

The Disciplines

God worshiped: Shadowhawk

Sphere of Influence: Birth, Marriage, Death - the changes of life, Thieves, and The Abandoned

Sacred Color: Gray

Sacred Animal: Hawk

Place of Worship: Temple, home, or where ever

Worship Days: Sunset of the sixth day

Holy Days: *Lastlife*; Water 2,13 The last birth of Shadowhawk. Get drunk, party down.

· *Greymantel*; Earth 3,20 Shadowhawk takes the Fate's mantle of responsibility and becomes a god. This ends his journey of lives, and begins his teaching of the endless circle to others. A somber holiday, a time to reflect on the life's accomplishments and to plan future accomplishments.

· *Folly*; Air 3,10-13 For the hell of it. A three day party hearty and have fun. Everyone else is having some sort of harvest festival, we might as well join in.

Propitiation/Sacrifices: Goods and labor, blood under special circumstances. Sentient only if willing.

Holy Writings: *The Seasons*; The philosophy of the god on life, death and life. A short and concise work

· *The Lives*; Shadowhawk's history in his own words. A long book, very long as it details some 300 turns of the mortal wheel of life. Everything from Kings to scullery maids.

Favored Deities: Vala, Avians

Favored Governments: Lankmar, Eyrie



Teachings and Other Information

Worshiper Requirements:

Typical Worshiper : Citizens of Lankmar, street children, thieves, those persons unjustly outcast from their own societies

Sex of worshiper : Any

Minimum Age: None

Race: Any

Worship of Other Gods?: Yes

If Yes, Any restrictions?: No conflicting rules

Commandments

War & Fighting: Certainly defend yourself, and that which you care for. Fighting for any other reason is slightly unreasonable.

· If for some strange patriotic reason you feel like serving in a government run possible means of getting yourself killed, such as the Army, have your head examined. If after that you still feel like it? Well, on your head be it. I will not ignore you, but I won't pull your ass out of hot water you volunteered to get into either.

· Vengeance is a lousy reason to fight. But, if you insist, at least do it right. That is with a maximum chance of winning. Getting yourself killed while out for vengeance is dying stupid. I will have words with you over that. Remember, first dig two graves....

Love and Marriage: Great, should be fun. If you play around without commitment, don't get any kids.

· Kids are a big responsibility, do not do this lightly. If you don't feel you are ready to handle it, then don't. When you do feel ready, then do. BUT, you cannot reverse the process so be sure.

· I don't care what arrangements you make, pairs, triples, entire clans. However, when you make this commitment, and ask the priest to bless it, you had better by damn well be sure you want it for life.

Duty to Liege Lord: You've got them, they are a fact of life, kind of like fleas. It is easiest to obey the laws. If you cannot obey the laws, at least don't get caught. If you get caught, don't expect me to bail you out.

· I really can't stress this enough, yes, sure, some laws were made to be broken. Frankly some laws *should* be broken. But there is a price for the breaking of them, and if you are not willing to pay that piper, then don't dance the dance. Never think you will never get caught, that makes you lazy and you will get caught.

· One caveat. I will aid those unjustly charged and convicted. But if you do the crime, I will not prevent the punishment. Justice and fairness are not one in the same. It can be perfectly just, and totally unfair. Those are the rules.

Self Interests: Live life big, even fatal mistakes are not permanent. This is not likely you last life, and might not be your first. Don't get stupid, but don't kill yourself with caution either.

