

RoomType
- START - MONSTER - SHOP - EMPTY - BOSS

EnemyType
- SLIME - GOBLIN - SKELETON - ORC - DRAGON

DropType
- SKILL - GOLD - POTION - NONE

SkillType
- EXECUTE - LIFE_SIPHON - REVENGE - MARKED_FOR_DEATH - CRITICAL_HIT - WEAKNESS_STRIKE - WEALTH_STRIKE - LUCKY_DICE - SHARED_FATE - REVERSAL - FOUL_PLAY

SkillRarity
- COMMON - UNCOMMON - RARE - EPIC - LEGENDARY

ItemType
- HEALING_POTION - ENERGY_GEL - FIRST_AID_SPRAY - ROAST_CHICKEN - ADRENALINE_SHOT - DARK_PACT - FAIRY_BOTTLE