

Entities

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Each level has different mobs which inherit most properties from their vanilla ancestors, but are much more dangerous.

They don't appear anywhere except the structures from this mod.

List of entities with their modifications:

Name	Speed	Damage	Health	Gear
Zombie	+	+	+	More armor and swords
Skeleton	+	+	+	More armor and better bows
Spider	-	+	+	No additions
Creeper	—	+ (explosive)	—	No additions
Enderman	+	+	+	More armor

Custom entities will be added later.