

Then of course there should be some rituals.

The idea here is that you take a basic ritual, and then you can expand upon that particular ritual making it more useful and powerful as you put more points into it.

I'm not a rules guy nor am I overly fond of magic, so, this is what I came up with. I was still hammering out a lot of this stuff when the retail season hit, and I had to leave it.

Here we go:

SHAMANISTIC RITUALS

Speak with the Spirits (similar to Channel Dead)

This ritual allows the Shaman to peer into the spirit world, locate a spirit, and attempt to speak with it. The spirit does not know anything more than they did in life. Some spirits are more powerful than other spirits, and therefore can be harder to coax into speaking with you. Any spirit whose Willpower rating is lower than the Shaman's Willpower is bound to speak with the Shaman, but a spirit whose Willpower rating is higher than the Shaman's Willpower rating may not wish to speak with the Shaman. To induce a spirit with a higher Willpower than the Shaman to speak with him, the Shaman must first persuade the spirit to do so. The Shaman must make a Reflexive Willpower rating, and must roll more successes than the Spirit has in Willpower. By doing so the Shaman has proven his strength of Will, and the Spirit will deign to speak with him.

Once a Shaman is able speak with a spirit that conversation can last as long as an hour per point of Willpower that the Shaman possesses. After that amount of time the Shaman must begin to make Willpower roles with a difficulty equal to the level of the Spirit's Willpower rating +2 per each additional half hour. *OPTIONAL RULE FOR DISCUSSION. Each time the Shaman attempts to lengthen the conversation time his Willpower rating drops by 1. This shows the mental and spiritual fatigue that the Shaman suffers while dealing with the spirit world.

Once summoned a Shaman may find certain spirits difficult to converse with. Some, those friendly or inclined to help the Shaman, will answer questions in a straight forward manner. Those disinclined to help the Shaman will answer questions in vague statements, riddles, or jumbled phrases. A Shaman may have to play to a spirit's vanity, offer it gifts, or extend the spirit a favor to receive straight forward answers.

Advanced Skill Specialization in Speak with the Spirits

See "Advanced Skill Specialization" in Hollow Earth Expedition, p. 48 for more information about Advanced Skill Specialization.

1. Deeper Understanding of the Spirit World.

The first Specialization in Speak with Spirits allows a Shaman a deeper understanding of the ways of the Spirit. This understanding awards the Shaman a +1 bonus when attempting the Speak with the Spirits ritual. This +1 bonus only goes towards the 5 successes necessary to perform the ritual, and not towards any other elements (such as extending the ritual or attempting to speak with powerful spirits).

2. Spiritual Presence.

The Second Specialization in Speak with Spirits allows the Shamanka to appear more powerful in the eyes of the Spirit. When dealing with spirits whose Willpower rating is higher than the Shamanka's the Shamanka gets to add +1 to her Willpower, for determining who is more powerful between the Shamanka and the spirit, for each Specialization that the Shamanka has taken in Speak with Spirits ritual. By taking Spiritual Presence the Shamanka will have taken two Specializations in Speak with the Spirits, thus giving her +2 to her Willpower rating when determining if she or the spirit is more powerful. If she were to take all 5 Specializations in Speak with the Spirits she would have add 5 dice to her Willpower rating to determine who is more powerful. This bonus to Willpower is factored into any roles to determine if the Shamanka is more powerful than the spirit.

3. Spiritual Stamina

The third Specialization in Speak with Spirits allows the Shaman to continue speaking with a spirit for extended periods of time. This Specialization allows the Shaman to speak with the Spirit for two hours for each point of Willpower the Shaman has. Once that time is up the Shaman may still make Willpower roles with a difficulty equal to the level of the Spirit's Willpower rating +2 per each additional half hour that he wishes to continue speaking with the spirit.

4. Spiritual ?

The fourth Specialization in Speak with Spirits allows the Shamanka the ability to force unfriendly spirits to answer questions, and answer questions in a straight forward manner. To do this the Shamanka must win an opposed Willpower roll versus the spirit. The Shamanka may add her bonus from Spiritual Presence. If the Shamanka is successful the spirit will be forced to answer her questions in a straight forward and truthful manner. Regardless of the results the spirit still does not know anything more than they did in life.

5. Spiritual binding

The fifth Specialization in Speak with Spirits allows the Shaman to bind a particular spirit into a token or symbolic item. To do so the Shaman makes a Willpower roll (non-reflexive) versus the Spirits reflexive Willpower rating. The Shaman is allowed to add his Spiritual Presence bonus to his dice pool. The spirit is trapped in the token for a number of weeks equal to how many successes the Shaman defeated it by in the Willpower roll. If a Shaman has more than double the successes the spirit had, the spirit is trapped for a number of years equal to number of successes over double the Shaman rolled. If a Shaman rolled more than triple the successes that the spirit rolled than the spirit is trapped until it is freed.

Spiritual Blessing (as Bless from SOTSW pg. 51)

The Shamanka beseeches the spirit world to help her and her allies. This help comes in the form of a +2 bonus to Skill rolls and attack rolls. The blessing lasts until the end of the combat or the completion of the scene.

Spiritual Blessing Modifier

Minor Blessing (+2 Skill and Attack bonus) +0

Major Blessing (+4 Skill and Attack bonus) -2

Divine Blessing (+8 Skill and Attack bonus) -4

Advanced Skill Specialization in Spiritual Blessing

1. Deeper understanding of Spiritual Blessing

The first Specialization in Spiritual Blessing allows a Shaman a deeper understanding of the ways of Spiritual Blessing. This understanding awards the Shaman a +1 bonus when attempting the Spiritual Blessing ritual. This +1 bonus only goes towards the 5 successes necessary to perform the ritual, and not towards any other elements of the ritual.

