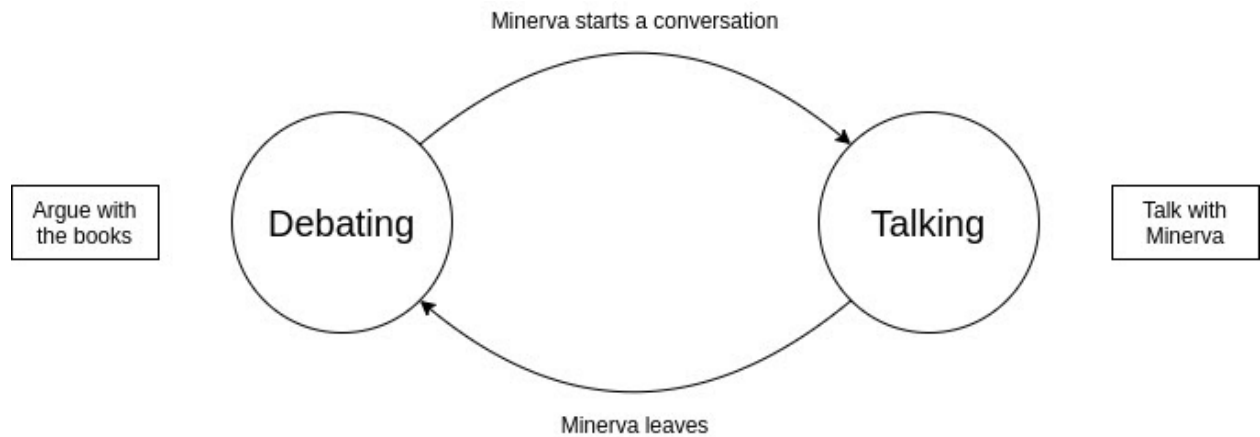


## NPC behavior

Barnabs Van Weber

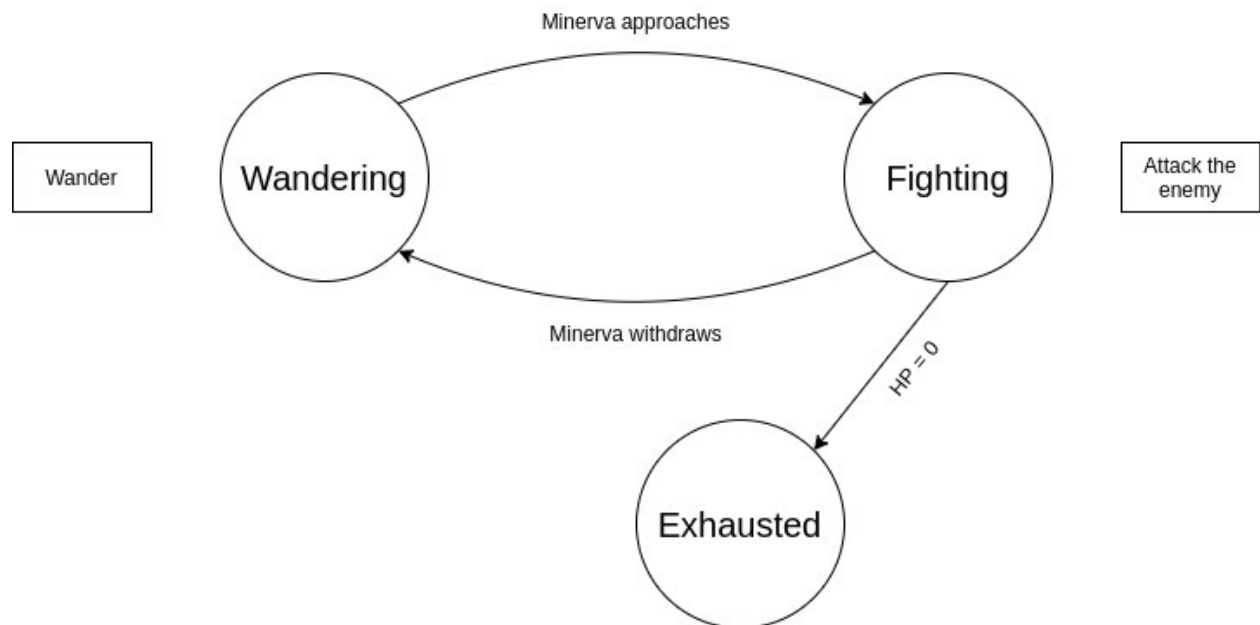
Barnabs is a non hostile NPC located in the Legal section. He stands still in the same spot and his behavior is pretty simple. Here follows a graphic representation of it:



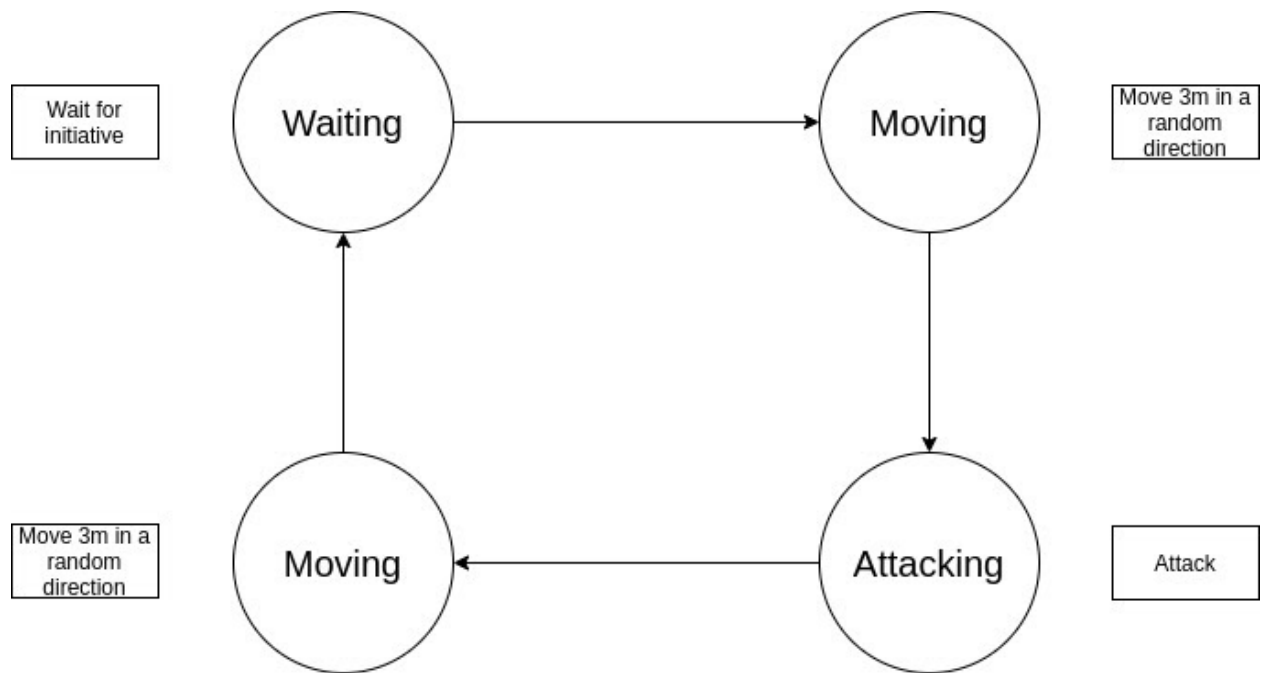
## Enchanted books

The enchanted books wander in the Main section and fight Minerva as soon as she approaches them. Their movement is described in detail in the chapter dedicated to the Main section.

