Familiar Nightmare Mod demo.

1. A bear encounter. Added frenzyflame sfx and attack attributes. Planned: modify mesh.
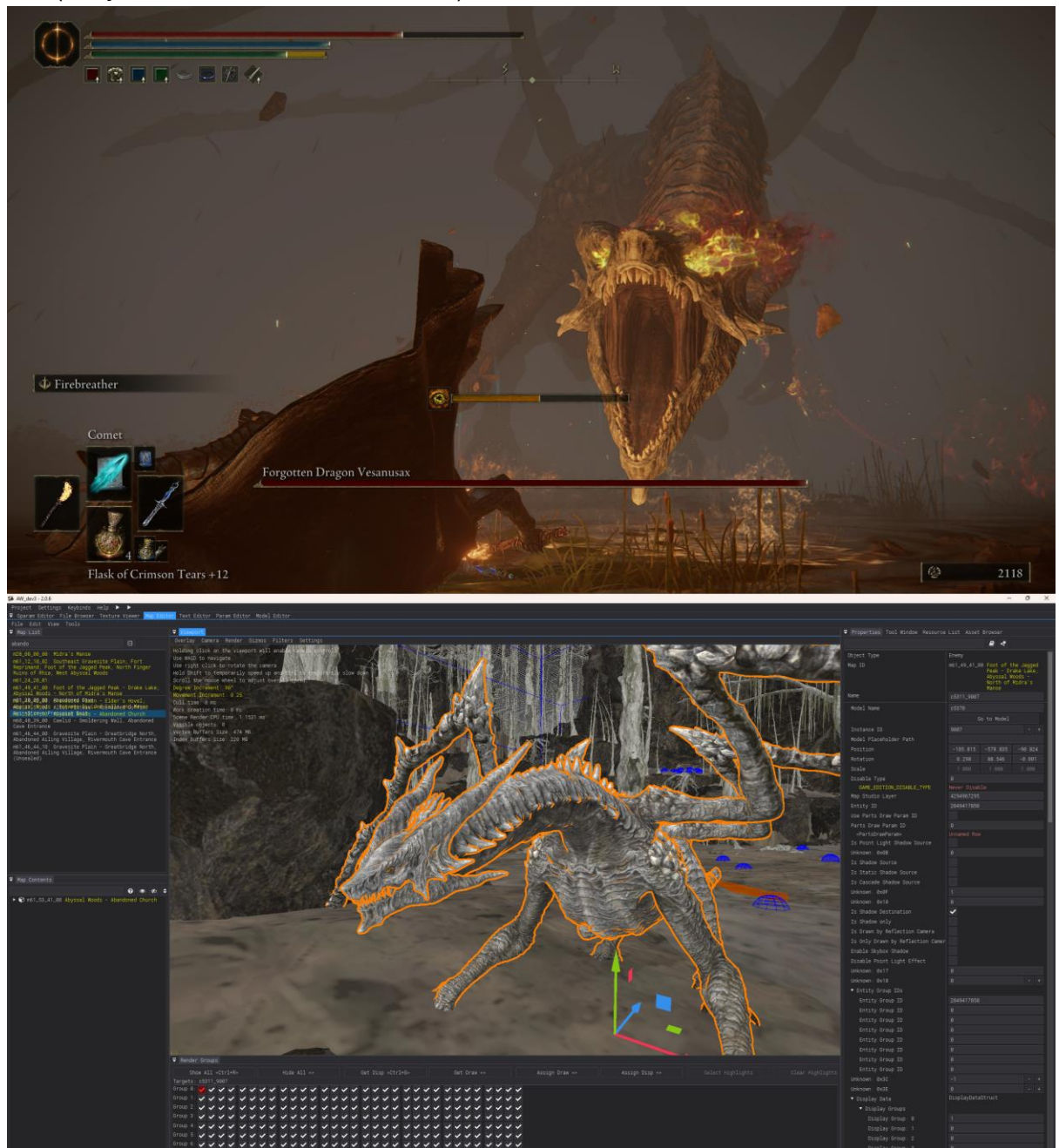
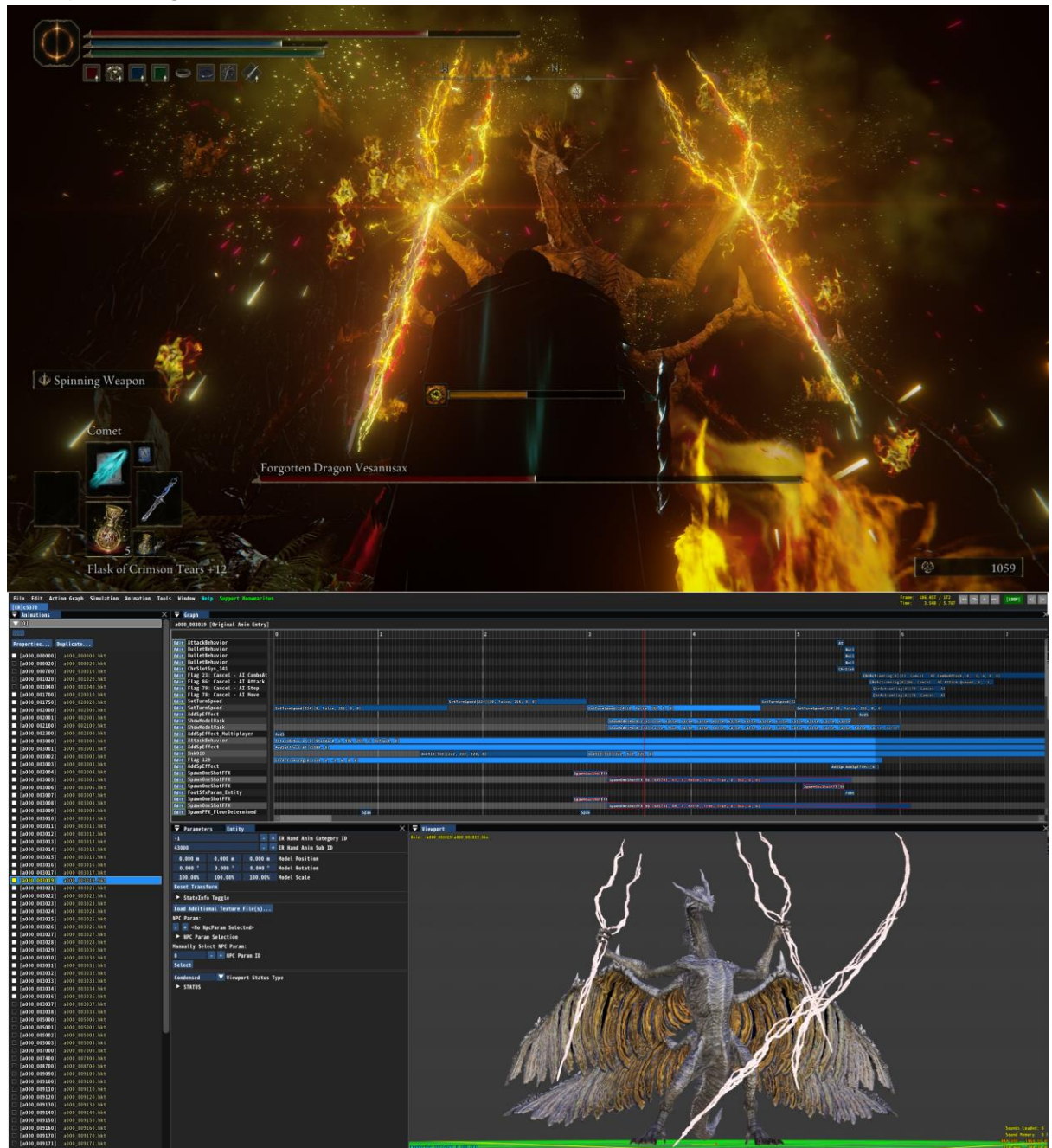2. A new cave featuring the now only checkpoint in the easten part of the map.

3. Dogs which are also planned to be implemented as new enemies in the area.

4. The final boss of my mod: a frenzyflame dragon. Complete with lore and progression loot (a key needed to enter Midra's Manse).

5. Example of dragon's modded attacks,

6. Another modded attack. Glaive and fork meshes are masked outside of these specific attack animations

The cave interior: a shelter with a new grace (checkpoint) entitled "Familiar Respite".