

# Steppe Shaman

*“My people were born of the four winds, and love the endless sky. Long ago, the earth grew jealous and cursed my kin so that we are doomed to wander the vast steppe or it will swallow us up. All that protects us from the spirits of the land are our hearth-fires, the ghosts of our ancestors and the night-songs of my kin. If we fail to sing the night-songs even once, the shadows of the earth shall rise up and slay us. If we walk the land then it will feel our tread and send its servants to claim us. But we are not afraid and do not touch the earth, trusting to our fellow-brothers of the wind, the horse lords, to bear us over the steppe. The curse has made us strong and none of us fear death. The weak are given to the wolves at birth and we grow mighty, where the farmers who till your lands grow fat and slow. One day, we will come to you and take what we wish, and then you will know the power of the sky gods.”*

## Singers of the Night Songs

Chosen at birth by the spirits of the ancestors, and taken at a young age to the sacred Cities of the Eagles, the steppe shaman is both a spiritual and physical protector of the nomadic way of life. Through their ability to summon, commune and control spirits they ensure the continued survival of the steppe people in an environment where the very land itself threatens to rise up and destroy those who walk upon it.

## The Cities of the Eagles

Contrary to what is believed, the great 'Sea of Grass' (as the steppe is known to its inhabitants) is not all flat plains or gentle rolling hills. The northern regions are characterised by heavy, dense forests, while in the south scrubland and desert are more prominent. Much of the landscape is broken up by shallow valleys and low, yet steep hills and mountains where hardy larch or scrub-pine cling to shadowy faces for protection from the worst of the sun and the wind.

It is upon these high places that the Cities of the Eagles may be found, sacred locations built millennia ago by the forebears of the nomads. Here the sky shamans see the dead out of this world and into the next - enacting sky-burials where the body of the deceased is set atop a high platform and left open to the sky. The lords of the air then descend and 'ferry' the deceased to their place among the ancestors in heaven.

The cities are home not only to the memory of the dead - the sky shamans also live there, inhabiting a small district within each city where they practise their art and train those chosen to become the next generation of spiritual guardians. Many of those gifted individuals who travel here and receive guidance from the steppe shamans will only stay a little while, returning to their tribes as common hearth shaman with limited abilities and powers, yet enough to keep their families safe from the vengeful earth. Only a select few will be chosen to remain longer, and it is these that will go on to become great steppe shamans (also known collectively as 'sky shamans' to the nomads).

Although both men and women are chosen to become steppe shamans, they each go on to represent different aspects of the sky gods. Men follow the Path of the Descendent Dusk, and become the wandering moon shamans - coming and going just as the moon does on his journeys across the night sky. Women follow the path of the Ascendant Dawn and become the sun shamans, both terrible and beautiful, yet constant and dependable. While there is much overlap in the duties of both paths, it is the moon shamans who can be found most often among the populace, offering spiritual guidance, practical advice and protection from both supernatural and mundane threats. Sun shamans tend to remain within the cities of eagles, administering to the spiritual needs of the people and ensuring the strength and vitality of the nomad bloodline. This latter task is often carried out in ways that would appear harsh, unsentimental and perhaps even cruel, and while both paths are respected and honoured among the nomads, it is the sun shamans that are feared. When they walk among the common folk, death inevitably follows close by.

## Character Creation Summary

- Psychic Talent and Intelligence must both be 9 or above.
- Health Points: roll 1d6+4
- Basic Attack 11, Defence 5.
- Basic Magical Attack 15, Magical Defence 5
- Basic Evasion 3
- Basic Stealth 13, Perception 5

A sun shaman may wear armour up to basic AF 2 with no penalty - armour with a basic AF of 3 or higher incurs the same penalties to attack and defence as a Sorcerer or Elementalist.

A moon shaman may wear up to basic AF 3 with no penalty - any higher incurs the same penalties to attack and defence as a Mystic.

### **Advancement - all Shamans**

+1 to Health Points every second rank (2nd, 4th, 6th etc.)

+1 to Evasion at 5th Rank and at 9th Rank.

+1 to Perception and Stealth at 3rd Rank, 5th Rank, 7th Rank and 9th Rank.

### **Advancement (Path of the Ascendant Dawn – Sun Shaman)**

+1 to Attack and Defence every second rank (2nd, 4th, 6th etc.)

+1 to Magical Attack & Magical Defence every rank.

### **Advancement (Path of the Descending Dusk – Moon Shaman)**

+1 to Attack & Defence every rank.

