

Mobs

The world needs to become alive - at the moment, there's a map - a good start, but it's dead. It needs some mobs adding to enliven it a little.

Some mobs (animals, certain monsters) can be added on a world-wide basis, but there are others that need to be done on a biome by biome basis (hobbits, elves...)

A base needs to be decided (mobs redo?).

Idea: Bandits in wild countries:



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