##### Fire Winder

**Description:** This rune is the manifestation of pure fire, undaunted.  Those that are touched by this rune are easily marked by dark eyes that always seem to roll with flame. In addition, the left hand of these mages will seem to be grotesquely burned, though they will still have use of the member.

**Purpose:** This is an elemental rune of primal fire. As such there is no purpose, or agenda associated with its use. People who seek it are generally mages who desire the considerable power associated with destruction or fire. There are many who fear and restrict its usage.

**Rune Site:** It is said that when a fire becomes large enough, it gains a malevolent personality and becomes like a creature, cunning and cruel, relishing the power of wanton destruction and moving to trap those that would dare too close. When this happens, the flames move as though they are alive and perhaps a person trapped, near-death and delirious from breathing the searing air might see a face peering out from the blaze.

This rune is not easy to find. It exists anyplace there is a great conflagration. Usually, the rune appears only occurs during forest fires (which are rare, due to Bostonia's damp and chilled climate), but sometimes the burning of an entire town will cause the rune site to appear. The site is the dead center of the fire, where it is the hottest and most destructive.

**Binding:** Since the rune only occurs in the heart of large, out of control fires, binding it can be a special problem. The mage must find a way to navigate the blaze without succumbing to it. Worse, legend has it that any mage who wishes to bind the rune must reach the heart of the flame without dousing any part of it, and without using any other fire magics (such as protection).

A mage who reaches the heart of the flame sticks his left hand into it, and the flame either accepts him, in which case he binds the rune, or else it consumes him... though no one is quite sure the criteria for this choice though legend has it that the flame decides based on the manner in which the mage entered the heart. If he did so cautiously and used such protections as wetting himself, then he will be killed. If he entered wildly and without regard for the heat, smoke and licking flames, then he will be received.

**Effects:** Mages who take this rune have tied a portion of their life energy to fire. The mage will have a need to be around fire. It can be either a camp fire or a pipe, but it must ***always*** be there or the caster will feel ill at ease and take a -1 to all skill tests.  The caster will also appear to move like a dance of a flame when he is seen in dim light, or out of the corner of someone's eye.

Like mages with other fire runes, the caster angers easily, and is quickly brought to action.  The caster also has a hard time sleeping or sitting still.  Finally, he hates the cold and will take a -1 in wintery weather.

**Skill:** The magic skill for this rune costs 7 points and is SPI/WIL/WIL

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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Eternal Flame | 10 | L | T | 2h | Y | * Your staff bursts into magical flames * You control the brightness and color of the flames * Your staff does +1 damage and gains Ignite(2) |
| Heat Sense | 10 | S | S | 30m | Y | * You gain infravision |
| Inner Warmth | 6 | VS | S | 1h | Y | * You are immune to temperature-based weather effects such as hypothermia, or heat exhaustion * You gain a +2 to survival skill checks in extremely hot or cold climates * You gain a +2 to save vs. any fire or cold-related spell * You are invisible to creatures that use infravision |
| Smoldering Skin | 10 | C | S | 10r | Y | * You gain a +1 to your defenses * Anyone touching you takes 2d4 penetrating damage |
| Steam | 10 | C | 20” | Inst | N | * A burst of hot air and steam strikes a single target up to 20 hexes away for 2d6 damage * Alternately, the spell strikes everyone adjacent to you for 2d6 damage * Anyone hit in the head is blind for 1d3 rounds (TOU 12) |
| **Second Circle** | | | | | | |
| Flame Finger | 13 | C | 4/8/12 | Inst | N | * You throw one of your flaming body parts at your enemies * *Finger* – 2d8 damage with Ignite(2); you take -1 to spell casting, DEX rolls, and all skills that require your hands for every two missing fingers (round down); fingers regenerate in one round * *Hand* – 2d6 damage to everyone in a 2 hex radius with Ignite(2); you take a -2 to spell casting, DEX rolls, and all skills that require your hands; your hand regenerates in 1 round * *Arm (Club)* – You can use your arm as a flaming club which is -1 to hit, but does 1d8+1d6+STR damage; you take a -2 to spell casting, DEX rolls, and all skills that require your hands; your arm regenerates in 2 rounds * *Arm (Thrown)* – You hit either a single target for 2d8+3 and Ignite(4), or 3 targets for 2d8 and Ignite(2); you take a -2 to spell casting, DEX rolls, and all skills that require your hands; your arm regenerates in 2 rounds * *Head* – You do 3d8 damage to all targets in a 4 hex radius with Ignite(4); you go unconscious for 1d6 hours while your head regenerates * Parts only regenerate once you stop casting this spell * Penalties listed are the minimum and other penalties might be assessed by the GM based on the fact that you are missing one or more body parts |
| Flame Immunity | 13 | C | S | 10r | Y | * You sacrifice 1d6 hit points * Your body ignites making you immune to normal flames, or any flames from spells in this rune * You gain a +2 to save against all fire and cold-based spells * You get -2 damage or effect/die on any such spells |
| Flicker | 12 | C | S | 10r | Y | * You get +1 initiative * You gain +2 to your defenses |
| Heat Shroud | 14 | CL | 10” | 6r | N | * You superheat a region of air * Anyone in the region, or entering it, must save or be stunned for one round (TOU 15) * Anyone failing their save is also Crippled until they can begin a round outside of the region * Anyone in the region takes 1d4 penetrating damage every round they are in the region regardless of the result of their saving throw |
| **Third Circle** | | | | | | |
| Blinding Heat | 18 | CL | S | Inst | N | * Everyone in a 3 hex cone is blinded for 1d3 rounds (TOU 17) |
| Fire Walk | 17 | VS | 5000m | 1m | N | * You may step into any fire that is the size of a small campfire or larger and appear in any other fire of an appropriate size up to 5km away * If you know a specific fire in range, you may travel to that one, otherwise you appear at the nearest eligible fire * After you walk once, the spell ends |
| Funeral Pyre | 17 | CL | 20” | Inst | N | * Everyone in a 3 hex radius takes 2d8+3 points of damage * Victims are knocked prone (AGI 17) |
| Immolation | 18 | C | S | 10r | Y | * You are covered in a sheathe of fire * Anyone adjacent takes 1d6 penetrating damage/round * Anyone you touch takes 2d6 penetrating damage * You get +2 to all defenses and add 2 armor to any attack that have to physically hit you * You are immune to fire-based attacks and entangles that require a physical medium * Once/round, you can hurl a bolt of fire that does 2d8 and Ignite(2) * If hit by water, you take 2d6 penetrating damage * If immersed on water, you take 2d10 points of penetrating damage each round * You fail any save vs. water-based spells and take 2 extra damage/die |
| **Fourth Circle** | | | | | | |
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