

# Act 6:

## *“A World inside a stone”*

### Overview:

When we thought about the consequences of killing Baal, Zeraphsmods was curious about the Worldstone. Yes, the Worldstone was the entire purpose for killing Baal, and you walked up to it after killing him, and all that happened was a portal to “Destruction’s\_End” and Tyrael’s congratulations.

We weren’t pleased with the end of Act 5 – what actually happened to the Worldstone, for instance? Do you remember how huge chunks of it were falling after you killed Baal? Here is where we have inserted our storyline. For, as you walk up the path to the Worldstone after killing Baal, a **passage** will appear in the stone.

The Worldstone passage isn’t that difficult of a level to go through. It is a multi-leveled map, and looks much like a normal cave would, except for some detailing. Enemies include Willowisps and Pain Worms. Once you get through the Worldstone Passages, you’ll encounter an entirely new and wondrous world, with varied terrains and regions. *This* is Act 6.

### Some Changes to be noted:

1. Cain – sorry for all you Cain-lovers, but when you rescue the old man in Act 1, you’ll find a different man instead. He’ll shout to you, “Please help me! It’s too late for Cain – they’ve already killed him!” Replacing Cain will be a man identifying himself as Daedrus. He will perform many of the same functions as Cain, but will also help you in the identification of the strange Worldstone shards you find ingame, and will help with all of Act 6-related stuff.
2. Tyrael – of course we’re keeping Tyrael, but his role will be slightly diminished. He will not appear after you kill Baal, nor will the portal to the end of the game. You will *not* find him in Act 6, but later when we make an Act 7 much later, he will reappear at times.
3. Jewels and Runes – Jewels and runes were always frustrating ingame, mainly because you could *\*never\** find the ones you wanted! With the release of Act 6, jewels will **not** be found ingame at all. Instead, jewels are made by cubing a “chisel” with a gem or two. This will make jewels dependable and more useful, as you will be able to control which jewels you have. Runes are another matter – there were *far* too many of them, and most of them were pretty useless. With the release, we will cut the number to ten types of runes. Runewords will be nonspecific on the order you put the runes in sockets – for instance, a Zod-Tal-Ith (not to say these will be the runes we are keeping) is the same as a Tal-Zod-Ith, or an Ith-Zod-Tal. Like jewels, you can fuse some runes to make completely new ones you can’t find anywhere else in the game. In total, there will be 10 runes and 20 jewels to choose from, minus the special ones achieved by fusion.
4. Robes – while not specifically relating to Act 6, robes are a hot topic of interest. Do you remember the dark wanderer from Act 3, which walked away from you and exploded? His robes will be the basis for robes in Zeraph’s Mod. They will come in many colors, and consequently many properties.

### **The Story:**

Upon entering Act 6, you should immediately notice that the Worldstone is in turmoil. The people in town all carry weapons, and the town is practically covered with guards (actually, monsters *can* enter town). At first only Daedrus will talk to you, for he trusts you. But then you can talk to Sadrom, and he will tell you to collect four jewels to earn the town's trust. Once this happens, you talk with the town, and learn of a horrible truth.

Before the Worldstone was corrupted, before Baal was even conceived, the three Disciples ruled the land. Zapharos was a great mage, and could see the future. Zerron was a master healer, and was immune to any disease. Zero was the best and fastest warrior in the land, and his skill was to peer into the souls of others. Together, these three held a benevolent rule from what is now called the Abandoned Keep.

But of course, as all things must, dark times fell upon the Three. In their constant quest for immortality, they stumbled upon a book detailing the times before them. It talked of a supergod named Zeraph, who had the complete mastery of time, seasons, and weather. Zeraph had been overthrown by a great warrior from outside the Worldstone, and was banished into a large stone now called the Hourglass, for it is shaped like an hourglass. Zeraph was too powerful to simply be shoved into the stone, so the warrior forged the Devil Axe, the Sword of Elements, and Hell's Orb. Using the power of these items together, the warrior sealed Zeraph in the stone for all time.

The Three Disciples were feverish for the power of time, and eventually decided they must resurrect the great supergod. They learned of his burial site and abandoned their great fortress in search of him. Eventually, they created a portal leading to his tomb. There they found the three sacred objects the warrior had used to seal Zeraph. Knowing that their work could be undone if these objects were found, Zapharos commanded Zero to take the objects and scatter them across the land. Zero shattered the Sword of Elements into four crystals and distributed them into four temples. He hid the Devil Axe in a pit under the ground. Lastly, he fought his way past Hell's gate into true hell, and asked a demon known as the Azergul to hide Hell's Orb.