+1 to Magical Defence every rank.

+1 to Magical Attack every second rank (2nd, 4th, 6th etc.)

## Magic Points (Hii)

Although they do not cast spells in the traditional sense, all shamans use personal psychic energy analogous to magic points called 'Hii' to energise their rituals and 'pay' for the services of spirits.

A moon shaman has Hii equal to his rank, while a sun shaman has Hii equal to twice her rank.

To replenish Hii the shaman must perform the appropriate ritual of recovery at the correct time - moon shaman recover at dusk, while sun shaman recover at dawn. Each ritual must begin just before dawn or dusk, and each minute thereafter the shaman may attempt to roll under Psychic Talent or less on d20. A successful roll fully replenishes their Hii. If the ritual is interrupted before Hii is successfully replenished, the shaman must wait until the following dawn or dusk to try again.

## Basic Abilities

All shamans automatically have the following abilities at 1st rank:

### Spirit Song

Adversity is no stranger to the steppe nomads, who must face not only the challenges of surviving in a harsh and wild environment, but also the constant threat of attack from the ancient gods of the earth who jealously covet the land for themselves. To ward against attack from these supernatural enemies all shamans (even those unranked tribe shamans) learn to sing to the spirits of the earth, lulling them with song so they will not attack.

To create a ward, one must sing the specific song associated with that area. The spirits of the ancestors reveal these songs to the shaman in their dreams, so they may come to new lands prepared. Traditionally, each evening one of the nomads who has the gift of spirit song (usually a woman) will begin the chant of the night, maintaining her vigil till morning. As long as the song is maintained, the ward will prevent unfriendly earth spirits from approaching.

While the night songs will only protect against the angry spirits of the steppe, true sky shamans are powerful enough to sing their own songs that will ward against all manner of supernatural beings.

At any time the shaman may begin a spirit song - each round the song is sung the shaman may attempt to roll Psychic Talent or less on D20. Once successful, the song becomes spiritually charged and will provide active protection. This also requires the expenditure of 1 Hii.

To maintain the Spirit Song, the shaman must remain stationary and undistracted - taking a wound or having to perform some other task will break the song.

Whenever an unfriendly spirit, supernatural being or otherworldly creature enters the ward (which has a radius equal to 10 plus the shaman rank in metres), it is subject to a Magical Attack from the shaman. This is performed as soon as the entity enters the ward, or every round the entity remains within the radius of the ward should they manage to breach the boundary.

A successful Magical Attack will prevent the entity from entering the ward (or force it to immediately leave the area protected by the ward) as long as the song is sung.

Creatures affected by this ability include (but are not limited to): Banshees, Barghests, Baraduth, Battlemasters, Blue Men, Cadavers, Cairns, Death's Head bodies (but not the death's head itself), Destriers, Dire Winds, Elementals, Ghosts, Ghouls, Grave Gaunts, Hellions, Hellrots, Holocausts, Jumbees, Men of Stone, Necrochor, Nightmares, Mummies, Phantasms, Silent

Warriors, Sand Demons, Skeletons, Skullghasts, Spectres, Vampires, Wights, Wraiths and Zombies.

### Spirit Commune

Often a shaman will speak with the ancient spirits of the ancestors, seeking advice and insight into earthly affairs.

It takes a full minute to enter the trance required to call the spirits, and the shaman may only summon them on a successful roll against Psychic Talent or less on d20. This may be attempted once each minute until successful.

Once the spirits have been summoned the shaman may put forward his questions. The spirits will often reply cryptically, so the shaman must roll equal to or under his or her Intelligence to interpret the correct answer. Each question costs Hii equal to the number of questions asked - so the first question costs 1 Hii, the second question costs 2 Hii, the third question costs 3 Hii etc.

In a similar manner to the 4th level Sorcerer spell 'Oracle', the spirits can only speak of events concerning the past and present. They cannot see into the future, nor answer questions which concern a character's thoughts and motives.

This ritual only works once per day - subsequent calls to the spirit world will be ignored until at least 24 hours have passed.

### Spirit Walk

The special connection each shaman has with the spirit world allows greater understanding of their own spirit or soul, to the point where they can leave their physical body.

It takes a full minute to enter the trance required to spirit walk, and the shaman may only leave his body on a successful roll against Psychic Talent or less on d20. This may be attempted once each minute until successful. It costs the shaman 1 Hii to separate spirit from body.

