

ARCTICITE SHARD

Choose a point in Far range. All targets in Close range do Reaction (16) or 3d6 magic damage and *Restrained*

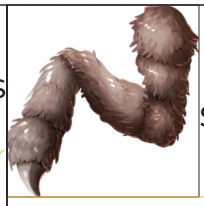
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BERSERKER'S BREW

Gain a bonus to Strength, penalty to Finesse and Knowledge equal to Instinct (min 1) until a death move or next rest.

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BUNDLE OF SPIDERLEGS

Walk on walls until your next rest.

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CACOPHONOUS CONCOCTION

Anything you say or do in the next hour becomes impossible to recount.

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CHIMERIC SALIVA

Apply to a weapon. Damage changes to magic damage until your next rest.

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CISCAN FOG BOTTLE

Fills area within Close range with mist. Creatures in the mist clear a Stress and becomes Hidden.

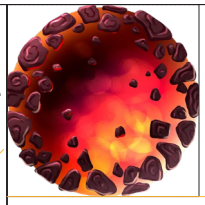
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COCKEREL CLAW TEA

Refresh your features as if you had taken a long rest.

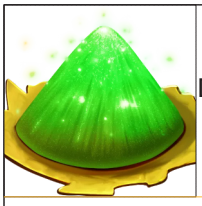
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CUPBEARER'S BEZOAR

Become immune to poisons until your next long rest.

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DEATHSEER'S POWDER

Sprinkle over recently deceased corpose for a spectral reprise of their final minute of life.

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DEMIURGE'S DRAUGHT

Gain +1 bonus to Proficiency for your next successful attack roll.

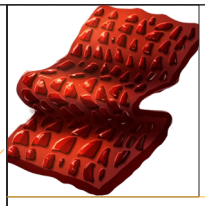
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DISPLACEMENT TOKEN

Conjure two illusions of yourself that you control. Lasts until they take damage or your next rest.

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DRAKE MANTLE

Gain draconic features for the scene. You can fly, add +5 to damage thresholds, +1 to Proficiency.

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EMBERITE SHARD

Choose a point in Far range. All targets in Close range do Reaction (16) or 3d6 magic damage and *Ablaze. (Roll d4 on Action. 1: Mark a HP. 4: Clear Ablaze)*

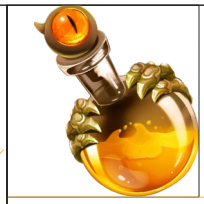
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FEATHERSTEP POTION

Gain a bonus to Evasion equal to your Tier until next rest.

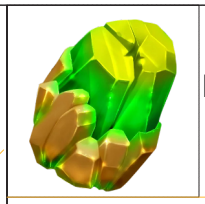
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FORMOID SERUM

Become a swarm of 16 millions ants for the scene.

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FULGURITE SHARD

Choose a point in Far range. All targets in Close range do Reaction (16) or 3d6 magic damage and *1d4 Stress*.

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GAMBLER'S FALLACY

Put any number of handfuls of gold into the piggy bank. Throw at a point in Far range. All creatures in Close range take d20 mag for each.

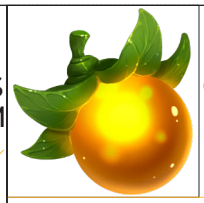
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GLOWMOSS MUSHROOM

Break to cause it to glow bright blue until your next long rest.

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GODLING'S POMELO

Eat this citrus fruit to clear all Hit Points and Stress.

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GOSSIP FLOWER

Plant in soil. Instantly grows into a flower that records everything it hears for up to one week. When plucked, recites in real time.

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GRAVITY BOMB

Choose a point in Far range. All targets in Close range are pulled into Melee range with it.

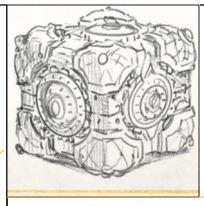
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GREEN OOZE OIL

Coat a weapon to deal +1d8 mag dmg on next attack and *Corrode*. *(-2 to dmg threshold)*

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INSTANT CAMP

Unfold box into tent that can house 6 people until end of next long rest.

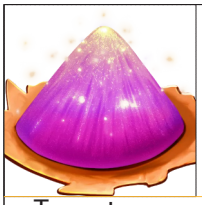
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INVISIBILITY POTION

You are *Hidden* until you deal damage or until next rest.

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IRIDIAN DUST

Target area within Close range. All targets in Very Close range are covered and cannot become *Hidden*.

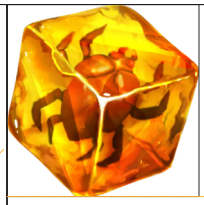
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LIONHEART TONIC

Gain a +1 bonus to Proficiency until you roll with Fear.

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LYREBIRD LOZENGE

Perfectly mimic any voice you're heard until the end of the scene.

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MAGIC-USER'S MALISON

Cast one spell from a card in your Vault as if it were in your loadout.

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MASK OF THE ECHOED SELF

Wear this mask during your next Level up. Swap the values of any of your traits. The mask becomes your new permanent face.

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MESMER'S TONIC

The only thing you can hear until your next rest is the surface thoughts of creatures within Very Close range.

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MIDAS FLASK

Pour this flask over a mundane item to instantly transmute it into a handful of gold.