This happened only a year ago. Now the people of Act 6 fear that the Disciples have found a way to break Zeraph from the hourglass. If they succeed, Zeraph will control all time yet again, and chaos will rule the land. Worse, in revenge against the warrior who imprisoned him, Zeraph will extend his powers beyond the Worldstone and into the lands beyond. *You* must stop him.

### **The Quests:**

1. The Sword of Elements – find this quest by talking to Sadrom. He will tell you to find the four sacred jewels of the elements. They can be found in special temples throughout the land. One of the temples is across the river from the Citadel – you should go there first. Each temple has a maze and a variety of traps. An elemental guardian guards the jewel on the third level – kill it to get the prize.
2. The Devil Axe – talk to Sadrom again for this quest. He will tell you about the brief history of the Devil Axe – someone has discovered it, and you must escort the finder back. He can be found near the Crystal Quarry. Be careful though, for the Devil Axe is dangerous in its own right – wield it, and your health will decrease constantly! Its power outweighs the risks, however, if you have a *lot* of health potions.

3. The Devil Axe, Part II – after you return the Devil Axe, talk to Shedra. The finder that was killed was a good friend of Shedra's, and she wants revenge. She orders you to go find the murderer, and bring back proof of his death.
4. Death – rumors continue to grow that Death has returned to his throne on the Soulless Plain. Kraius warns you that you cannot pursue Death yet. Instead, you must find Death's charm (he cannot kill you by his presence if you wield this charm) and Death's sword (Death is immune to every attack but this sword – it does 1-10 damage against everything except Death, against which it does 50-75 damage, plus some bonuses). While you cannot kill Death, you will banish him from the Soulless Plain. Thereafter, you will find him wandering through all of the Acts, so don't drop that charm!
5. Hell – thought Act 4 was the real hell? Wrong! Sadrom will ask you to find Hell's Orb by taking the portal to Hell, which is found somewhere on the Worldstone Peak. You need only \*kill\* the Azergul at Hell's Gate to get the item, but you can venture deeper into the reaches of Hell, if you want. Be careful, though, to avoid the Devil – not Diablo, but the real Devil. He cannot be killed, so don't even try! If you want a reference for how our rendition of Hell will look, take a peek at the Hell level in Doom 3 – it's going to be that scary.
6. The Zeraphim – at last, you must pursue the Disciples. They have already raised the Zeraphim to their command, and you must stop them! After talking to any people from the Citadel, you must make way to the Abandoned Keep and find Zeraph's burial site. The first time you go to the tomb, you will only fight the Disciples' emissary. The second time, you will fight the three Disciples – all at once! Lastly, you will fight the Three again, and then you will finally battle Zeraph. Good luck – you'll need it!

## **The Levels and the People:**

### **The Citadel:**

This is the town of Act 6. It is heavily fortified and has many guards, but it is still an island among a siege of evil. There are several people there to talk to:

1. Daedrus – you know him from Act 1 now, and he will introduce you to the Worldstone. As usual, he will identify anything you bring to him, and will appraise any new items you find.
2. Shedra – Shedra is the healer in the Citadel. Go to her if you need healing or if you wish to buy staves. Unlike in the other Acts, Shedra's store will sell items that can be found nowhere else. Seek her out if you wish to buy some treasure from her.
3. Milus – Milus has a great knowledge of weapons and their uses. He mostly sells weapons and shields, and will be glad to repair your items, for a price of course. He also sells hammers.
4. Ackar – Ackar believes that good defense is a good offense – he designed the entire Citadel's defenses. He will be happy to sell you his armor, which is unique like Shedra's. He's also a gambling man, so go to him when you're in the mood for a little wager.
5. Sadrom – while he distrusts your intentions from the start, Sadrom will start you on your first quest. He is a great master of lore and such – go to him if you need advice on quests, both normal and uber.