The shaman may remain in spirit form for a duration equal to his rank in minutes. Any longer requires a successful Psychic Talent roll on D20 - success confers a further minute. Failure results in the shaman returning to his body.

If the shaman is wounded or roughly handled while Spirit Walking his spirit will immediately return to his body.

Much like the mystic 8th level spell 'Trance', the shaman's spirit can see and hear, but is ethereal and cannot interact with or be seen by others. However, if it comes into the presence of another shaman or mystic of equal or higher rank then the latter will be able to sense it.

## Advanced Abilities

In addition to their core three abilities outlined above, at 1st rank, and on each increase in rank, the shaman selects one aspect from each of the following four special shaman powers:

- Spirit Alchemy
- Spirit Artifice
- Spirit Animal
- Spirit Host

### Spirit Alchemy

Through the study of ancient craft and the insight of dreams, shamans learn to make many powerful and useful potions, balms, powders and oils. While not as potent as the alchemical concoctions of a sorcerer, they can be created with much less elaborate apparatus, and from ingredients commonly available on the steppe.

It takes a full day of preparation (including much chanting and meditation) to create three applications of the substance. Once prepared, the shaman summons a spirit and imbues the substance with the essence of that spirit. To successfully create each potion, the shaman must expend a single point of Hii and also roll under their Psychic Talent or less on d20. A shaman will know innately if the process has been successful or not. Three applications of any substance counts as 1 item.

These substances do not last forever - if stored correctly and carefully they will remain potent for several weeks. After 1 month however there is a chance the spirit essence will have escaped. There is a 1 in 6 chance per full month of age that the substance will lose its power. For example, a healing salve that is 4 months or more old has a 4 in 6 chance of not working when applied.

A shaman may detect if a substance has lost its potency by holding it in his grasp and softly calling to the spirit within. At the end of each round the shaman must roll under Psychic Talent or less on d20 - on a success he will know if the substance is still active or has lost its potency.

Note that these substances can be used together to gain several enhancements at once, but cannot be 'doubled' up – Snakeskin Oil, Powder of Swiftness and Balm of Might can all be used together at the same time, but applying two applications of Snakeskin Oil would not confer any additional benefit over using a single application.

A shaman learns how to concoct one of the following preparations per rank:

### **Healing Salve**

This pungent paste, usually kept packaged in tightly wrapped leaves, cleanses wounds thus replenishing 1 HP immediately when applied to injuries and removes the requirement to wait 4 days before natural healing may begin.

### **Water of Replenishment**

This invigorates the spirit and restores 1 Hii when imbibed.

### **Poison**

A simple, weak poison in the form of a thick, black, bitter tasting liquid. It can be ingested, or applied to a cutting weapon. In the latter case it remains potent for 10 rounds before oxidising, and is used up as soon as the first wound is scored with the weapon.

### **Antidote**

This useful draught reduces the strength of any poison in the bloodstream by one step (so a normal poison becomes weak, and a strong poison becomes normal). This effect lasts for one hour after imbibing the liquid. It does not reverse any damage already caused by a poison.

### **Spirit Leaf**

This dried leaf substance must be burnt, with the resulting smoke inhaled (it takes 10 minutes to do this using a typical smoking pipe). It confers the ability to see the true spirit forms of creatures, which appear as softly glowing, smoky ghost-like shapes. It is useful for detecting transformed or invisible foes, and works even in pitch darkness. The effect lasts 1 hour.

### **Snake Skin Oil**

This iridescent oil must be rubbed all over the recipient's body, and provides magical protection against harm for one hour (or until the oil is washed off). All wounds inflicted during this time have their damage reduced by 1 point.

### **Powder of Swiftmess**

This red-coloured powder must be sprinkled all over the recipient's skin, and increases reflexes by 1 point for the duration of one hour (or until the powder is washed away).

During this time the recipient gains all normal benefits from their enhanced Reflexes score.

This also applies to the other characteristic-enhancing concoctions below.

### **Balm of Might**

A sweet smelling balm, it must be rubbed into the recipient's body, and increases strength by 1 point for one hour (or until the balm is washed away).

### **Potion of Memory**

This dark grey, cloudy liquid must be imbibed, and increases intelligence by 1 point for 1 hour.

### **Tablet of Enlightenment**

This stringy block of vegetable matter must be chewed and swallowed, and increases psychic talent by 1 point for 1 hour.

