

Chapter IV ~ The Old Gods

God of the Air and Sky

The Myries of Urian

Urian (YUR-ee-uhn) (Radiant, Thunderous, the Wind Lord, Sky King, Sky Father, Great Sky, the Moon and Stars, Windwright)

Myths

Dragging Sun and Moon

For long and long, the sun and moon simply hung in the heavens as a part of the Great Sky. There was no need for them to move, and it was eternally day in one part of the world and night in the other. Into this world the div were born, and before long those in the dark pleaded with Radiant Urian for light; those in the eternal light cried out for the restfulness of night. But how can this be? For a man can no more move his eye from his head to his toe than the Sky Father could move the Sun to the dark parts, and the Moon to the bright.

Yet Thunderous Urian was moved by their pleas, and so he set to earth in his common guise and wandered among the div finding the two mightiest of the race – Ali Mustafis bin Omar and Farouk al Ban. These two div were the greatest heroes of the time, and had come to be renowned among the Shaitan and Marid for their rivalry. They had wrestled 12 times before, and never had one of them won.

When Urian came upon them, it was before their 13th match. Every hundred years the div from around the world (who did not wither with age) would gather for great athletic contests between the strongest and swiftest among them. All eyes were upon the great champions, each of whom swore that he would be victorious this time. The Sky King came to them and made each this offer – should he win, Urian would place him in the heavens for eternity. Both readily accepted.

The two strove for three days, their longest match yet, and at the end, neither was victorious. When the Windwright came to them afterward and sighed sadly that he only had room for one in the sky, each demanded the place. Each swore fervently that he would serve gladly and diligently in the heavens just to keep his rival from the honor. At the end of their oaths, Urian smiled, for he indeed had room and need for both.

And so, Ali Mustafis bin Omar was renamed Alimus and set in garments of pure gold. Urian placed in his hands a great flaxen cord that was lashed about the sun, and every day Alimus drags the golden orb across the sky.

For his part, Farouk was renamed Faro, and he was set in raiment of shining silver. Into his hand was committed a perfect thread of mithril that girded the moon. His commission was to drag the moon across the heavens in the evening.

To this day, the two uphold their duties, though sometimes Faro shows up his rival by racing onto the field of the sky early, and so the moon can be seen in the heavens during the day. And sometimes, though rarely, the two ancient rivals come to wrestle once more and the sun and moon are eclipsed as they strive; to look at the sky at such times is folly, for the wrestlers have such might and glory in them that to gaze at them with the naked mortal eye is to be blinded.

The Chaining of the Winds

When Darmon and Korak taught the mortal races to build great water vessels and Wily Darmon taught them to sail those tall ships across

Shalimyr's back, there were many obstacles to the learning. The mortal races needed to overcome their fear of floating on the water, which was as unnatural to them as flying through the air; they needed to learn to navigate when out in the great and chartless sea; but most important, they needed to learn to harness the wind for their travels.

While Urian the Wind Lord tried to keep his winds in check for the benefit of these mortals, still they were wild and untamed. Just as a man's mind can wander and contemplate that which horrifies him, just as a woman can find her hands striking her child whom she loves more dearly than her own life, so were the Sky King's winds raging against his will. For while the winds were a part of him, they had possessed a spirit of their own from the beginning. Two of them hated those that walked the earth and sailed the seas, and they sought to destroy them all.

The bitter North wind called out, "I shall bite at all I see, tear their flesh and turn them to ice!"

The terrible East wind responded, "I shall shake them and break them, rip them and strip them! I hate them all, I do, and the East wind will destroy!"

But the South wind and the West wind tried to stop the East and North from destroying the mortals, and often the winds would clash in the skies, causing terrible gales that tore up everything in sight.

Perhaps the winds that are part of Urian the Moon and Stars are only a small mirror put to the spirit of the Great Sky Himself. For surely, Radiant Urian has shown through the ages that he both loves and abhors others – sometimes he is placid and lovely, and at other times he is dark and terrible; so too were the winds that were a part of him, but not a part of him.

At last, the raging of the winds became too much. The mortals had learned to sail their tall ships and to build beautiful homes at the water's edge, but whenever they set out on the great journeys that would some day connect the mortal races in trade, the winds would rise up – South against North, East against West – and the ships would be dashed against rocks or lost at sea. One day, Darmon Silver Tongue came to Urian to entreat him to calm his winds:

"Sky Father! Will you not still your raging winds? For do we not all love these clever mortals and wish to see them travel across the land and sea? Yet they cannot travel, for your winds destroy their ships; you rage where even your mad brother Shalimyr does not."

And the Sky King thought on this and determined that little Darmon was right. He did wish to see these mortals travel across the seas and someday, perhaps, high in the air. So he spoke to his winds and demanded they be still. But they would not!

"Nay, Lord! We will rage and blow and destroy, for our hearts hate!" the North and East said.

"Nay, Lord! We must rise to oppose our brothers, or they will destroy the world!" the South and West said.

And at this Urian started, for surely the winds were a part of him as were the stars, as was the Sun and Moon, and yet they resisted his will. And so he reached into himself and plucked the winds from him, as a man might

rip out an offending eye, or cut off his own hand were it to spite his desires. Urian Windwright then sent Darmon forth to summon the twins, Korak and Anwyn. For the Sky King, Master Korak built four mighty halls in the clouds and mountain peaks to house the winds, and chains to hold them. From these halls, Blessed Anwyn made homes, with furs and fires and splendid feasts.

