_____ OF UNERRING DISPATCH

4 — 6 — 10

Hold a pebble or anything less than 10 grams. Send it flying in a straight line at incredible speed.

Roll 1d4+2 attack power.

The projectile is destroyed unless it is magical

SHRIEKING _____

Walk a wide circle as you flow magical energy into this item. While you have skin contact with this item, your magic will alert you if a creature crosses that circle. Even if you are asleep, the spell will shake you from your slumber.

ONGOING

_____ OF VITALITY

4 — 6 — 10

Blow through this item while someone inhales on the other side. 1d4+2 Stamina returns to them

_____ OF MENDING

Spend your resting time meditating over this item while it touches your target. They are healed of 1 Harm token or 1 Wound token, your choice.

AIR SCULPTING _____

Swing or wave this item in the air. The air that it passes through becomes fixed in place, and solid enough to support a horse.

The effect persists for an hour, or until you dismiss it.

REACHING _____

Tap this against one mundane item and they become paired. Whenever you hold this item and flow magical energy into it, the paired item will mirror its movement, no matter where that paired item is.

Pairing ends when you dismiss it, or when you rest, or when you pair to a new item.

Tapping the mundane item does not incur the "Use a Magic Item" move
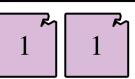
SIGIL OF THE LIVING LIGHT

Drop this item on the ground. It will land pointing towards the direction or course of action the Council of the Living Light would have you take.

This item can be powered only by the Living Light

BLADE OF ECHOES

Drip blood from this blade onto a corpse. It converses with you briefly. It will answer any three questions you pose to it to the best of the knowledge it had in life and the knowledge it gained in death.

This item can only be powered by the Blood-Bound

LEATHER ARMOUR

1 **1**

At any point when you would take 1 Harm, place a Harm token on a spot on this card instead.

When you Take a Breather, you may forgo regaining one Stamina point to instead gird your armour, and discard a Harm token from this card

When you Rest, discard all Harm tokens from this card