6. Kraius – Kraius is a master of animals, and can even speak to some of them. She will sell some “pets” to you after you complete your first quest. These pets include: wolves, bears, bats, cats, and minotaurs. She will also sell you combinations of these – for instance, you could buy 2 wolves, a bear, and 3 bats, depending on what she has in stock. She will also resurrect your pets for a price. To encourage players to switch from their old hirelings, we have made it possible to buy multiple pets at high levels, all with unique skillsets and attack types.

### **The Citadel Grounds:**

The last uncorrupted lands of the Worldstone, the Citadel Grounds are still home to some nasty creatures. You will find creepers, myrmidons, and claw beasts in the Citadel Grounds. You will also find the site of the destroyed Citadel from decades ago – this is the site of an uberquest. There are four exits from the Citadel Grounds – north, east, south, and west.

### **Mount Azariti:**

This small mountain holds a quest item on its slopes. Beware, however, for Brigands and Gnoles guard the lower levels, and Air Sprites would see you killed before you reach the summit. Be careful you don't get ambushed on the mountainside.

### **The Dead Sea:**

Long ago, the coastline was much farther inland than it is now. The Dead Sea used to be covered with water, and is a difficult terrain to bypass. Among the crags and rocks, you will find Stag Beetles and Kcors. Closer to the coastline, you can find Shell Warriors. This level is also host to a quest item.

### **The Magma Pit:**

The remnant of a long-dead volcano, the Magma Pit is only a little distance east of the Citadel Grounds. On the subtle slopes of the Magma Pit, prepare to be challenged by Wyverns. Dragons dwell near the summit of the Pit, and they often are seen bathing in the lava.

### **The Rugged Coastline:**

East of the Dead Sea, the Rugged Coastline is a series of cliffs forcing you to walk along the coast. Shell Warriors are common here, as are Claw Beasts. Closer to the cliffs, you can find Ragabeasts. Krakanings dwell in the ocean along the coastline.

### **The Crystal Quarry:**

At first glance, this place seems dead. Soon, however, you will encounter Golems, Gem Golems, and Raga Slashers. Certain rocky deposits yield gems if you crack them open. A certain person you must rescue can be found here.

### **The Stone Peninsula:**

South of Mount Azariti, the Stone Peninsula is made up completely of *one* rock. Over time, this peninsula was rounded by the sea, and as such there is little terrain or foliage on the surface. You will find Raga Slayers and Stone Mages here. This Peninsula is home to the boss Obsidian – don't approach him until you've rescued the Devil Axe, or you'll probably end up dying.

### **The Jungle:**

Despite its unexciting name, the Jungle is the most treacherous and most populous of any regions of the Worldstone. Quicksand threatens to trap and kill you if you aren't careful, and you will find Creepers, Tigers, Gorillas, Mosquitoes, Savages, Ivy, Raga Slashers, and Raga Slayers here. On the lighter side, you can find banana trees – hit the tree with your weapon, and some bananas might fall out. Also be alert for 'false' quicksand – that is, quicksand that has a \*secret passage\* underneath it.

### **The Ancient Path:**

The game starts to get tense here, as you travel down a narrow, winding path clogged with enemies. To your left is the Soulless Plain, and to your right is the Worldstone Peak. Straight ahead is the Abandoned Keep. You will find Zeraphim, Ancient Creepers, Followers, and Crushers on the Ancient Path.

### **The Worldstone Peak:**

The biggest mountain in the Worldstone, the Worldstone Peak is a massive and treacherous mountain. You will combat Worldstone Golems, Worldstone Warriors, and Corrupteds as you try to ascend to the summit. This is one of the longest, most confusing, and hardest levels in the game, so come prepared.

### **Hell's Peak:**

Not a level in its own right, Hell's Peak is really the summit of the Worldstone Peak. You will find the Worldstone Spire here, which can be cracked upon to shower worldstones unto the summit. A few Corrupted guard the portal to Hell – only when you have the proper tools can you activate Hell's Portal.

### **Passage to Hell, Hell's Gate, Hell, & the Lower Regions of Hell:**

Basically, these combinations of levels can simply be titled as Hell. Since no person has ever visited Hell and come back to tell us, no one knows what demons dwell in Hell. All we know is that the Azergul guards Hell's Gate, and that most of the demons in Hell are stronger than the Prime Evils. Enter the other regions of Hell at your own risk – these lower levels, while unnecessary to the storyline, are *the hardest* levels in the game. And don't forget to avoid the Devil – you can't kill him, you know?