2. Spiritual Defense

The second Specialization in Spiritual Blessing allows the Shamanka to add the Spiritual Blessing Bonus to her and her allies Defense.

3. Greater Spiritual Area

The third Specialization Spiritual Blessing allows the Shaman to increase the range of the Spiritual Blessing. For each Specialization that the Shaman has taken in the Spiritual Blessing ritual he decreases the negative modifier to the Area of Effect by 1. By taking Greater Spiritual Area the Shaman has taken three Specializations in Spiritual Blessing, thus reducing his negative modifier to the Area of Effect to range by 3. If she were to take all 5 Specializations in Spiritual Blessing he would reduce his negative modifiers to range by 5. This reduction in negative modifiers to Area of Effect never produces a positive modifier. The best result possible is a 0 modifier.

4. Inspired Spiritual Blessing

The fourth Specialization in Spiritual Blessing allows the Shamanka to increase the power of her blessing. The spirits redouble their efforts to protect and aid her allies, while pointing out the weak spots and harassing her enemies.

Inspired Spiritual Blessing Modifier

Minor Blessing (+4 Skill, Attack, and defense bonus) +0

Major Blessing (+6 Skill, Attack, and defense bonus) -2

Divine Blessing (+10 Skill, Attack, and defense bonus) -4

5. Spiritual Perfection

The fifth Specialization in Spiritual Blessing allows perfection to occur. The Shaman calls upon a plethora of spirits for wisdom, guidance, and support. These spirits then impart the Shaman with the ability to complete an action perfectly. This ritual when performed on an arrow, bow, bullet, or a gun to strike one time with perfection (maxed out roll). It would allow one action such as a calculation, a skill roll, a defense roll to be perfect (maxed out roll).

This ritual may be targeted at a person or an object. However, to imbue a person or token with this ritual requires the Shaman to invest a portion of his Willpower. The Shaman loses 1 point of Willpower when he finishes the ritual, and creates the token. In 24 hours the Shaman's Willpower will be restored. Once the token has been used the Spiritual Perfection ritual is destroyed as well as the token that carried it.

Spiritual Perfection may be made a permanent part of a token, and will not be destroyed if the Shaman imbues the token with a portion of his own spirit. By sacrificing one point of Willpower, and placing it into the token, the token becomes permanently affixed with Spiritual perfection. This point of Willpower is never regained.

The item will become a much sought after artifact, and may quickly become more of a curse than a token of benefit. Most Shamans never imbue a token with permanent Spiritual Perfection, and those that do often regret doing so.

Spiritual Healing

Healing is one of the primary roles of the Shaman within his community. Shaman may go their entire lives without using any other ritual, besides that of Spiritual Healing. When engaging in Spiritual Healing the Shaman calls upon the spirits to help him and his allies heal by imbuing the caster, the patient, or the target of the ritual, with a small amount of their power. The caster is then able to focus that power into helping mend broken bones, cure diseases, and in the rarest occurrences breathe life back into the dead.

When a Shaman calls upon Spiritual Healing he can diagnose an illness, and with the guidance of the spirits can cause wounds to heal at twice the normal rate.

The spirits only offer their assistance once per wound. If a wound is not successfully healed, the Shaman can not call upon the spirits to try again. They have given their guidance, and a failure indicates the Spirits unwillingness to help further.

Advanced Spiritual Healing

1. Deeper understanding of Spiritual Healing

The first Specialization in Spiritual Healing allows a Shamanka a deeper understanding of the ways of Spiritual Healing. This understanding awards the Shaman a +1 bonus when attempting the Spiritual Healing ritual. This +1 bonus only goes towards the 5 successes necessary to perform the ritual, and not towards any other elements of the ritual.

2. Greater Spiritual Healing (as Healing Hands)

The second specialization of Spiritual Healing allows the Shaman to seek the aid of the spirits, and allow them to work through him to heal injuries, mend broken bones, and close gaping wounds. The power of the spirits seeps through the Shaman's hands into his target, effecting instantaneous healing. Bones knit together instantly, gashes close, and internal injuries are mended.

The Shaman lays his hands or sacred token onto the wounded person, and makes a Sorcery roll; each success (over 5) heals one lethal or two nonlethal wounds.

Spiritual Healing Modifier

Injury more than one hour old -2

Medicine roll has already been made -2

2. Nature's Succor

The eyelids of the inflicted flutter open and close, and there is no doubt that the wounds inflicted by the lizardmen spears have greatly weakened the young woman. The Shaman has spent the last twenty minutes preparing a special broth that has boiled up and has left an unsavory smell in the air. He whispers thanks to the spirits, and then spoons the thick broth between her lips. Within minutes the young woman seems more lively.

When a Shaman successfully casts Nature's Succor he imbues a small amount of food (enough for one person) with an ability to help the imbiber regain their strength.

Nature's Succor gives the recipient of the ritualized food a non lethal wound back. A person can only receive this bonus once per day.

Advancement in Nature's Succor

1. The Shaman may make enough food to serve as many people as he has levels in sorcery with a single casting.
2. The Shaman's food increases the health of the imbiber by 1 Lethal Wound instead of a Non Lethal Wound.
3. Healing Circle

The Shaman calls upon the spirits to infuse his body with healing energy. The Shaman spends a turn (6 seconds) absorbing the power. This takes the place of the Shaman's attack action. On the Shaman's next turn he can radiate the energy he has absorbed. This acts as Greater Spiritual healing with an Area of Effect. See *Secretes of the Surface World*, p. 49 for the Area of Effect chart. By taking this spell you automatically reduce your range penalty by 2. So, a 5 foot area of effect has a 0 Modifier. For every round you concentrate on the spell, before casting it, you also reduce the penalty by 2. The round you cast the ritual in does not count as a round of concentrating for factoring in the reduction of the modifier.