Urian now resides in these four halls, moving from one to the next, unchaining his winds for a while when he sees fit, knowing that the North and East seek to scour the earth, and the South and West seek to give succor. It is said that two of the halls are in caves atop the tallest mountains in the North and South of the world, and should any be foolish or brave enough to climb these peaks, he might find Urian Windwright or, at the least, one of the winds bound in mighty adamant chains forged by Master Korak. And in the highest clouds of the East and West, one might find two more halls, and in them imprisoned those winds. But in all four halls one thing is assured – winds that were once a part of the Sky King are shackled, yearning to be free.

Let us never forget, therefore, that Radiant Urian, who cherishes freedom, so loved the mortal races that he pulled from himself the most vital part and enslaved it to be our servant; we must forever honor this sacrifice.

Associations

Urian is the god of the sky, the sun, the moon, the stars, the winds, freedom, and salvation. His voice is heard in thunder, and his countenance is seen in lightning. To most, he is the father of storms, though all agree that rains come from Shalimyr, the waters.

In the animal kingdom he is associated with no animal more than the eagle, though all of the beasts of the feather are referred to as his children and wards of his domain. Among more magical creatures, he is associated with the griffin, which is part eagle and was born of his servant.

Urian is ardently worshipped by primitive people everywhere, and has among them more names than can be counted. The odds are very good that barbarians and nomad societies worship Urian, or some aspect of Urian (like the sun, stars, or lightning), under some name of their own devising. Among those who understand Urian's place in the pantheon, he is most often worshipped by the elves, who love his stars and the moon, and by humans and halflings, who love his sun and sky. Subterranean races care little for Urian.

Alignment

Urian is neutral good.

Representations

In icons, Urian is shown as a mighty old man, with a great white beard made from the winds and wild hair that shines with lightning. In his eyes are stars and the moon, and when his mouth is open it shines with the light of the sun. He is sometimes shown with four beasts behind him on leashes of chain – the four winds, two of which are shown to be snarling, fierce beasts, and two of which are shown to be placid and kindly.

When represented symbolically, Urian's faith is summoned visually with an orb, half gold, half silver; the gold half casts off the golden rays of the sun. This symbol is worn by the Urianath, particularly those of his church. In times of haste when such symbols are not possible, this symbol is made as just a simple orb flanked by four lines – the winds.

This is a hasty symbol and will not be used if the more formal symbol is possible. It is most often seen in small stamps on weapon hilts, etc.



The Sky Father shown here leading the four winds that he tore from his body to protect the mortal races.

Purpose

Urian is the sky and the heavens. His purpose is to continue to shine on the earth with his sunlight and to make the landscape glow with the silver light of the stars. Bound up in this, though, is the central mystery of the worship of Urian, Shalimyr, and Rontra; all three gods *are* the elemental parts of the world, but they are also the guardians of those elemental parts, wandering among them and looking after them. There is a legend of Darmon stealing stars from Urian, and Urian finding the fakes with which the Wily Darmon replaced them. How is this possible if Urian *is* the stars? It is a mystery that anyone who worships him must ponder.

Outside of stewardship of the heavens; unleashing the winds, lightning, and thunder when they are needed; overseeing Alimus and Faro; and presiding over his four great halls, Urian wishes to reach the ignored nooks and crannies. There are places in the world that none care for – perhaps they are ugly or horrible or devastated by evil; Urian reaches them still with his sunlight and starlight, his moon and his winds. He seeks to bring the beauty of the heavens to all peoples and all places, and for this he is dearly loved by those imprisoned and enslaved in such places, for he represents their hope and their freedom. The most common visual theme among these faithful is a prisoner reaching through the bars of his cell for the stars.

Urian is profoundly uninterested in the various petty conflicts of the gods, and he straddles both sides of the disputes between chaos and law. Sometimes he sides with one, sometimes the other; sometimes he takes no side at all. This is because Urian, more than any other of the gods, has a dual understanding of the world, and a dual interaction with it. Sometimes he is radiant and lovely and sometimes he is dark and cold. He sees both as legitimate, and he contemplates what is the proper time for each – when must he unleash the warm and gentle winds, and when must he let fly the bitter and cruel?

Servants

Urian has seven principal servants. There are the four winds, which are discussed above, and can go alternatively by the names Rigyl or North, Ragyl or East, Wyndyl or South, and Wandyl or West. All of the winds are chained in the four halls of the Sky Father, unleashed only when they are needed and carefully controlled to avoid the destruction of all in their path.

There are also Alimus and Faro, who are forever bound to the sun and moon. Some cultures worship these two as gods in their own right, and some believe them to be brothers, having forgotten the true story of their origin. Indeed, they are quite powerful, for they have borne the most lovely of the heavenly orbs aloft for thousands of years, and it has affected them to the core. It is unclear whether worshippers of the two are actually receiving power from the intended target of their worship or from Urian. Alimus and Faro are so powerful after these many years that it is quite possible that they are actually supplying power to their followers.

Closest companion to Urian, though, is Grifynne, his magnificent golden eagle. Grifynne is mother to the griffins (which are named after her) and the lamassus, both races of which were begot on her by Terak's golden lion, Metteron. Grifynne has a wingspan as long as a mighty river and her cry can be heard across the heavens. Her origins are mysterious, though most assume that Urian created her before the gods of the tree were even born.