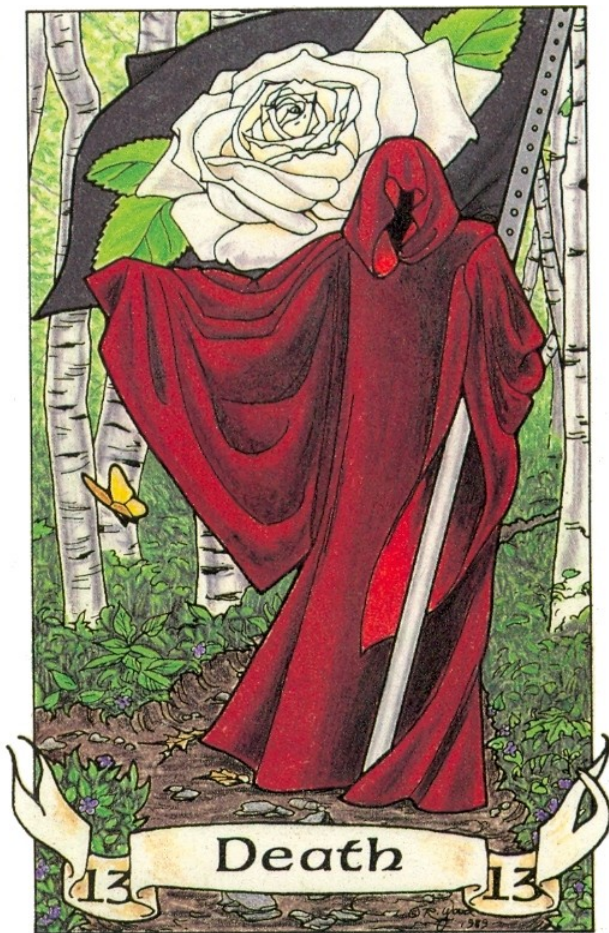
· You should try everything, at least once.

Others Needs: Don't step on the other guy, remember he is in the same boat you are. You might be able to climb to the top on the heads of others, but you will find the route lonely, and you won't get any help from me.

· If you feel the call to do charity, examine it very closely. If you detect a sense of righteousness, or pride in virtue, stomp on it and do something else. If you find a genuine enjoyment in helping others, hey wallow in it.

· A point on the very idea of charity. Aiding the truly helpless is fine and good, but the healthy poor resent it. Charity saps a being's sense of worth. It is far better to offer work and pay than a handout.

Duty to Religion: Yep, it's the little payback time. If you don't aid the priests, they can't aid you. I don't like personal appearances, that is why I have priests. When the priest aids, that is me aiding. So treat the priest as you would treat me.



The Disciplines

· One more thing. Don't profess the religion if you don't like my rules. It's rude, and pisses me off.

Life & Death: Do not fear death. This is not to say you should seek it either. Death is a fact of life. Everyone dies sooner or later. It is permissible to wish it to come later.

· Death is a passage, not an ending. Keep this firmly in mind, it will ease the transition when it comes.

· Don't take life too seriously, you will not get out alive.

Other: Some people are called to bear burdens that others are not. Just because you might not feel the need does not make it pointless or stupid. There is dirty work that needs to be done, and more power to those that are willing to do it. I will aid in special ways those persons so called.

· Tolerance always. Your way of life is no more unique or special than the next person's. Doubtless you yourself will give something like that a try at one time around the circle, or you may have already.

Afterlife Expectations: What do I promise? A fair trial and a just disposition. I will not shunt you off to some special place to avoid paying for nasty deeds done in life. That would be defeating the entire reason for the very cycle of rebirth.

· A few pointers when facing Minos: No afterlife plane is forever. Even Hell can be gotten out of if you really want to. Rebirth is always an option.

· Did bad for a good cause? I will stand with you and argue your case, if I agree with your reasons. If I can't get the big guy to agree with me, I will see you get a quick trip to the Cauldron of Rebirth.

Clerical Requirements

Name of Order: The Elders of Discipline

Statement of Mission: To educate the people to the true meaning of the circles of life. To protect and aid the followers of Shadowhawk.

Sex of Cleric: Any

Minimum age: None

Race: Any

Sexual Practices Allowed or Required: None outside of those for everyone else. Sex is to be enjoyed. I don't recommend marrying outside the clergy. If you feel that you have to, just make sure your intended understands the duties you must perform, and that my vows will come first.

Wealth and Magic Allowed: No problem with this. Even the worst of items can find a good use. Be careful however. If you get a bad feeling about something, have an elder check it out.

