Weapons:

* Sword
  + Damage: 10-15
  + Description: A finely crafted sword imbued with the essence of courage and strength.
* Staff
  + Damage: 8-12
  + Description: A mystical staff channeling the power of arcane magic, capable of unleashing devastating spells.
* Bow
  + Damage: 12-18
  + Description: A sleek bow designed for accuracy, perfect for picking off enemies from a distance.
* Waraxe
  + Damage: 15-20
  + Description: A massive waraxe capable of crushing foes with overwhelming force.
* Mace
  + Damage: 5-10
  + Description: A blunt mace, good for smashing enemies.

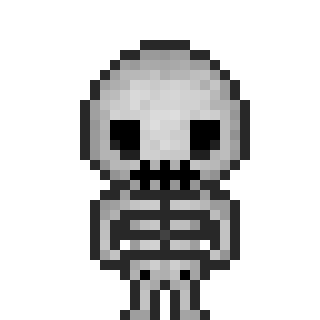


Enemies:

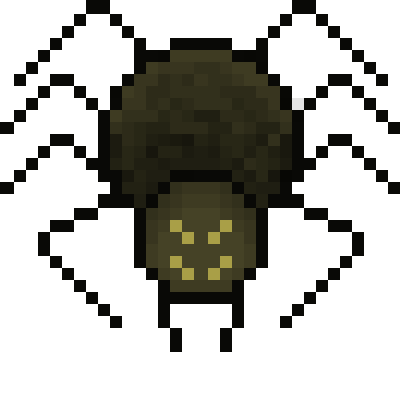
* Goblin Grunt
  + Health: 20
  + Damage: 5
  + Description: Small, agile creatures armed with rusty weapons, often found in groups.
* 
* Orc Berserker
  + Health: 50
  + Damage: 10
  + Description: Large, brutish warriors fueled by rage, wielding massive spear with deadly efficiency.



* Skeleton Archer
  + Health: 30
  + Damage: 8
  + Description: Undead archers lurking in the shadows, firing arrows with uncanny accuracy.



* Giant Spider
  + Health: 40
  + Damage: 12
  + Description: Massive arachnids with venomous bites, capable of ensnaring their prey in sticky webs.



* Sorcerer's Apprentice
  + Health: 25
  + Damage: 10
  + Description: Young wizards-in-training, wielding elemental spells with unpredictable results.



NPCs/Shopkeepers:

* Blacksmith
  + Items: Swords, axes, armor
  + Description: A burly blacksmith skilled in the art of forging weapons and armor for adventurers.
* Potion Merchant
  + Items: Health potions, mana potions
  + Description: A wizened alchemist selling potent potions to aid adventurers in their quests.
* Spellcaster
  + Items: Scrolls, magical artifacts
  + Description: A mysterious mage offering rare spells and enchanted items to those who seek arcane power.
* Traveling Merchant
  + Items: Various consumables, trinkets
  + Description: A nomadic trader peddling exotic goods and curiosities from distant lands.
* Innkeeper
  + Items: Food, lodging
  + Description: A friendly innkeeper providing weary travelers with hearty meals and comfortable beds for the night.