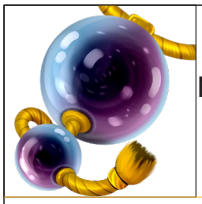
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MNEMONIC POTION

Drink this potion to Utilize an Experience without spending a Hope.

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MOONLIGHT ORB

Shatter orb to make the area within Very Far range appear as though it's moonlit nighttime for 24h.

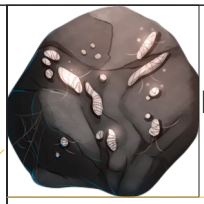
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MOSSMANTLE POTION

Perfectly blend into natural environments until your next rest.

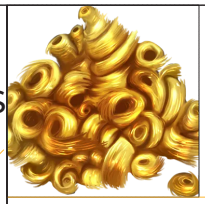
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NECRO-PRANCER'S BELL

Break this bell against the ground to summon a skeletal steed until next sunrise.

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NIGHT HAG'S DUST

Blow this dust into an Adversary's face to prevent them from clearing Stress until your next long rest.

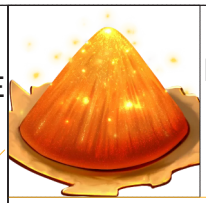
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NIGHTMARE MEAD

Discover the deepest fear of the next person you make eye contact with (and the GM gains a Fear)

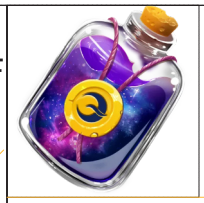
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PACKET OF SPACE DUST

Causes anything it covers to become lighter than air for 1 hour. (1 packet = picnic basket size)

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PHIAL OF DEEP INK

Transform into a cephalopod of roughly your size for 1 hour.

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PIPEWEED

Smoke when doing Clear Stress downtime, clear an additional Stress. (Allies also Clearing Stress, too)

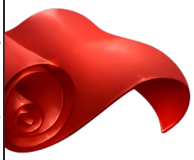
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POTION OF VIGILANCE

Gain +1 Evasion until you mark a Hit Point

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PSYCHOPOMP'S SHROUD

Place shroud over a recently deceased creature. They become a spectral assistant until the next sunrise.

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QUINTESSENTIAL SEVERANT

Use this magical blade to cut one magical or metaphysical bond, after which the blade shatters.

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RED OOZE OIL

Coat a weapon. Next successful attack deals +1d8 magic damage and temp Ignites the target.

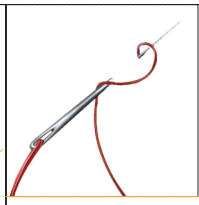
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SALAMANDER SALVE

Become immune to heat until your next rest.

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SELF-SEWING THREAD

Clear either a Hit Point or 2 Armor Slots

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SLAYER'S SALT

Spread in a line along windowsills or thresholds to create a magical barrier that undead creatures can't cross until broken.

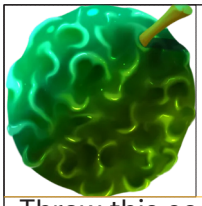
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SNAKESKIN SPIRIT

Slough off an outer layer of skin and heal a scar.

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SNAPTHORN SEED

Throw this seed at a point within Far range. All creatures within Close range are temporarily *Restrained*.

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SPRITE BOTTLE

When you mark your last Hit Point, the bottle shatters and clears all your Hit Points.

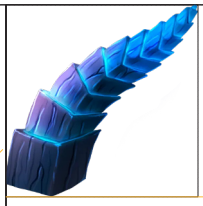
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STAFF OF REVERSAL

Reverse one magical transformation or effect within Far range.

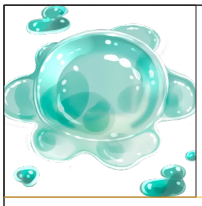
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STAKE OF ABJURATION

Hammer into ground & make a proclomation; anyone within Far range who transgresses marks a Stress. Until next rest.

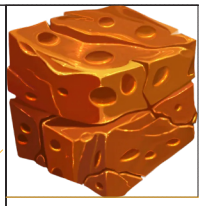
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STEELSKIN SALVE

Gain a bonus to your damage thresholds equal to your tier for the scene.

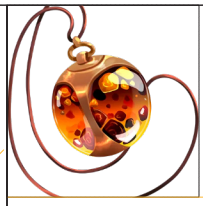
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STONEMASON'S FORTUNE

Break on the ground. Grows into a 6' tall, 10' wide, 2' deep stone wall.

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SUNLIGHT ORB

Shatter to make area within Very Far range appear as if sunlit daytime for next 24h

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TEARS OF THE UNDYING HERO

Until next long rest, if you would mark your last HP, make one final Action roll before falling into a slumber until healed.

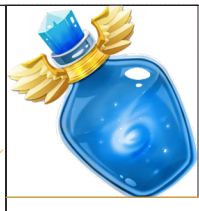
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VERGLASIAN SEED

Instantly freeze an area of water up to Close range.

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VIAL OF FEATHERFALL

Ignore falling damage for next 10 minutes.

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WARDING CANDLE

Fills area within Close range with a halo of light that ill-intentioned creatures cannot enter for 1h.

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YAKAMEL MILK

Next time you clear 1 or more HP, you clear an additional HP.

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