Enemies merged

Goblins:

Basic goblin - with sword, runs at the player, simple melee attack.

Better melee goblin - with an axe and light armor, behaves like basic goblin but better stats.

Range goblin with a slingshot - shoots the player from a distance.

Better range goblin with a bow - shoots the player from a distance but stronger.

Wolf rider - goblin that moves much faster because rides a wolf, approach the player in an arc from the side.

Tank goblin - with full armor and shield, does not attack hard but has a lot of hp and def, prefers to protect shooting units or group attack with melee goblins depending on which one is closer. Redirects most area damage to himself.

Shaman goblin - heals units, but also casts debuffs like slow, lower attack speed, poison and buffs to enemy def/atk/atk spd/spd. Healing will have the highest priority, but actions will be randomized with appropriate priorities.

Goblin mage – casts simple fireball, that can apply burn.

Goblin General - all stats better, melee, passive buffs to the stats of the rest of the goblins nearby. He is more intelligent so he does not approach player only head on and avoids area skills. If there’ll be enough time and capabilities, we can make him give buffs to the AI ​​of the goblins, they will attack more organized. Every 13 seconds he performs a strong attack that is area dmg and knocks up.

Goblin Saboteur - does not hit or take opponent generation points, but has a low spawn rate. He runs with a sack and despawns after a while, killing it gives more money or an item.

Goblin Assassin - is passively invisible, that effect disappears for 10 seconds after he takes damage. Attacks from behind.

Demons:

Basic melee demon - attacks with claws or horns from the front.

Better melee demon - like the basic one but better stats.

Range demon - a demon that throws a fireball, can apply burn.

Better range demon - like the basic one, but the damage is greater and in a larger area, leaving a burning ground for a few seconds, which deals damage and also has a chance to apply burn.

Hellhound - Deals damage like a basic melee demon but is fast and attacks in an arc or from behind.

Winged demon - flies, dives down at a high speed when attacking, then returns to the air after.

Tank demon – like goblin one but demon

Imp summoner - a demon that summons imps instead of attacking, imps - flying with a small amount of health and average attack, but there are a lot of them. Imps attack directly at the player.

Pit Fiend - attacks from a medium distance with a whip, attacks from the side or from the front. Every 20 seconds resurrects several dead enemies as a basic melee demon.

Pit Lord - like Pit Fiend but better stats and resurrects as better melee demons.

Kamikaze Demon - runs straight at the player and after getting close enough explodes, dealing additional damage depending on how much hp he has left.

Mage Demon - range magic type damage, can disable 1 player skill every 15 seconds.

Undead:

Skeleton Archer (Easy)

A basic ranged enemy. Shoots a bow, trying to maintain a safe distance from the player. When they appear in large numbers, they stick together in a tight group.

Skeleton Crossbowman (Easy)

Similar to the Skeleton Archer, but more durable and dangerous. Has stronger attacks, more health, and better defense. When they appear in large numbers, they stick together in a tight group.

Skeleton Pikeman (Easy)

A basic melee enemy. Armed with a pike, they try to fight the player directly. When they appear in large numbers, they stick together in a tight group.

Skeleton Halberdier (Easy)

Similar to the Skeleton Pikeman, but more durable and dangerous also with halberd instead of a pike . Has stronger attacks, more health, and better defense. When they appear in large numbers, they stick together in a tight group.

Vampire - melee, stats similar to better melee units. Restores HP when attacking. Every X seconds performs an attack that deals magic damage and restores 3 times more HP than usual. Does not attack in the front line with other monsters, prefers to wait for the player to use area skills before attacking.

zombie(tank) - melee opponent, slow but with a lot of hp.

Wraith/ghost - flying fast melee, attacks from every side (randomized every time). If successful, it has a chance to apply a panic effect (lower stamina or faster depletion of stamina and reduced field of vision.

Nekomancer (medium)

A charming necromancer in cat form. He does not engage in combat himself, instead summoning up to three undead who fight for him.

Lich - summons skeletons, zombies or wraiths/ghosts every X seconds and casts area magic from a distance that also has a chance to poison

Death knight - corpse cavalry in armor. Has a lot of hp, damage and def, additionally dealing 8% of the player's maximum hp as magic damage on an attack (in addition to regular damage). Once every 20 seconds and when fight begins, he can charge, increasing movement speed and dealing more damage the further he runs (with an upper limit). When not charging, he prefers to attack from the side.

Variety:

Slime - resistant to non-magical damage by 90%, melee.

Stone Golem (easy)

A large enemy with large hitbox. Attacks are strong, but only close-range. Each attack is preceded by an appropriate animation. The enemy's movements are slow, but the golem has a lot of hp.

Rune Golem - resistant to magic dmg by 90%, a lot of hp, def and a strong attack that knocks up, but slow, melee. A difficult version of the stone golem.

