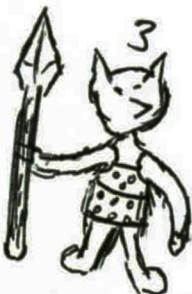


## Goblin

Melee



Medium HP

Behavior:

If there are multiple gobblins they will push & attack  
If there is only one goblin it will hang back but attack if provoked

Abilities:

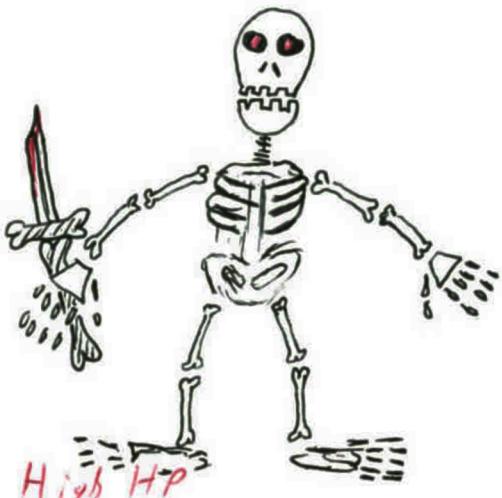
Gang Up: Target Single Enemy and Attack ~~Random Targets~~

Stab:

Very Short Range ST  
Medium Damage

## Skeleton

Melee & Archet



High HP

Behavior:

Affects No matter what

Archers try to stay back and take potshots

Regenerate HP

Abilities:

Mindless: Attack Wantonly (like Justin Sanner)

Normal:

Bone Bash:

~~Very~~ Short Range ST

Medium Damage

Archer:

Bone Arrow:

Medium Range ST

Low-Medium Damage

## Ka booocha (Mushroom Witch)

~~Melee~~ Ranged



Low HP

Behavior:

Tries to stay very far back to cast ranged attacks and buff for other enemies.

Abilities:

Brood: Randomly cast Buffs if there are other enemies Also cast Attacks

Stink Pot:

Long Range AOE

Throw stink pot

Low Damage

"Darn that stinks"

Buff Up:

Long Range ST

Buff Random stat or target Short Duration