Currency:

1 – Quartz

5 - Sapphire

10 - Emerald

25 – Ruby

50 - Diamond

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| No. | Item Idea | Effect | Cost | Notes |
| 1 | Heal Potion | Restores health. Comes in different size for different amounts. | N/A | Consumable  Exchange rate is 10G = 10Health |
| 2 | Food (Chicken leg?) | Permanently raises max health | 25 | Possibly increases in price every time its purchased. |
| 3 | Boots | Raises movement speed | 30 |  |
| 4 | Gloves | Increases damage, lowers attack speed | 30 |  |
| 5 | Mushroom | Increases size of projectiles, increases range of melee attacks. | 30 | Obvious Mario reference |
| 6 | Electric Orb | Creates an orbing electrical ball which damages and stuns enemies momentarily | 50 |  |
| 7 | Gunpowder Barrel | Causes an explosion every time you take damage damaging nearby enemies | 30 |  |
| 8 | Magic Sword | After preforming a dodge for a few seconds magic swords orbit the player in very short-range inflicting damage. | 50 |  |
| 9 | Small Mushroom | Reduces player hitbox size | 30 |  |
| 10 | Forcefield Scroll | Avoiding damage for long periods of time causes a temporary barrier to cover the player | 50 | Barrier nullifies one attack of any value |
| 11 | Armor | Raises max health temporarily, does not regenerate when broken | 25 | Consumable |
| 12 | Evil Spirit Item | Provides small health regen after killing an enemy | 50 |  |
| 13 | Mana related Item | Reduces Ability Cooldown | 50 |  |
| 14 | Cursed Skull | Provides a damage buff when health is low | 50 |  |
| 15 | Glass Cannon Charm | Reduces Max Health but raises damage | 50 |  |
| 16 | Elixir of Immortality | Resurrects the player on death | 100 | Consumable |
| 17 | Eyepatch | Gives the player a 10% chance of inflicting a critical hit on an enemy | 50 |  |
| 18 | Sharp item | Hitting an enemy has a 10% chance to inflict bleed (Damage over time) to them | 50 | Could be replaces with poison |
| 19 | Explosive Object | Killing an enemy makes them explode dealing damage over an area | 100 |  |
| 20 | Cloak of Evasion | Gives the player a 10% chance to “dodge” a projectile that hits them | 100 | Has a cooldown |
| 21 | Spell book | Getting a kill with an ability causes its cooldown to be nullified | 100 |  |
| 22 | Gem related item | From this point onwards all gems picked up by the player double in value | 100 |  |
| 23 | Alternate Gloves | Raises attack speed | 30 |  |