### **The Crystal Cave:**

Found somewhere on the Worldstone Peak, the Crystal Cave is a treasure trove of gems. You can find all the gems (except for worldstones) ingame here. There are also a few gems unique to this cave – be sure to grab them. Of course, such treasure comes with a price, and you better tread lightly around the Crystal Guardians. If they get riled, they will 'swarm' you, a process in which at least ten of the Guardians will leap and tear at you all at once. Be careful not to back yourself into a corner, for if you do, it's a death wish.

### **The Soulless Plain:**

This plain is home to the boss Death. As such, you will find *no* living objects here at all. Instead, you will find Soul Beasts, Lost Souls, Ghosts, and Necromancers dwelling on the plain.

They are all servants of Death, and are very powerful. Don't forget that all your hirelings *will* die on the Soulless Plain, regardless of how powerful they are – Death does not like visitors!

### **The Abandoned Keep:**

Like its namesake, this keep really is abandoned. It was the old home of the Disciples, and while there are no actual enemies, you can be sure there will be traps. You will also find Worldstone Annals, which tell of the histories that lead the Disciples to their corruption.

### **Zzz's Domain, Levels 1-3:**

The final levels of the game, you will find Zzz's Domain by taking the portal in the throne room of the Abandoned Keep. Prepare to fight Zeraphim, Guardians, The Seven Guardians, and Vaulder (you will fight Vaulder first in the tomb, all times after he will be leading the forces against you *before* the tomb). You will also fight the Disciples all at once, in Legendary and Champion modes – in Classic mode you will only fight Vaulder.

### **Zzz's Domain, Level 4:**

Here lies the Hourglass where Zeraph is imprisoned. In Classic and Legendary modes, you will come up here and a cutscene will occur – then the game will finish. In Champion, however, after fighting the Disciples, you will encounter Zeraph here. Once you finally overcome the Supergod, the game will end.

### **The Endless Path:**

Although there are many training levels in Act 6 (like the Cave from Act 1), the Endless Path is one of the more notable levels. Creepers, Claw Beasts, and Stone Mages dwell here, but the unique part about this level is that there is **no** automap. That's right, none at all. Don't get lost!

### **The Ruined City:**

Until you activate the uberquest for it, you can only experience the surface of the Ruined City. Zombies and Skeletons rule from this town, and please note that they are much more powerful and smarter than the ones in the other Acts. Leading them will be...Deckard Cain? Yes, Deckard Cain, after being killed, fled the Soulless Plain where he was imprisoned and came to the Ruined City. Originally, he hoped to talk to you and give you some important advice about the Worldstone, but he became corrupted by the town's evil. Now he is a zombie – and much more powerful and faster than Griswold. He won't be a pushover, so train a little before coming here.

### **Undersea Passage:**

After you complete a certain uberquest, you will be deposited in this passage. You will find Shell Warriors, Ancient Creepers, Gnoles, and Elementals (mostly ice elementals). The passage exits on the Soulless Plain, but you cannot go back into the Passage once you exit it.

### **Boss Isle:**

It is rather hard to get to this place. You must find a special, hidden item that activates a portal to this island. On the surface of the island, you will find a man that will explain the rules

of Boss Isle to you. He will sell you healing items, hammers, gems, and a few other items. Here's how Boss Isle works:

1. Stock up on healing items, and make sure you have all the equipment you need – there's no coming back from this.
2. Once you enter Boss Isle, you must hold out until the end.
3. The mysterious man will give you a special scroll. If you cannot continue the course, use this scroll to exit the challenge. Note that you cannot get prizes unless you complete the course without using the scroll.
4. You will fight **every** superunique boss in the game (from Corpsefire to Zeraph) one at a time, in individual rooms. All of the bosses will be super-powerful and will have improved skills from their original version. After you kill a boss, a portal will appear, taking you to the next boss. Heal and ready yourself before taking the portal. If you survive all of the bosses, the mysterious man will give you a prize.
5. You will get a different unique prize every time. If you've already got all of the prizes, you will get rare/unique items instead.
6. All levels are the same – a large room, with a small chasm in the center, and with a few minor obstacles. This is designed to focus the fight on the actual boss, instead of the room.
7. Defeated bosses will only ever drop healing potions and food, with a 75% chance of dropping absolutely nothing.
8. Bosses that are supposed to spawn with minions (i.e. Bloodraven, Mephisto, and Shenk the Overseer) will spawn with those minions, but the minions will not be proportionally as powerful as the boss – all minions will maybe be double their strength, but no more.
9. Using town portal will exit you out of the challenge. If you try to come through the portal, you will appear instead on the surface of Boss Isle, and you must start the challenge all over again.
10. The mysterious man will tell you all of these rules when you ask him to.