### **Sands of Dreams**

This sandy powder must be sprinkled into the shaman's eyes before sleep. Much like a Potion of Dreams, it causes the shaman to experience visions of events past, present and future. Only an experienced shaman can interpret the dreams with any insight - anyone else will be unable to recall much of what they experienced, and will understand very little of what they do remember.

### **Spirit Artifice**

One of the most common tasks a shaman may undertake is that of imbuing objects with spiritual energy, transforming them from everyday tools or ornaments into magical artefacts. It takes about a week to prepare each item, assuming the shaman begins with a mundane object already created by another craftsman. During this period the object will be purified and adorned with symbols and decoration unique to the shaman, finally undergoing a special ritual to summon a spirit to reside within the item and confer a specific boon to the shaman when used.

This final ritual takes a full day to prepare and complete, and costs the shaman 1 Hii to empower. There is no guarantee that the item will be suitable to house a spirit - at the end of the ritual the shaman must roll equal to or less than Psychic Talent to successfully summon a suitable spirit. If this fails, the item must be stripped of all adornment and decoration, and the process must begin anew.

These items only confer their benefits to those involved in its creation, usually the shaman and the creator of the original item. This can extend to the family of those involved in some cases, especially with older artefacts that have become much prized and revered family heirlooms. In the possession of anyone else the items are no more powerful than their mundane, earthly counterparts.

At 1st rank, and every time he increases in rank, the shaman may choose one type of item that he is able to empower from the following list:

### **Spirit Home**

Spirit Homes are above all other objects the most commonly found among the nomad peoples, and take on many varied forms. The spirit called will usually be an ancestor of the creator of the Spirit Home, and as such will confer its power only to its descendents. He who provides comfort and shelter to the spirit of an ancestor gains many benefits, though in game terms this is represented by allowing the owner of the spirit home the ability to re-roll a single die roll once per day, at the cost of one Hii.



A high ranking shaman may own several Spirit Homes, though most will be created not for personal use, but rather presented as gifts or rewards to nomad tribes and families.

### **Cloak of the Sky**

This heavy cloak confers a bonus of +1 to Magical Defence when worn.

### **Headdress of the Ancestors**

An elaborate cap of feathers, beads and other decoration, this item increases the wearer's Magical Attack by +1 when worn.

### **Cauldron of the Sun**

When used in conjunction with the Spirit Alchemy skill, this small clay or metal pot allows the shaman to re-roll a failed Alchemy roll. This can only be used once per attempt - a second failure cannot be re-rolled.

### **Sword of the Tiger**

In the hands of its creators this colourful blade is the equivalent of an enchanted +1 sword. In the hands of all others it is just a normal weapon.

### **Bow of the Eagle**

Much like the Sword of the Tiger, the spirit called to reside in this elaborate bow transforms it into a +1 enchanted bow.

### **Arrows of the Wind**

The shaman always creates these arrows in a batch of 6, along with a matching quiver. When pulled from the quiver the arrows count as +1 enchanted arrows. If the arrows and the quiver are separated, both will revert to mundane, spiritless items within a day. The arrows themselves are especially resilient to damage, and if recovered from a target will only be found broken on a roll of 1 on a d20.

### **Staff of the Horse**

When held this tall, sturdy staff doubles the time that a summoned animal spirit will remain in service to the shaman.

In combat it can be used as a typical staff, though with the added property of counting as an enchanted weapon.

### **Robe of the Moon**

A thick, loose robe decorated with many sacred symbols and images, it provides protection specifically against magical weapons and attacks. When struck by a magical weapon or spell, the robe provides the wearer with a magical Armour Factor of 5. The robe is loose enough to be worn over normal clothes and light (basic AF 3 or less) armour. When used in conjunction with

existing armour, only the highest Armour Factor applicable is applied to incoming attacks. Wearing the robe along with a shirt of +2 mail (AF 5) would not provide an armour factor of 10!

### **Rug of Separation**

When used in conjunction with the Spirit Walk skill, this thickly woven, fur-lined rug allows the shaman to re-roll a failed Spirit Walk roll (either the initial “leaving the body” roll or a subsequent “extension to the walk” roll). This can only be used once per spirit walk - a second failure cannot be re-rolled.

### **Drum of Songs**

This is one of the most commonly created spirit items, second only to the Spirit Home. When used in conjunction with the Spirit Song skill, this adorned drum allows the shaman to re-roll a failed Spirit Song roll. This can only be used once per attempt - a second failure cannot be re-rolled. In addition, as long as the drum beat is maintained throughout the song, the radius of the area protected by the spirit Song is doubled.

