Monsters

# Overworld:

Corrupted Frog – Contact Damage, Ground

Corrupted Spider – Ranged Damage, Ground

Corrupted Butterfly – Melee Damage, Air

# Catacombs:

Wraith – Explosion on Death, grabs you on contact & explodes, Air

Ghost – Contact Damage, flies through walls, Air

Grim Reaper – Appears and tries to hit you, flies through walls, extreme damage, Air

# Temple:

Ifrit – Leaves trail of fire, contact damage, Air

Temple Guard – Melee damage, quick, much hp, jumps, extreme damage on charge, Ground

Golem – Melee extreme damage, throws rocks, leaves fire trail, slow, Ground

Runic Stone – Contact Damage, Fire Laser, Explosive Fire Balls, Contact Damage, Stationary