

# Nature Ritual Wheel

Quick 'Two Step' Divination Guide

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Scott Burnett, 2025

Email: [natureritualwheel@outlook.com](mailto:natureritualwheel@outlook.com)

Website: <https://natureritualwheel.com>



## The Eight 'Nature Realms' of the Nature Ritual Wheel

The Nature Ritual Wheel can be used to connect with 8 different 'nature realms' with 24, or more, 'nature beings' in each realm, through a simple 'two turns' divination method, to see which of the hundreds of nature beings 'calls' to you from the Wheel. It could be Blackbird the first time, Yew tree the second time, Primrose the next time, the goddess Arianrhod another time, and so on.

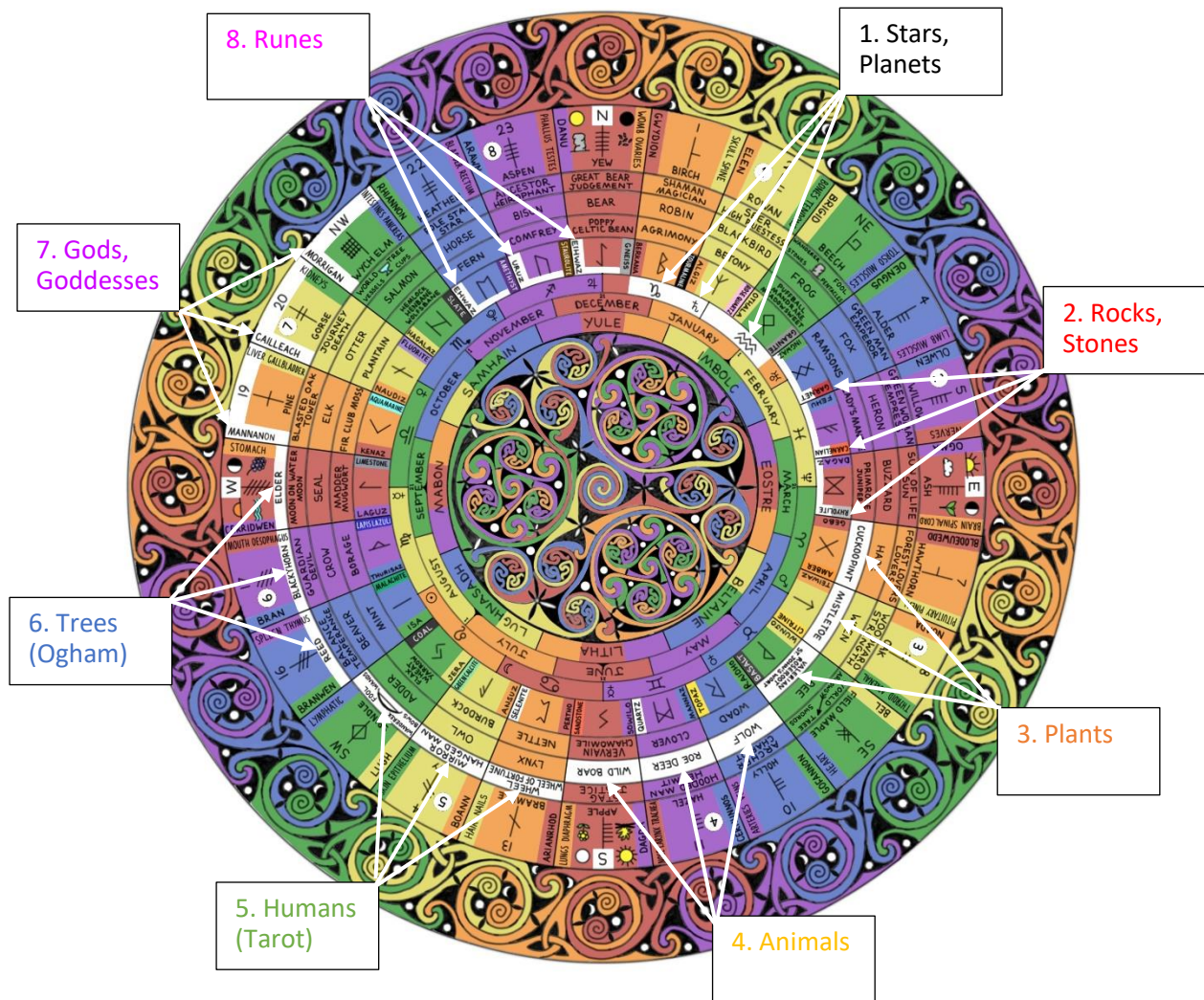


Figure 1. The Eight Nature Realms and where they can be found on the Wheel

The Nature Ritual Wheel has been developed over many years of nature ritual practice, to allow quick ritual and divinatory connections with all these realms of nature. The Nature Ritual Wheel can also be used for divination with three commonly used methods of divination; The Runes, the Tarot, and the Celtic Tree Ogham. It is therefore a complete, portable guide for nature rituals and divinations that can be taken anywhere and used at any time.

## What You Will need for a Nature Ritual Divination

These are the only things you will need to do nature divinations using the Wheel:

1. Print-out the Nature Ritual Wheel onto A4 paper
2. Cut the Wheel out of the paper.
3. Find a small cocktail stick, a short pencil, or other small stick, to use as the divination pointer.
4. Refer to 'The Complete Tutorial and Resources Guide' (See Download Page) where there are links to websites, e-books, apps etc. for each nature realm. There you can explore the potential meanings of the nature beings that are chosen in the divination process.



Photo 1.

## 'Two Turns of the Wheel' Divination Method

The divination process simply involves two turns of the wheel, and letting the divination stick drop each time.