Oaths of Ordination: Obedience, service.

Special Attributes Needed: Quick wits and a level head will serve you, and me, well.

Special Abilities Given by Level: The skills of read/write quentāta (clerical language), speak thieves cant (if applicable), survival +2, gather information +2, perception +2, and sense motive +2. These increase by +1 per two levels.

· At 4th level the cleric can cast detect lie once per day per level.

· At 8th level they can use *blend* once a day as a bonus spell

· At 12th level the Cleric can use *blend* at will

Weapons Allowed: Any one handed weapon.

Armor Allowed: Keep it light and simple. You can use armor as heavy as mail if you really feel you need it, no armor is better faster and quieter.

Special Commandments: It is imperative to learn to live with anyone. Tolerance is your first commandment. If you show immediate disapproval of a being's race or life-style you can never win them over to your point of view. Even if you personally find them repugnant, smile and shake their appendage. You can gag in private later, plan their murder, or whatever. Yes, I know this is openly deceptive. Honesty is good, but not always the best policy.

Clerical Ranks

Disciple -- 0 to 1st level

Duties: Learn the ropes, obey the Elder, keep your nose clean.

Privileges: Precious few. The teaching Elder has full discretion on this matter

Vestments: Simple gray robe with a rope belt.

Elder -- 2nd level and up

Duties: Do everything required for the maintenance of the congregation and temple. From administer rites to sweep the floor. Some Elders are given special duties by the god himself.

Privileges: When not doing the "good work" your time is your own. No one is looking over your shoulder. But it is wise to not do something that will bring disgrace to the god if it is found out. You can understand how that might upset him.

Vestments: The vestments worn depend on the duties being performed.

Daily: A gray pleated robe, sleeves edged in green, with a white pointed tabard edged in green and the symbol on the chest. A head cloth of white edged on the front with green. Robe and tabard are belted at the waist with a white sash.

Marriage: A white pleated robe, sleeves edged in green, with a white pointed tabard edged in green and the symbol on the chest. A wreath of flowers of the season is worn on the head. Wreaths of silk flower will be kept for occasions when fresh flowers are not available. Robe and tabard are belted at the waist with a white sash.

Christening: As for marriage except the tabard is all green.

Burial: Gray robe and gray tabard. All else conforms to the daily Vestments.

Grey Elder -- 5th level and up

Duties: Just more responsibility. A "Grey" is in charge of something. From a temple to a project. All roving priests are considered Greys as a matter of courtesy. All roving priests are considered to have special missions.

Privileges: As the Elder. You didn't think rank got you anything but trouble, did you?

Vestments: As an Elder.

First Elder -- at least 18th level

Duties: In charge of everything. What did you expect?

Privileges: Other than his god as a drinking buddy, just more responsibility.

Vestments: As an Elder

The Grey Order

Statement of Mission: Aid the outcast, comfort the disturbed, disturb the comfortable.

Associated Clerical Order: The Elders of Discipline

Sex of Paladin: Any

Minimum age: The members of the Grey Order are called by the god, one can be any age.

Race: Any

Sexual Practices Allowed or Required: Nothing outside of what everyone else does. I don't recommend marriage. The Grey Order can be demanding in terms of your time and energy.

Wealth and Magic Allowed: Keep it light. Anything not on your person is not yours. Don't get attached to things or places.

Oaths of Ordination: None, if you agreed to the call that is enough.

Special Attributes Needed: Being superman never hurt. However you'll need to make do with what you have.

Meta: There are no stat requirements for the Grey Order. Members can even be classes other than Paladin. Grey Order is a 2 rider on any class other than Paladin proper for a starting

characters.

Special Abilities Given by Level: (Meta: Grey Order that is not a Paladin class does not get spell casting, but gains all other abilities below.)