The Church

Church Description

The barbaric worship of Urian is not covered here, though it should be quite easy to create a sun-, lightning-, or moon-cult that reveres Urian by some other name. Instead, we will focus on the more universal church of Urian, which in the “civilized” world has grown weak. As people move into cities and have ready shelter and warmth, the need to fear the winds and revere the sun is sublimated to reverence for more earthly forces like commerce, craft, war, and medicine.

Because of this, the eyries of Urian (as his Churches are called) and the Urianath (YUR-ee-uhn-ath) who worship there are now exceedingly rare in city settings. The eyries are not secularly strong, and one of their holy orders has vanished from the world. Indeed, the greatest of eyries are found high in the mountains, ancient and magnificent structures that offer a commanding view out across hundreds of miles of valley. These eyries are remote and hard to reach, and it is rare that the skylarks (the clerics of Urian) journey down from them. This does not make for a popular religion.

And yet, for those who seek freedom from enslavement – of the body, the mind, or the spirit – there are few greater places than the eyries. Homes of contemplation, beauty, and austere wisdom, the eyries are a boon to many in the deepest need.

The eyries are aroused to action when they are asked to aid the enslaved and the downtrodden. Just as Urian's wind reaches every corner of the world, the Urianath believe that Urian's care should be available to all people and therefore abhor slavery. However, the Urianath are now so marginalized that, should they seek to topple a major power, they would have to seek aid from another church in the task.

The stance against slavery is a universal position of the faith. There are points on which the Urianath vary. There are some among them who are devoted most to the sun and light of the Sky King. These Urianath strive against the undead and other forces of unlife. Others among the Urianath revere the Sky Father's cold light of moon and stars above all, and these seek individual strength and glory, as the stars are individual points of beauty and light.

Church Structure

The eyries have four holy orders, two of which are nearly extinct, and one of which was last active so long ago that it is now but a dusty and dim memory. Each order is named after a beast of the feather: the skylarks (the clergy) are the dominant order and have two levels of status, the wings and songs; the eagles (the holy warriors) have three levels, the talons, eagle riders, and eyrie lords; the hawks have no levels of status; and the griffins are now an extinct order.

There is no central authority to the Urianath faith, only ancient traditions. The highest authority in any eyrie is either the oldest skylark's song or the eyrie lord if one is present (though the skylark's song will be the authority on all matters spiritual).

The average eyrie may have five or six wings and two songs. There may be one or two talons and one eyrie lord, though some eyries have no members of the order of the eagles whatsoever. These eyries are instead protected by the hawks, still a lively order, and the average eyrie will have at least four hawks in residence.

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Doctrine

"The sky is light and dark. The wind is hot and cold. The sun gives life and death. But the sky is dark when the world needs dark, and death comes of necessity. Can we question and rail against the cold while we praise and hallow the warmth? Can we hate the sun in the desert when we love it in the winter? All of these are part of the Sky Father, and all of these have a purpose in his plan; we must be grateful, even for darkness and death." – Skylark's Song Abu Goldfeather's 'I Have Tasted the Stars'

The Urianath practice a good faith. This is important to remember because sometimes they praise and glorify things that others find evil (like bitter cold, the blood moon, or darkest midnight) – and it is precisely because others find them evil that they praise them. The core premise of the Urianath faith is that Urian loves the world and its peoples. After all, he guarded the tree, he opposed Kador bitterly, and he pulled the winds from his own body and enslaved them – he who loves freedom most! He gave light to the dark parts of the world, and gave evening to the light parts. It is therefore unquestionable that he loves the world and the mortals who inhabit it.

So why, then, does he sometimes let the wind rage and destroy ships? Why does his cold winter wind come down and kill unprotected children? Why does his sun burn the skin and suck the water from a man's body, leaving him to the vultures in the desert? Why does the night serve as a haven to thieves and evil beasts?

The contemplation of these questions, and their reflection in every mortal spirit, is the heart of Urianath practice. For these great and difficult questions are reflected in the hearts of men: Why does a good and happy woman consider hurling herself to the rocks below whenever she stands at the edge of a cliff? Why does a loving father consider casting his own child in an open fire? Why do good people do terrible things? The contemplation of these questions is of central importance to the Urianath, and their understanding is that it is the freedom to do evil that makes people good. Just as the Great Sky must sometimes let awful things happen so that the mortal races fully appreciate the good of the world, so too must all people contemplate the darkness in their own souls to fully appreciate the good.

One can see, therefore, why the Urianath so oppose tyranny and slavery. A slave is not free to walk the good path, to explore the depths of her spirit. Tyrants seek to control the thoughts, the hearts of their subjects – though thoughts and hearts must be free to soar or sink. But just as the Urianath oppose the extremes of law, they oppose the extremes of chaos. They believe that discipline and rule are necessary for a person to fully appreciate his goodness. The path of the Urianath is between law and chaos – a path of contemplation and balance on the road to good.

The eyries are most often visited by those wrestling with the darkness of their own spirits, just as the sun and moon wrestle, just as the North and East winds wrestle with the South and West. Those who strive to conquer what they see as their worse nature, those who feel imprisoned by past deeds or wicked desires, find succor in the faraway and hidden eyries, high in the mountains. Whenever they are apart from their eyries, the Urianath seek to bring spiritual guidance and

support to people across the land. They seek to bring freedom of the mind, the heart, and the body to all they encounter so that all people may explore the dual sides of their nature – the light and the dark – and understand that both are necessary for goodness.