EX: Joseph's friends have found themselves in the dank basement of a New York city tenement building. While down their groping about in the dark they find several animal cages, which a flashlight finally shows holds the emaciated form of a Moleman. The bright light of the flashlight strikes the eyes of the creature, and in a show of its still ferocious strength it smashes through the cage, and begins lashing out at the group. Within a matter of heartbeats three of Joseph's friends are on the ground screaming in agony as their blood begins to gush onto the hard packed dirt floor.

Joseph pushes the chaos and the cacophony of horror out of his head, and he begins to murmur, and chant, enticing the spirits of this area to hear and help him. He spends one round concentrating and gathering spirits who will help him. The second round the battle goes a little better as his friends avoid the raking claws of the moleman, and Joseph continues to call upon the aid of the spirits in the area. The third round doesn't go well, and three of Joseph's friends are now in immediate danger of crossing the divide between the natural and the spirit world themselves. Joseph decides to unleash the spiritual energy he has gathered, and lets it flow from him to the area around him.

Joseph has concentrated for two rounds, and is casting on the third round.

Healing circle demands that one round be spent simply casting the ritual.

The second round of concentration goes towards Joseph's modifiers, and reduces his penalty by a total of 4 (just throwing the spell gives you a +2 modifier to RANGE, and concentrating for a second round gives another +2 modifier for a total of a +4 modifier).

Joseph needs to have the ritual go out 10 feet to help his 3 buddies who are currently opening up deaths door and peering in. Luckily for Joseph his modifier of +4 means he has a total of 0 modifiers for his range of 10 feet. So, Joe can now cast Healing Circle just as if he were casting Greater Spiritual Healing.

Joseph receives 8 successes. The first 5 go to simply getting the ritual to work. The next three heal three lethal wounds of each of his buddies.

The Shamanka can attempt to rush this ritual, and cast it in one turn by doubling the difficulty of the modifier found on the Area of Effect table.

4. Cure disease/poison

The Shaman wills the spirits to reach into the target and remove the disease or poison from their system.

The difficulty of such a task rises for each month that a disease or day a poison goes untreated. Each month for a disease or each day for a poison that passes results in the Shaman receiving a -2 modifier to his sorcery roll.

To cure a disease that has ravaged a victim for 9 months would require the Shaman to make a Sorcery roll of 14 successes (5 for the ritual, and 9 more for the 9 months the disease has been left unchecked for a total of 14).

5. Spiritual Rejuvenation

The Shamanka calls upon the spirits to return a spirit to its former body. The lifeless body of the dead is reunited with its spirit, and lives again in the natural world. This Ritual requires the Sorcerer to sacrifice one point of their Willpower (possibly Body) to the spirits for this gift. The point of Willpower does not "heal" or regenerate. The Willpower rating can be increased by the normal method of spending XP, or using a talent to boost it.

Dreaming

The Shaman has spent a vast portion of their life and their studies learning the way of dreams. This ritual allows the Shaman to interrupt dreams, and use the knowledge of that interpretation to aid him in his work and other rituals.

A Shaman may, a number of times equal to the Shaman's Willpower rating per game session, call upon the Dream ritual to help him understand a situation better.

At any point during the day the Shaman may attempt discern from his dreams the best way in which to act or go forward. By engaging the Dream Ritual the Shaman receives a +1 modifier to his or an allies next action.

Advanced Dreaming

1. Deeper understanding of Dreaming

The first Specialization in Dreaming allows a Shamanka a deeper understanding of the ways of Dreams. This understanding awards the Shamanka a +1 bonus when attempting the Dream ritual. This +1 bonus only goes towards the 5 successes necessary to perform the ritual, and not towards any other elements of the ritual.

2. Dream Seeing

The Shaman has the ability to view the dreams of others, and interact with those dreams. Using this ability the Shaman may discern information from his allies and enemies by peering into the dreams. This is also an effective way for the Shaman to deliver a message over long distances. The modifiers for Range affect this ritual as normal.

For the Shaman to peer into the dreams of others he must overcome their Willpower rating by rolling more successes than they roll.

For a Shaman to deliver a message via dream he must make the sorcery roll as normal. A short and simple message can be sent (as decided by the Guide) without any penalty. A longer and more complex message may be sent but the Guide will assign a negative modifier due to the level of complexity.

Short and simple message: Help me. 0 Modifier

Longer and more complex message: You must bring the tome to the river, and destroy it before midnight. -2

Longer and very complex message: I've been kidnapped by Anton Baurere, you must bring the Ring of the Akashic Library to the Bazar in Cairo on December 24th, and leave it under the loose tile near the flower peddler named Timon. Please remember to feed my cat. -4

Lovecraft sends a letter. -8

3. The Eternal Dream

Through the tribulations of the Shaman's journey within the realm of dream he has learned to unlock the

prison that dream can become. A target that has suffered from an unnatural state of sleep, whether it is from a ritual, a coma, or a mental condition, can be freed from the state by the Shaman's ritual. If the long sleep is caused by natural causes (a coma or mental condition), the Shaman only needs to successfully complete his ritual to free the target. If the Shaman must free a target from the affects of another ritual, the Shaman must successfully overcome the ritual by rolling his normal success to complete the ritual (5 successes), and suffer from a negative modifier equal to the Rank or Specialization Rank of the ritual. There fore to awaken a target that has been put into an unnatural slumber for a Rank 4 ritual or ritual specialization, the Shaman must roll 9 successes.