- Grey Order senses the presence of evil. (Up to 60' away in direction facing, the effort must be made for detection.)
- Grey Order is immune to disease
- Grey Order gets a +1 to perception per level they are Grey Order.
- Grey Order can cure wounds by the laying on of hands. (2 points per level)
- Grey Order gains +1 to hide checks per level of Grey Order even if not a rogue.
- Grey Order may call upon a shadowhawk after they have accepted the Order.(1st level or later)
- Grey Order can use priest spells of the spheres of combat, protection, healing and divination at 5th level

Weapons Allowed: Any that suit you. Again keep it light.

Armor Allowed: Clanking tanks area bad idea. Protect yourself as necessary, but keep it light.

Special Commandments: Have some backbone. I called you, I'll back you up.

- Defending the congregation is your job.
- Looking out for the little guy is even more your Job. Take ownership of the problems of the oppressed and do something about it.
- Avoid the law. If you're doing your Job you will find yourself in conflict with them. Good rulers will never be your problem.
- You are going to have fights. Deal. Fair fights are discouraged. *He's dead, I'm alive* is just fine by me.
- Telling the truth means you don't have to keep your story straight. However, learn to lie well, or don't lie at all.
- Give to those that need.
- Be kind. People will remember kind long after just has left the neighborhood.
- You are the man. When there is a need step up and deal.

Vestments: The Grey order is Gray. Mark yourself with gray when appropriate. I encourage you to wear some distinctive gear in public. Get known for it, be identified by it, and have something else to work in when you don't want to be known. Trust me, it works.

Who's Who -- The Disciplines

Shadowhawk -- The many born

Shadowhawk is the many born man. He has lived over 300 life times in his turns of the great wheel. In his lives he has occupied every social position from beggar to King, experienced every race, and has been both man and woman.

Unlike mortals who never, without great effort, remember their past lives, Shadowhawk can recall each life with great clarity. With this knowledge he understands in ways that those born gods never could the changes that mark the mortal life.

Shadowhawk was a thief in his last life, choosing to be born to low estate, he was not really planing to become a god. Because of this he is also the patron of thieves and outcasts. While he will not aid in stealing, he does offer some protection for those down on their luck or unjustly persecuted by authority.

Shadowhawk also has spent the majority of his lives in one city, at least after it was founded. The last 100 lives, where lived in the City of Lankmar, and he holds that city as special.

Sparrowhawk -- Demigod

Sparrowhawk is Shadowhawk's only known living child. He offered her a position as his demigod when she started getting up

in years.

Sparrowhawk aids in general ways. She doesn't have any particular sphere of influence as such.

Zed -- Demigod of Life

Zed was one of Shadowhawk's first worshipers, and the first of the Paladins. Worshipers dealing with life's hardships or difficult rulers call on Zed for aid.

Wayne -- Demigod of Death

Wayne is was once The Death himself. The being that once attended the death of every creature in the universe. At this point he serves only Shadowhawk, he has passed the mantel of Death to other hands. He still possess all the powers of death however.

Cathiea -- Personal Servant

Cathiea is the daughter of Molly and Tommie ElSORIA. She was one of the most sought after women of her age. Gods were lined up courting her. In the end it was the least likely man that won her heart and hand. Indeed Shadowhawk didn't even try to "win" her.

Cathiea is active in Shadowhawk's religion and often aids or consults with his clergy.

Tommie LANARN ElSORIA -- Blood Brother

This relationship started when the young Tommie faced his first kill, and the older, and strange man backed him up. Shadowhawk became both teacher and student, and when Tommie reached manhood, they became brothers of choice.

When Tommie claimed his rightful heritage as Slantia Tommie, the first father, Shadowhawk stood beside him. To this date Shadowhawk is the only human god that has been given voice in the Halls of Valinor.

Friends and Enemies

Friends --

The Vala --

Shadowhawk is welcome among these the first children of Greyhawk. He in turn welcomes them.

The Avians --

Shadowhawk has dealt primarily with the Phoenix members of this council. He counts several as personal friends.

Enemies --

Shadowhawk counts no gods among those that oppose him. He opposes no god himself.

