

## \_\_\_\_\_ MASTERY

Spend 1 green token and write a category of weapon in the blank. The GM will write a complication on this card, based on how broad the category is, and hold on to this card. When you next use a weapon of this category to defeat a foe, you can take this card and gain More Power with that category of weapon.

More Power gained through Mastery cards do not stack with each other, but do stack with Crafted Weapons

v0.85

## \_\_\_\_\_ OF LIGHT

The item glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the color of the flame.

The effect lasts as long as it is in your presence.

v0.85

## BOUNDARY \_\_\_\_\_

Take an item and set it beside you. It magically floats in an orbit around your body. So, carrying this item does not use an Equipment point.

If anything hits the item or comes between you and the item, the effect is immediately dispelled

ONGOING

v0.85

## \_\_\_\_\_ OF ILLUSION

Touch something and make some superficial change to it: clean it, soil it, cool it, warm it, flavor it, or change its color.

If you use this effect without touching a thing you can instead create minor illusions no bigger than yourself. Projected illusions are crude and clearly illusions—they won't fool anyone, but they might entertain them.

ONGOING

v0.85

## WHISPERING \_\_\_\_\_

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

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## OF SENSATION

One of your senses is briefly attuned to magic. The GM will tell you what here is magical.

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## OF TELEPATHY

You form a telepathic bond with a single person you touch, enabling you to converse with that person and share vague images through your thoughts.

You can only have one telepathic bond at a time.

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## OF AMIABILITY

The person (not beast or monster) you touch while flowing energy into this item counts you as a close friend until they are attacked or until you act unfriendly towards them.

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## OF INVISIBILITY

Touch an ally: nobody can see them. They're invisible! The spell persists until the target attacks or you dismiss the effect.

While the spell is ongoing you can't use any other magic items.

ONGOING

v0.85