Common Prayers

The Urianath have many sayings they repeat over and over again as they contemplate the world and their own spirits. One of the most common is a meditation on light:

*"Father Sky, the Sun and Moon,
Giver of the golden boon,
Silver twilight, radiant dawn,
The cycle ceaseless carries on.*

*"Hallowed heavens, pitch and star,
Thou kindle even near and far.
Thy light shines out when all is dim,
Thy darkness forms the nightly hymn."*

Holy Days

The Urianath view each dawn and dusk as a holy event, and most are sure to be outside to observe these events daily.

Whenever there is a complete solar or lunar eclipse, the Urianath celebrate indoors, as they consider it a taboo to be under the sky at such times. Some cultures also have special celebrations of the sun at harvest or planting time. These are usually festivals to Urian, and the local skylarks will aid in the celebration – but they are not universal celebrations across all cultures.

The eyries do not have regular times for services, as they are places of constant meditation.



Saints

The Urianath recall the names of saints as those who have aided in the freedom of all people. Should someone deter an empire from conquering the world or stop an infernal plan to subjugate the mortal races, she would find herself revered as a saint by the Urianath (regardless of her faith). Usually for the Urianath, sainthood requires martyrdom, as it is highly unlikely that one will achieve such ends without the loss of one's own life.

The most notable of the saints revered by the Urianath is Griffin Saint Mathilde, who was the last of the Griffins. Her entire order was wiped out by a demonic cult planning on bringing one of the most powerful demon princes to the earth. The cult did not realize Mathilde had survived, however, and in the last moments of its black rite to summon the demon prince, she sacrificed herself to close the gate; the power of the closing wiped out the cultists and barred the prince from the earth for one hundred years and a day. Since that time there have been no Griffins, for there is no one to train them; their sacrifice is remembered, though, for they saved the world from certain doom.

Urian's View of the Church

Urian has a peculiar view of the world: He either focuses on the highly specific details of peoples' lives or pays attention to trends across hundreds of years. This is best understood as the sun and the stars. The sun rises every single day; its cycle is one of daily repetition. Stars hang in the heavens, unchanging, for thousands of years, their fire never dimming. Their cycle is either so slow as to be immeasurable, or they are not on a cycle at all.

Urian sees the world through these eyes: the day-to-day and the very, very long term. Nowhere is this clearer than in his attitude toward the Urianath faith. He can become intensely involved with the mission of one skylark in a very specific predicament while ignoring everyone else in her eyrie, or he can go for hundreds of years without sending guidance or aid to any of the Urianath – even the most powerful. Most of them accept this as the reason that the Griffins have been gone from the world for so long; they imagine the Sky Father hasn't even noticed yet.

Urian certainly has no reason to mistrust or dislike his church, but he also has the very practical details of being the heavens to attend to. And if he is capricious and uninvolved in his dealings with the Urianath eyries, he is even more so with the various nomads and barbarians who worship him on the fringes of the world.

Preferred Weapon

Urian's preferred weapon is lightning, which cracks from his clouds when the gods argue and he thunders. Lightning is best represented with the javelin and the whip – one flies like lightning, and one cracks with the thunder that follows.

Holy Orders

Clerics: Skylarks of Urian

The Order

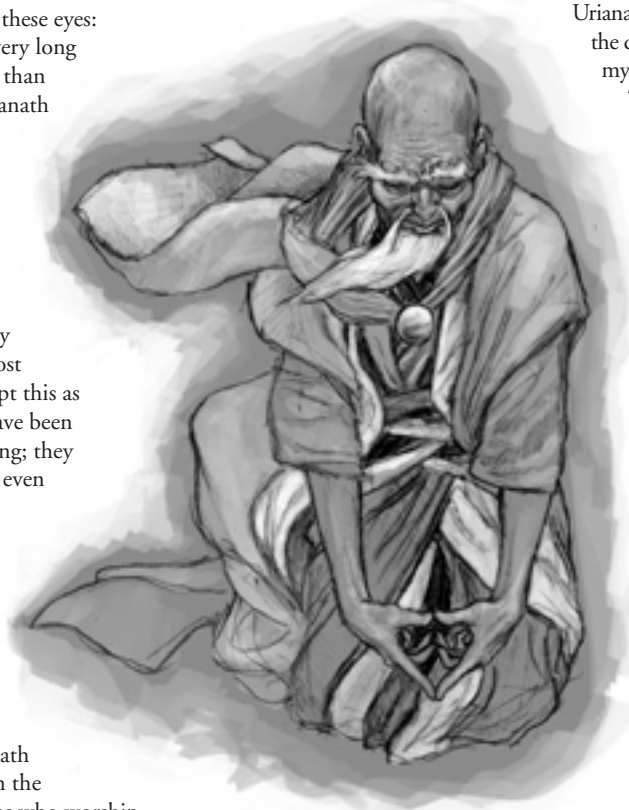
The skylarks are a contemplative order. Most of them live high up in the mountains, dedicating their entire lives to pondering the two faces of Urian and the mortal races. They are quiet and kind, and revere the sunshine and moonlight.

