Realm of the Mad God – Necesse Mod

What to add:

Enemies

New Island

Bosses

Island Idea – Castle/Fortress

Enemies:

1: Knight of Oryx

* Attacks with a sword
* Like a raider/pirate
* Drops armour shards (smelts into iron bar)  
  or  
  Drops “dark” armour shards (smelts into dark metal to craft melee/ranger armour)
* Drops Knight of Oryx Sword (10% chance)

2: Brute of Oryx

* Melee attack
* Charges occasionally
* Drops armour shards (smelts into iron bar)

3: Possessed Armour

* Collision based?
* Drops demonic armour shards (smelts into demonic bar)   
  or  
  Drops “possessed” armor shards (smelts into possessed metal to craft mage/summoner armour)

Boss: Stone Guardians  
Drops: Ancient Stone Debris

New Items:

* Ancient Stone Debris
  + Dropped from Stone Guardians
* Ancient Stone Forge
  + Found in the castle
  + Uses lava bucket as fuel
* Ancient Stone Sword
  + Crafted from Ancient Stone Debris
  + Slow Attack, long range, high damage
* Ancient Stone Bow
  + Crafted from Ancient Stone Debris
  + Slow Attack, long range, high damage, high pierce
  + Only uses Ancient Stone Arrows (crafted from Ancient Stone Debris)
* Ancient Stone Wand
  + Crafted from Ancient Stone Debris
  + Slow Attack, long range, high damage, high pierce
* Ancient Stone Staff
  + Crafted from Ancient Stone Debris
  + Summons Mini Stone Guardians   
    or  
    Summon high damage
* Tome of Healing
  + Crafted from Book +