Enemy Types – Lonely Sorceress

#01 _____

Name:	The Retaliator
Functionality:	On death, explodes dealing damage to allies and enemies in a medium area around its corpse.
Health:	Low **Medium** High
Counters:	Not killing enemies until they're right in front of you.

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#02 _____

Name:	The Shapeshifter
Functionality:	On taking damage, changes its shape into one of many alternatives.
Health:	Low Medium **High**
Counters:	Constantly firing without adjusting aiming.

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#03 _____

Name:	The Hydra
Functionality:	On death, spawns two smaller enemies.
Health:	Low Medium **High**
Counters:	Not combining single-target damage and multi-target damage.

_____

#04 _____

Name:	The Guardian
Functionality:	Protects other enemies from any damage as long as it lives.
Health:	Low **Medium** High
Counters:	Choosing targets carelessly. Not thinking about the order in which enemies should be attacked.

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#05 _____

Name:	The Regenerator
Functionality:	Constantly regenerates health points.
Health:	Low Medium **High**
Counters:	Trying to split damage equally among enemies. Not focusing on a single target.

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#06 _____

Name: The Dwarf

Functionality: Becomes smaller in size with every hit.

Health:	Low	**Medium**	High

Counters: Not adjusting aiming while fighting the same enemy. Generally, imprecise aiming.

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#07 _____

Name: The Traveler

Functionality: Every few seconds, channels and teleports to the player's current location.

Health:	**Low**	Medium	High

Counters: Staying in the same position during combat.

_____

#08 _____

Name: The Armored

Functionality: On taking damage, gains a strong shield that decays quickly.

Health:	Low	Medium	**High**

Counters: Trying to burst single enemies quickly.

_____

#09 _____

Name: The Trickster

Functionality: On entering combat, creates mirror images of itself that die instantly when receiving damage.

Health:	**Low**	Medium	High

Counters: Only being able to focus on a few enemies. High damage single-target attacks.

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#10 _____

Name: The Alien

Functionality: A few seconds after entering combat, reverses gravity for itself to walk on the ceiling.

Health:	Low	**Medium**	High

Counters:	Not looking up.

_____

#11 _____

Name:	The Runner
Functionality:	Becomes faster every time it receives damage.
Health:	Low **Medium** High
Counters:	Focusing on multiple enemies at once. Misestimating time until enemy is nearby.

_____

#12 _____

Name:	The Snail
Functionality:	Leaves behind a trail that players can't walk through.
Health:	Low Medium **High**
Counters:	Trying to get behind enemies.

_____

#13 _____

Name:	The Devourer
Functionality:	Channels to draw in air making it much harder for the player to move in the opposite direction.
Health:	Low **Medium** High
Counters:	Waiting too long before escaping enemies' range.

_____

#14 _____

Name:	The Mother
Functionality:	Spawns new enemies every few seconds as long as it lives.
Health:	Low Medium **High**
Counters:	Not paying attention to the order of targets. Extending fights by playing passively.

_____

#15 _____

Name:	The Hawk
Functionality:	Flies through the air instead of walking on the ground.
Health:	**Low** Medium High
Counters:	Not looking up.

_____

#16 _____

Name: The Mirror Maker

Functionality: Creates a wall deflecting colliding projectiles.

Health: Low Medium High

Counters: Not paying attention to the battlefield. Ignoring movement of one's own projectiles.

_____

#17 _____

Name: The Student

Functionality: Only takes damage from the same spell once.

Health: Low Medium High

Counters: Using the same spell over and over.

_____

#18 _____

Name: The Revenant

Functionality: As long as other enemies are still alive, recovers from death after a few seconds.

Health: Low Medium High

Counters: Not paying attention to the order of targets. Not paying attention to enemies that seem to be dead.

_____

#19 _____

Name: The Ghost

Functionality: Is able to walk through walls. Can't be hit by spells while in a wall.

Health: Low Medium High

Counters: Staying too close to cover. Not paying attention to the layout of the battlefield.

_____

#20 _____

Name: The Imitator

Functionality: Only moves while the player does. Moves much faster than the player, though.

Health: Low Medium High

| Counters: | Moving too much and without thought. Stressing at the sight of approaching enemies. |

_____

#21 _____

Name:	The Drainer
Functionality:	On taking damage, reduces the charges of the player's currently selected ability.
Health:	Low	Medium	**High**
Counters:	Not paying attention to the charges system. Not switching the selected ability cleverly.

_____

#22 _____

Name:	The Shadow
Functionality:	On entering combat, camouflages.
Health:	**Low**	Medium	High
Counters:	Not paying close attention to the visuals while in combat.

_____

#23 _____

Name:	The Giant
Functionality:	Grows bigger in size the closer it gets to the player.
Health:	Low	Medium	**High**
Counters:	Not focusing on the enemy right in front of you. Trying to attack multiple targets at the same time.

_____

#24 _____

Name:	The Weaver
Functionality:	Regularly marks spots in the level. Can travel to any marked spot instantly.
Health:	Low	**Medium**	High
Counters:	Only paying attention to current positions of enemies. Not scanning the environment nearby for potential dangers.

_____

#25 _____

| Name: | The Troll |
| Functionality: | Constantly sets its movement speed to a random value. |

Health: Low   Medium   High

Counters: Anticipating next position of enemies based on their movement
                 speed. Using perception of movement speed to aim.

_____

Health: Low   Medium   High

Counters: Anticipating next position of enemies based on their movement
                 speed. Using perception of movement speed to aim.