3. Greater Dreaming

This Specialization of Dreaming allows the Shaman to increase his ability to harness his dreams. For each Specialization that the Shaman has taken in the Dreaming ritual he increases his modifier by 1 to any Dream Ritual. By taking Greater Dreaming the Shaman has taken three Specializations in Dreaming, thus giving him a +3 modifier to any Dream rituals. If she were to take all 5 Specializations in Dreaming he would gain a +5 modifier to all Dream Rituals.

4. Nightmare

As the Shaman learns to interact with dreams, and begins to enter into the dreams of others he gains the ability to unleash the horrors of the spirit haunted dreams. This ritual is not often used by many Shaman, but it can be effective when dealing with enemies of the Shaman's community.

The Shaman enters the dream of his target, and then brings forth into the targets dream his worst nightmares. This nightmare can be incredibly vivid and disturbing. This nightmare affects most targets in an incredibly negative manner, causing them to become rattled and nervous.

This affect is represented by the target losing a point of Willpower until he can get a good nights sleep, and the target suffers a negative modifier equal to the number of successes the Shaman beat him by in the Willpower rating battle to all rolls until he can get a good nights sleep.

The Shaman engages the target in a Willpower rating roll. The target receives his Reflexive will power, while the Shaman uses his normal Willpower, but adds the extra number of successes that he rolled to complete the ritual to his Willpower rating. The Shaman casts the ritual. He rolls 7 successes. The Ritual needs 5 successes to succeed, so he has completed the ritual, and received to extra successes. The Shaman then attempts to induce the nightmare. The target rolls his reflexive Willpower and rolls a whopping 6 successes. The Shaman rolls his Willpower and gets 5 successes. He then adds his 2 extra success he rolled, when he first completed the ritual, to the 5 successes and he ends up with 7 successes. He beat the target by one, and therefore unleashes the nightmares of the target. The target suffers the loss of 1 point of Willpower, and a -1 modifier to all rolls until the target can get a good nights sleep.

As the initial Ritual is cast all of the modifiers for Range are taken into account.

5. Dream-Tulpa

Through the use of this ritual the Shaman is able to produce a Tulpa. A Tulpa is a consciously-projected thought-form or servitor, which may perform a particular task for a Shaman or act as a general 'helper'. A Dream Tulpa takes the form of a shadowy figure, and over time the Shaman can produce a more life like Tulpa, eventually producing a Tulpa so life like that a non Shaman or magic centric figure would have no idea that Tulpa was not a flesh and blood figure.

A Shaman casts the Dream-Tulpa ritual like any other ritual, and when he does he is able to create a shadowy Follower (0 level). Casting this ritual drains the Shamans Willpower by 1 point for 24 hours. After the 24 hours the Shaman regains this point of Willpower. The Dream Tulpa retains is physical form for a number of days equal to the number of successes a Shaman rolled over the number necessary to produce the Tulpa.

If a Shaman needed 5 successes to create the Tulpa, and he rolled 8 Successes, the Tulpa would have form for 3 days. After which the Shaman would have to recast the ritual.

A Tulpa may have a voice, but this increases the difficulty of the Ritual from 5 to 7.

If the Shaman continues to create the same Tulpa, that Tulpa will begin to take more and more realistic looking form over each month that it continues to be created. It takes six months for a Tulpa to look as if it were a real person.

Tulpas have their own physical characteristics. The Shaman can influence these physical characteristics, but in the end the Tulpa grows on its own. The Shaman can determine gender of the Tulpa, it's relative height

(short, average, tall), it's relative weight (petite, average, obese), but he can not determine specifics.

Dream Tulpa Advanced Specialization

Dream Tulpa Advanced Specialization reflects a Shaman's study, and diligent practice in creating a Dream Tulpa. When a Shaman has studied the creation of Tulpa to this point he has learned how to manipulate every nuance of a Tulpas form and appearance. He sculpts his Tulpa mentally and creates with the same precision the affects of a great painter. His mental image takes on a vivid life of its own.

When A Shaman casts Dream Tulpa in this advanced manner he can produce a Tulpa that reflects his exact mental image. This version of the ritual requires extra time and effort (15 successes), and will drain a point of the Shaman's Willpower for a week, after which it will return normally. A Tulpa created in this manner will last for a number of days equal to the number of successes that the Shaman received in casting the ritual (minimum 15, with no upper limit).

This Advanced Specialization can be taken multiple times. Each time it is taken the Shaman may produce a higher ranking Tulpa Follower (as found on p. 21 of Secrets of the Surface World).

5. Waking Dream

A Shaman who learns the Waking Dream Ritual has learned how to create dreams in the mind of a person while awake. This ritual places the target into an awakened dream state similar to a deep trance, and the target takes on the demeanor of a sleep walker.

A Shaman engages a target in a battle of Willpower. The target receives his Reflexive Willpower rating and the Shaman receives his normal Willpower rating , but adds the extra number of successes that he rolled to complete the ritual to his Willpower rating to this roll. If the Shaman rolls more successes (equal doesn't get the job done), than he induces a waking dream in his target for a number of rounds equal to the number the Shaman exceeded his targets Willpower roll by (A Shaman rolls 8 successes for his Willpower, and the target rolls 6 successes, the target is entrapped in the Waking Dream for 2 rounds). If a Shaman more than doubles the roll of the target, the target is entrapped in the Waking Dream for the remainder of the scene.

Divination

One of the oldest rituals of the Shaman tradition is the art of divination, and using it to attempt to breach the veil that separates the natural world from the spirit world. If he is successful the Shaman may be able to glimpse a possibility of the future.

