: 25,000→50,000
Kraekan Wyrn	Fire defense: 50→800 Lightning defense: 50→75 Poison defense: 500→300
The Mad Alchemist	Fire defense: 50→150 Poison defense: 50→300
The Nameless God	HP: 2,000→3,000 Poise: 90→180 Strike defense: 0→200 Slash defense: 180→200

	Fire defense: 500→0 Lightning defense: 500→200 Holy defense: 500→100 Attack: 350→500 Poise attack: 150→450 Salt: 50,000→100,000
The Queen of Smiles	Strike defense: 250→150 Poison defense: 500→200 Arcane defense: 50→400 Attack: 150→300 Salt: 2,500→3,000
The Sodden Knight	HP: 250→400 Strike defense: 0→100 Slash defense: 180→100 Lightning defense: 0→200 Attack: 90→150 Salt: 1,000→2,000
That Stench Most Foul	Poison defense: 90→10,000
Tree of Men	Fire defense: 50→400 Lightning defense: 50→-50 Poison defense: 50→1,000
The Unspeakable Deep	Poise attack: 500→100
The Witch of the Lake	Arcane defense: 50→500 Salt: 12,000→25,000

Standard Enemies

Name	Changes
Alkymancery Knight	HP: 500→800 Poise: 50→120 Salt: 1,500→2,000 Now drops Gray Pearl at rate 20 Now drops Drowned Censer at rate 20
Angsty Bones	HP: 110→40
Armor Guardian	Slash defense: 600→400 No longer drops Iron Rampart No longer drops Stone Merchant Now drops Stone Blacksmith at rate 10
Blade Wraith	Slash defense: 0→100

	Attack: 200→300 Now drops Stone Merchant at rate 10
Bloated Monstrosity	Poise: 100→60
Bola Eye	No longer drops Endless Fang Now drops Enduring Skull Hateful Jawbone drop rate: 10→20
Bound Arrox	HP: 300→500 Poise: 30→70 Strike defense: 350→150 Salt: 800→1,600 Now drops Twisted Heart at rate 5
Bronze Axe Knight	HP: 300→500 Slash defense: 650→300 Poison defense: 250→50 No longer drops Kraekan Greatshield
Bronze Knight	HP: 100→250 Slash defense: 500→300 Poison defense: 250→50 Attack: 150→200 No longer drops Kraekan Greatshield
Cave Keeper	Poise: 10→30
Clay Phantom	HP: 50→150 Strike defense: 200→300 Slash defense: 50→300 Salt: 300→500 No longer drops Clay Mask
Court Sorcerer	Slash defense: 200→50 Fire defense: 100→200 Lightning defense: 100→200 Now drops Stone Mage at rate 10
Crypt Keeper	HP: 600→900 Poise: 100→150 All defenses set to 300 Now drops Diamond Cluster at rate 20
Dread Horseman	Poise: 50→90 Now drops Charred Locket at rate 40 Now drops Charred Reliquary at rate 20 Now drops Gray Pearl at rate 20 Now drops Diamond Cluster at rate 10
Drowned Bandit	No longer drops Wooden Targe

Drowned Berzerker	HP: 40→100 Poise: 10→20 Attack: 125→175 Salt: 35→80 Now drops Stone Sellsword at rate 10
Drowned Marauder	No longer drops Corsair's Backsword
Drowned Peasant	No longer drops Midshipman's Dirk
Drowned Raider	HP: 30→60
Drowned Soldier	No longer drops Heater Shield
Feral Beast	Attack: 75→100
Gaoler	Now drops Gaoler's Ear at rate 40
Gravewalker	HP: 200→400 Attack: 400→600 Salt: 1,500→2,500
Hanged Man	HP: 150→75
Heartseeker	Strike defense: 800→600 Fire defense: 800→400 Lightning defense: 800→400
Hornet Steel	Now drops Stone Cleric at rate 10
Lietch	Poise: 100→20
Primitive Bones	No longer drops Gangplank Mantlet
Red Lord	No longer drops Flayer's Rack Now drops Stone Leader at rate 10
Saltbat	All defenses set to 0 Salt: 20→0
Saltfin Creature	HP: 500→800 Salt: 500→3,000 Now drops Drowned Tome at rate 5 Now drops Gray Pearl at rate 20
Saltless	Strike defense: 300→150 Now drops Stone Alchemist at rate 10
Sanctuary Guard	No longer drops Sanctuary Guard's Ear
Spear Imp	No longer drops Soldier's Spear Now drops Charred Doll at rate 40

	Now drops Charred Locket at rate 10
Spindlebeast	Strike defense: 350→250 Now drops Crystal Sphere at rate 80
Thing of Arms	Now drops Enduring Skull at rate 10
Torturer	No longer drops Red Guillotine or Torturer's Veil
Vacant Blades	Slash defense: 0→300 Attack: 350→500 No longer drops Infantry Pollaxe
Vile Guard	No longer drops Sadist's Veil
Vilehawk	No longer drops Red Shard Now drops Stone Guide at rate 10
White Knight	HP: 200→300 Attack: 400→500 Salt: 500→2,000 Now drops Gray Pearl at rate 80