

## Closed Channeling 2.9.1

### BIRD'S WAYS

Lvl	Spell	Area of Effect	Duration	Range	Type
1)	Bird Speech	caster	1 min/lvl	self	I
2)	Summon Birds I	1 bird	1 min/lvl	self	U
3)	Bird Messenger I	1 bird	varies	10 mi/lvl	U
4)	Bird Spy I	1 bird	10 min/lvl	varies	I
5)	Summon Birds V	varies	1 min/lvl	self	U
6)	Bird Messenger II	1 bird	varies	20 mi/lvl	U
7)					
8)	Summon Birds X	varies	1 min/lvl	self	U
9)	Bird Spy II	1 bird	1 hr/lvl	varies	I
10)	Bird's Eye	1 bird	varies(C)	varies	I
11)	Bird Messenger III	1 bird	varies	30 mi/lvl	U
12)	Bird's Ear	1 bird	varies(C)	varies	I
13)					
14)	Summon Flock	varies	1 min/lvl	self	U
15)	Bird Spy III	1 bird	3 hrs/lvl	varies	I
16)	Speaking Bird I	1 bird	varies	10 mi/lvl	U
17)					
18)	Bird Spy True	1 bird	5 hrs/lvl	varies	U
19)	Speaking Bird II	1 bird	varies	20 mi/lvl	U
20)	Flap of Wings	varies	1 md/lvl	300'	U
25)	Speaking Bird III	1 bird	varies	30 mi/lvl	U
30)	Bird's Senses	1 bird	varies(C)	varies	I
50)	Birds' Surveillance	1 mile R	10 min/lvl	self	I

**1. Bird Speech** — Allows the caster to understand and "speak" with birds.

**2. Summon Birds I** — Caster summons a native bird from the nearby region. The bird will arrive in 1-10 rounds and stays with the caster for 1 min/lvl. Caster have no control over the bird (control is usually gained by other spells on this list).

**3. Bird Messenger I** — Caster can order a summoned (or naturally present) bird to act as messenger to another person or place within 10 miles/level of caster. The bird will either carry a written or spoken message. *Note: a spoken message requires the receiver to be able to speak to birds.*

**4. Bird Spy I** — Caster can order a summoned (or naturally present) bird to surveil for him. The bird travel to a location decided by caster and either watch the location for the duration of the spell or look for any specifics decided by caster. The bird will then return with its observations.

**5. Summon Birds V** — As *Summon Birds I*, except 1-5 birds answer the summons.

**6. Bird Messenger II** — As *Bird Messenger I*, except range is 20 miles/lvl of caster.

**8. Summon Birds X** — As *Summon Birds I*, except 1-10 birds answer the summons.

**9. Bird Spy II** — As *Bird Spy I*, except duration is 1 hour/lvl of caster.

**10. Bird's Eye** — When used in conjunction with the *Bird Spy* spell caster is able to perceive through the bird's eyes by concentrating.

**11. Bird Messenger III** — As *Bird Messenger I*, except range is 30 miles/lvl of caster.

**12. Bird's Ear** — When used in conjunction with the *Bird Spy* spell caster is able to hear through the bird's ears by concentrating.

**14. Summon Flock** — As *Summon Birds I*, except an entire flock of birds (11-20) answer the summons.

**15. Bird Spy III** — As *Bird Spy I*, except duration is 3 hours/lvl of caster.

**16. Speaking Bird I** — As *Bird Messenger I*, except caster enchants the bird to be able to speak human language for the delivery of one message.

**18. Bird Spy True** — As *Bird Spy I*, except duration is 5 hours/lvl of caster.

**19. Speaking Bird II** — As *Speaking Bird I*, except range is 20 miles/lvl of caster.

**20. Flap of Wings** — Caster forces all summoned birds to attack a single target (or group of targets) within range. The birds will not stop attacking until all target are down, all birds are dead or spells duration is up, whichever happens first.

**25. Speaking Bird III** — As *Speaking Bird I*, except range is 30 miles/lvl of caster.

**30. Bird's Senses** — Cast upon a *Bird Spy* the caster gains control of the birds movement and full use of all the bird's senses when caster concentrates.

**50. Birds' Surveillance** — Caster makes all summoned birds surveil a 1 mile radius with him as center. Caster may state a specific event that he wants reported (e.g warn me about any approaching riders) or make the birds search for a specified location (e.g find the entrance to the caverns of death). The caster may not change subject during the spell's duration. If caster moves at walking speed the surveilled radius shrinks to 900'R. If he moves at fast speed the radius shrinks to 300'R.

### SPECIAL NOTES

1) Bird migration is typically characterized by periods of flight, when fuel is consumed, and intervening stopover periods when fuel is deposited. A bird affected by the *Bird Messenger* spell will try its best to fulfill its mission in shortest possible time, but still need fuel deposition stopovers. A birds migration speed is determined by its size, as is its ability to carry physical messages. A small birds migration speed is about 200 km/day while a larger bird is limited to about 100 km/day.

2) A Bird Messenger can only find locations or persons that caster knows or can describe with good detail (i.e caster himself has been there before or met person).

3) When using the *Birds' Surveillance* spell a GM must take into consideration three factors: (1) the number of birds used, (2) the terrain and (3) the time. A single summoned bird in a dense forest looking for a lost trinket will be bound to take considerable time, if the birds succeed at all (remember that birds, even though they have keen eyes, is not magical themselves). On the other hand, twenty summoned birds, surveilling a barren landscape for incoming riders will most likely report a rider within seconds.