Player has been out of range for 2 seconds

| Return | | Search |

Start of patrol has been reached

Player reenters aggro range

Player reenters aggro range

Player leaves aggro range

Movement

| Patrol | Player within aggro range | Aggro | Player enters stop range | Stop |

Player reenters aggro range

Melee

Player enters melee range

| Not Melee Attacking | | Melee Attacking |

Player leaves melee range

Life/Health

| 5 Health | | 4 Health | | 3 Health |

Gets hit with sword or fireball

Gets hit with sword or fireball

Gets hit with sword or fireball

Gets hit with sword or fireball

| 1 Health | | 2 Health |

Gets hit with sword or fireball

Gets hit with sword or fireball