

ENTREAT THE BLOOD-BOUND

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

RECEIVE CARDS

CHANNEL THE LIVING LIGHT

INT	
XX	Lose 2 Stamina
X/✓	Lose 1 Stamina
✓✓	Use it for no Stamina cost

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

IMMEDIATE, RECEIVE CARDS

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 Harm token by losing 3 charges on the item

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
 - -1 charges
 - their default amount of charges
 - +1 charge
 - +2 charges
- or 1 charge, whichever is greater

RECEIVES

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

COSMIC SHUNT

INT	
X/✓	New effect imbued, but with permanently 1 less charge
✓✓	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

RECEIVES

FUNDAMENTAL MAGIC

INT	
X	Lose 3 Stamina, put this card face-down until you rest
✓	Lose 2 Stamina, put this card face-down until you rest
✓✓	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.

RECEIVES

COUNTERSPELL

INT	
X	The spell is countered, the item is depleted
✓	The spell is countered, the item loses a charge
✓✓	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

BREACH THE DAM

INT	
X	The item is depleted Lose 1 stamina from mental exhaustion
✓	The item is depleted
✓✓	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.

RECEIVES