As a novice diviner the Shaman may cast the most basic of divinations, and if he is successful the spirits will impart an empathic feeling unto the Shaman regarding the subject that he wishes to learn about.

If a Shaman wished to learn about his groups upcoming raid upon a Nazi fortress located in Antarctica he could cast the Divination ritual. If the Guide felt the upcoming battle would be an easy victory for the PCs he might have the Spirits relay an empathic feeling of happiness, joy, or exultation. If the Guide felt the upcoming battle would be hard pressed the spirits might relay an empathic feeling of sadness, disappointment, and melancholy. If the guide felt the upcoming battle would lead to the PCs horrific demise the spirits may relay the feeling of pain, utter dismay, and helplessness. It is always up to the Guide to describe how they spirits interact with the Shaman. Tricky situations may come across as muddled and confused.

Advanced Divination

1. Deeper understanding of Divination

The first Specialization in Divination allows a Shaman a deeper understanding of the ways of Divination. This understanding awards the Shaman a +1 bonus when attempting Divination rituals. This +1 bonus only goes towards the 5 successes necessary to perform the ritual, and not towards any other elements of the ritual.

1. Divination of Truth

The Shaman calls upon the spirits to aid him in learning the truth. The Shaman may ask an individual a

question. He then casts the ritual and records his number of successes. Then the Shaman engages the target in a Willpower roll. The Shaman uses his normal Willpower rating (the caster is allowed to add any points in EMPATHY that he has taken) vs the Targets Willpower rating + any levels that he may have in Con or Performance. The sorcerer adds any successes over 5, when he cast the ritual, to his Willpower roll.

The number of successes the Shaman rolls determines how much he knows about the truth.

What the Shaman discerns # of Successes

Shaman has a gut feeling if the target is lying or being truthful +1

The Shaman knows if the target is lying or being truthful +2 - +3

The Shaman knows the truth of the matter, and any attempt to mislead the question with a fast talk answer simply fail. The SHAMAN knows! 4+

2. Divination of Finding

The Shaman meditates or goes into a trance, and while in this state he is able to locate people, places, or objects.

The Shaman casts this ritual, and if it is successful he is able to locate what he desires. Unfortunately, it is rarely that easy. Many factors may increase the level of difficulty that the Shaman faces in his pursuit of the subject of his Divination

Familiarity with the subject Modifier to Roll

Lost car keys in ignition +0

Lost person you know well (brother, best friend) -1

Lost Dog on a sign (not your own) -2

Lost valuable object you've seen or held -3

Lost valuable object you've never seen or held -4

Unknown person or object, roughly described (Big foot, Hollow Earth) -5

All the modifiers for range also apply.

3. Greater Divination

This Specialization of Divination allows the Shaman to increase his ability to use his Divination rituals more effectively. For each Specialization that the Shaman has taken in the Divination ritual Group he increases his modifier by 1 to any Divination ritual. By taking Greater Divination the Shaman has taken three Specializations in Divination, thus

giving him a +3 modifier to any Divine rituals. If she were to take all 5 Specializations in Divine rituals he would gain a +5 modifier to all Divine rituals.

3. Change of Fate

The Shaman's breath freezes as it slowly escapes his blue lips into the half frozen air surrounding his snow and ice encrusted hut. The Shaman has glimpsed his or an allies fate, and he has bargained with the spirits for a moment, a single second, in which he can change fate.

The Shaman makes his Change of Fate roll, and he records any extra successes that he rolled. For each extra success (over 5) the Shaman rolled he may allow a character to re-roll an equal amount of dice for a single action. All dice, including style point awarded dice, and chance dice are rolled. The new roll stands, as the original roll never occurred in game terms.

Change of Fate Specialization

A Shaman who has befriended the spirits, offered the appropriate gifts, and gambles with his own fate may tempt the spirits to allow him to twist fate in his hand.

A Shaman would normally suffer a -2 modifier for affecting multiple targets, but with this Specialization he reduces that modifier to 0.

4. Future Divination (This ritual is only able to be cast once per 24 hour period)

The Shaman breathes in the vapors of the noxious brew as it boils over, and within seconds, flashes of the

future spark in front of his eyes. He sees moments of time before him, fragments of a possible future, and with it he truly becomes "He that knows".

The Shaman makes a Sorcery roll, and if he succeeds he will see a few moments of the future. The Shaman notes how many successes he rolled. These glimpses of the possible future awards the Shaman a positive modifier to one roll equal to the number the Shaman beat his Sorcery roll by. Ex: It takes 5 successes to cast the spell. If the Shaman rolled 8 successes he gets to add the additional 3 successes to the roll. This modifier is to a single role.

The Shaman can use this positive modifier on one of his actions or one of his allies. This way the player picks the moment during the session that he was able to view. The spell simulates his having glimpsed the moment in his ritual, and using the information to better his position or it may have given him time to think over a particular quandary.

Future Divination Specialization

Time and time again the ivory bits of tusk cascade across the table with a clacking until their dance ends, and the Shaman peers into the possible future. As the ritual ends he finds himself once again in the natural world, left weary and wondering if he can change those things the spirits have paraded before his mind's eye.

When a Shaman casts the Inspired Future Divination ritual he expands upon the knowledge he learned from the Future Divination. The Shaman may make a number of Future Divinations equal to half his Level in Sorcery Rounded down. Ex. A Shaman with 7 levels could cast Divination Specialization 3 times a day.

