

Commune with the Spirits

Expose yourself to the Vortex and stare into the [Untempered Schism](#) or meditate in [The Caldera](#)

When you stare unblinking into the Vortex looking for forbidden or forgotten knowledge, roll:

- On a 10+, You are shown dark visions that lend you insight. Ask the Spirits one question, and the Spirits will answer. The Grandfather will ask you one question from [catechism](#).
- On a 7-9, Ask, and the Spirits will answer, but they are hungry. The Grandfather will ask 2 questions from [catechism](#).

Acting on the answer provided gives you either a potent or an advantaged roll once.

As a Citizen, when you stare unblinking into the Vortex looking for your connection to The City of the Saved, roll:

- On a 10+, The Spirits favour you with their disdain
- On a 7-9, The Spirits are hungry. The Grandfather will ask a question from [catechism](#).

On a Hit you receive 1 hold for your [Vitem](#) move. On a Miss, you have lost time while communing, and all of your [Downtime](#) actions are used.

[moves](#), [downtime](#)

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