Like all Spirit Items, the drum only works if beat by the shaman who enchanted the item, or the maker of the drum itself.

### **Boots of the Horse Lords**

When worn these tasseled, soft felt boots increase the shaman’s EVASION by 1 point.

### **Mirror of Wisdom**

When used in conjunction with the Spirit Commune skill, this small, highly polished silver mirror allows the shaman to re-roll a failed Spirit Commune roll when interpreting the answers of the spirits. This can only be used once per question - a second failure cannot be re-rolled.

### **Spirit Cage**

This item is a special form of spirit home, and can only be created by fully fledged, ranked sky shamans. It takes the form of a complex puzzle box. If an empty, unlocked Spirit Cage is presented while singing a Spirit Song, any evil spirits that are repulsed by the ward will rather be drawn into the Spirit Cage and trapped as it magically closes. This only works on non-corporeal spirits, and they must be of equal or lower rank than the shaman singing the song. Each Spirit Cage can hold a single entity, which can be contacted by the shaman via spirit commune if the Spirit Cage is held during the commune ceremony.

The spirit can also be released by completing the puzzle and opening the box - the creator of the box can do this by rolling under their intelligence or less on d20 each round - on a success the puzzle is solved and the spirit released.

Others may attempt to open the box, but must make the roll on a d100 instead. Be warned that a spirit that has been confined is unlikely to be friendly when released, unless some previous bargain has been struck!

## **Spirit Mask**

These wooden masks are normally crafted in the form of a specific animal, and the shaman will summon a spirit of that animal to reside within the mask. When used in conjunction with the Animal Spirit skill, the mask allows the shaman to re-roll a failed Summon Animal Spirit roll. This can only be used once per roll - a second failure cannot be re-rolled.

## **Animal Spirits**

At each rank (including 1st), the shaman may choose an animal god that he can call upon. The rank of the animal cannot exceed the rank of the shaman. These chosen animals will never willingly attack that shaman (or his immediate companions) unless he attacks them first. The shaman may only kill these animals without reprisal if he offers up an appropriate ritual of thanks to the gods (and spends magic points equal to the combined ranks of the animals that were killed). Should a shaman break this covenant, then he may never call on that animal god again, and animals of that type will treat him without favour.

- Hawk (1st Rank)
- Wolf (1st Rank)
- Horse (2nd Rank)
- Giant Eagle (3rd Rank)
- Wild Boar (3rd Rank)
- Bull (5th Rank)
- Bear (6th Rank)
- Tiger (6th Rank)
- Phoenix (7th Rank)
- Gryphon (8th Rank)
- Hippogriff (8th Rank)
- Wyvern (10th Rank)

## **Summoning Animal Spirits**

The shaman may call one of his chosen animal spirits to aid him. It takes a full minute to enter the trance required to call the spirit, and the shaman may only summon a spirit on a successful roll against Psychic Talent or less on d20. This may be attempted once each minute until successful. Each spirit may only be summoned once per day.

Once summoned the spirit can aid the shaman in one of three ways:

### **Animal Spirit**

The spirit takes the form of a silent, ghost-like version of the animal. This has all the normal stats of the animal, but is completely incorporeal like a wraith. It cannot interact with or harm non-magical or corporeal beings, instead only able to affect other incorporeal beings (such as wraiths, ghosts, other spirit animals etc.). The spirit animal can only be harmed by magical

weapons or attacks, or may be banished with a Dispel Magic spell of a level at least equal to the animal's rank. The shaman must spend Hii equal to the rank of the animal to pay for this boon. The Spirit animal will serve the shaman for 1 hour (or until dismissed, destroyed or dispelled).

### **Animal Guide**

The spirit calls on a real animal to appear before the shaman and aid him. An animal must be nearby for this to work, so cannot be summoned if in an environment where that creature does not naturally live, or has access to (such as beneath ground in a dungeon). The shaman must spend Hii equal to the rank of the animal to pay for this boon. The animal appears within 1d20 minutes, and will serve the shaman for 1 hour. However, if the animal is killed in the service of the shaman, he will not be able to summon that animal again until he increases in rank. Note that although the creature can understand the commands of the shaman, it will be unable to communicate in return other than in the natural way of the animal (a wolf may bark or whine, a hawk screech, etc.).

