##### The Fowl Bellows

##### First Circle Spells

Carrion Tongue

Casting Time: Long

Range: Self

Area of Effect: Self

Initiative: ---

Delivery: ---

Difficulty: 8

Duration: 1 Day

Save: None

Maintain: 6/3

This spell gives the caster a taste for carrion. He can eat corpses in any state of decay without revulsion or fear of disease.

Dark Cloak

Casting Time: Combat

Range: Self

Area of Effect: Self

Initiative: +1

Delivery: ---

Difficulty: 8

Duration: 10 Rounds

Save: None

Maintain: 6/3

This spell enlarges the mage’s cloak and gives it the appearance of large, shadowy wings. The wings envelope the caster, making him hard to see and hit. The caster gains a +2 bonus to all stealth and concealment checks as well as all defenses. If the caster does not have stealth or concealment, he gains them at level 12 for the duration of this spell.

Messenger

Casting Time: Short

Range: 15 Kilometers

Area of Effect: 1 Message

Initiative: ---

Delivery: ---

Difficulty: 10

Duration: Instant

Save: None

Maintain: None

The caster summons a crow and can speak one short message of 24 words or less to the bird. He then thinks of a recipient and the bird takes flight. If the intended recipient is where the caster expects him to be, then the bird will unerringly find him. However, if the recipient is missing, or in hiding, the bird still has a 20% chance of finding the target and delivering the message.

Perch

Casting Time: Combat

Range: Self

Area of Effect: Self

Initiative: +2

Delivery: ---

Difficulty: 8

Duration: 30 Minutes

Save: None

Maintain: 6/3

This spell allows the caster to perch on a narrow ledge, or the top of a post without fail. This is true even if the surface would not normally hold the caster’s weight. The mage can stand, fight and even cast on his perch without penalty and can only be knocked off by effects and abilities that push him out of his hex, or knock him down.

This ability also helps a small bit when climbing, giving a +2 to any attempt.

Taste of Carrion

Casting Time: Long

Range: Touch

Area of Effect: 1 Crate of Food

Initiative: ---

Delivery: Touch

Difficulty: 8

Duration: Permanent

Save: TOU, WIL 24

Maintain: None

This incantation fouls a crate of normal food and gives it the stench and taste of rotted carrion. Though it is still edible and retains its original nutritional properties, it is effectively inedible to all but the most desperate. A successful save will allow someone to eat the ensorcelled food without throwing up.

##### Second Circle Spells

Crow’s Mask

Casting Time: Combat

Range: Self/10 Hexes

Area of Effect: Self/1 Target

Initiative: +1

Delivery: Self/Direct

Difficulty: 13

Duration: 10 Rounds/1d3 Rounds

Save: None/WIL 13

Maintain: 11/6

The mage gains the head of a crow with a razor sharp beak. The beak does STR + 1d6 as a melee attack, using the caster’s unarmed skill. This attack always hits the “Head Shot” hit location. This effect lasts 10 rounds.

At any time during the Mask’s duration, the caster can let out a horrible screech at a single target. If the target fails a save, he is overcome with despair and must flee for 1d3 rounds. Screeching ends the spell.

Filcher

Casting Time: Not Engaged

Range: 25 Hexes

Area of Effect: 1 Item

Initiative: -2

Delivery: Direct

Difficulty: 14

Duration: Instant

Save: DEX, PER 14

Maintain: None

The mage summons a crow that will steal a single, small item and return it him. If the item is being held by someone, that person gets a DEX save to foil the theft. If the item is being worn, a PER save is allowed. Some part of the item must be accessible to the bird and the bird must be reasonably capable of getting the item. For example, pouches and necklaces can be stolen, but worn rings cannot (though a held ring most certainly could be). A glove or boot could not be stolen, but a pair of spectacles could be.

Fowl Fury

Casting Time: Combat

Range: 25 Hexes

Area of Effect: 1 Enemy

Initiative: 0

Delivery: Direct

Difficulty: 14

Duration: Instant

Save: Defense Skill 14

Maintain: None

The mage summons a powerful raven that streaks toward the target and attacks him before flying away. The bird does 2d6 damage, but if it hits locations 1 or 2 (head or shoulders), it attacks the eyes, bypassing all armor and possibly blinding the defender (SPD vs. DL 14 to avoid) until medical attention is received.

