

obj_Slime
-Step(): void

obj_SlimeBoss

-Step(): void

obj_Frankenstein

-Step(): void

 $obj_Cultist$

+CultistMovementState

+TeleportCooldown

+ Debuff Time: real

+AmountProjectileTypes : real

-Step(): void -Alarm0(): void -Alarm1(): void

-Alarm2(): void





