Dark Bolt Wand

Type: Wand
Classes: Wizard

This wand allows the wielder to cast Dark Bolt, as per the magic spell, 3 times per combat encounter.

Uses: O O O

Staff of the Guardian

Type: Staff (m / r)
Classes: Wizard

This staff may fire magic missiles as a Ranged Attack Action. This staff also allows the wielder to take one less damage from all sources.

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Crone's Limb

Type: Staff (m / r)
Classes: Wizard

This staff may fire magic missiles as a Ranged Attack Action. This staff also allows the wielder to do 1 extra point of damage with Dark Bolt or Rain of Fire spells.

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Wand of Arcane Armor

Type: Wand
Classes: Wizard

This wand allows the wielder to cast Arcane Armor, as per the magic spell, 3 times per combat encounter.

Uses: O O O

Staff of Replenishment

Type: Staff (m / r)
Classes: Wizard

This staff may fire magic missiles as a Ranged Attack Action. For every Ranged Attack Action the wielder takes against a monster, with this staff's magic missiles, it heals the wielder of 1 hit point.

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Celestial Branch

Type: Staff (m / r)
Classes: Wizard

This staff may fire magic missiles as a Ranged Attack Action. This staff may use its magic to either be *Focus* or *Deflect* as decided by the wielder when needed.

Focus and Deflect
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Staff of Life Ebb

Type: Staff (m / r)
Classes: Wizard

This staff may fire magic missiles as a Ranged Attack Action. This staff afflicts a monster struck by its Ranged Attack with the *poison* Monster Ability (undead are immune and the monster automatically fails the tough strength task roll).

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Staff of the Seraph

Type: Staff (m / r)
Classes: Wizard

This staff may fire magic missiles as a Ranged Attack Action. This staff has 3 uses of Holy Light, as per the Cleric's Ability, per session. This takes a combat action to use. Undead take 1 extra damage from this weapon.

Uses: O O O

Focus
(min of x1, PM discretion)

x1O x2O x3O x4O x5O

Wand from Beyond

Type: Wand
Classes: Wizard

This wand allows the wielder to cast Aid from Beyond, as per the magic spell, once per combat encounter. This ability may be used 3 times per session.

Uses: O O O