Greater Future Divination Specialization

The Shaman's body slams back and forth, his eyes jutting from his skull forcing his face into a death mask grimace as his teeth forcibly grind together. Without warning it stops. Exhausted and beaten the Shaman's eyes open wide. He's seen the future, and he knows what must be done.

The Shaman casts the Greater Future Divination ritual and takes a Non lethal wound that cannot be healed by anything other than time (24 hours) or another form of Magic, and loses a point of Willpower for 24 hours. The Shaman makes a number of Divinations equal to his Sorcery level -1, and adds +1 to the number of successes that were used to calculate his modifier bonus.

Ex. Teegan Tue cast the Greater Future Divination ritual the night before he and friends went into the chasm to face the demon, Ursaumbra. At the end of the ritual Teegan's player rolled 7 successes. Giving Teegan 2 extra successes. Teegan has 5 levels in Sorcery.

As Teegan and his friends descend into the chasm an explosion echoes off the walls, and an avalanche of loose rock crashes down upon them. Teegan invokes the Greater Future Divination spell. This means Teegan had a glimpse of this scene in his meditations last night. He is able to grant himself or one other character a +3 modifier to their defense, climb roll, or any other roll that may help. (2 for the 2 extra successes Teegan rolled for the ritual, and +1 for his having taken Greater Future Divination). Teegan has 5 levels in Sorcery, so he can only give this bonus 4 times in a day. He's used one and now he can only give this bonus three more times.

Teegan could decide to use all 4 of his uses right now, and award 4 characters the bonus modifier to climb rolls.

5. Foretell (as in SOTSW)

ANIMAL RITUALS

A blinding snow freezes the eye lashes together of the Shaman as he stumbles into the knee deep snow. His ritual to call forward the animal spirit of his community failed to summon it before him, and he peers into the sheet of white that falls from the sky. A sharp cry above his head renews his hope as his eyes dart through the white washed air, and the he sees the speck of black floating towards him. The raven had heard his chants, and answered his pleas.

Many Shaman throughout the world have a connection with the spirits of the animals as much as any other spirit. In some communities this connection is more valued than any other of the Shaman's Traditions. The animal spirits can guide the communities pilgrimages, give sage advice to community elders, and when it is necessary the animal spirit may bestow his blessing upon a hunt so that the community may survive.

The first ritual that a Shaman learns in the Animal Rituals Group is one that demands that the Shaman respect the animal spirit, and can become one with the animal spirits. By successfully casting this ritual the Shaman gains Animal Affinity for the rest of the scene in which he cast the ritual.

If a character that is the target of this ritual already has Animal Affinity this spell provides the target with Advanced Animal Affinity, giving him a +2 Charisma rating when dealing with animals.

Advanced Animal Rituals

1. Deeper understanding of Animal Rituals

The first Specialization in Animal Rituals allows a Shaman a deeper understanding of the ways of Animal Rituals. This understanding awards the Shaman a +1 bonus when attempting Animal rituals. This +1 bonus only goes towards the 5 successes necessary to perform the ritual, and not towards any other elements of the ritual.

2. Animal Presence

A deep growl echoes off the arid valley walls. The cougar's nostrils flair as it scents the Shaman's group of friends. Low to the ground, ears back, it stalks the narrow ledge, closer and closer it edges towards the group trapped by the rock slide, the 300 ft drop, and now a 200 pound feline that smells fresh prey. The Shaman steps forward, and calls upon the animal spirits to help him calm the hunter instincts of the ferocious wild cat bearing down upon him.

A successful use of Animal Presence awards the Shaman the ability to empathically alter an animal's disposition. An angry animal can be calmed; a calm animal can be angered. The more successes the Shaman rolls the greater the impact he can have on the animal's disposition.

Animals Mood

Calm, relaxed: A sleeping cat

Annoyed, nervous: A dog shying away from a stranger

Aggressive, Upset: A Triceratops protecting it's from intruders

Ferocious, Blind Rage:

A successful use of the ritual will allow the Shaman to calm or enrage the animal one step.

1-2 successes = 2 steps

3-4 successes = 3 steps.

5+ successes = 4 steps.

2. One with the Animal Spirit

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The Shaman watched quietly from underneath the shade of an old gnarled tree as the cowpuncher was hurtled again and again through the air like a rag doll off the back of the coppery spotted mustang. As the dust covered, bruised, and now ego shattered cow hand shook his head in defeat the Shaman approached, and his eyes peered into the eyes of the wild spirit that stood before him. Two old friends reunited again as the Shaman sat tall in his saddle, and happily accepted the handful of coins from the cow hand.

A Shaman who studies the animal spirits eventually becomes attuned to their needs and desires. When One with the Animal Spirit is successfully cast the Shaman is granted the Skill Animal Handling with Levels in the Skill that equal his Skill Level in Sorcery.

Advanced One with the Animal Spirit

The haze of chaos clouded the tall tent as the crowd became a jumble of bodies all fighting to reach the outside. The older man had clutched at his chest, and his tall hat fell to the ground, and with that the lions that he had kept entranced were free from his charge. They paced back and forth, and the commotion had

incited their natural instincts, and the prey was fleeing. The Shaman stepped between the noble beasts and the delirious crowd of spectators. With a swift hand motion, and steely eye contact the Shaman took control of the pride.

With a successful Advanced One with the Animal Spirit ritual the Shaman recives the Animal Handling skill with levels = to his sorcery level, and he may add any successes he rolled over 5 to these levels as well.

3. Speak with Animals

The eyes of animal and man met, and with it an understanding was established. The Shaman and his friends would not be traveling through the plains this day. The gophers warning regarding the Chupacabra nest would not go unheeded.