Sometimes a wing will leave the eyrie to go on a quest. This is not because he is told to, but because his contemplations tell him to. The skylark

simply picks up, tells the songs of the eyrie that he is to depart, and then off he goes. Sometimes this is based on a vision, other times on a hunch; sometimes they are even certain they have heard the command in the wind. Many of these wings never return, killed on their quests. Others come back soon, their minor quests fulfilled. A rare few live lives of spectacular and heroic adventure and return to the eyrie, old and ready to impart the wisdom they gained on their journeys.

The skylarks value contemplation, kindness and gentle guidance far more than harsh action. There are other orders of the Urianath dedicated to fighting brutal wars and saving the downtrodden – the skylarks are the spiritual and mystic order, and they are often difficult to talk to.

They speak of mysteries and constantly analyze the lessons learned from events. However, for those with heavy hearts burdened by sins past (or perhaps future), the skylarks are marvelously helpful. They have ready ears, are not judgmental, and are eager to offer guidance.



The skylarks wear the light and dark blues of the day and night sky. Their holy symbols are always large and obvious.

Titles

The skylarks have only two titles, and they are not based on power or prestige, but on age. A young or middle-aged skylark is a wing. The wings are charged with carrying the faith, learning, growing, and performing any physical labors necessary. A wing is addressed as "skylark's wing." All Urianath addresses follow this form, and all are introduced using just this address – the order name is not repeated. So, Idrin would be addressed as "skylark's wing Idrin," and introduced as "the skylark's wing Idrin of the eyries of Urian."

Once a wing is old (based on the age at which a person of his race is considered "old" according to the *PH*) he becomes a song, addressed as "skylark's song." It is his duty to teach others the ways of the skylarks, to oversee

the students and visitors of the eyrie, and to generally live out the remainder of his life in wisdom and grace. The songs contemplate the faith and defer to eyrie lords on secular matters.

Table 4-1:

Skylarks of Urian Titles

Title	Requirement
Skylark's Wing	Skylark is a Wing until the birthday when he becomes "old" (e.g. 53rd birthday for a human)
Skylark's Song	Skylark is a Song through old age and venerability until death

Domains

Skylarks of Urian may choose two of the following domains: Air, Good, Sun, and Night.

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Spell Preparation Time

A skylark must prepare his spells under the open sky at the time of a major heavenly event – sunrise, sunset, a shooting star, moonrise, etc.

Alignments

There are three dominant alignments among the skylarks, though the most common is neutral good. The neutral good skylarks hew most closely to the doctrine of the faith, spending days in contemplation of the dual nature of heaven and man. They are filled with the certainty that goodness can be found in the dark and the light, the cold and the warm, the individual light of a star and the radiant glow of the sun that blankets everything. They are a serene and kindly group.

The lawful good skylarks of Urian certainly follow the doctrine of the Urianath, but they focus on the goodness of light and warmth: There must be darkness for the light to be perceived in all its glory. There must be cold for the warmth to be felt in all its splendor. These skylarks focus on what they call “Urian’s Order,” meaning that all things and people have a place under the sun, and all bad things happen to us so we may learn our place in that order. The lawful good skylarks can truly be said to revere Urian’s sun-face more than any other, and are quite close to sun-worshippers. They feel that when he shines, he is the center of life and holiness, and they hope to bring that light and warmth to the world. Such skylarks are profound enemies of demons and undead.

The chaotic good skylarks of Urian are almost the reverse image of the lawful good. While they too hold that Urian is the center from which goodness flows, they believe that the sunlight and daytime are Urian’s way of aiding the mortal races to overcome their weakness – for nighttime is the pure time. They see the stars as the best guidance to holiness; they are thousands of brilliant lights, standing out individually, making the most beautiful work of the heavens. Urian wishes the mortal races to be like the stars, standing out as brilliant individuals doing wonderful things, and only in the dark when we have no light to guide us are we truly alone and able to stand as such individuals. Urian gives mortals the sunlight because they are too weak to embrace their individual destinies; they are frightened by loneliness, so he brings them back together with the light.

Holy Warriors: Eagles of Urian

The Order

The eagles are a noble and beautiful order. They wear tall, golden helms and carry greatswords of silver decked with gems like the stars. They speak with the song-like voices of birds and are magnificent to behold. Sadly, they are rare, and it is uncommon to see one of the glorious eagle-riders sweeping down on an evil foe from his winged steed.

The eagles stand for the freedom of all people to achieve their potential. They wish to break the locks and gates of the world that obstruct the winds of freedom. They stand in opposition to any force, mortal or outsider, that would enslave or imprison the mortal spirit. This often takes them into opposition with infernal forces, particularly devils, but it also leads them to oppose rulers who dominate by fear or other evil methods. This ends up being a wide assortment of

foes, as they will oppose lawful evil, chaotic evil, neutral evil, even lawful neutral and chaotic neutral regimes. Any that seek to outlaw the freedom of thought, and certainly any that allow slavery, will be opposed by the eagles. With so many enemies, is it a wonder they are rare?

Titles

The eagles have three distinct stages of their careers. The first is learning by doing. Just as the winged eagle learns to feed by swooping down and attacking the prey of the field, the eagles of Urian must learn to oppose evil by fighting evil. They wander the world taking up any mission they can that will improve the lives of others. They make friends with those who are good, bitterly fight those who are evil, and happily soak up knowledge and skill, waiting for the day that they will bond with an eagle. At this stage in their careers, the eagles of Urian are called talons and addressed as “eagle’s talon.” Becoming a talon is as simple as climbing to an eyrie and asking. The eyrie lord examines the prospective eagle and determines, through some strange second sight all eyrie lords have, whether this young person has truly heard the call to take up arms in Urian’s name. The student is then taught the language of the heavens (Auran), given training in weapons, and sent abroad to learn what she might find under the heavens.

