

AIR

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.

ONGOING

Flow magical power through this item and have the threads of probability at your fingertips. After an attack power roll is made in a scene where you're present, and before the GM describes the outcome, re-roll one die and subtract one from it. The effect then ends.

SIGIL OF

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