Lvl 1 Commune - Petition (Ancestor Spirit Guide)

This spell allows the Venerator to locate a new Ancestor Spirit Guide,

creating a permanent Ae’Em bond with them.

The new Guide may fill a vacant slot or replace an existing Guide.

The caster may have a number of Ancestor Spirit Guides equal to the caster’s tier.

Find a new Ancestor Spirit Guide.

Range: Self, Roll: 2-4 days Collection: Commune

AoE: Self Dur: Permanent Output: Mundane

Cost: 20 pts Save: Skill Roll +20

Tier: Stack:1 commune

Full:

**General:**

\*Notes: Upon attaining a new Tier the Venerator immediately senses a new temporary Ae’Em with one of their Ancestors from the distant past. The Ancestor becomes a Spirit Guide after a short conversation. A particular Guide may be rejected up to 2 times.

\**Guides retain their personalities from life. Ancestor’s do not know their place in the player’s genealogy. Their direct knowledge is limited to events during or near their lifetime, their “era.”*

- This spell allows the Venerator to replace a current Guide.

- The current number of Ancestor Spirit Guides may not be greater than the caster’s Tier. - - An Ae’Em is a Nae’Em with an Ancestor spirit that does NOT reside on a PMP.

- The caster may use this spell to locate an Ancestor from the distant past.

- The Caster must pass a skill save (roll -20.)

- Possessing one or more significant items from the Ancestor’s life gives a Roll +20 bonus\item.

- This may allow the caster to select a more useful or suitable Ancestor.

- Success establishes a permanent Ae’Em bond with the Ancestor.

- If this raises the casters current # of Ancestor Spirit Guides above the caster’s Tier.

- One Ae’Em must be broken with a current Guide.

- The lost Guide may be chosen by the player. If no choice is made, it is random.

- Failure means the no Ancestor answers the petition to be a Guide.

*\*Ae’Em connections may be broken. If one is broken it may be re-established with the same Guide using this spell with a 30 minute rollout and a skill save roll +60.*

**This Spell Does:**

- Attempt to create a Ae’Em bond with said Ancestor.

- Locate a potential Ancestor Spirit Guide.

**This Spell Does Not:**

- Does NOT guarantee Cooperation from the Ancestor beyond bonding.

- Does NOT allow for a number of Ancestor Spirit Guides greater than the caster’s Tier at any time.