1. Place the circular paper cut-out of the Nature Ritual Wheel on a smooth, slippery surface, such as a polished wooden table.
2. Place the divination stick in the centre of the Wheel, holding it upright, with the sharp end at the top, under your forefinger (See Photo 1).
3. Using your other hand, begin to turn the wheel, keeping the divination stick held upright in the centre. If your finger slips across the paper without turning it, then try wetting that finger



with your tongue to give it more grip, or choose a more slippery surface on which to place the Wheel.

4. When you feel ready, then let the stick fall in any direction. It can be helpful to close your eyes while turning the Wheel so that you don't consciously know where on the Wheel you will be letting the stick fall.
5. The divination stick point should fall into one of the 24 segments of the Wheel (See Photo 2)



Photo 2. The First Turn of the Wheel Falls in Segment 11, choosing the Animal Nature Realm

## How to Read Where the Divination Stick Falls

### 1. The First Turn of the Wheel 'chooses' the Nature Realm

After the first turn of the Wheel, the divination stick should have landed with the sharp end pointing into one of the 24 numbered segments of the Wheel (See the example in Photo 2).

In the example in Photo 2, the stick has landed in segment 11 (See the outer edge of the Wheel for the number of the segment '11'). You will also notice that this segment has a white section, with the 'Roe Deer' in it. The two adjoining segments also have white sections with the 'Wolf' and 'Wild Boar' in them. These three white segments therefore indicate that it is the 'Animal Realm' that has been chosen with the first turn of the Wheel. The **first turn** of the Wheel always identifies which **Nature Realm** has been chosen from the Wheel, depending on which 3 segments highlighted in white that it lands in.

You can also see in Figure 1, and Photo 2, that three segments of the Wheel are highlighted in white for each of the eight different nature realms, so that the first turn of the Wheel will always choose one of these nature realms. As another example, if the divination stick had landed in segment 7 of the Wheel, the plant 'Cuckoopint', is highlighted in white in this segment, indicating that you have chosen the 'Plant Realm' for the divination.

### 2. The Second Turn of the Wheel 'chooses' the Nature Being

Returning to the example in Photo 2, having chosen the 'Animal Realm' with the first turn of the Wheel, the **second turn** of the Wheel now identifies which of the 24 animals, or **Nature Being**, in the animal realm will be chosen. In photo 3 below, it can be seen that the stick has landed in segment 3 after the second turn, and the 'Frog' is the animal in this segment. The Frog is therefore the nature being chosen from the Wheel for this divination example. The links in 'The Complete Tutorial and Resources Guide' can then be used to look up the qualities and meanings of the frog, to explore what the frog may mean for you with this divination.

Thus, the **second turn** of the Wheel always identifies which of the 24 **Nature Beings** is chosen from the Wheel, after the **first turn** of the Wheel has identified the **Nature Realm**.

It can therefore be seen, that using this quick and simple 'two turns' method of divination can allow any one of the hundreds of nature beings, in any of the nature realms, to 'call' to you from the Wheel for a particular divination.





Photo 3. The Second turn of the Wheel Falls in Segment 3, choosing the Frog

### 3. An Occasional Third Turn of the Wheel – ‘The Decider’

#### 1. *What happens when the divination stick lands exactly between the segments?*

Very occasionally, the divination stick point may fall exactly on the line between two segments of the Nature Ritual Wheel making it difficult to discern which segment it has fallen into. For example, it may land exactly on the line between segments 4. Fox and 5. Heron.

In this situation, you could just turn the Wheel a third time to let the stick fall more clearly in a particular segment. Or you could decide to read the meanings for both animals, the Fox and the Heron, as calling to you from the Wheel that day. Or you may want to decide between the Fox and the Heron more clearly. In this case, a third turn of the Wheel can decide between the Fox and the Heron, by

dividing the 24 segments of the Wheel into two (1 to 12 and 13 to 24) and deciding which half will indicate the Fox, and which half will indicate the Heron.

For example, if the divination stick lands in segments 1 to 12 on the third turn, then this means the Fox is chosen. If the stick lands in segments 13 to 24 then this indicates the Heron is chosen. This same method can be used to decide between any two nature beings if the stick lands exactly on the line between them.

*II. Which nature being is chosen if there is more than one nature being in a single segment of the Wheel?*

This situation will generally only occur in the 'Plant Realm', as the segments in the directions, N, NE, E, SE, S, SW, W, NW (All the red and green segments) in that realm have either two or three plants in them. This was done so that all the medicinal plants in the 'The Druid Plant Oracle' could be included in the Wheel (See 'The Complete Tutorial and Resources Guide'). The groupings of two or three plants in those segments are meaningfully related, so the meanings of all the plants in a particular segment could be read for the divination after the second spin of the Wheel.

However, if you prefer to further narrow down the divination to just the one plant in that segment, then a 'third turn' of the Wheel can also be used to decide which of the plants is calling to you.

For example, segment 21. (NW) for the plant realm, has 3 plants in it; Hemlock, Henbane and Wolfsbane. For the third turn, you can divide the 24 segments of the Wheel into three; 1 to 8, 9 to 16, and 17 to 24. In this example, if the stick lands in segments 1 to 8 then Hemlock is chosen, if it lands in segments 9 to 16 then Henbane is chosen, and if it lands in segments 17 to 24 then Wolfsbane is chosen.

It can therefore be seen that this occasional 'third turn' of the Wheel can be used to decide between 2 or 3 alternatives on the Wheel by dividing the whole Wheel into two (1 to 12, and 13 to 24) or three (1 to 8, 9 to 16, and 17 to 24), in order to decide which of the two or three alternatives is chosen for the divination.