When the talon is ready – and she will simply know when she is ready – she goes up into the mountains or a secluded wood, alone, unclothed, and empty handed, for three days. While this would kill most, the eagles of Urian are able to live under the open sky during this time because they are protected by Urian. At the end of the three days, the talon calls down a giant celestial eagle that will serve as her mount. This eagle mount becomes a powerful companion in the eagle’s quest for goodness; she is now called an eagle rider and addressed as “eagle’s master.”

After a long life of riding her eagle mount into battle and winning glory against evil forces, the eagle rider returns with her eagle to the eyrie and retires there as its protector. She lives to train and examine new talons that come to the eyrie, oversee the eyrie’s secular affairs, and ride forth in times of greatest need. She is now called an eyrie lord (regardless of gender) and is addressed as “eagle’s lord.”

Table 4-2: Eagles of Urian Titles

Minimum Holy Warrior Level	Title	Requirement
1	Talon	Speak Auran, Year of Training
8	Eagle Rider	Call Giant Celestial Eagle Mount
18	Eyrie Lord	None

Additional Class Skills

The eagle’s additional class skills (and the key ability for each skill) are Balance (Dex) and Spot (Wis). See Chapter 4: Skills in the *PH* for skill descriptions.

Domains

Eagles of Urian may choose two of the following holy warrior domains: Champion, Air, and Freedom.

Gift of Urian

Beginning at 3rd level, the eagle can blow out a *gust of wind*, as per the spell, once per week, with a caster level equal to her class level. She can use this ability more often as she advances in level (twice per week at 6th level, three times per week at 9th level). *Gust of wind* is a spell-like ability for eagles.

Beginning at 12th level, her Gift of Urian allows her to ease her mount's flight by controlling winds, as per the spell *control winds*, once per week, with a caster level equal to her class level. She can use this ability more often as she advances in levels (twice per week at 15th level, three times per week at 18th level). *Control winds* is a spell-like ability for eagles.

Spells

1st Level – *bless, bless water, bless weapon, create water, cure light wounds, detect poison, detect undead, divine favor, endure elements, magic weapon, protection from evil, read magic, resistance, virtue*

2nd Level – *remove paralysis, resist elements, shield other, whispering wind, wind wall*

3rd Level – *cure moderate wounds, fly, dispel magic, greater magic weapon, heal mount, magic circle against evil, prayer, remove blindness/deafness*

4th Level – *cure serious wounds, death ward, dispel evil, freedom of movement, holy sword, air walk*

Mount/Animal Companion

At 8th level, an eagle may summon a giant celestial eagle. These eagles are golden, speak Common and Auran, and are already quite intelligent. When they bond with an eagle of Urian, they gain all the bonuses of any special mount. See the *MM* for stats on giant eagles and the celestial template.

Until they call their celestial mount, the eagles of Urian may have no other special mount, meaning they must wait quite a bit longer than other holy warriors to receive a special mount.

Conduct

Eagles of the wing soar above looking for the dark, scurrying things of the world. So too do the eagles of Urian. They sally forth into

the world looking for evil deeds to set right. In doing this they must never knowingly commit an act of evil. They must never knowingly allow one of the mortal races to be enslaved (imprisonment for crimes does not count). They must never contribute to any plan that forces one viewpoint or way of thinking on a people. This is a fine line – a society that worships dark gods and believes that all people should have their hands cut off may or may not see itself overthrown by the eagles of Urian; if the people all actually believe this is the best way, it would be wrong to force them to stray from their beliefs. Of course, the odds of a whole society willingly cutting off its hands are pretty slim, and the eagles would be quite skeptical of any assertion to the contrary.

Should an eagle violate this code, she loses her abilities until she properly atones.

Associates

Eagles of Urian will associate with any who are good of heart, though they will not stay long with those who are so convinced of their righteousness that they seek to impose their order on other mortals, or those who are so opposed to order that they will tear apart functioning systems and societies in the false name of freedom. Those who are openly evil will not find an eagle long in their company.

Eagle riders usually travel alone; they fly and few others do. However, particularly exceptional companions will be welcomed into an eagle rider's heart, and she will go out of her way to travel with them.

Alignment

Eagles of Urian must be neutral good.

Prestige Classes and Other Orders

The other two holy orders of the Urianath are the hawks and the griffins.

The hawks are a "less noble" order than the others, essentially guerilla warriors against the forces of evil. While the eagles soar above things, hawks are not afraid to fly low and tear into their enemies. A hawk is addressed as "hawk."

Unlike the hawks, the griffins were magnificent warriors who took on the spirit of the griffin. They gained the strength of the lion and the courage and nobility of the eagle. These powers furthered their tireless war with infernal forces. Sadly, there are no longer any griffins in the world.



The eagles are glorious to behold. They are brightly attired, often wearing jewels so that they shine like stars.