Elves - shoot a bow for big damage. If the player gets too close, they jump away.

Shadow - a basic melee enemy, but every 10 seconds or between attacks it sinks into the floor, becoming invulnerable but able to continue moving.

Wormies (easy)

They have a centipede-inspired appearance. They usually work in a group, by surrounding the player and attacking when they are in the right position. There are three to seven of these creatures when spawning, but they are easy to defeat.

Poisonous Snake (easy)

A small but easy opponent. When its distance from the player decreases, it hisses in warning. Its bite has a 30% chance of poisoning, which can weaken the opponent for a short time and deals damage over time.

Green Rat (easy)

During combat, the rat runs quickly towards the player, jumping and trying to attack the head. When its health drops below 10%, it starts to run away, trying to avoid death. Additionally, it has the ability to regenerate - every 10 seconds there is a 30% chance to regain 20% of hp.

Forest Spirit (easy)

Peaceful by nature, it does not attack directly, but supports other monsters on the battlefield. Every 10 seconds it can heal an ally within its range, but only up to a certain health limit. It is not able to heal itself. If left alone on the battlefield, it becomes aggressive and deals significantly more damage, becoming a real threat.

Two-Tailed Fox (Medium)

The fox can create illusions of other monsters from the Easy or Medium category (except those that can also summon). The illusions have a faint blue glow and can appear once per minute, up to two at a time from the moment the player is detected. The fox itself does not have strong attacks - its only offensive ability is a bite.

Werewolf (Medium)

The werewolf is a fast opponent that attacks with claws or teeth. After spotting the player, it runs towards them dynamically, often making sudden turns. It deals its first blow from the direction it is coming from. Then it jumps at the player. It tries to deliver the next blow from behind the opponent's back. It circles the player, waiting for a good moment to attack.

Fire Elemental (Hard)

A fiery creature with great speed, specializing in ranged attacks. Each of his blows has a 30% chance of setting the player on fire. When his health drops below 50%, he enters a second phase, greatly increasing his speed and the intensity of his attacks. Additionally, he can create fire tornadoes that move around the arena, forcing the player to constantly move.

Bosses:

Doppelganger - you fight an opponent who is an exact copy of the player.

Vampire lord - heals more than regular vampire, has a set of attacks and has servants in the form of regular vampires. Sword attack, bite that restores more life than usual. When player is too far he dashes fixed range toward him. After losing 50% hp for the first time, he can turn into a bat every X seconds, healing himself until the bat form is killed (has separate hp). He can also after that point turn into a blood stain, becoming invulnerable, healing himself an additional 10% more than usual and dealing magic damage above himself.

Gravedigger necromancer - summoning ghouls, better faster melee units that applies debuffs and hits hybrid (50 magical 50% normal) damage. He has a lot of hp but the main method of his attack are ghouls. However, he can attack with his shovel which applies the confuse effect (reversal of all of the movement directions[if it is not too difficult to implement]). After losing 60% hp, he summons a special spirit that is stronger, and its damage heals the gravedigger and itself. That spirit attacks like a dementor from Harry Potter.

Ancient sorcerer - melee and range, attacks with all kinds of magic, also raises a barrier around himself at the beginning of the fight and X seconds after its destruction. After losing hp to 60% and then 30%, he gains additional stronger spells. He has a high attack stat, but not as high def and hp stats (still relatively high because he is a boss). He has 90% resistance to magical attacks (We can give an achievement or something for defeating him with magic alone).

Dragon - Breathes fire, attacks with claws or tail and is 70% resistant to magic. After losing 50% hp, it can occasionally rise into the air and breathe fire from above while flying over the arena.

Cerberus - summons hellhounds from time to time, attacks three times each attack. If the player is too far away, it shoots fireballs from its mouths. His battle has hell arena effect – after given time, the circle around him appears and shrinks over time. Everything outside is consumed by flames. Player receives damage while not in the circle.

Archdevil - Attacks with an area or direct effect with a scythe. It can shoot a wave of fire around itself that can apply burn and deals magic damage. It can open a hell gate every X seconds from which demon-class monsters emerge. The gate has its own hp and must be destroyed. After losing 50% hp, the gate's opening ability cooldown is shortened by 25% and archdevil gains the ability to teleport near the player every X seconds.

Magical Creation - appears with several better rune golems, enters one and is invincible until the golem it is in is destroyed. You can attack it in this time, and after given time golems are recreated and then the cycle repeats. As his hp drops, various supernatural things will happen, e.g. a lightning storm that deals damage or a blizzard.

Dual phase, either demon/demon or goblin/necro we will see, the fight ends seemingly and just before leaving the level or after given time, the fight continues suddenly -TODO