## **The Worldstone Bestiary:**

### *On order of appearance*

- **Creeper**: these wormlike things burrow under the ground often and pop up in the most unexpected places. Beware their stingers, for they secrete a nasty poison.
- **Myrmidon**: the Disciples corrupted mercenaries to their cause, creating the myrmidons. They are masters of the sword, and only rarely can they be seen wielding anything else. Myrmidons have a good percentage of deadly strike, and score critical hits more often than other enemies.
- **Claw Beast**: similar to gargantuan beasts from Act 1, claw beasts have a fearsome temper. They rely on their size and strength to kill enemies. While they are usually slow, claw beasts may gain a sudden burst of speed in their attempt to kill you. Despite their tempers, claw beasts will not chase prey relentlessly. Claw beasts deal stun damage and knockback.
- **Brigand**: related to the myrmidons, brigands wield axes instead of swords. They are much slower than myrmidons, but deal higher damages. Brigands also have a high chance of crushing blow. Try to stay away from brigands as much as possible, and only attack them from a distance.

- Gnole: gnoles are vicious ‘lizards’ with a scaly skin and yellow eyes. While humanoid and able to speak, gnoles are more animal than human. They often wield spears and other pikes, and their immense stamina grants them fast speeds on open land. Gnoles will pursue foes relentlessly, and gain attack bonuses when one of their pack-members are killed.
- Air Sprite: usually invisible to the naked eye, air sprites are unique to Mount Azariti. They are usually benign towards passing travelers, but any who dare to climb their mountain are immediately attacked. Air sprites are known to drain mana, and are capable of vicious wind attacks. An air sprite has a 100% chance of knockback when its wind attacks hit the target, and its normal attacks have a 50% chance of knockback.
- Kcor: notorious for the lives they claim on the Dead Sea, kcors are creepers that have the ability to turn into small rocks. Their primary means of attack is to ambush prey with a powerful and poisonous sting. They are immune to poison themselves, and have high defense, although their health is lower than that of other creepers.
- Stag Beetle: no one knows why the stag beetle calls the Dead Sea its home. Mottled grey in color, stag beetles usually attack in groups of 4-5. They usually slash with their front claws, but sometimes attack with a hidden third claw that secretes poison. Their carapace is extremely hard and is highly valued as armor. Be warned, however: upon their death, stag beetles let out huge expanding clouds of poison.
- Shell Warrior: shell warriors come from the depths of the ocean, and usually dwell near the coast. The warriors wear a hard shell armor made from underwater crustaceans, and thus are nearly impervious to normal attacks. They are immune to ice, fire, and poison attacks, and are also highly resistant to physical damage. Deadly strike, open wounds, and crushing blow are useless against these beasts, as is critical strike. Shell warriors are, however, very weak to lightning.
- Wyvern: the wingless versions of dragons, wyverns are found only in the Magma Pit. These demons are faster than dragons and are immune to all fire-based damages. Their claws can penetrate armor with ease, and they breathe a large spread of fire. Many historians claim that wyverns and dragons both are misunderstood creatures and do not deserve an evil reputation. These historians have never met dragons or wyverns before. Both wyverns and dragons will pursue their prey no matter where they go, although dragons usually grow bored faster than wyverns will.
- Dragon: possibly the most infamous monster in the history of the world, dragons are mighty, powerful beasts. They are only found in the Magma Pit, and they are rumored to guard great treasures in the Pit. Like wyverns, they breathe fire and have piercing claws. However, dragons are **only** vulnerable to cold damage. They also have wings and are capable of hovering.
- Elemental: elementals are manlike creations of the elements and are thankfully rare. There are four types: water, air, earth, and fire. Each type uses spells unique to that element, and all are immune to their own element and resistant to magic.
- Krakaning: krakanings are the spawn of the Kraken, a vicious beast similar to a squid. They are usually small, with four long tentacles. Krakanings usually spend their time near the shore, where they snatch unsuspecting victims. They are most common on the Rugged Coastline.



