Slime -game: Game -defaultDropTable: ItemDrops -GEL ID: int -POTION ID: int +Slime(): ctor +Slime(String name): ctor +attack(Protagonist enemy): void +selectAction(Party allies, Party enemies, Engagement engagement): void -setDefaultDrops(): void Goblin -game: Game -defaultDropTable: ItemDrops -WIRE ID: int -POTION ID: int -SWORD ID: int -BOW ID: int -BOLT ID: int +Goblin(): ctor +Goblin(String name): ctor +attack(Protagonist enemy): void +selectAction(Party allies, Party enemies, Engagement engagement): void -setDefaultDrops(): void Ghost -game: Game -defaultDropTable: ItemDrops -PLASM ID: int -SCROLL ID: int -STAFF ID: int +Ghost(): ctor +Ghost(String name): ctor +attack(Protagonist enemy): void +selectAction(Party allies, Party enemies, Engagement engagement): void -setDefaultDrops(): void Newt -game: Game -defaultDropTable: ItemDrops -EYE ID: int -POTION ID: int +Newt(): ctor +Newt(String name): ctor +attack(Protagonist enemy): void +selectAction(Party allies, Party enemies, Engagement engagement): void -setDefaultDrops(): void