While not fighting, their behavior can be represented as follows:

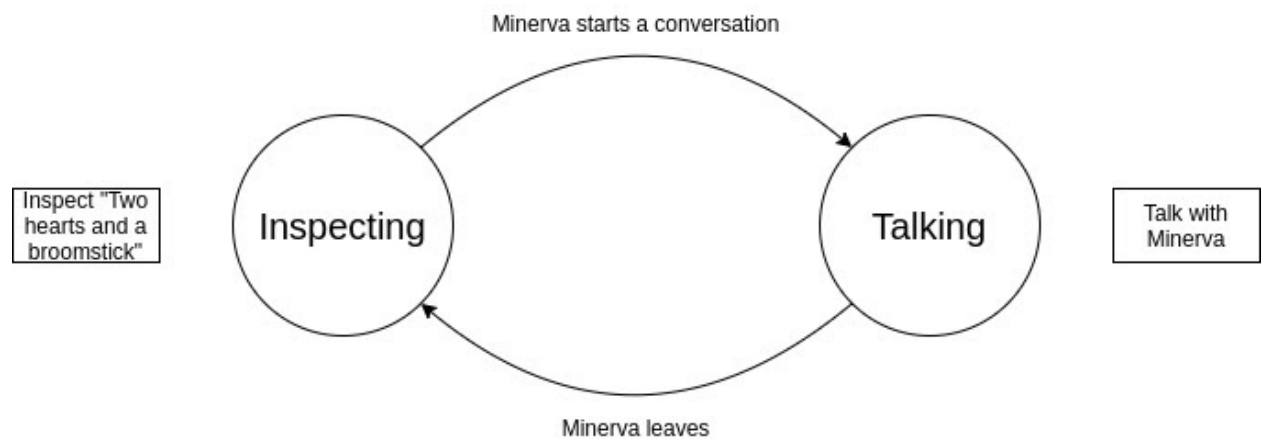


In combat, their behavior is as follows:



## Louis Delacroix

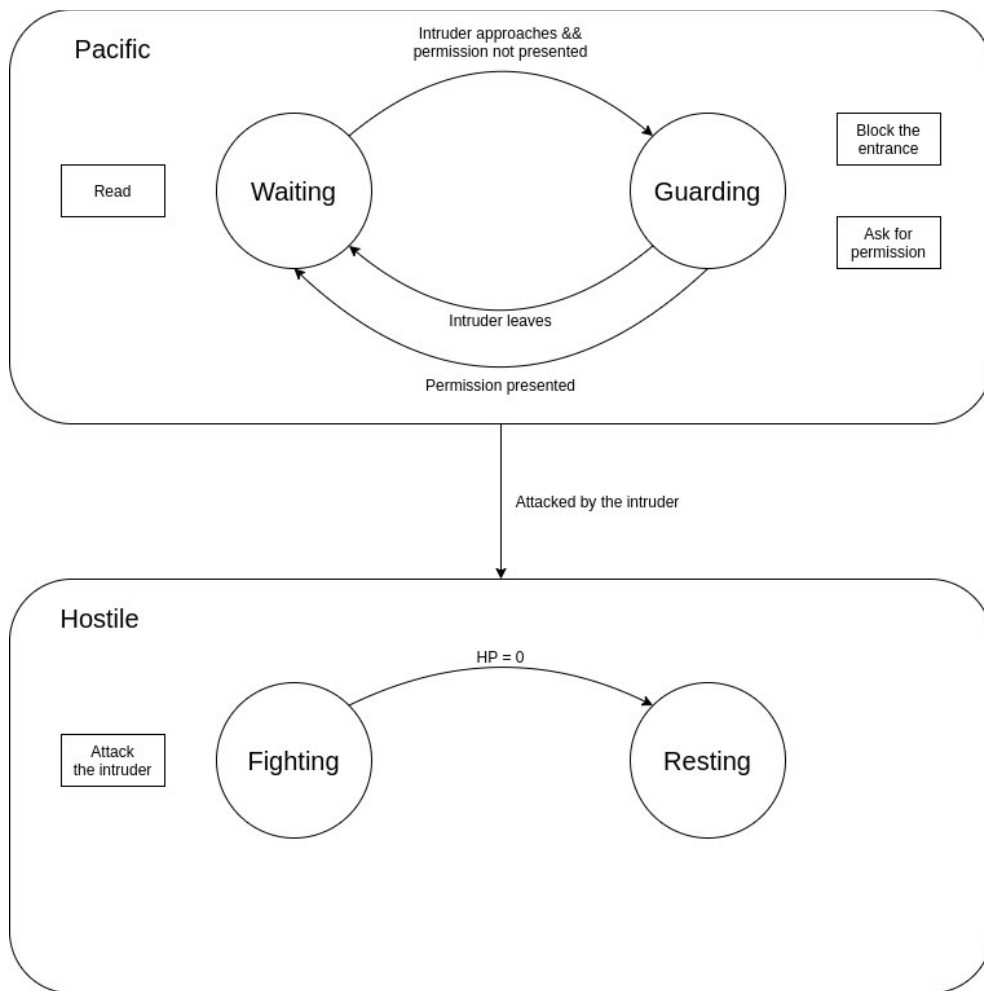
Louis is a non hostile NPC located on the balcony of the Main section. He stands still in the same spot and his behavior is pretty simple. Here follows a graphic representation of it:



