

MAGIC USES, TOOLS, AND CONSUMABLES

Magic items are typically very powerful but extremely hard to craft or find. Only specialists can make such items, making them an uncommon occurrence. They drastically augment how a problem is approached but are easily the most expensive items. A majority of these items are usually crafted for **Magic** users although some may benefit other Hunters, such as the Silver **Tag** or Healing Potions. Some GMs might restrict usage of **Magic** items to **Magic** users only, based on their lore or preference.

MAGIC WEAPONS

Casting Gloves - 1d6, hand, snipe, magic, +1 Tag to spells

Wand - d6, discreet, far, magic, accurate, pierce, projectile

Spell Book - d6, magic, snipe, choose 1 spell effect before battle and gain +1 Ongoing towards casting it

Magic Staff - d8, versatile, hand, snipe, magic, precise, pierce, projectile

Ritual Dagger - d4, intimate, fast, +1 Status Effect infused with it that inflicts upon dealing harm

MAGIC TAGS

- **Magic** - This Weapon can attack magical things like ghosts or special Monsters.
- **Holy** - +1 to Healing, and when used against Undead it Harms them, may require blessing from a faith.
- **Drain** - This attack siphons the half damage dealt and heals the user by the same amount.
- **Psychic** - This Weapon will ignore all Defenses, but requires the Target to fail a Wit Task to deal Harm.
- **Silver** - This Weapon can ignore physical resistances on Monsters, and many are actively weak to.

MAGIC TOOLS

Broomstick - d4, awkward, airborne

Scroll - +1 on Ritual Tasks

Orb - +1 on Incantations

Symbol - +1 on Spells

Dowsing Rod - +1 to Investigate Tasks

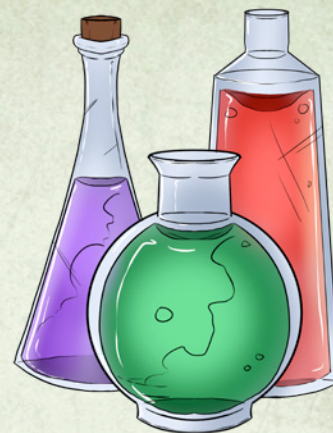
Crystal - Free Luck Point per Season

Chalk - Draw rituals onto surfaces

Catalyst - +2 Harm to Casting

Blessed Glove - Adds "Holy" to Spells

Midnight Cloak - 1 Evasion & +1 to Position Tasks



MAGIC CONSUMABLES

Tier 1 (2 Coin)

Minor Healing Potion: 1d4 Healing (Quick Action)

Minor Elixir: Removes 1 Status at the end of your turn (Quick Action)

Warding Components - used for Ward Incantations & Rituals.

Divination Components - used for Divination Incantations & Rituals.

Hexing Components - used for Hex Incantations & Rituals.

Illusion Components - used for Illusion Incantations & Rituals.

Tier 2 (3 Coin)

Ward Totem - Close, Area, Give +1 Armor to those standing within its range.

Illusion Totem - Close, Area, Create an illusion within the range of the totem.

Divination Totem - Close, Area, +1 Evasion to those standing within its range.

Hex Totem - Close, Area, Those standing within its range at the end of their turn suffer 1 true Harm at the end of their turn.

Medium Healing Potion - 1d4+1 Healing (Quick Action)

Medium Elixir - Removes 1 Status when consumed (Quick Action)

Dream Catcher - Protects your thoughts & dreams from outside threats, breaks when it prevents an attack.

Blue Hearth - give to a fire to make it blue and emit a chill instead of heat.

Tier 3 (4 Coin)

Major Healing Potion: 1d4+2 Healing (Quick Action)

Major Elixir: Removes 2 Statuses when consumed (Quick Action)

Ritual Powder - +1 Effect on Rituals (Quick Action)