Manager:  
Managers.state.game\_mode

DifficultyManager

Managers.state.difficulty

/scripts/settings/equipment/pickups.lua > item templates e.g. healing, potions, bombs

--get map id of the currently loaded map

Managers.state.game\_mode:level\_key()

--disables the spawning of roaming enemies, patrols, ogres, specials and waves

conflict\_director.disabled = true

--load inn level

Managers.state.game\_mode:start\_specific\_level("inn\_level", nil)

Item\_master\_list\_exportet.lua

Contains all trinkets, weapons and hat