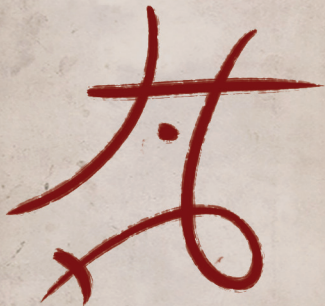


spiritualism



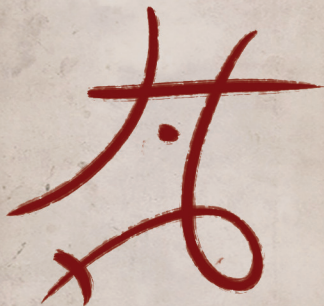
SPIRIT BANE

Target One weapon you can reach

Duration 1 minute

You touch the target. For the duration, successful attacks made with the target deal full damage to spirits and other creatures that normally take half damage from weapons.

spiritualism



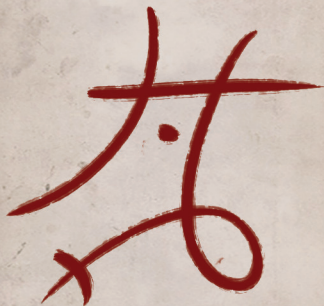
SPIRIT OF VENGEANCE

Target One creature you can see within short range

Duration 1 minute

A vengeful spirit binds itself to the target for the duration. Once per round during that time, whenever the target deals damage to another creature, that creature must make a Will challenge roll. On a failure, the creature takes 1 extra damage and becomes frightened for 1 round.

spiritualism



BEAR SPIRIT

Target One creature you can see within short range

Duration 1 minute

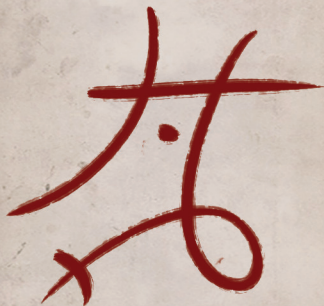
A ghostly bear spirit appears and moves into the target for the duration. During that time, the target has a +5 bonus to Health, and the target makes Strength attack rolls and challenge rolls with 1 boon.

COMPANION 39

UTILITY 1

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spiritualism

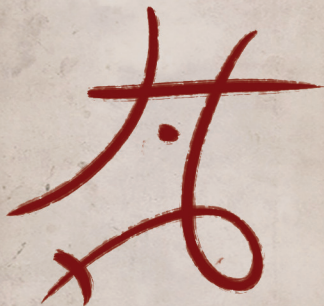


CONTROL SPIRIT

Target One spirit or one creature (under the effect of a *Spiritualism* spell you cast) you can see within short range

Make a Will challenge roll. On a success, you move the target up to half its Speed, and the target makes an attack against one creature it can reach.

spiritualism



WOLF SPIRIT

Target One creature you can see within short range

Duration 1 minute

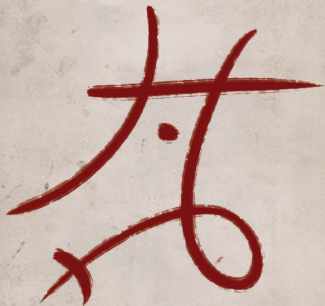
A ghostly wolf spirit appears and moves into the target for the duration. During that time, the target makes Perception challenge rolls with 1 boon, and the target's weapon attacks deal 1d6 extra damage.

COMPANION 39

UTILITY 1

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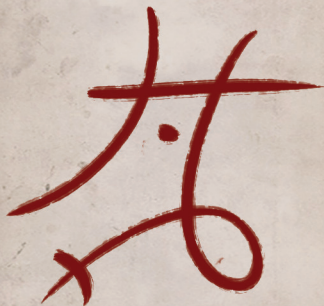
EAGLE SPIRIT

Target One creature you can see within short range

Duration 1 minute

A ghostly eagle spirit appears in the air and moves into the target for the duration. During that time, the target gains a +4 bonus to Speed, moves at full Speed across difficult terrain, and makes Agility attack rolls and challenge rolls with 1 boon.

spiritualism



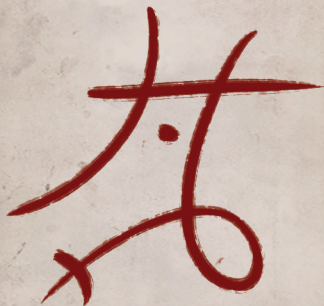
SPIRIT OF TORMENT

Target One creature you can see within medium range

A hateful spirit appears and attacks the target. Make a Will attack roll against the target's Will. On a success, the spirit enters the target's body for 1 minute. During that time, the target has a -5 penalty to Health, and is impaired and slowed.

Attack Roll 20+ The penalty to Health worsens to -10.

spiritualism



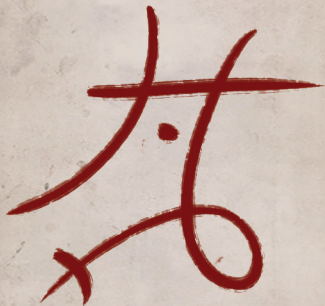
SPIRIT OF HEALING

Target One creature you can see within medium range

Duration 1 minute

Pale lights appear and move into the target for the duration. The target heals damage equal to its healing rate and, until the spell ends, heals 1d6 extra damage whenever it heals damage.

spiritualism



SEANCE

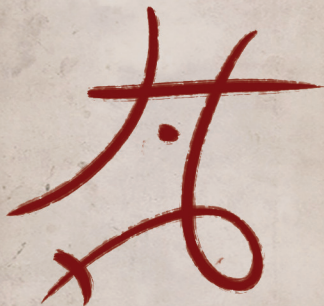
Requirements You must build a small fire and sprinkle special powders worth 1 cp into the flames, which causes them to flare with green light.

Duration Until you complete a rest or you expend the last spirit

You breathe in the smoke from the flames, and 2d6 spirits move into your body for the duration. Whenever you make an attack roll or challenge roll, you can expend a spirit to make the roll with 1 boon.

You can also use an action to expend three spirits and ask the GM one question that can be answered yes or no. The GM must answer the question truthfully.

spiritualism

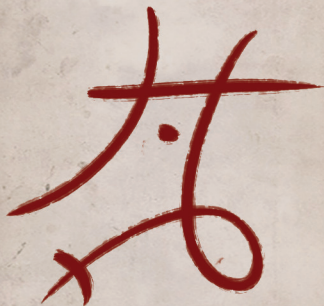


HOWL OF THE WENDIGO

Area A sphere with a 10-yard radius centered on a point you can see within long range

A spirit of a wendigo, a wild, terrifying monstrosity, appears in the center of the area, screams, and then disappears. Each creature in the area that can hear the scream must make a Will challenge roll. A creature takes 3d6 damage and is deafened and frightened for 1 minute on a failure, but just takes half the damage on a success.

spiritualism



HATEFUL SPIRITS

Area A sphere with a 5-yard radius centered on a point within long range

Duration 1 round

Hateful spirits spread out from the center of the area and fly around inside it for the duration. Each creature in the area, or that enters it, must make a Will challenge roll. On a failure, a creature takes 5d6 damage, becomes frightened for 1 round, and must move its speed away from the center of the area by the safest available route. On a success, the creature takes half the damage but is otherwise unaffected.