When this ritual is cast the Shaman speaks with the spirit or essence of the animal. At no time is speech or noise actually made. Any animal would be offended by the clumsy attempt to mimic it. The Shaman is able to converse for as long as he wishes or until the animal grows bored with the human.

Being able to speak with animals does not force the animal to respond. Many an animal will refuse to speak to humans merely because it is beneath them to do so. The three toed North American tree sloth is well known for never communicating with humans.

4. Absorb Animal Essence

300 hundred yards away, fully camouflaged, the Nazi scouts moved through the Mayan Ruins and located the entrance to the Teal Temple. The Shaman's eyes slammed shut, as he began to describe what he had seen crawling across the Mayan antiquities, while the woman next to him lowered her binoculars, and shrugged. She'd seen nothing.

The Shaman calls out to the animal world, and borrows their senses and strengths. In simplest game terms the Shaman may increase any of his primary attributes by +1 for rounds equal to his level in Sorcery by successfully casting this ritual. This may give him the "eyes of the Hawk", "speed of the Jack Rabbit", "strength of the ox", and so on.

Advanced Absorb Animal Essence.

The Shaman may specialize in this Ritual twice. The first time he increases any primary attribute by +2 for a number of rounds equal to his levels in sorcery, and the third time he can increase any primary attribute by +3 for a number of rounds equal to half his levels in sorcery rounded down.

The third specialization is physically draining, and will lower the attribute raised by -1 for 24 hours after the ritual expires.

Summoning multiple essences (strength of the ox, and eyes of the Hawk) so that they overlap is possible, but containing so much animal essence is difficult, and lowers the Shaman's Willpower by -1 for each additional essence summoned for 24 hours.

5. Animal Spirit

The otter's head was barely noticeable as it emerged from the water of the small creek. It quickly scrambled out of the creek that fed into the mouth of a cavern a few yards ahead, and it scampered toward the small group of explorers that stood staring into the darkness that the cavern offered up as its only welcome. The otter squeaked a greeting as one of the explorers offered it a towel. Within seconds the otters form melted away, and from it's small body grew that of the Shaman's, who graciously accepted the towel, and began describing what he was able to learn of the darkness that stood before them, and the lost idol of Vered.

One of the most powerful rituals that a Shaman can muster is to merge his own spirit with that of the animal world, and in doing so unlocking his own animal spirit. When the ritual is successful the Shaman becomes an animal with all the benefits and weaknesses associated with that animal.

When a Shaman learns this spell he must decide what his animal spirit form is, and the Guide must approve this form. Typically an animal form can be no larger than size 0.

Advanced Animal Spirit Specialziations

1st Specialization allows the Shaman to choose a new animal form that replaces his old animal form. This

new form may be size of the size 1 category.

2nd Specialization allows the Shaman to choose multiple forms. The Shaman's animal forms may equal half of his levels in sorcery rounded down.

3rd Specialization allows the Shaman to have an unlimited amount of animal forms.

Spirit of Nature Rituals

The wind gently blew white tufts of dandelion fluff through the air, and one landed in the hair of the heavily tattooed Shaman that sat in gentle contemplation along the banks of the river. A group of individuals, clothing ripped, skin dirty, faces unhappy glared at the quiet figure before them, and after several minutes he stood up, and pointed. "That is North."

In serving their communities Shamans are often called upon to ask the spirits of nature to help the community prosper and grow. The Shaman becomes deeply rooted in the ways of nature, and learns many skills, and rituals that reflect his knowledge of the natural world.

When a Shaman successfully casts the basic Spirit of Nature Ritual he calls upon the spiritual world to aid him in his dealings with the natural world. The aid may come in a few different ways, and the Shaman may pick effects from the following list, however, the Shaman must choose which effect he's attempting to channel before beginning the ritual.

1. A successful Sorcery attempt allows the Shaman to benefit from the Direction Sense talent for one round.
2. A successful Sorcery attempt allows the Shaman to know the direction of the nearest fresh water. However, he only has a vague idea of how far the water is. A Guide may allow the Shaman to know more particulars about the distance if the Shaman rolls more successes than necessary to cast the spell. The exact details are left to the Guide.
3. A successful Sorcery attempt allows the Shaman to know which way is up or down.
4. A successful Sorcery attempt will allow a Shaman to determine if a natural organism contains poison (animals, plants, water, etc). This ritual does not detect sources of poison that have been extracted from natural sources, and placed on other objects (traps).
5. A successful Sorcery attempt will allow the Shaman to know the direction of the nearest natural shelter (cave, hollowed out tree, thick copse of woods). This does not mean the shelter is unoccupied, or is close by. The Guide may allow some form of distance to be known by the Shaman, regarding the shelter's proximity, if the Shaman rolls more successes than necessary to cast the spell.
6. A successful Sorcery attempt allows the Shaman to create a spark of fire, the equivalent of striking flint and steel.
7. A successful Sorcery attempt allows the Shaman to create a small luminescent glow. This glow is the equivalent of a single candle. This particular ritual is strange in the fact that it seems to draw the light from the natural organisms around the Shaman, and then forms itself into a small ball. Trees, humans, rock, grass, and anything else around the Shaman sheds/secretes a pinpoint of light that comes together to form the light.

Advanced Spirit of Nature Rituals

1. Deeper understanding of Spirit of Nature Rituals

The first Specialization in Spirit of Nature Rituals allows a Shaman a deeper understanding of the ways of Spirit of Nature Rituals. This understanding awards the Shaman a +1 bonus when attempting Spirit of Nature rituals. This +1 bonus only goes towards the 5 successes necessary to perform the ritual, and not towards any other elements of the ritual.

