

Goblin:

- Health: 30
- Attack: 5-10 damage
- Behavior: Swarm player, avoid traps.
- Weakness: Fire spells

Orc:

- Health: 80
- Attack: 15-20 damage
- Behavior: Charge at player, high resistance to knockback.
- Weakness: Ice spells

Dragon:

- Health: 500
- Attack: 40-60 damage
- Special Abilities: Fire breath, tail swipe, wing gust.
- Loot: Rare gems, legendary weapons
- Weakness: Lightning spells