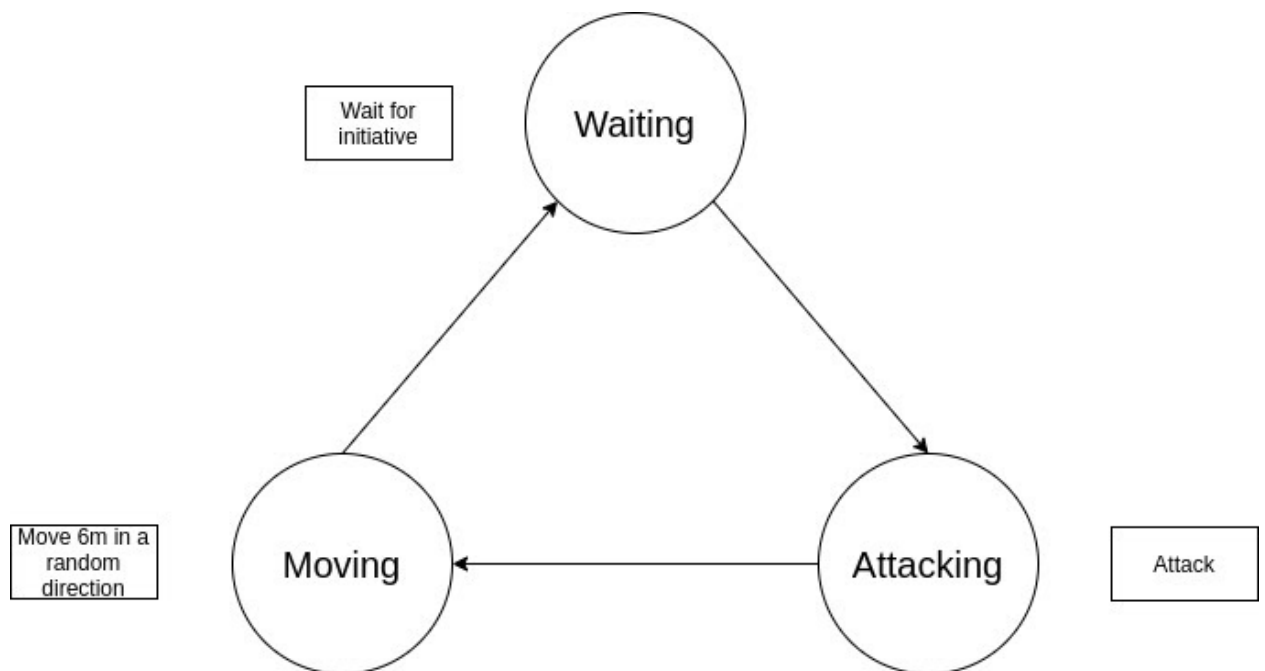
## Onorius Durandall

Onorius is an initially non hostile NPC located in the Restricted section. The player has the option of attacking him, thus making him hostile.