Favored Governments --

Lankmar --

Shadowhawk is the Patron god of the City of Lankmar. This city and its people enjoy the god's favor and protection against outside enemies. He will not protect them against themselves.

Eyrie --

Shadowhawk accepted the honor of Knight of Eyrie in his mortal days, and still feels bound by that oath. Those that follow him are enjoined to favor this government.

The Disciplines

Zero Level Spells

Cleanse
Create Water
Cure Minor Wounds
Detect Magic

DC:
Detect Poison
Guidance
Inflict Minor Wounds
Mending

Spells / Day:
Minor Darkness
Minor Light
Purify Food and Drink

Cast:
Read Magic
Resistance
Virtue

First Level Spells

Animal Friendship
Bless
Bless Water
Ceremony I
Cleanse, greater
Combine
Command
Condition
Cure Light Wounds
Darkness

DC:
Detect Evil
Detect Good
Detect Poison
Detect Snares & Pits
Divine Favor
[Easy Death](#)
Endure Elements
Entangle
Faerie Fire
Fear

Spells / Day:
Inflict Light Wounds
Invisibility to Animals
Invisibility to Undead
Light
Locate Animals or Plants
Magical Stone
Magic Weapon
Pass Without Trace
Penetrate Disguise
Portent

Cast:
Precipitation
Predict Weather
Protection From Evil
Protection From Good
Remove Fear
Rebuke
Sanctuary
Shield of Faith
Summon Monster 1
Tongues

Second Level Spells

Aid
Augury
Barkskin
Bear's Endurance

DC:
Dust Devil
Eagle's Splendor:
Enthrall
Find Traps

Spells / Day:
Make Whole
Messenger
Obscurement
Owl's Wisdom:

Cast:
Shield Other
Sound Burst
Speak With Animals
Spiritual Weapon

Blend

Bull's Strength
Chant
Charm Person or Mammal
Chill Metal
Consecrate
Cure Moderate Wounds
Detect Charm

Fire Trap
Flame Blade
[Fullbelly](#)
Gentle Repose
Heat Metal
Hold Person
Holy Symbol
Inflict Moderate Wounds

Produce Flame
Remove Paralysis
Resist Energy
Restoration, Lesser
Silence
Slow Poison
Snake Charm
Shatter

Status
Summon Monster II:
Trip
Warp Wood
Withdraw
Wyvern Watch
Zone of Truth

Third Level Spells

Call Lightning
Cloudburst
Continual Darkness
Continual Light
Create Food & Water
Ceremony II
Cure Blindness or Deafness
Cure Disease
Cure Heavy Wounds

DC:
Feign Death
Flame Walk
Glyph of Warding
Helping Hand
Hide Object
Hold Animal
Inflict Blindness or Deafness
Inflict Disease
Inflict Heavy Wounds

Spells / Day:
Locate Object
Magical Vestment
Meld Into Stone
Negative Plane Protection
[Nightsight](#)
Plant Growth
Prayer
Protection From Energy
Pyrotechnics

Cast:
Snare
Speak With Dead
Spike Growth
Starshine
Stone Shape
Summon Monster III
Tree
Water Breathing
Water Walk

Curse
Dispel Magic

Invisibility Purge
[Ivy](#)

Remove Curse
Searing Light

Wind Wall

Fourth Level Spells

Air Walk

DC:
Dismissal

Spells / Day:
Invisible Forest

Cast:
Quench Fire

Animal Summoning I

Aura of Fear
Call Woodland Beings
Cloak of Bravery
Control Temperature
Cure Serious Wounds

Divination
Divine Power
Feathers to Birds
Free Action
Giant Vermin
Hallucinatory Forest

Lower/Raise Water
Magic Weapon, Greater
Neutralize Poison
Plant Door
Poison
Produce Fire

Repel Vermin
Restoration
Sending
Speak With Plants
Spell Immunity
Summon Monster IV