- Ragabeast: ragabeasts are vicious relatives of gnoles. Unlike gnoles, however, ragabeasts do not use weapons and are more reptilian than their relatives, although they still stand on two legs. They are usually green, and are very fast.
- Golem: unlike the golems that the necromancer summons, golems of the Crystal Quarry look like men made of rock and are controlled by no master. They have high damage-ratios, and can pound through armor faster than most enemies. While they provide some good experience, don't waste time on them – they never drop anything.
- Gem Golem: there are actually many types of gem golems. Gem golems look just like a normal golem, except that they look like their corresponding gem – a ruby golem looks like a ruby, an emerald golem looks like an emerald, etc. When killed, gem golems drop 1-3 of their gem-type, with a random grade.
- Raga Slasher: slashers are more powerful than the traditional ragabeasts. They are a sandy yellowish color, and attack in packs of up to 5. Otherwise, slashers are pretty much the same as ragabeasts.
- Raga Slayer: slayers are even more powerful than slashers. They are a bloody red color, and secrete a viscous poison. When they die, slayer corpses become a hazard, as their blood is poisonous. Slayers usually attack in packs of 10 or more.
- Stone Mage: stone mages bear a resemblance to golems, except that they are thinner and wield rock staves. Stone mages have extremely powerful rock spells and are usually found on the Stone Peninsula.
- Obsidian (boss): Obsidian is a massive black golem. Although no one knows where he came from, many people suspect Obsidian was originally a statue in the Crystal Quarry that the Disciples brought to life. Wherever he came from, Obsidian has an intense hatred of all life. He uses rock spells and his hands and feet to destroy enemies, and his golem warriors and stone mages aid him in his quest to destroy humanity. Not known for an impressive intellect, Obsidian lets his actions do the talking.
- Ivy: all carnivorous plants found in the Jungle have been classified as ivy. There are actually several different types of ivy, including the poison, sleeping, stunning, trapping, and coiling varieties. The poison ivy and normal ivy are almost identical. Sleeping ivy has purple flowers that “freeze” either you or your allies for a certain amount of time. Stunning ivy has yellow flowers that emit pollen that stuns all characters in a given radius. Trapping ivy, distinguishable by its huge bivalve jaws, will bite onto an enemy and continue doing damage until the enemy ‘convinces’ it to let go. Coiling ivy has huge vines that wrap around and lash out at enemies – these vines must be destroyed before the actual plant can be approached.
- Tiger: these vicious cats usually attack in packs of three. Their attack patterns are very well-coordinated, and they are relentless in their pursuit of prey.
- Gorilla: gorillas usually accompany tigers as they look for prey. Immensely strong, gorillas are also ponderously slow, and vulnerable to archers. Regardless, their high amount of health and their 90% chance of crushing blow dissuades most would-be enemies from attacking them.
- Mosquitoes: a plague in themselves, mosquitoes only travel in swarms. If swarmed by more than one group of these foul insects, you may notice a drastic decrease in your health. Mosquitoes cannot damage skeletons or golems, and will follow you from one end of the Jungle to the other.

