#	WEAPONS	CLASSIFICATION	STATS	SHOP	SELL	AMMO	SHOP	SELL	STOCK
1	Short Sword	LIGHT	17 dmg	2g	1g	Arrows (12)	1g	0.5g	00
2	Pair of Daggers	LIGHT	14dmg, +10% crit chance	2g	1g	Smoothbore Rounds (8)	1g	0.5g	00
3	Mace	LIGHT	14 dmg, 10% damage pierce	2g	1g	Crossbow Bolts (10)	1g	0.5g	00
4	Short Bow	LIGHT	26 dmg	2g	1g				
5	Switchblade	LIGHT	16 dmg, switching to this weapon from another weapon grants guaranteed crit and +0.5 crit multiplier next turn	3g	1g				
6	Cracked Pollaxe	HEAVY	26 dmg, 10% pierce	4g	1g				
7	Voulge	HEAVY	24 dmg, gains +6 dmg and 20% pierce when attacking a defending opponent	6g	3g				
	Pike (1 in stock)	HEAVY	22 dmg, unlocks TECHNIQUE that allows user to enter a vigilant posture that damages the first enemy that comes within 1 range for 1.75x base damage. Costs 30 stam upon success.	6g	3g				
8	Flintlock Pistol	MECHANICAL	40 dmg	3g	1g				
9	Light Crossbow	MECHANICAL	36 dmg	4g	1g				
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#	ARMOUR	CLASSIFICATION	STATS	SHOP	SELL	SHIELDS	CLASSIFICATION	STATS	SHOP	SELL
1	Leather Armour	LIGHT	15 block	1g	0.5g	Wooden Round Shield	BUCKLER	5% def boost	1g	0.5g
2	Brass Armour	MEDIUM	35 block	4g	2g	Wooden Kite Shield	KITE	15% def boost	4g	1g
3	Rusted Plate Armour	HEAVY	90 block	8g	4g	Battered Scutum	TOWER	30% def boost	8g	4g
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1	LIGHT, MEDIUM and HEA least 25%/10%/0% is still	dealt through re	gardless of block	ed dam	age value					
2	LIGHT armor incurs no pe actions (except rest), and	enalty, MEDIUM HEAVY armor a	armor adds +2 s idds +5 stamina (	tamina o						
3	BUCKLER shields provide provide 15% and TOWER			ding, KI						
4	BUCKLER and KITE shie attack. TOWER shield pro	lds allow counte	r-attacks against efence overall.	incomir	ng melee					
5	BUCKLER shields incur + enable 60% counter-attack dama	k damage. KITE	shields incur +3	stamina	cost and					

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#	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	01:10	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	Ĺ	WEAPONS / SHIELDS / ARMOR	TYPE	STATS	SHOP	P SE	:LL
1	Dryad's Branch		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	29	9	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		Blind the enemy. Reduces their evasion by 30%, increases their miss chance by 40%. Costs 25 stamina.	5g	29	9	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	9	7g
4	Magiglass Lens (sold)	ARTIFACT	Spells have an additional +2 range.	8g	49	g	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	29	9	Herald of House Beardsworth	KITE SHIELD	15% def boost, adds the ability to cast a SPELL: place a defensibe bubble on an ally for 40 stamina, blocking and reflecing 1 spell back at caster	129	g	6g
6	Potion of Haste		Boosts AGI by nx1 per turn for 5 turns (n is the turn since potion consumed)	5g	29	9					$\perp$	
7	Potion of Invisibility	POTION	Become invisible for 2 turns.	2g	1g	j j						

	Note: All recipes require an alchemy kit (or alchemical station	n) to create		
	Note. All recipes require an alchemy Kit (or alchemical station	i) 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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#	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 Foor	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

NOTE: Special items car	NOTE: Special items can only be traded 1:1 in exchange for Bone Charms								
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	I base drag, for every 50 damage dealt in total (by both players and enemies) boost this weapon's damage by +t. only counts drag dealt during battle while this item is currently held and active, drag resets at the end of battle							