

#	POTIONS	EFFECTS	SHOP	SELL	STOCK	INGREDIENTS- PLANTS	BARTER VALUE	STOCK	INGREDIENTS: ANIMAL PARTS	BARTER VALUE	STOCK	MISC	SHOP	SELL
1	Small Healing Potion	Restores 40 HP	1g	0.5g	5	Schichetta	1:1	0	Badger Scent Gland	1:1	1	Alchemy Starter Kit	2g	1g
2	Small Recovery Potion	Restores 40 Stamina	1g	0.5g	5	Mage's Fennel	1:1	0	Wolf Fangs	1:1	10	Basic Toolkit	2g	1g
3	Small Potion of Lucidity	Boosts PSY by 3 for 3 turns	1g	0.5g	2	Wolf Winterberry	1:1	6	Raven Feather	1:1	2	Bottle of Wine	1g	N/A
4	Minor Poison	Inflicts 75 damage over 3 turns	1g	0.5g	2	Hovering Poisonflower	1:1	5	Bear Claws	1:2	9	Packed Picnic Basket	1g	N/A
5						Forest Mushroom	1:1	19	Salamander Tail	0:1:10	0			
6						Rock Salt	1:1	3	Rabbit's Foot	1:2	0			
7						Blanketweed	1:1	2						
8						Shadow Mint	1:2	0						
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						Ingredients cannot be bought or sold, but they can be bartered for other ingredients								

#	SPELL ITEMS / ARTIFACTS	TYPE	STATS	SHOP	SELL	WEAPONS / SHIELDS / ARMOR	TYPE	STATS	SHOP	SELL
1	Dryad's Branch	SPELL ITEM	Animate a nearby tree, causing it to come to life and aid its summoner in combat for 3 turns. Can be used once per combat. Costs 50 stamina.	6g	2g	Oaken Staff (sold)	LIGHT WEAPON	20 dmg, increases INT by 1 on every spell cast (resets after battle), increases damage on all spells by +2 (improved by arcane affinity)	5g	2g
2	Prism	SPELL ITEM	Blind the enemy. Reduces their evasion by 30%, increases their miss chance by 40%. Costs 25 stamina.	5g	2g	Naginata	HEAVY WEAPON	24 base dmg, on attack place a debuff of 'Frostburn' on target for 2 turns. For every instance of dmg dealt to an enemy with Frostburn they suffer 5 additional cold dmg	7g	3g
3	Firestone (sold)	ARTIFACT	Spells that directly target enemies have additional chance to burn them (25% chance, 20 fire dmg for 2 turns)	4g	1g	Void Plate	MEDIUM ARMOR	38 block, when enemies attack they are teleported to another realm for 1 turn (enemy can't attack and can't be targeted), affects each enemy during battle once	13g	7g
4	Magiglass Lens (sold)	ARTIFACT	Spells have an additional +2 range.	8g	4g	Persistent Primate (sold)	BUCKLER SHIELD	5% def boost, increase def boost by 5% every time user casts a friendly spell on ally (stacks up to 3 times)	3g	1g
5	Fossilized Sea Star (sold)	ARTIFACT	Provides +2 PSY, +2 LCK.	5g	2g	Herald of House Beardsworth	KITE SHIELD	15% def boost, adds the ability to cast a SPELL: place a defensible bubble on an ally for 40 stamina, blocking and reflecting 1 spell back at caster	12g	6g
6	Potion of Haste	POTION	Boosts AGI by n*1 per turn for 5 turns (n is the turn since potion consumed)	5g	2g					
7	Potion of Invisibility	POTION	Become invisible for 2 turns.	2g	1g					

Note: All recipes require an alchemy kit (or alchemical station) to create

#	Process	Product	Effect	???
1	Shichetta + water	Small Healing Potion	Restores 40 HP	
2	Mage's Fennel + water	Small Recovery Potion	Restores 40 Stamina	
3	Wolf Winterberry fruit (2) + water	Small Potion of Lucidity	Boosts PSY by 3 for 3 turns	
4	Hovering Poisonflower + rock salt + water	Bottle of Minor Poison	Inflicts 75 damage over 3 turns	
5	Wolf Fangs + Shichetta + water	Small Potion of Resolve	Boosts STR and VIT by 1 for 5 turns	
6	Bear Claws + Blanketweed (3) + water	Potion of Persistence	Restores 60 + 30% max HP over 3 turns	
7	Badger Gland + Mage's Fennel (3) + rock salt + water	Potion of Sagacity	Restores 60 Stamina, Boosts INT by 3 every turn for 4 turns	
8	Shadow Mint + Raven Feather + human hair + water	Potion of Transmogrification	Allows user to switch appearances for the next 12 hours. Certain special abilities are restricted while in changed form.	
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NOTE: Special items can only be traded 1:1 in exchange for Bone Charms

#	ITEMS	TYPE	STATS	PRICE	SELL
1	Aegean Mail Mitten	ARTIFACT	If you didn't attack last turn, your attack deals +20 dmg this turn (doesn't stack)	9g	4g
2	Potion of Sagacity	POTION	Restores 60 Stamina. Boosts INT by 3 every turn for 4 turns	3g	1g
3	Elven Baguette	CONSUMABLE	Removes all poisons when eaten	1g	N/A
4	Rabbit's Foot	ALCHEMY INGREDIENT	provides +1 LCK while in possession	1g	N/A
5	Cheese Armor	MEDIUM ARMOR	made of cheese, if attacked by an enemy 3 times, turns them into a wheel of cheese for 1 turn	15g	7g
6	Mysterious Vial	??	It contains a mysterious metal, which seems to change appearance on observation	5g	N/A
7	Bec de Corbin	HEAVY WEAPON	27 base dmg, can enable TECHNIQUE: 35% pierce on next hit for 25 stamina cost	7g	3g

SPECIAL	TYPE	STATS
Warlord's Gambeson	MEDIUM ARMOR	60 (+20 block per level), lose block equal to physical damage taken, gain 1 STR per 10 missing block
Yeoman's Valor	HEAVY WEAPON	A longbow that does something cool
Enchanted Gastraphetes	MECHANICAL WEAPON	32 base dmg, 6 tile range, can be loaded with a potion instead of regular crossbow ammo, potions can be fired at allies granting double effects of potions, offensive potions can be fired at enemies.
Zapata's Revenge	LIGHT WEAPON	1 base dmg, for every 50 damage dealt in total (by both players and enemies) boost this weapon's damage by +1, only counts dmg dealt during battle while this item is currently held and active, dmg resets at the end of battle