Basic enemy types:

* Standard Skeleton (Moves towards player, uses standard weapon, low health)
* Mage (Moves away from player at an average speed, uses Burst-Fire weapon, average health)
* Ghost (Moves away from player, uses Rapid-Fire weapon, low health)
* Staff Ogre (Moves towards player, uses Staff, high health but slow movement)
* Pyromaniac (Moves towards player quickly, uses Flamethrower, average health and fast movement)
* Necromancer (Moves away from player slowly, spawns Standard Skeletons and shoots a ring of projectiles around itself occasionally, High health and slow movement)
* Boom Book (Moves towards player quickly, explodes on contact, low health and fast movement)

Basic weapon types:

* Wand (Standard Weapon) (1 projectile per shot, average attack speed, average damage)
* Staff (Multiple projectiles per shot (3-5?), slow attack speed, average damage)
* Flamethrower (Constant fire, low damage (sets enemies on fire?))
* Fireball (1 projectile per shot (explodes), (very?) slow attack speed, high damage to enemies hit directly, lower damage to enemies further away from projectile when it collides with something)
* Rapid-fire (1 projectile per shot, (very?) fast attack speed, low damage)
* Burst-Fire (1 projectile per shot, fires 3-5 shots per attack with a cooldown between attacks, average damage)
* Sword (Melee weapon, hits enemies directly in front of player, fast attack speed, high damage)