1. Become One with Nature

The Shaman's breath is rapid and ragged, his wounds have gone unattended, and the weight of his unconscious friend has slowed him down immensely. This has been all the lizard people have had to have to make his escape from their lands nearly impossible. The lizardmen scouting group is within a few hundred feet of his position, and he has only one chance left as his hands begins to trace out patterns in

the air, and his head nods up and down at a savage rate. The lizard people, moments later, walk past him after looking at himself and his friends hiding place, and they continue forward searching for the prey they have already passed.

The Shaman calls upon the spirit of nature to help him hide or become camouflaged. A successful use of this ritual (5 successes) gives the caster a +4 to his stealth role. The caster is treated as having Stealth as a skill when he casts this ritual.

Become One with Nature advancement:

1. The Shaman may take advancements in Become One with Nature to help hide others that are within his range when he casts the ritual. Range for Become one with Nature is not affected by the area of effect chart, and the ritual has a range in feet equal to the casters level in sorcery. For each advancement that the Shaman takes to help others hide he may hide one additional person. 3 advancements will hide the Shaman and three other people.

2. Nature's Bounty

The broken glass from the crashed planes cockpit sparkled under the desert sun, as the survivors pushed it towards a small cactus as the Shaman had instructed them to. The Shaman gave thanks to the spirits of the desert, and plunged his knife into the cactus bringing forth a well of drinkable fluid that gushed onto the cockpit. Drinking heavily they left the residue of the cactus's life giving sap on the cock pit, and dragged it back to the shade of the wreckage. Within minutes a lizard had come forward to lick from the residue, and the Shaman's snare had ensured at least a tiny dinner for the survivors.

When a Shaman successfully casts Nature's Bounty he is inspired by the spirits of nature, and the spirits of the great hunters, trackers, and skilled survivors that have preceded him into the spirit realms. These spirits impart upon him their knowledge of survival.

The Shaman receives the skill of Survival with a +4 modifier to his Survival roll for one hour for each level in sorcery the Shaman has (3 levels in sorcery equal 3 hours the Shaman has the Survival skill). Like most rituals, this ritual can be cast over and over again, with no limit per uses per day.

EX: The Shaman casts Nature's Bounty, if he receives 5 successes the spell has succeeded, and he now has Survival with a +4 modifier for one hour equal to his level in sorcery.

Advancement in Nature's Bounty

For each advancement the Shaman takes in Nature's Bounty he gets to add one die to his die pool for the survival roll, but not the sorcery roll to produce the survival roll.

3. Nature's Voice

Leaning down the Shaman gently touches the crushed fern leaves, and then he begins a low soft song in his native tongue. After a minute of singing he stops, cuts the mangled leaf from the plant, and stands. "The lizardmen were here an hour ago" the Shaman said.

Nature's Voice, when cast successfully, allows the Shaman to "speak" with plants. The information the plants can share with a Shaman is limited based on their intelligence.

3. Nature's Wrath

The lizardmen found themselves under attack from branches, vines, trees, the very grass around them rose up to cause them harm. At the heart of the leafy maelstrom one man stood dancing in a fevered fashion.

A Shaman who successfully casts Nature's Wrath calls upon the spirits of the natural world to rise up and take aggressive actions against the Shaman's foes. The elements of nature that surround the foes come alive and attempts to slow down and harm the target of the Shaman's ritual.

The range of this ritual is equal to 2X the Shaman's sorcery level (3 levels of sorcery equals 6 ft range of this ritual).

The elements of nature take the shape of whatever the natural surrounding provides. A forest will see grass and trees come to the Shamans aid, jungles will see vines and leafy plants come alive, a desert will provide blinding sand storms, and a water or lake environment will provide seaweed and water that will

try to drown the targets.

Normally, the elements of nature attack with a Brawl rating of 4 and inflicts Nonlethal damage. This attack does account as an actual attack, and may reduce the defenders defense by 2. It is up to the Guide to decide how each element of Nature may attack.

Advancement's in Nature's Wrath

1. Each advancement (max of 5) allows the power of Nature's Wrath to increase, and adds +1 to the Brawl Rating of Nature's Wrath (3 advancements = Brawl Rating of 7 Nonlethal). Each advancement also increases the area of the ritual by 1 foot per advancement.

4. Nature's Elemental Protection.

The Harsh rays of the desert sun baked the land around the party. The severe heat would have normally led to the deaths of any other group of travelers not equipped for such a dangerous journey. This group seemed not to notice the rising heat, and trudged towards the shining mountains a hundred miles away through the heart of the hottest part of the day.

A Shaman who successfully casts Nature's Elemental Protection will be protected from extremes in heat and cold as they are found in their normal environments. Note, this spell protects from heat and cold, but this does not include non natural activities that cause heat or cold, and it is always up to the Guide to determine if a source falls within the realm of natural or not. Hot Magma is natural, but would probably not fall under the protection provided by this spell (you're Guide would make the final decision).

5. Force of Nature

The hail reigned down in an unforgiving torrent, hail stones as large as soft balls, upon the lizardmen, breaking bones, and crushing bodies. All the while four human faces looked on in scared bewilderment. One figure, the Shaman, stood tall directing the crushing force of nature upon his foes.

When a Shaman casts the Force of Nature ritual he bends the most powerful elements of nature to his command. Depending on the conditions or surroundings the Shaman finds himself in he might bring forth a hailstorm that breaks bones, bring down lightning that fries skin, force a snow storm to build into blizzard conditions causing a white out, whip up winds that create a tsunami, bring down raid so torrential that it causes a flood.

It is up the Guide to determine the amount of damage the Force of Nature causes, and or the aftermath of certain affects such as flooding.