Here follows a representation of Onorius behavior outside combat:



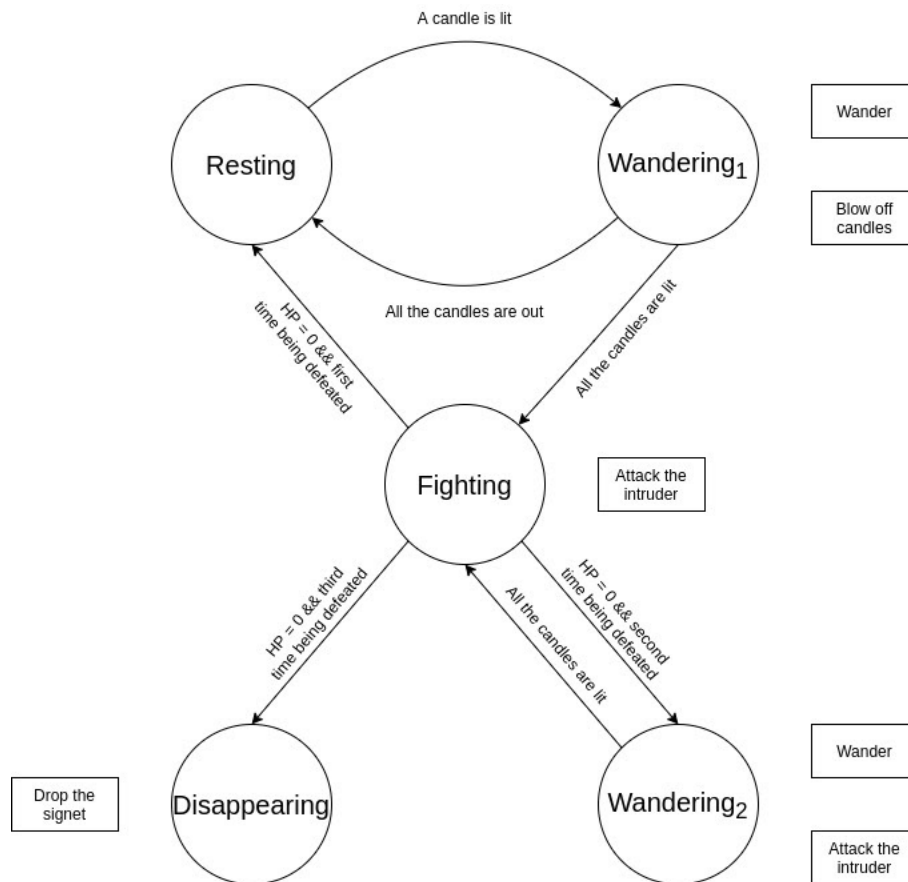
In combat, his behavior can be represented like this:



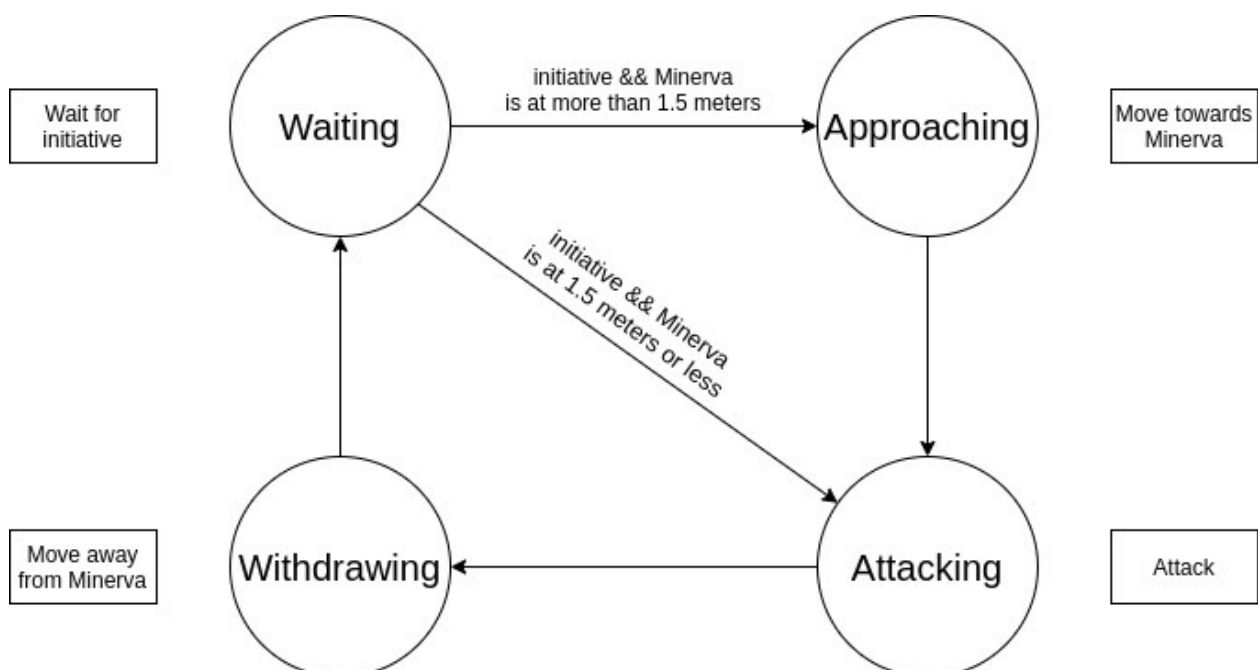
## Pallium Umbra

Pallium Umbra is the main enemy in the Spellbook section. It has a particular behavior outside combat, during the puzzle solving part of the level.

Here follows a graphic representation of its behavior during the puzzle:

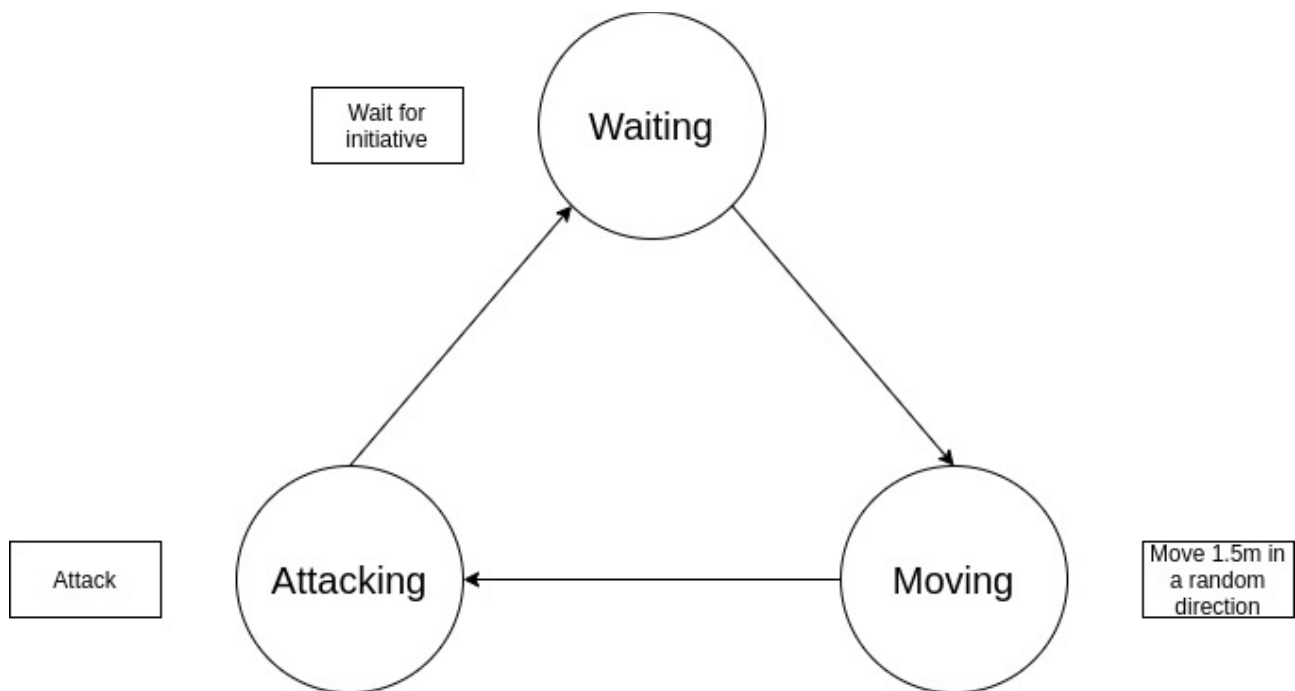


During combat, Pallium Umbra behaves like this:



