



Mirror Forest may be impossible to defeat without adjusting your strategy. The battles you will fight within are some of the most challenging in the entire game.

Recommended Entry Level:

- L55 (Normal)
- L70 (Nightmare)
- L85+ (Hell)

Name	Description	Skills
 Emerald Terror	Although more fragile than its allies, the Emerald Terror easily compensates for its lack of protection by swarming in larger numbers and providing regeneration to other nearby spirits. With its support, other Mirror Forest spirits are much tougher to combat.	Red Prayer: Regenerates life of nearby friendly creatures each second
 Dancing Lantern	The aptly named willowisp is an even greater threat once its kin have been rallied. Their speed and numbers can overwhelm in a matter of seconds, and they will often warp to another location when hit, making them difficult to destroy. However, there are times when shooting these spirits away with novas and quick homing attacks can be helpful - and much easier than dealing with them head on in the midst of a larger crisis.	Sanctuary Aura: Periodically damages enemies with magic damage every few seconds
 Glass Terror	One might consider this target to be of low priority, but that would be a big mistake. These flying blades are the "impending doom" of the Mirror Forest army, creeping along slowly and closing in on intruders with biting cold magic. They are incredibly resilient, and though lacking in the speed department are remarkably hard to escape.	
 Mirror Mage	Fast and aggressive. Though not often encountered in great numbers, Mirror Mages are feared for their focus firing tactics. They ceaselessly sling volleys of magic as their melee-oriented allies barrel down upon their opponents. Defeating a Mirror Mage can be just as deadly as letting it live, as the curse it leaves behind can make remaining Magi even more dangerous.	Fist of the Heavens: Summons a surge of magical energy down to the earth, striking the target and creating charges of magical energy that fan out and deal more magic damage
 Dark Scholar	Powerful sorcerer armed with a vast arsenal of spells. Many of them can result in instant death, annihilating unprepared fighters in seconds. It emits no light, making it difficult to locate in the fog. This is by far the most dangerous enemy in the forest. The only consolation lies in its sluggish speed, which must be exploited in order to defeat it.	Soul Drain: Drains the health of targets in a radius over time. Soul Drain will not kill a target Frostfire: A crawling wave of flame that deals fire damage as it travels and cold damage in its wake Trance: Emits a paralyzing blast that stuns anything caught within and deals massive damage
 Lexxa Natha Ellen Mirror Angels	Recognizable due to their slow speed and warmer glows, the three Mirror Angels guard each corner of the forest, and can cast a variety of spells with each of their attacks. Each of them have slightly varying characteristics and all are well armored.	XXXX: Slow-moving ring of death that emits no light and will instantly kill virtually anything upon contact

- Casts Godfrost when killed