

## OF UNERRING DISPATCH

4

6

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Hold a pebble or anything less than 10 grams. Send it flying in a straight line at incredible speed.

Roll 1d4+2 attack power.

The projectile is destroyed unless it is magical

## SHRIEKING

Walk a wide circle and start flowing magical energy into this item. While you have skin contact with this item, your magic will alert you if a creature crosses that circle. Even if you sleep, this item will passively draw energy and the magic will wake you from your slumber.

ONGOING

## OF VITALITY

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Blow through this item while someone inhales on the other side. 1d4+2 Stamina returns to them

## MENDING

Spend your resting time meditating over this item while it touches your target. They are healed of 1 Harm or 1 Wound, your choice.

## AIR SCULPTING

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.

## REACHING

Tap this against one mundane item and they become paired. Whenever you hold this item and flow magical energy into it, the paired item will mirror its movement, no matter where that paired item is.

Pairing ends when you dismiss it, or when you rest, or when you pair to a new item.

Tapping the mundane item does not incur the "Use a Magic Item" move

## OF INTERFERENCE

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.

ONGOING

## SIGIL OF THE LIVING LIGHT

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