Lvl 8 Commune - Delving (Ancestor Spirit Guide)

Caster conducts a ceremony and communicates with an Ancestor Spirit Guide.

Only one Ancestor may be contacted during this spell.

The caster may ask for an Ancestor to delve for information about one Topic outside the Ancestors era.

The caster must state a specific topic to be stated during rollout,

if the topic is not specific enough, the spell is likely to fail.

Caster requests an individual Ancestor Spirit Guide to delve for information.

Range: Self, Roll: 10 min @ dawn Collection: Commune

AoE: Self Dur: 2 to 8 days Output:

Cost: Save: Serendipity

Tier: Stack:

Full:

General,

- The caster may ask an Ancestor to delve for information in the spirit realm from other Ancestor’s of the Venerator,

- about a certain event, thing, or language outside the Ancestors era.

- Ancestors contacted during a Delve pass on to the afterlife.

- Delving Ancestor Knowledge may be accurate, inaccurate, or partially accurate.

- GM assigns a caster Skill save adjustment based on the difficulty of the question asked,

- Starting with a Save Roll adjustment of -20.

- Topics that are outside of the Ancestors knowledge will add to the difficulty (and roll adj)

- The player will not be told the results directly, but the Ancestor may hint at them.

- Players are encouraged to simplify questions if they want good answers.

- Success provides accurate information regarding the question.

- If the roll is a standard success then not all information about the issue is revealed

- spirit does not know **all** the facts

- If the roll passes with a critical success a complete and accurate answer is given.

- Failure means the Spirit failed to find accurate information regarding the question.

- If the roll is a standard fail then the answer is ‘unknown’,

- If the roll is a critical failure the Ancestor passes on to the afterlife.

- Delving requires the spirit to spend time contacting other spirits in search of the information.

- To find the # days required, divide the Roll modifier by ten (e.g.- Roll -40 = 4 days.)

This Spell Does:

- Allow the caster to Ae’Em communication with an Ancestor Spirit Guide.

- Allow the caster to choose which bonded Ancestor they are contacting.

- Provide information from outside the Ancestor’s era based on their communication with other spirits.

This Spell Does Not:

- Guarantee Cooperation from the Ancestor.

- Allow other commune spells to be used by the caster while it is active.