Prestige Class: Hawks of Urian

The hawks of Urian are trained killers, just as the bird for which they are named can be trained to hunt and maul. Hawks are master bowmen, skilled at sneaking near their foes and devastating them from a range, but when drawn into melee, theirs is a terrible bite. Their fighting style is fierce; they are unafraid, and they do not hesitate to get their hands dirty. As the faith of Urian says, there is good in the light and the dark; the hawks believe that the only way to effectively fight those who would do evil to the mortal races is to engage them in the mud, to mete out brutality and destroy them utterly. To this end, the hawks are wild, passionate warriors, and when they come upon the forces of evil they abandon any sense of “honor” or “mercy” and instead seek to ravage their foes completely. This style absolutely horrifies most who are good, but others understand it as a philosophical stance toward the wicked: The only language that evil understands is violence.

Barbarians, with their innate sense of such tactics, are excellent hawks; often when barbaric peoples who have long worshipped Urian under different names come into contact with the eyries, they readily take on the hawk mantle. It is the holy order of the eyries that makes most sense to them. Rangers, fighters, and rogues also make excellent hawks. The more lawful and bookish classes are highly unlikely to become hawks.

NPC hawks are sometimes found with armies moving against evil forces. They are marked by the symbols of Urian on their breasts or, more often, tattooed on the back of their hands; they dress in colors to blend with their surroundings. They are often in the vanguard or scouting parties. NPC hawks happily work in groups, but their tactics are not often embraced by other good people, as they are more than a bit unsavory. Groups of hawks are rare but profoundly dangerous.

Abbreviation: Haw
Hit Die: d10

Requirements

To qualify to become a hawk of Urian, a character must fulfill all the following criteria.

Alignment: Non-lawful and non-evil

Base Attack Bonus: +6

Feats: Quick Draw, Point Blank Shot, Precise Shot

Urianath: Hawks of Urian are a holy order of the eyries and must worship Urian.

Vengeful Heart: A hawk of Urian must have something in his background that fills him with such a profound desire to oppose evil that he is willing to stoop to utter brutality to oppose it.

Class Skills

The Hawk's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Disguise (Cha), Handle Animal (Cha), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (religion) (Int), Knowledge (nature) (Int), Move Silently (Dex), Ride (Dex), Spot (Wis), Swim (Str), Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the hawk prestige class.

Weapon and Armor Proficiency

Hawks are proficient with the use of all simple and martial weapons and all armor (heavy, medium, and light) and shields.

Swift Coup de Grace (Ex)

Using an advanced form of his Quick Draw ability, the hawk is able to slay downed foes much more easily than most. As a move-equivalent action, he may step on his enemy's throat, jab his blade in the downed foe's eye, or make any number of swift and lethal acts that do not draw an attack of opportunity. This move-equivalent action counts as the Coup de Grace that most must take a full round to perform, and does the same damage.

Bloody Murder (Ex)

Should the hawk take a full action performing a Coup de Grace (instead of the Swift Coup de Grace), he does a minimum of 50 points of damage. Bloody Murder draws attacks of opportunity from adjacent foes.

Table 4-2: The Hawks of Urian

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spells per Day—			
						1st	2nd	3rd	4th
1	+1	+0	+2	+0	Swift Coup de Grace	0	—	—	—
2	+2	+0	+3	+0	Bloody Murder	1	—	—	—
3	+3	+1	+3	+1	Sneak Attack +1d6	1	0	—	—
4	+4	+1	+4	+1		1	1	—	—
5	+5	+1	+4	+1	Murderous Precision	1	1	0	—
6	+6	+2	+5	+2	Sneak Attack +2d6	1	1	1	—
7	+7	+2	+5	+2	Horrible Wound	2	1	1	0
8	+8	+2	+6	+2		2	1	1	1
9	+9	+3	+6	+3	Sneak Attack +3d6	2	2	1	1
10	+10	+3	+7	+3	Murderous Precision	2	2	2	1

Loss of a Sensory Organ

It's a device as old as fantasy: the bad guy with an eyepatch. The crazy barbarian missing an ear. The hawk helps expedite such matters. Other than the initial shock, horror and damage, the loss of one eye, an ear, or a nose will likely not affect a character. We know that it would actually destroy your depth perception to lose an eye, but in fantasy such consequences can be overlooked. If you want to have a realistic effect for such damage, assume a permanent -2 circumstance penalty to all skill rolls associated with that organ. If an eye is lost, the character suffers from double range penalties when making missile attacks.

When he is done, if his foe is killed, the hawk is able to take a free action and use the remains of the foe (a head, a kidney) and a quick verbal outburst to horrify all foes able to see. This might involve hurling the head of his downed foe into a crowd, or swinging the foe's entrails into a tree while yelling "I'll hang you all from his guts!" All opponents who can see the action must make a Willpower save against fear (CR 10 + the hawk's character level + the hawk's Charisma modifier). Those who fail are shaken for a number of rounds equal to the hawk's class level. All lawfully aligned allies of the hawk who see the display suffer a -1 morale penalty to any rolls pertaining to the hawk (Heal checks, for instance). This penalty remains in place for 24 hours.

Rather than make a public display, the hawk may lop off one of his killed foe's limbs and use it as a weapon against his remaining enemies. Lopped-off limbs do little damage, but every foe hit with a severed limb must make a Willpower save as above, but with a -4 circumstance penalty due to the horror of being beaten with bloody flesh. Lawful allies and foes who witness this bloody bludgeoning are affected normally without the circumstance penalty.

