



Items

Name	Type	Strength	Defense	Effect	Map position
Faust	weapon	1	0		(over weapon)
Stuck	weapon	2	0		(at Goblin)
Roslynes Schwert	weapon	3	0	bleeding	(All Weapons)
Eckes Schwert	weapon	4	0		(All Weapons)
Schleichen	weapon	3	0		B2
Langschwert	weapon	4	0		C3
Baldardschwert	weapon	8	0	bleeding, poisoning	E4
Claymore	weapon	10	5		B5

Creatures

Name	HP	Type	Strength	Weapon	Armor	Map position
Player	100	player	5	Schwert	Holzschilde	A1 (Player)
Goblin der Duelle	10	Beast	5	Schwert	Stundeisen	A1 (Goblin)
Goblin der Duelle	10	Beast	5	Schwert	Stundeisen	A1 (Goblin)
Valentines der Vamp	100	Beast	10	Lampenhaut	Lederbekleidung	E4
Valentines der Vamp	100	Beast	10	Lampenhaut	Lederbekleidung	E4
Goblin	7	Goblin	1	Stuck	Wandschilde	(Enemy Map)
Healer	20	Healer	2	Rosiges Schwert	Wandschilde	(Enemy Map)
Vampire	25	Vampire	4	Eckes Schwert	Lederbekleidung	(Enemy Map)

Events

Name	Type	Notice
a1	Heal	Player will get healed
a2	Damage	Player will get hurt and get some damage

