

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.

REQUIRES



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



OBSESSIVE CONTEMPLATION

INT



Spend 1 green token, choose 1



Spend 1 green token, choose 2



Choose 2

At a stading, spend your time 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 (spend 1 S/W/P)

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