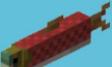


## Aquarians

- + Naturally resistant in water
- + Naturally adept in water
- Vulnerable to Impaling
- Takes damage in hot biomes without Fire Resistance or wearing a Turtle Shell



- + Regenerates when on low health
- + Reflects a fraction of damage taken
- + Can channel a powerful lazer
- + Even more adept and resistant in water

## Infernals

- + Immune to Fire
- Takes damage in cold biomes without Water Breathing



- + Apply wither with melee hits
- 2.5 blocks tall
- + Naturally jumpy
- + Naturally bouncy
- + Reduces size and health instead of dying.
- + Eats magma cream to regrow
- Increased hunger
- + Gains slowfalling when falling too fast
- + Can launch a Fireball Volley

## Golems

- + Eats their material to heal directly
- Sprint ability is health-based
- + Resistant to projectiles
- Does not regenerate naturally



- + Eats iron items
- + Takes reduced knockback
- 3 blocks tall
- + Extra reach
- + Extra health
- + Eats tuff items
- + Naturally hasty
- + Eats copper items
- + 1 block tall
- Reduced health
- Less melee damage
- Takes increased knockback

## Swampers

- + Immune to Poison
- + Empowered by the Moon
- + Can periodically brew a free potion
- + Naturally jumpy
- + Naturally bouncy
- + Reduces size and health instead of dying.
- + Eats slime to regrow
- Increased hunger



## Windswept

- + Gains slowfalling when falling too fast
- + Resistant to projectiles
- + Naturally jumpy
- + Can launch a Wind Volley
- Less melee damage
- + Can Elytra glide for short bursts



## Felids

- + Naturally speedy
- Can only eat meat
- + Scares creepers and phantoms
- + Faster when sneaking
- + Takes no fall damage
- + Deals increased damage on first hit
- + Takes less fall damage



## Centaurs

- + Soulbound Mounts
- Slowed by damage when dismounted
- + Carries 54 Stacks
- + Above max Donkey stats
- + Heavily armored
- + Above max Horse stats

