

4

6

10

____ OF LIGHT

Touch another object that fits in your hand. It glows with arcane light, about as bright as a torch. It gives off no heat or sound and requires no fuel, but it is otherwise like a mundane torch. You have complete control of the color of the flame.

The effect lasts as long as it is in your presence.

BOUNDARY ____

Take an item and set it beside you. It magically floats in an orbit around your body. So, carrying this item does not use a S/W/P token.

If anything hits the item or comes between you and the item, the effect is immediately dispelled

ONGOING

____ 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

WHISPERING ____

Name the spirit you wish to contact (or leave it to the GM). You pull that creature through the planes, just close enough to speak to you. It is bound to answer any one question you ask to the best of its ability.

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

You form a telepathic bond with a single person you touch, enabling you to converse with that person and share vague images through your thoughts.

You can only have one telepathic bond at a time.

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.

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

ONGOING