

4

6

10

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 cast no light, are crude and clearly illusions—they won't fool anyone, but they might entertain them.

ONGOING

OF SENSATION

One of your senses is briefly attuned to magic. The GM will tell you how this sense reacts to magic, and how long the effect persists.

OF TELEPATHY

By touching this item to the head of one other person, you establish a telepathic bond with them. You can now converse with that person and share vague images through your thoughts.

You can only have one telepathic bond at a time.

ONGOING

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.

ONGOING

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

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

OF VITALITY

4

6

10

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

MENDING

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