- Savage: savages are similar both to brigands and to flayers from Act 3. Instead of wielding axes, savages wield short spears, daggers, and small bows. All of their damages have a 50% chance of poisoning you, so take lots of antidotes when entering their domain. They attack in groups of 10-20.
- Quicksand: while not actually an enemy, quicksand is such a common hazard in the Jungle that it must be mentioned in the bestiary. Although it is subtle, quicksand can be identified by strange discolorations and distorted colors on the ground. Escaping quicksand involves running very, very fast. The longer you are in quicksand, the slower you will move. Also note that some quicksand patches have secret passages beneath them – if you see “real” colors in a patch of quicksand, chances are that it’s a secret passage.
- Zeraphim: when Zeraph ruled as a god, he ruled through his armies of Zeraphim. Although they look like and talk like humans, Zeraphim have superhuman strength and have the instincts of animals. They wield two-handed swords and massive shields.
- Ancient Creeper: ancient creepers are essentially huge creepers. They have such high defense that they are almost immune to physical damage. They deal damage with huge poison ‘pain’ spikes that they hurl at opponents. Fortunately, ancient creepers are very slow, and rarely pursue foes
- Follower: followers are dedicated myrmidons of the Disciples. They wield two longswords at once, and may even wield crescent blades. They are so devoted to their masters, in fact, that they will pursue their enemies no matter where they go. Followers are also *extremely* fast.
- Crusher: crushers are the stronger relatives of claw beasts. When fighting with other allies, crushers usually make a perimeter around their target, after which their allies rush inside. Crushers are so strong that they have a 45% chance of instantly killing any foe they attack. Advice: NEVER charge a crusher.
- Corrupted: once, when a group of stone mages approached the Worldstone Peak, they discovered the true nature of the Worldstone. The knowledge was so great that they became enslaved to the Worldstone, and now serve only the call of their master.
- Worldstone Warrior: like the corrupted mages, Worldstone warriors were originally shell warriors who pursued the power of the Worldstone. After their corruption, the warriors’ armor became Worldstone armor, rendering them immune to physical damage.
- Worldstone Golem: these golems are just like the warriors and corrupted mages. Worldstone golems are immensely powerful and drop 1-2 Worldstone gems at a random grade when killed.
- Crystal Guardian: crystal guardians are large, semi-scorpion like insects that protect the Crystal Cave. Their lives are completely attuned to every crystal in the Cave, and they are immediately aware of a theft in the Cave. They can deal any type of elemental damage to foes.
- Soul Beast: another relative of the claw beast, soul beasts have been imprisoned by Death. They serve him mindlessly and attack in groups of 2-4, accompanied by lost souls. Death humorously refers to these beasts as his “soul-harvesters”, and often sends them to collect souls from doomed people.
- Lost Soul: barely even ghosts, lost souls are the shades of people that have not moved on to heaven or hell. They drain mana and life from enemies, but they aren’t a serious threat.

- Avatar: when a lost soul becomes magically empowered, it becomes an avatar. Avatars do various forms of elemental damage, and always drain life and mana when they damage an opponent. Avatars also command legions of lost souls.
- Necromancer: The shamans of the Soulless Plain, necromancers not only raise Skeletons, Soul Beasts, and Avatars, they also deal a variety of draining spells. While they do not have much health or defense, Necromancers are the most dangerous enemies on the Plain – if you ignore them for too long, Necromancers working in concert can raise hundreds of enemies against you.
- Guardian: guardians are empowered Zeraphim. They wield devastating magical spells, and have powerful physical attacks. Guardians are either immune to physical or magical damage.
- The Seven Guardians (boss): the seven guardians are a conception made by the Disciples. They are the elite of their classes, and you must fight them all at once. The seven are as follows: Necromancer, Barbarian, Sorceress, Amazon, Assassin, Swordsman\*, and Paladin. Good luck defeating them.
- Vaulder (boss): not much can be said about Vaulder except that he's a powerful overlord. While not truly evil, Vaulder has been corrupted by the Disciples for the time being. Maybe by killing the Disciples, Vaulder can be set free...
- The Disciples (boss): this is the hardest fight in the game. You must face Zerron, Zapharos, and Zero all at once – use a town portal and you'll get trapped and killed. Your first priority is to kill Zerron, for his healing magic renders the other two Disciples immortal. Zerron is immune to physical, and will kill most people in one hit with his staff – stay away from him and destroy him with long-range or area-effect spells. The next Disciple you must defeat is Zapharos, the sorcerer – your chances of killing Zero before him are almost none. Zapharos is the opposite of Zerron. He is immune to all magical damage of any kind, and is immune to any elemental damage as well. His primary attacks are long-range spells, so force him to fight physically. After Zapharos is killed, focus on Zero. Zero is very fast and likes to attack and run, like Bloodraven does. To beat him, make sure you're running most of the time, and circle Zero until you see an opening. To stand still is to die – if you stand still, Zero will use one of his specials against you and beat the life out of your character. Also be careful of their group skills; when all three Disciples make a triangle around you, you're in for trouble.
- Zeraph (final boss): the nature of how to defeat Zeraph will remain a secret for everyone to discover on their own. Zeraph attacks in very unique ways, and will not summon minions. We'll also say that Zeraph uses devastating synergies, and you must be careful battling him.

*\*Swordsman replaces the Druid*

**This Concludes the Current Overview of Act 6. Enjoy the beta version everyone, and be ready for the advent of Act 6!**