A limb will only last for 1d6+1 rounds of combat before it becomes more jelly than weapon. Damage for limbs is as follows:

Tiny creature limbs:

Size (T) Damage: 1 point

Small creature limbs: Size

(S) Damage: 1d2

Medium creature limbs:

Size (M) Damage: 1d3

Large creature limbs:

Size (L) Damage: 1d4.

Inflict Horrible Wound

If the hawk chooses, when grappling with an opponent he may take a special action called "Inflict Horrible Wound." This works exactly like the "Damage Your Opponent" grappling action, except that it requires an additional grapple check at -4 (i.e. one check to win the grapple, a second check to successfully Inflict Horrible Wound). If successful, a Horrible Wound permanently damages one of the foe's sensory organs. The hawk may bite off the

opponent's nose (or one of his ears), gouge out an eye, or rip off a finger (with teeth, or with brute strength if the hawk is one or more sizes larger than the foe and his strength is at least 20). The Horrible Wound does 2d6 points of damage and inflicts permanent bodily injury on the foe. The foe is automatically shaken for the rest of the combat and any foes who witness the infliction of the Horrible Wound must make a willpower save against fear (CR 10 + the hawk's character level + the hawk's Charisma modifier). Those who fail are shaken for a number of rounds equal to the hawk's level. All lawfully aligned allies of the hawk who see the Horrible Wound infliction suffer a -2 morale penalty to any rolls pertaining to the hawk (Heal checks, for instance).

After the attack, the opponent receives a +10 to his grapple check to escape or wriggle free from the grapple, as it is very difficult for the hawk to maintain control of the foe after such an act (if the foe wishes to take any grapple action other than escape or wriggle free, he receives no bonus). In the following round, if the hawk bit off one of his foe's body parts, he may spit it into the face of the foe (or another adjacent foe) as an attack action, making a touch attack to successfully hit the foe's face.

The foe who has had a body part spit in his face must make a willpower save against fear (CR 10 + the hawk's character level + the hawk's Charisma modifier). If he fails he is rendered frightened for a number of rounds equal to the hawk's class level. Fear effects stack, so if the opponent hit with the spit-up body part is already shaken, and he fails his saving throw, he is now considered panicked.

All lawfully aligned allies of the hawk who see the raw brutality of spitting a person's body part back into his face suffer a -5 morale penalty to any rolls pertaining to the hawk (Heal checks, for instance). This penalty remains in place for 24 hours.

Murderous Precision (Ex)

At 5th level, the hawk gains the ability to strike surprised and exposed foes with Murderous Precision. Whenever the hawk makes a sneak attack using a ranged weapon, he is considered to have the Improved Critical feat with the weapon he is using for the sneak attack. Since Improved Critical does not stack, this ability has no effect



Hawks wear whatever colors will allow them to blend into the landscape for stealth. They need not openly wear their holy symbol.

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if the hawk has already taken the feat with the weapon in question. At 10th level, the hawk is so skilled at waylaying his foes that anytime he makes a sneak attack, no matter what the weapon, he receives the Improved Critical feat and any critical threats automatically succeed.

Sneak Attack

When wearing no armor, light armor, or medium armor (and not carrying a heavy load), a hawk catching an opponent when she is unable to defend herself effectively from his attack can strike a vital spot for extra damage. Basically, any time the hawk's target would be denied her Dexterity bonus to AC (whether she actually has a Dexterity bonus or not), the hawk's attack deals +1d6 points of damage. This extra damage increases by +1d6 points every three levels (+2d6 at 6th level, +3d6 at 9th level). Should the hawk score a critical hit with a sneak attack, this extra damage is not multiplied.

It takes precision and penetration to hit a vital spot, so ranged attacks can only count as sneak attacks if the target is 30 feet away or less.

With a sap or an unarmed strike, the hawk can make a sneak attack that deals subdual damage instead of normal damage. He cannot use a weapon that deals normal damage to deal subdual damage in a sneak attack, not even with the usual -4 penalty, because he must make optimal use of his weapon in order to execute the sneak attack.

A hawk can only sneak attack living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature immune to critical hits is similarly immune to sneak attacks. Also, the hawk must be able to

see the target well enough to pick out a vital spot, and must be able to reach a vital spot. The hawk cannot sneak attack while striking at a creature with concealment or by striking the limbs of a creature whose vitals are beyond reach.

If a hawk gets a sneak attack bonus from another source (such as rogue levels), the bonuses to damage stack.

Spells

Beginning at 1st level, a hawk gains the ability to cast a small number of divine spells. To cast a spell, the hawk must have a Wisdom score of at least 10 + the spell's level, so a hawk with a Wisdom of 10 or lower cannot cast these spells. Hawk bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the hawk's Wisdom modifier (if any). When the hawk gets 0 spells of a given level, such as 0 1st-level spells at 1st level, the hawk gets only bonus spells. A hawk without a bonus spell for that level cannot yet cast a spell of that level. The hawk's spell list appears below. A hawk prepares and casts spells just as a skylark of Urian does.

Hawks choose their spells from the following list:

1st level— *bane, cause fear, deathwatch, detect evil, doom, magic weapon, true strike*

2nd level— *darkness, darkvision, endurance, cat's grace, silence*

3rd level— *blindness/deafness, cure light wounds, haste, invisibility, keen edge*

4th level— *bestow curse, divine power, fear, gaseous form, greater magic weapon*

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