#### Entreat The Blood-Bound

Take a <u>Wound</u>. Until the <u>Wound</u> is healed, using magical items does not cost the usual 1 charge (though charges may be lost via other effects)

# RECEIVE CARDS

# VOID TRANSFUSION

When you Entreat the Blood-Bound, also flip face-up any of your magic items that have been depleted.

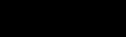
The items will start with:

-2 charges

В

- -1 charges
- their default amount of charges
- +1 charge
- +2 charges

or 1 charge, whichever is greater



FUNDAMENTAL

MAGIC

IN	
×	Lose 3 Stamina, put this card face-down until you rest
•	Lose 2 Stamina, put this card face-down until you rest
11	Lose 1 Stamina

Cast a spell having the effect of a magic item's effect you've seen before. Describe what it takes out of you.



# CHANNEL THE LIVING LIGHT

In.	Γ /	
×	Lose 2 Stamina	
X/ <b>s</b>	Lose 1 Stamina	117
<b>/</b>	Use it for no Stamina cost	M M

Use this before using a magical item. Instead of the item losing a charge, you might lose Stamina from mental exhaustion.

#### B IMMEDIATE, RECEIVE CARDS

### Reach Out With Your Feelings

While you have skin contact with an undepleted magical item, you are attenuated to the universe.

You have an extra split-second reaction time. Lose 1 fewer Stamina from physical exhaustion when attacked.

You can share mindful wisdom with an ally while they perform Called Shot or Trap Expert, and they get +1 advantage

### COUNTERSPELL

IN	
	The spell is countered, the item is depleted
×	
<b>S</b>	The spell is countered, the item loses a charge
<i>"</i>	The spell is countered and has no effect on you

When you attempt to counter a magical effect that will otherwise affect you, stake one magical item on the defense and flip

#### SEVER-PULSE SHIELD

Before losing Stamina or taking Harm, end any ONGOING magical effect of your magic item.

You can cancel losing 1-3 Stamina points, by losing instead 1-3 charges on the item. You can cancel taking a <u>Harm</u> token by losing 3 charges on the item

## COSMIC SHUNT

INT	
X/ <b>√</b>	New effect imbued, but with permanently 1 less charge
<i>W</i>	New effect imbued

Change a magic item's effect to that of another item's that you've seen. The new item's limitations or difficulties are set to the other item's default.

On XX: An effect of the GM's choice is imbued

After this move, turn this card face-down until you Rest



BREACH THE DAM

IN	
	The item is depleted
X	Lose 1 stamina from mental exhaustion
1	The item is depleted
<i>\</i>	The item loses 1 charge

Describe a new source (neither the Blood-Bound nor the Living Light) of magical energy in the universe that rushes into your magical item. Use this instead of "Use a Magic Item". Use the item, but ignore its limitations or double its effects. The effects happen no matter what.

On **XX**: The item is destroyed and you are marked by the new source.



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