Speak With Birds

Casting Time: Short

Range: Self

Area of Effect: Self

Initiative: ---

Delivery: Self

Difficulty: 13

Duration: 10 Minutes

Save: None

Maintain: 11/6

The mage can speak with birds and gains the language of any humanoids with avian characteristics. The birds will answer questions, especially if plied with seeds, or grain, but will not undertake any tasks for the caster. Birds will typically know the location of any major predators, landmarks, buildings, or large gatherings of people.

If the GM is uncertain about the birds’ ability to answer a certain question, he can assign a percentage chance, or apply a +2 bonus to tracking, navigation and survival to simulate the creatures’ answers.

##### Third Circle Spells

Bellows

Casting Time: Combat

Range: Adjacent

Area of Effect: 3 Adjacent Hexes

Initiative: 0

Delivery: Area

Difficulty: 17

Duration: Instant

Save: TOU, WIL 17

Maintain: None

The caster belches his carrion breath into an area in front of him…

Carrion Crow

Casting Time: Not Engaged

Range: 1 Hex

Area of Effect: 1 Carrion Crow

Initiative: -2

Delivery: Direct

Difficulty: 17

Duration: 10 Rounds

Save: None

Maintain: 15/8

This spell summons a large Carrion Crow to do the caster’s bidding.

Cloud of Crows

Casting Time: Combat

Range: 15 Hexes

Area of Effect: 1 Hex

Initiative: -1

Delivery: Direct

Difficulty: 17

Duration: 6 Rounds

Save: None

Maintain: 15/8

The caster fills a single hex with over two dozen squawking crows. Once summoned, the Cloud moves 8 hexes/round at the caster’s direction, but will disperse if it is more than 15 hexes from the caster at any time. The effect of the Cloud depends on who is in its hex.

If the caster or one of his allies is in the Cloud, it offers protection, granting him a +2 to all defenses. In addition, anyone who attacks someone so protected takes 1d6 points of damage through all armor as the crows rip and tear at his exposed flesh.

If an enemy is in the Cloud, the crows attack, doing 1d6 points of damage each round through all armor. In addition, the crows present a distraction and any action taken by the target is at a -2. If the Cloud is surrounding an enemy and that enemy moves, the Cloud can move with the enemy if it has the movement to do so. Any such movement precludes it moving at the caster’s direction next round.

The crows cannot be attacked directly, but will disperse if confronted with high winds, spells that disperse clouds, or any area of effect damage or immobilization spell that can affect flying creatures.

Omen Flock

Casting Time: Very Long (1 day)

Range: 2 Kilometers

Area of Effect: From 1 Person to 1 Village

Initiative: ---

Delivery: Direct

Difficulty: 18

Duration: 3 Days

Save: SPI 18

Maintain: None

The caster summons an ominous flock of crows that perch near the victims and watch them day and night. During this time, the targets take a -1 to all rolls. At the end of the duration, the victim with the highest SPI score saves. If the save fails, the GM rolls from the misfortune table below.

|  |  |
| --- | --- |
| **Roll** | **Effect** |
| 1 | The targets suffer from a single, major accident. This could be a runaway horse cart tearing through the market district, workmen falling from a scaffold, or a mine collapse. This misfortune has the potential to kill or injure 1-4 people. |
| 2 | A disease infects the targets, striking 1-4 of their number. The disease debilitates those in good health for a few days, but can be fatal (35%) to the very old, very young or infirm. |
| 3 | A notable and visible person from the target group dies of unknown causes or from a freak incident. |
| 4 | The target group suffers from a fire or natural disaster. This disaster will ravage 1-3 buildings, possibly killing or injuring several people. Supplies will be lost, churches burned, people left without homes, etc. |
| 5 | The region will gain the notice of a nearby hostile group of humanoids or bandits. The exact results of this omen are hard to predict, but the targets will find themselves under some sort of attack in the next 1-4 weeks. |
| 6 |  |

Casting this spell takes 1 spell level from the caster permanently (can be regained with experience) and costs him 2d4 hit points which must heal naturally.

Wings

Casting Time: Very Short

Range: Adjacent

Area of Effect: 3 Adjacent Hexes

Initiative: 0

Delivery: Area

Difficulty: 17

Duration: Instant

Save: TOU, WIL 17

Maintain: None

The caster belches his carrion breath into an area in front of him…