Enemy Designs

Rat

First enemy in the game. Located in sewers area.

Basic enemy to introduce the player to combat.

Can drop gold on death, 0-5.

HP: 20-30

Attack: 5-10

Plant

Enemy located in the park area, looks like a Venus flytrap.

Can only be fought in the alternate world.

After being defeated, players can search the plant pot for clues.

Can drop fruit/berries that the player can use to heal.

HP: 30-40

Attack: 10-15

Knight

Only fightable in alternate world.

Looks like a statue in the normal world but comes alive in the alternate world.

Blocks player from passing tiles when in normal world.

HP: 40-60

Attack: 15-25