

# ELEMENTAL USES, TOOLS, AND CONSUMABLES

This is a subset of **Magical** items that specifically focus on the different Elements which include: Fire, Water, Wind, Earth, Lightning, Shadow, and Light. Each Element comes with unique properties and when enchanting Weapons or **Armor** is the most broadly useful for all types of Hunters, by either dealing unique forms of **Harm** or gaining resistances.

## ADDITIONAL ELEMENTAL USES

**Fire** - Create light or provide heat.

**Water** - Freeze water or completely dry an object.

**Earth** - Create walls or passageways.

**Wind** - Create currents and control airflow.

**Lightning** - Create and provide energy to technology.

**Light** - Purify objects or ward off spirits.

**Shadow** - Conceal objects and detect things in the dark.

## ELEMENTAL TAGS

- **Fire** - This Weapon can set things on fire but also provides light. Apply "burning" on Harm.
- **Water** - This Weapon can be used to cool down substances. Apply "slowed" on Harm.
- **Wind** - This Weapon will now have Forceful as a Tag. Apply "prone" on 11+.
- **Earth**: This Weapon will now have Pierce as a Tag. On 11+ the Target applies the "Broken" Tag to 1 equipped item.
- **Lightning** - This Weapon can be used as a lightning rod. Apply "shocked" on Harm.
- **Light** - This Weapon will have the Precise Tag and be used as a light source that Targets every one within 10 ft of you
- **Shadow** - This Weapon now has the Fast Tag when attacking In Position. Apply "Blind" on Harm.

## ELEMENTAL TOOLS

Flint - +1 Harm in Fire.

Flask - +1 Harm in Water.

Rod - +1 Harm in Lightning.

Pouch - +1 Harm in Earth.

Fan - +1 Harm in Wind.

Obsidian - +1 Harm in Shadow.

Prism - +1 Harm in Light.

Flame Glove - Adds "Fire" to Spells.

Glacier Glove - Adds "Ice" to Spells.

Thunder Glove - Adds "Lightning" to Spells.

Earth Glove - Adds "Earth" to Spells.

Wind Gloves - Adds "Wind" to Spells.

Shadow Glove - Adds "Shadow" to Spells.

Shining Gloves - Adds "Light" to Spells.

## ELEMENTAL CONSUMABLES

### Tier 1 (2 Coin)

Ash Component - Add the "Fire" tag to a Spell or Incantation.

Mold Component - Add the "Water" tag to a Spell or Incantation.

Reed Component - Add the "Wind" tag to a Spell or Incantation.

Dust Component - Add the "Earth" tag to a Spell or Incantation.

Copper Component - Add the "Lightning" tag to a Spell or Incantation.

Gold Component - Add the "Holy" tag to a Spell or Incantation.

Bone Component - Add the "Cursed" tag to a Spell or Incantation.

### Tier 2 (4 Coin)

Heated Whetstone - Add the "Fire" tag to a Weapon for 1 day.

Chilling Whetstone - Add the "Water" tag to a Weapon for 1 day.

Airy Whetstone - Add the "Wind" tag to a Weapon for 1 day.

Rugged Whetstone - Add the "Earth" tag to a Weapon for 1 day.

Shocking Whetstone - Add the "Lightning" tag to a Weapon for 1 day.

Blessed Whetstone - Add the "Light" tag to a Weapon for 1 day.

Cursed Whetstone - Add the "Shadow" tag to a Weapon for 1 day.

### Tier 3 (6 Coin)

Hamperings - Add Fire Resistance to a piece of Armor for 1 day.

Insulates - Add Water Resistance to a piece of Armor for 1 day.

Weights - Add Air Resistance to a piece of Armor for 1 day.

Paddings - Add Earth Resistance to a piece of Armor 1 day.

Nullifiers - Add Lightning Resistance to a piece of Armor for 1 Day.

Wood Wards - Add Shadow Resistance to a piece of Armor for 1 Day.

Bone Wards - Add Light Resistance to a piece of Armor for 1 day.