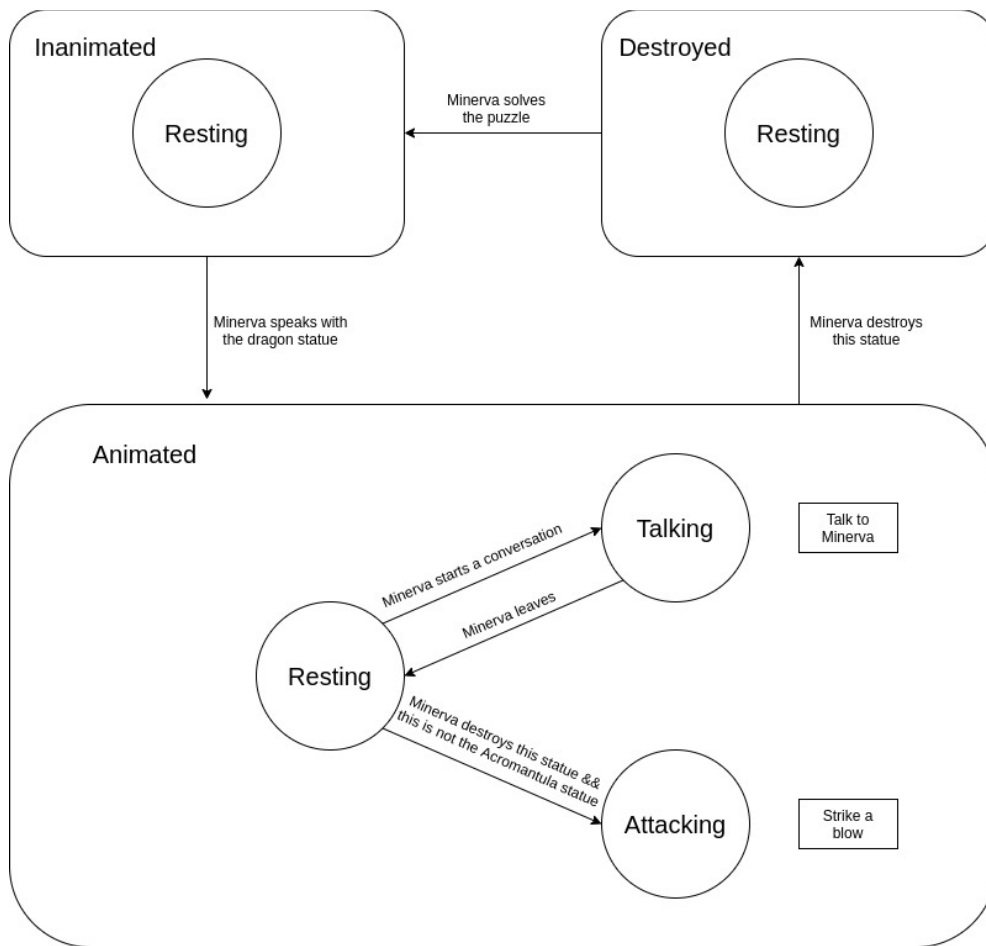
## Somnium

Somniums are the main enemy in the Botany section. They just spawn from the hedges, therefore they don't have a particular behavior outside of combat. During combat they behave as follows:



## Riddling statues

The riddling statues are non hostile NPCs. They are located in the bestiary section and serve as components of a puzzle. The puzzle is described in detail in the chapter dedicated to the Bestiary section. Four of them behave the same and here follows a graphic representation of it:



The dragon statue behaves a differently:

