

**Game:** Genshin Impact (2020)

**Name of the enemy:** Regular Hilichurl

**Type:** Smasher

**Strength:** Low

**Attacks individually/as a group?:** Both

**Description:** Primitive humanoid monsters that can be found all across Teyvat. Most people have already given up on trying to communicate with the hilichurls, believing that they are monsters simply incapable of communication. Hilichurls are a goblin-like family of monsters in Genshin Impact.

**Mechanics:**

- **Punch:** Approaches and swings its fist at the player, dealing 75% ATK as Physical DMG.
- **Throw rock:** Digs a small rock out of the ground and throws it at the player, dealing 50% ATK as Physical DMG.

**How to defeat them:**

- Attack with any type of attack or element

**Game:** Genshin Impact (2020)

**Name of the enemy:** Ruin Guard

**Type:** Emphasizer

**Strength:** Low

**Attacks individually/as a group?:** Individually

**Description:** Ruin Guards are Elite Enemies that are part of the Humanoid Ruin Machines enemy group and the Automatons family.

**Mechanics:**

- **Stomp and Clap:** Raises one of its feet and stomps the ground, dealing 62.5% ATK as AoE Physical DMG. If a player is still within melee range after the stomp, the Ruin Guard may lean down and clap powerfully using its hands, dealing 87.5% ATK as AoE Physical DMG in front of itself.
- **Punch and Jump Onto:** Bringing both fists together before performing, it will do spinning punches twice, dealing 50% ATK and 75% ATK as Physical DMG, before jumping into the air and landing onto the player's location (telegraphed by a red circle) and dealing 100% ATK as AoE Physical DMG.
- **Spin:** Begins to spin its upper body and further extend their arms' reach. While spinning, it will slowly march towards the player. This attack lasts for ~7 seconds

and rapidly deals 75% ATK as Physical DMG to players caught in the attack.

- **Missiles:** Players outside the Ruin Guard's melee range will force the Ruin Guard to quickly swivel their upper body around 180° and become stationary, exposing their core on the back with missile cannons towards the player. Shortly after, a red crosshair will appear on the Ruin Guard's target, and will then fire a swarm of homing missiles (6 each). These missiles each deal 31.25% ATK as Physical DMG on hit. Although the missiles are somewhat slow, they are able to change direction almost instantly, while locked onto their target. Once the crosshair disappears, the missiles no longer pursue their target and continue moving in a straight path.

**How to defeat them:**

- Striking the Ruin Guard's exposed weak point twice with attacks that deal more than 80 poise damage will stun the Ruin Guard, leaving it vulnerable for a long period of time. When vulnerable, it is easier to attack. Can be attacked with any type of attack and/or element.

**AI logic:**

An ability will only be used if all the following conditions have been met:

The ability is not on cooldown

The target is within the range and angle required by the ability

The ability has the highest priority out of all that meet the previous 2 conditions

A lower priority number indicates a higher priority.

If multiple abilities share the highest priority, one will be chosen at random.

**Game:** Genshin Impact (2020)

**Name of the enemy:** Abyss Mage

**Type:** Enforcer

**Strength:** Middle

**Attacks individually/as a group?:** Individually

**Description:** Abyss Mages are an elite enemy group part of the Abyss Order. In combat, Abyss Mages protect themselves with an elemental Shield and use elemental attacks, and are able to teleport to the player's location if far away.

Nowadays, we have four types of Abyss Mages that we can differentiate by the colour of their shield: Orange (Pyro = Fire), Purple (Electro = Thunder), Dark Blue (Hydro = Water), White-Light Blue (Cryo = Ice).

**Mechanics:**

- **Pyro:** Abyss Mages that conduct fire magic. They send out blasts of fire along the ground that burn anything in their path, and have a special attack where they

summon three bird-shaped heads in a triangular formation around the player to spew fire. The heads will spray fire in the formation for three fire spews. When exposed, they summon bursts of fire to erupt from the ground around them.

- **Electro:** Abyss Mages that conduct electric magic. They can release small electrical orbs from their staff that chase after a nearby player. For their special attack, they release a large ring that temporarily covers the ground beneath them. Coming in contact with the ring deals Electro damage. When exposed, they release four electric orbs each in different directions, with one of the orbs in the direction of the player.
- **Hydro:** Abyss Mages that conduct water magic. They attack by shooting blasts of water at the player, and have the ability to summon a large homing bubble that traps the player in it. These bubbles will pop eventually by outrunning or attacking them. It is possible for the player to lead them to another enemy causing them to be trapped instead, excluding the Abyss Mage that summoned it unless their shield is destroyed. When exposed, they summon many bubbles from the ground around them.
- **Cryo:** Abyss Mages that conduct ice magic. They can launch shards of ice from their staff and can summon large icicles to appear and fall above the player. When exposed, they summon icicles that orbit around them.

**How to defeat them:**

- Break the shield with the elements that can counter the element of the shield, and then attack with any type of attack or element before they regenerate the shield.

**Game:** Genshin Impact

**Name of the enemy:** Tartaglia (Childe) Boss

**Type:** Challenger

**Strength:** High

**Attacks individually/as a group?:** Individually

**Description:** Toward the end of Chapter One: Act III: A New Star Approaches, you'll be forced into a battle with Childe, the eleventh of the Fatui Harbingers. It's the second big boss battle of the campaign and, like Stormterror, takes place in its own domain. Getting through it alive is the only way to complete the rest of the chapter.

**Mechanics:**

- **Phase One:** Hydro. Hydro attacks and ranged moves with his bow before separating it into two daggers for melee if you're close enough. While his bow is out, Childe will either fire six fast Hydro arrows, or a couple heavy, slower shots

with a melee stomp at the end. Once his daggers are out, expect wide-reaching melee attacks that extra quite a bit ahead of him.

- **Phase Two:** In Electro form, Childe uses a polearm and even longer twin daggers. Again, it's just a matter of watching his every move. With the polearm out, Childe will spin it like a baton and do a frontal 180-degree arc with a decent reach. He'll likely follow up with a similar move from the daggers. here's a form of this move where he'll do some rapid dagger slashes before ending on the same heavy swing, so if there's no second-long interval before an attack, there's probably a flurry coming your way. One attack to watch out for here is his multi-hit dash across the arena. If you see him slowly arching forward with his polearm, get ready to dodge. He'll dash through you between two and four times total, with each coming from his last position.
- **Phase Three:** Now enraged, Childe will be in his true Harbinger form, dishing out both Hydro and Electro attacks at a moments notice. He'll still be using his polearm/dagger combo (and the weapon type won't dictate which element he'll use), but everything is just bigger: bigger reach, wider acts, and far more damage. In fact, the daggers are big enough to be classed as swords. And he has two of them. Like the playable form of his character, his attacks leave Elemental marks on you, which can then be triggered by his many Elemental Bursts of the opposite element for massive damage.

**How to defeat them:**

- Defeat all phases one for one until defeated

**Name of the enemy:**

**Type:**

**Strength:**

**Attacks individually/as a group?:**

**Description:**

**Mechanics:**

- 
- 
- 
- 
- 

**How to defeat them:**

-

<ul style="list-style-type: none"><li>-</li><li>-</li></ul>
<p><b>Name of the enemy:</b></p> <p><b>Type:</b></p> <p><b>Strength:</b></p> <p><b>Attacks individually/as a group?:</b></p> <p><b>Description:</b></p> <p><b>Mechanics:</b></p> <ul style="list-style-type: none"><li>-</li><li>-</li><li>-</li><li>-</li><li>-</li></ul> <p><b>How to defeat them:</b></p> <ul style="list-style-type: none"><li>-</li><li>-</li><li>-</li></ul>
<p><b>Name of the enemy:</b></p> <p><b>Type:</b></p> <p><b>Strength:</b></p> <p><b>Attacks individually/as a group?:</b></p> <p><b>Description:</b></p> <p><b>Mechanics:</b></p> <ul style="list-style-type: none"><li>-</li><li>-</li><li>-</li><li>-</li><li>-</li></ul> <p><b>How to defeat them:</b></p> <ul style="list-style-type: none"><li>-</li><li>-</li><li>-</li></ul>
<p><b>Name of the enemy:</b></p> <p><b>Type:</b></p>

by Júlia Serra Trujillo

**Strength:**

**Attacks individually/as a group?:**

**Description:**

**Mechanics:**

-

-

-

-

-

**How to defeat them:**

-

-

-