### **Animal Shape**

This requires a Spirit Mask (see Spirit Artifice). The shaman transforms bodily into the shape of the animal. Only his body and the mask is transformed, so clothing and other equipment remain unchanged - usually this ritual is performed naked. The shaman must spend Hii equal to the rank of the animal to pay for this boon, and remains transformed for up to 1 hour. When he transforms back, the mask will be gone, and must be re-made before he can transform again.

### **Spirit Host**

At each rank (including 1st), the shaman may choose a spirit that he may call unto himself, temporarily imbuing him with a supernatural ability.

To do this the shaman must possess a symbol of the spirit in question, usually a physical part of the spirit when it lived. To summon the spirit, the shaman simply holds the object and mentally calls out – a successful roll of Psychic Talent or less will draw the spirit into the shaman. This may be attempted once per round.

It costs one Hii to pay for the boon granted by the spirit, and the spirit will remain with the shaman for at least one minute. To continue to host the spirit beyond one minute requires a successful roll against Psychic Talent or less on d20 – this will extend the duration of the boon by a further minute. This may be continued indefinitely until a failed Psychic Talent check is rolled.

Only one spirit host may be summoned by the shaman at a time, and each host may only be summoned once per day.

### **Spirit of the Ancient Warrior**

Object: To summon an ancient warrior spirit, the shaman must possess an object of war (a weapon or piece of armour) that belonged to a great warrior when they lived.

Boon: The preternatural senses of the hosted spirit give the shaman absolute awareness of his foes - while in combat the shaman does not need to split his defence against multiple opponents, and may defend himself against any number of assailants at once.

### **Spirit of the Wise Sage**

Object: To summon a wise sage spirit, the shaman must possess an object that belonged to a great shaman or wise family member who has joined the ancestors in the sky. Usually this will be an heirloom or a trinket recovered from a city of eagles.

Boon: With the wisdom of the ancients focusing his mind and calming his body, all fright attacks are halved in strength.

### **Spirit of the Soaring Falcon**

Object: The shaman must possess a charm made from the feathers of a falcon.

Boon: The great spirit of the falcon imparts incredible long range eyesight to the shaman, allowing him to determine small details on visible objects up to one mile away.

### **Spirit of the Cunning Fox**

Object: The bound, preserved paw of a steppe fox is needed to summon this spirit.

Boon: The wily fox spirit lends some of his cunning to the shaman, increasing his stealth by 4 points when trying to move silently past foes.

### **Spirit of the Agile Lynx**

Object: The tail of a lynx, usually hung from a belt or atop a staff, is required to summon this spirit host.

Boon: When falling or dropping the spirit of the lynx instinctively prepares the shaman for impact, reducing any damage received from the fall by half.

### **Spirit of the Wind Horse**

Object: A short baton topped with the bound hair from the mane of a stallion.

Boon: With the great heart of the wind horse beating in his chest, the shaman becomes extremely fleet of foot, and doubles his normal movement rate.

### **Spirit of the Mountain Goat**

Object: The hooves of a mountain goat strung along a fabric cord is needed to summon this spirit.

Boon: Imbued with the natural balance and surefootedness of the hardy mountain goat, the difficulty of any climb is reduced by 4 points.

### **Spirit of the Silvered Fish**

Object: A glittering bracelet adorned with tiny enameled fish scales.

Boon: The great spirits of the rivers and seas allow a single breath to sustain the shaman for the duration of the boon.

### **Spirit of the Swooping Bat**

Object: A small pouch made from the skin of a bat.

Boon: The spirit of the bat enhances the shaman's hearing, making him supernaturally sensitive to sound. He can pick out and hear events such as a whispered conversation from a mile away.

Additionally the perception of the shaman is increased by 4 points when used to detect anything that produces sound.

### **Spirit of the Loyal Hound**

Object: A necklace or bracelet strung with dog teeth is required to summon the spirit of the steppe hound.

Boon: While hosting the loyal and sensitive dog spirit, the shaman will be able to tell when someone is lying to him on a successful roll of psychic talent or less on a D20 (this roll is made by the GM whenever the shaman is lied to – to avoid the player determining it's a lie simply due to the GM rolling dice, the roll should be made periodically during a conversation, truth or otherwise being told).

### **Favoured Spirit Host**

At 11<sup>th</sup> rank and each rank beyond, the shaman may select each spirit a second time, becoming a favoured host to that spirit. As a favoured host, once summoned a spirit will remain with the shaman for as many minutes as his psychic talent score before requiring any rolls to extend the duration of the boon, with each successful roll extending the boon by the same duration again.