

Plea to the Spirits

When you make a plea to the Spirits for protection or aid, choose an effect.

- Grant someone +1 armour forward
- Transfer a level 1 Harm to yourself
- Spirit someone from the thick of danger... for now!

Then, roll.

- On a 10+, the Spirits provide the aid you request.
- On a 7-9, the request is granted, but you put yourself in danger or draw unwanted attention.

[moves](#), [fighter](#), [advanced](#)

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