

NOT ON MY TURF

While in a pursuit, spend 1 XP and describe one way the chase is about to change:

- \*we go above
- \*we go below
- \*the air changes
- \*the earth changes
- \*the water changes

9HR / 30HR CAMPAIGN

RECHARGES

0.90

VOID TRANSFUSION

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

The items will start with:

- ☐ -1 charge fewer than default or 1 charge, whichever is greater
- default charges +1
- ▣ default charges +2

If the cards are recharged above their capacity, place that number of white-side green cards on them.

30HR CAMPAIGN

RECHARGES

0.90

BREACH THE DAM

FLIP INT

✓	The item is depleted Lose 2 stamina from mental exhaustion
✓✓	The item is depleted
✓✓✓	The item loses 1 charge

Use this instead of Use a Magic Item. Describe a new source (neither the Blood-Bound nor the Living Light) of magical energy in the universe that rushes into your magical item. Choose:

- \*ignore its limitations
- \*double its effects

The effects happen no matter what.

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

9HR / 30HR CAMPAIGN

RECHARGES

0.90

OBSESSIVE

In town, spend up to 3 XP and a full day doing nothing but investigating or experimenting on your items. For each XP spent, choose a new \*.

If it is a magic item, choose:

- \*it is augmented with a new magical effect from an item you've seen before
- \*it gains capacity for an additional charge
- \*it gains More Power

If it is a precious item:

- \*it is imbued with a new magical effect from an item you've seen before, with one charge capacity

If it is a weapon, choose:

- \*it gains More Power
- \*its appearance has magically changed
- \*it is imbued with a magical effect from an item you possess, with one charge capacity

9HR / 30HR CAMPAIGN

0.90