

The Final boss of the adventure is the Nightmare Mastermind, a restless ghost that happened to be a great grandfather to Thomas.

The Boss was very hard to beat and instead of using a 4 man squad approach it became a free for all fight with Wyatt only helping from a distance.

The confrontation between Thomas and the ghost of his great grandfather was scary but manageable.

The boss itself had 3 phases: a giant like phase, a rouge attacker phase and the raw ghost phase with crystals acting as it's shields constantly breaking during each phase.

At the very end Thomas was the only one standing as the others had passed out from exhaustion and with a final fire attack caused a huge explosion.

Thomas was caught in the blast as the others had woken up, and he was in rough shape, bleeding a bit from being exposed by the blast.

Quote from this series's notes "The Mastermind is the restless ghost of Thomas's great grandfather, and before the magic problems happened he was still alive but had passed due to an illness. His soul tried to leave the normal way but after being trapped due to magic he was angered. His soul got attached to a shard of the magic comet on earth where the story takes place and accidentally created the Citadel and the magic hour. Turns out there are shards of the comet across earth with magic roots touching them with natural forming magic powersports. The town is in the middle of a very big one, and is the source of the magic hour."

The Citadel once visible from the magic hour was fading away and the team grabbed thomas and rushed out before it collapsed, and the magic hour was over and the magic forms of the team had vanished as well as the sun was rising.