

COSMIC SHUNT

INT

✓

✓

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 X: An effect of the GM's choice is imbued

After this move, turn this card face-down until you Rest

REQUIRES

FUNDAMENTAL MAGIC

INT

✓

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

Without need of a magic item, cast a spell having the effect of a magic item you've seen before. Describe what it takes out of you.

Flip INT or do the Fundamental Magic mini-game

REQUIRES

W

COUNTERSPELL

INT

✓

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

✓

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

REQUIRES

W

OBSESSIVE CONTEMPLATION

INT

✓

Spend 1 green token, choose 1

✓✓

Spend 1 green token, choose 2

✓✓✓

Choose 2

At a stading, spend your day doing nothing but investigating a magic item (not weapon) you possess.

Choose:

- \*it gains capacity for an additional charge
- \*it gains More Power
- \*create a new item with the same effect, but 1 less charge capacity

SUGGESTIVE SUBTLETY

INT

✓

✓

Spend 1 green token, lose 1 Stamina

✓✓✓

Spend 1 green token

First, get their attention. Then, without saying it outright, but by mysterious wiles and unspoken language, change an NPC's mind. Describe your tricks and say what you changed:

- \*They strongly believe a new fact
- \*They judge an old belief to be a lie
- \*They ignore a previous concern
- \*They are focused on a new goal