Detect Lie
Death Ward

Hold Plant
Imbue With Spell Ability

Protection from Elemental Attack
Protection from Evil, 10' Radius

[Summon Shadowhawk](#)
Teeth to Rats

Dimensional Anchor

Inflict Serious Wounds

Protection from Good 10' Radius

Whiskers to Weasels

Fifth Level Spells

Animal Growth
 Animal Summoning II
 Anti-Plant Shell
 Break Enchantment
 Ceremony III
 Command, Greater
 Commune
 Commune With Nature
 Control Winds
 Cure Critical Wounds
 Cure Light Wounds, Mass
 Dispel Evil

DC:

Dispel Good
 Disrupting Weapon
 Flame Strike
 Giant Rodent
 Inflict Critical Wounds
 Inflict Light Wounds, Mass
 Insect Plague
 Lightning Strike
 Mark of Justice
 Minor Awe
 Moonbeam

Spells / Day:

Pass Plant
 Plane Shift
 Prismatic Bridge
 Quest
 Rain-bow
 Raise Dead
 Reduce Animal
 Reincarnation
 Righteous Might
 Scrying
 Slay Living

Cast:

Spike Stones
 Spell Resistance
 Summon Monster V
 Sundered Earth
 Symbol of Pain
 Symbol of Sleep
 Transmute Mud to Rock
 Transmute Rock to Mud
 True Seeing
 Wall of Fire
 Wall of Stone

Sixth Level Spells

Animal Summoning III
 Animate Object
 Anti-Animal Shell
 Banishment
 Bear's Endurance, Mass
 Bull's Strength, Mass
 Blade Barrier
 Conjure Animals
 Conjure Elemental
 Cure Moderate Wounds, Mass

DC:

Dispel Magic, Greater
 Eagle's Splendor, Mass
 Find the Path
 Fire Seeds
 Forbiddance
 Harm
 Heal
 Heroes' Feast
 Inflict Moderate Wounds, Mass

Spells / Day:

Liveoak
 Owl's Wisdom, Mass
 Part Water
 Planar Ally
 Speak With Monsters
 Stone Tell
 Summon Monster VI
 Symbol of Fear
 Symbol of Persuasion

Cast:

Transmute Dust to Water
 Transmute Water to Dust
 Transport Via Plants
 Turn Wood
 Undeath to Death
 Wall of Thorns
 Weather Summoning
 Wind Walk
 Word of Recall

Seventh Level Spells

Animate Rock
 Changestaff
 Chariot of Sustarre
 Confusion
 Conjure Greater Elemental
 Control Weather
 Cure Serious Wounds, Mass:

DC:

Creeping Doom
 Ethereal Jaunt
 Exaction
 Finger of Death
 Holy Word
 Inflict Serious Wounds, Mass
 Major Awe

Spells / Day:

Regenerate
 Reincarnation, Greater
 Restoration, Greater
 Resurrection
 Repulsion
 Scrying, Greater
 Succor

Cast:

Summon Monster VII
 Sunray
 Symbol of Stunning
 Symbol of Weakness
 Transmute Metal to Wood
 Transmute Wood to Metal
 Wither

Eight Level Spells

Antimagic Field:
 Cure Critical Wounds, Mass
 Dimensional Lock
 Discern Location

DC:

Earthquake
 Fire Storm
 Holy Aura
 Inflict Critical Wounds, Mass

Spells / Day:

Planar Ally, Greater
 Quench Fire, Greater
 Spell Immunity, Greater

Cast:

Summon Monster VIII
 Symbol of Death
 Symbol of Insanity

Ninth Level Spells

Astral Projection
 Avatar
 Energy Drain

DC:

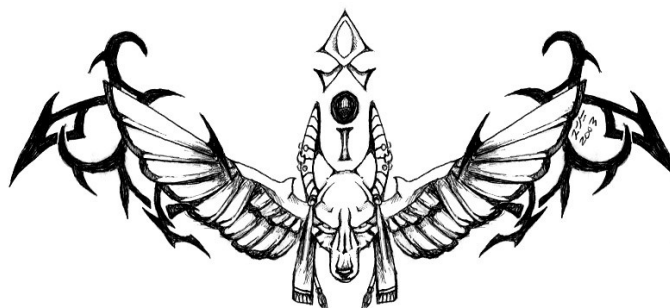
Gate
 Harm, Mass
 Heal, Mass

Spells / Day:

