



opt

alt

[If Player within radius]

followPlayer()

[Else]

moveRandomly

opt

[If Player Adjacent]

alt

[If Weapon= Broadsword]

Deal 30 Damage

[Else]

Deal 50 Damage

opt

[If Skeleton HP = 0]

frame

[x>=50 and haven't revive]

revive()

[Else]

Give 250 Souls

opt

[If Player reset]

softReset

goToSpawn()

opt

alt

[If Yhorm HP>=50]

Deal 95 Damage

[Else]

burnSurrounding()

Increase hit rate

opt

[If Yhorm HP=0]

print prompt

Give 5000 Souls

Drop Cinders of a Lord