

Avian Alacrity

Special

Note: This list is occasionally granted to followers of a deity whose sphere of influence is air, sky, and avian creatures. With this list comes the ability to shapechange into one or more avian forms at will. This list can only be granted by a divine power or direct representative of a divine power. All spells on this list are instantaneous. Only one may be used per round and never in a given round after the caster has made an attack. Targets resist at an additional penalty equal to the caster's level.

	Area of Effect	Duration	Range
1—Tail Wind I *	S	1 rnd/lvl	S
2—Sight Shift I *	S	1 rnd/lvl	S
3—Camouflage *	S	C	S
4—Air Limb *	S	C	S
5—Cloud Nest *	S	1 hr/lvl	S
6—Tail Wind II *	S	1 rnd/lvl	S
7—Sight Shift II *	S	1 rnd/lvl	S
8—Leather Plume *	S	1 rnd/lvl	S
9—Shrill I *	1 target	1 rnd/5%	300'
10—Quill Strafe *	1 target	-	300'
11—Tail Wind III *	S	1 rnd/lvl	S
12—Sight Shift III *	S	1 rnd/lvl	S
13—Chain Plume *	S	1 rnd/lvl	S
14—Sky Cloak *	S	C	S
15—Death Plume *	S	1 rnd/lvl	S
16—Tail Wind True *	S	1 rnd/lvl	S
17—Sight Shift True *	S	1 rnd/lvl	S
18—Avian Summons *	V	C	10 mi R
19—Shrill III *	1 target	1 rnd/5%	300'
20—Cancel Flight *	S	1 rnd/lvl	S
25—Steel Plume *	S	1 rnd/lvl	S
30—Phoenix *	S	1 rnd/lvl	S
50—Star Flight *	S	1 day/lvl	S

1—Tail Wind I (F) Increases base flight rate by 1.5 times.

2—Sight Shift I (F) Switches vision from normal sight to infravision.

3—Camouflage (F) Caster completely blends in with his natural surroundings. The caster must be unmoving. There is a -150 penalty to any attempts at sighting a stationary caster, and there is a -75 penalty to spot a moving caster. This spell may not be employed while flying.

4—Air Limb (F) Solidifies a column of air strong enough to support the caster's weight. As long as the caster concentrates he can rest on the 'limb'.

5—Cloud Nest (F) Gathers clouds into a nest shape of a size determined by the caster. This 'nest' will support the caster just as a normal nest for his type.

6—Tail Wind II (F) Increases base flight rate by 2 times.

7—Sight Shift II (F) Switches vision from normal sight to ultraviolet (nightvision).

8—Leather Plume (F) Changes caster's armor type to AT/12.

9—Shrill (F) Caster emits sharp cry which paralyzes one target for 1 rnd/5% failure.

10—Quill Strafe (E) Caster shoots forth one 'feather' per 5 levels. The attack is resolved on the Mounted Lance table. **Note:** Caster can develop 'Directed Spells' skill with this spell.

11—Tail Wind III (F) Increases base flight rate by 2.5 times.

12—Sight Shift III (F) Allows caster to see invisible targets.

13—Chain Plume (F) Changes caster's armor type to AT/16.

14—Sky Cloak (F) Completely disguises the caster by making him 'transparent'. *Detect Invisible* and *See Invisible* spells will not detect the target. Normal sight is penalized by -200. This spell will not function while target is stationary.

15—Death Plume (E) Makes feathers razor sharp. Bash attacks have a 1% chance per level to cut through armor.

16—Tail Wind True (F) Increases base flight rate by 3 times.

17—Sight Shift True (F) Allows caster to see into all spectrums simultaneously including the border ethereal.

18—Avian Summons (M) Caster is immediately aware of all avian life within the range of this spell. He can summon up to one avian creature per level. Summoned creatures are impressed to come and are entitled to a RR, but they do not have to serve the caster.

19—Shrill III (F) Caster emits sharp cry which paralyzes up to three targets for 1 rd/5% failure.

20—Cancel Flight (F) Caster can neutralize the flight ability of any flying creature which uses wings or similar appendages to stay aloft.

25—Steel Plume (F) Changes caster's armor type to AT/20.

30—Phoenix (F) Caster gains all attributes and powers of a Phoenix (C&T).

50—Star Flight (F) Caster may leave the atmosphere and travel in space.