Miracle
 Soul Bind
 Storm of Vengeance

Cast:

Summon Monster IX
 True Resurrection



The Disciplines

Sect Spells

First Level

Easy Death (Enchantment/Charm)

Level: 1
Range: Touch
Components: V, S, M
Duration: Special
Casting Time: 1 action
Area of Effect: 1 creature
Saving Throw: None

This spell will calm a dying creature and ease all pain and discomfort. It can also be used on wounded creatures that can be saved. Just because the spell is used does not mean they must die. The spell will not slow or speed the creature's dying, merely comfort them in their final hours. The spell will last until the creature dies, 1 day has passed, or a second spell of healing nature is cast on them. This does not force the creature to take dying calmly, but it will relieve panic.

Second Level

Blend (Enchantment/Charm)

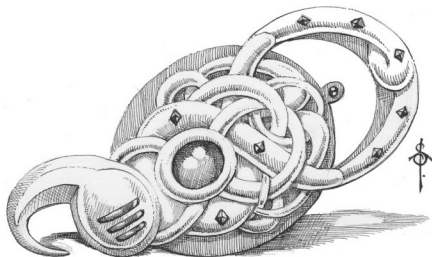
Level: 2
Range: 0
Components: V, S
Duration: 10 minutes/level
Casting Time: 1 action
Area of Effect: Self
Saving Throw: None

This spell allows the priest to move through a group or community as if one of them. The locals will not take note of any differences in clothing, race, accent (it does not confer language ability), or other factors that the local population would consider of note. The spell does not make the caster invisible, or unnoticeable. Normal encounters are still possible and will happen. However, any unique or objectionable differences the cleric might have are not noticed.

Fullbelly (Alteration, Evocation)

Level: 2
Range: Touch
Components: V, S, M
Duration: 1 day - 1 day per level
Casting Time: 1 round
Area of Effect: 1 meal (about 1 pound mixed foodstuffs)
Saving Throw: None

This spell causes normal healthful food sufficient for one meal to become filling and nourishing enough for six meals. Smaller amounts of food will be sufficient for less meals. One meal can also feed six at one sitting. The affected food, regardless of its nature will remain fresh and wholesome for the duration of the spell. Once the spell duration is ended the normal course of decay will begin, unless a second *Fullbelly* spell is cast on the same food.



Third Level

Ivy (Alteration)

Level: 3
Range: 0
Components: V, S
Duration: 6 turns +1 turn/level
Casting Time: 1 action
Area of Effect: Self
Saving Throw: None

With this spell the caster is able to assume the form of Ivy or another climbing plant, living or dead. They can blend with existing climbing plants or not as they choose. Although the closest inspection cannot reveal that the plant is actually a person, and for all normal tests he is a vine, the caster can observe all that goes on around him just as if he was in normal form. The armor class and hit point of the plant are those of the caster. The caster can remove the spell at any time, instantly changing from plant to his normal form and having full capability for any action normally possible. All of the caster's clothing and gear change with him.

Nightsight (Alteration)

Level: 3
Range: Touch
Components: V, S
Duration: 1 turn/level
Casting Time: 1 action
Area of Effect: 1 person/level
Saving Throw: None

This spell allows anyone touched, up to the caster's maximum, to see in total darkness as if in full moonlight. Movement will be noted out to 100 yards; stationary creatures to 50 yards; general identification made at 30 yards; recognition at 10 yards. The spell has no effect on infravision. Magical darkness will defeat this spell.

Fourth Level

Animal Summoning 1 (Conjuration/Summoning)

Level: 4
Range: 1 mile radius
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

By means of this spell the caster calls up to eight animals, or twice that number of hawks that have 4 hit dice or less, of what even sort the caster names when the summoning is made. Only animals within the range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. The DM will determine the chance of a summoned animal being within range. The animals will take from 1 round to 3 turns to arrive, depending on how far away they are and their method of movement. Waterborne animals can only be summoned while in the water. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell.

Summon Shadowhawk (Conjuration/Summoning)

Level: 4
Range: 0
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

This spell allows the priest to summon a shadowhawk for the purposes of reconnaissance or to carry a message.

In the reconnaissance roll the hawk will overfly the requested

area and report back to the priest. The priest can question the bird at some length, and based on that information get a second overfly and report. Once the shadowhawk has made two overflies and been debriefed it will leave the area.

When it is called to carry a message it will listen to the verbal message and then carry it either to Shadowhawk himself, a servant of the god or another priest or paladin of Shadowhawk, or a priest or paladin of the Vala, Avians, or Centaurs. A shadowhawk will not carry a message to one who does not serve the god, or one of these three councils. Once the message has been delivered the bird will carry one return message, and then depart. It will take the bird 1-3 days to locate a person that does not serve Shadowhawk directly, and 1-3 hours for any servant of the god. An equal amount of time is required for a return message.

Fifth Level

Animal Summoning 2 (Conjuration/Summoning)

Level: 5
Range: 1 mile radius
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

By means of this spell the caster calls up to six animals that have 8 hit dice or less or 12 animals with 4 hit dice or less, or double that number of hawks, of what even sort the caster names when the summoning is made. Only animals within the range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. The DM will determine the chance of a summoned animal being within range. The animals will take from 1 round to 3 turns to arrive, depending on how far away they are and their method of movement. Waterborne animals can only be summoned while in the water. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned, fantastic animals or monsters cannot be summoned by this spell.

Giant Rodent (Alteration)

Reversible
Level: 5
Range: 1 mile radius
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

With this spell the priest can turn one or more normal sized rodents into larger forms resembling the giant types described in the Monster Manual. Only one type of rodent can be altered at one time. A single casting could not affect rats and mice at the same time. All rodents affected must be grown to the same size. The number of rodents and the size to which they can be grown depends on the priest's level.

Priest's Level	Rodent Hit Dice	Maximum Total HD
7-9	3	9
10-12	4	12
13+	6	18

If the casting is interrupted for any reason or the rodent(s) are currently under a magical effect they will die. The DM decided what manner of rodent is available for the spell.

If the rodent created matches an existing monster then use those stats. If no match is available then the enlarged rodent will have an AC from 8-4 and one attack doing 1d4 damage per hit die. Any rodent over 4 hit dice can be ridden by human sized creatures. Bats must be over 5 hit dice to be ridden.

Any giant rodents created by the spell will not attack the priest. The priest's control of the rodents is limited to simple commands.

the reverse of the spell *Shrink Rodent* will reduce any Giant Rodent to normal size. The hit dice of the rodents are subtracted

from the hit dice affectable by the priest. Partial effects are not possible. Either spell has no effect on intelligent rodent.

Sixth Level

Animal Summoning 3 (Conjuration/Summoning)

Level: 6
Range: 1 mile radius
Components: V, S
Duration: Special
Casting Time: 1 round
Area of Effect: Special
Saving Throw: None

By means of this spell the caster calls up to four animals that have up to 16 hit dice or less, 12 of 8 hit dice or less, or 16 of 4 hit dice or less, or twice that number of Hawks, of what even sort the caster names when the summoning is made. Only animals within the range of the caster at the time the spell is cast will come. The caster can try three times to summon three different types of animals. The DM will determine the chance of a summoned animal being within range. The animals will take from 1 round to 3 turns to arrive, depending on how far away they are and their method of movement. Waterborne animals can only be summoned while in the water. The animals summoned aid the caster by whatever means they possess, staying until a fight is over, a specific mission is finished, the caster is safe, he sends them away, etc. Only normal or giant animals can be summoned; fantastic animals or monsters cannot be summoned by this spell.



