
Subject: Enemy randomization

Posted by [epca394](#) on Mon, 15 Jan 2018 00:42:46 GMT

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It would be cool if someone were to make a mod where balverines, legions of darkness, mercenaries, hollowmen, the like... were to spawn in different areas of the game than normal, also would be neat to have logans men searching for ya, so have some royal guard encounters in your adventures.....
