challenges.xml	players.xml	itempools.xml	entities2.xml	preload.xml	room.xml (converted .stb)	items.xml	pocketitems.xml	achievements.xml	music.xml
id	<Root node>	<ItemPools>	<Root node>	<Preloads>	<Rooms>	<Items>	<PocketItems>	<Achievements>	<Music>
name	portraitroot		version		type	version		gfxroot	root
startingitems	bigportraitroot	<pool>	ann2root	<Preload>	variant	gfxroot	<Pillefect>		
startingtrinkets		name		id	name		<Card>	<Achievement>	<Track>
achievements	<Player node>		<entity>		difficulty	<???> (likely all possible cache values)	<Rune>	id	id
endstage	id	<Item>	id	<png>	weight	damage	id	text	name
roomfilter	name	Weight	variant	path	width	firedelay	achievement	gfx	intro
cursefilter	skin	DecreaseBy	subtype		height	shotspeed	name		path
getcurse	portrait	RemoveOn	shadowSize			range	description		layerintro
startingpill	bigportrait		name		<Door>	speed	hud		layer
startingcard	costume		collisionDamage		x	tearflag			loop
soulhp	hp		boss		y	tearcolor			
blackhp	armor		champion		exists	flying			
canshoot	black		collisionRadius		<"true"/"True" => true, otherwise false>	weapon			
altpath	coins		collisionRadiusXMulti		<Spawn>	familiars			
maxdamage	bombs		collisionRadiusYMulti		x	luck			
minfirerate	keys		collisionMass		y				
minshotspeed	card		numGridCollisionPoints			<Passive>			
playertype	pill		friction		<Entity>	<Trinket>			
	items		baseHP		type	<Active>			
	trinket		stageHP		variant	<Familiar>			
	skincolor		ann2path		subtype	name			
			portrait		weight	description			
	<Eden hair>		shutdoors			gfx			
	hair		gridCollision			- trinkets/			
	gfx					- collectibles/			
			<gibs>			achievement			
			amount			cache			
			blood			all			
			bone			maxhearts			
			gut			hearts			
			eye			soulhearts			
			large			blackhearts			
			poop			bombs			
			worm			keys			
						coins			
			<preload>			maxcharges			
			id			cooldown			
			variant			special			
			subtype			devilprice			
			path						