

Overseer

Type — melee

As their name suggests, they oversee certain areas of the world in the name of the End Ones, making sure everything is dead or deader. Very hard to beat, consider running away. Elite necromancer / tank type. Stalkers answer to them as scouts. Seekers answer to them as well. Trappers deal with them and sell them souls.

LoS — 5 squares

Move speed — 2 squares

HP — 8

Damage — 2 / 3

Ability — envelop / summon

Envelop — next attack burns you 1 damage

Summon — summons 2 Ru' Athar next to him

