#### Piercing the Night

**Description**

This rune appears as colorful tattoo on the right arm of the mage. The rune depicts a brilliant yellow sun and its rays reaching into a dark, starry night.

**Purpose**

It is believed that this rune is a tool given to the earliest Bostonians as they emerged from the nearby lakes. The faithful that emerged were cold, frightened and without tools. It is said that the Father and Mother gave the tribes the tools they needed to survive in the hostile Bostonian landscape.

**Rune Site**

The rune sight for Piercing the Night is a tribal burial ground in an isolated region of northwestern Bostonia. In the middle of the cemetery sits a statue that depicts the sun rising from the sea.

**Binding and Raising**

The binding ritual for this rune is a nightlong vigil in the burial grounds. Spirits and ghosts swirl about the mage. The mage must block the distractions from his mind and will the night to retreat from him. In doing so, the mage causes light to appear from the statue through the force of his will. In game terms, this is a WIL test vs. DL 12. If the mage fails, he suffers no ill effects. However, he is driven from the site and cannot attempt to bind the rune again.

Raising the rune requires another nightlong vigil. The vigil can be performed anywhere and during the vigil the caster will receive a vision. This vision will be of an enemy that must be defeated, or some task that must be completed to raise the rune.

**Practitioners**

This rune is said to be the focus for an ancient cult that worships Stratus in his most basic form: a bringer of light and punisher of evil. This cult has existed throughout history, training its members to protect the outlying settlements and destroy enemies of humanity. At any given time, there are 6-20 of these mages, most of which also have warrior and ranger skills.

**Effects**

Practitioners of Piercing the Night are drained by total darkness and immersion in water. Anytime they are exposed to either of these conditions, they lose one spell level immediately and one more for every minute of exposure thereafter.

**Skill**

The magic skill for Piercing the Night costs 7 points and is based on SPI/INT/WIL.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Blessing of Dry Wood | 6 | S | T | Inst | N | * Create a spark that dries and lights an amount of wood, hay or grass |
| Camp Ward | 10 | S | T | 6h | N | * Guards a campsite, alerting you and your companions if any intruder comes within 5 hexes of the campfire |
| Flare | 10 | C | 50” | 2r | N | * Creates a brief, bright flash to illuminate a 10 hex radius * Undead take 1d6 penetrating damage from this light * Darkness is dispelled in the area * The flare can be seen up to 1km away |
| Smokeless Flames | 10 | S | T | 6h | N | * Causes a campsite to be difficult to detect, even with a fire present * The campfire will not cast light beyond the bounds of the camp * Anyone trying to find the campsite has to make a concealment check vs. the caster’s rune level |
| Tiny Flame | 6 | VS | 20” | 6h | N | * You cause a tiny flame to sprout from your hand * The flame casts light in a 3 hex radius and can start small fires * The flame can move at 6 hexes/round and can move up to 20 hexes from the mage |
| Toolmaker | 10 | VS | S | 1h | Y | * You gain a +2 to all repair and crafting checks |
| **Second Circle** | | | | | | |
| Cure Blindness | 14 | C | T | Perm | N | * Cures blindness if the target has eyes that are not physically damaged |
| Night Vision | 13 | S | S | 30m | Y | * You gain darkvision |
| Polish | 13 | CS | T | 10r | Y | * You improve a shield so that its block bonus is increased by 2 points |
| Resist Flame | 14 | S | S | 10m | Y | * You are immune to normal smoke and flame * You gain a +4 to save vs. fire-based effects * All such effects are -3 points/die |
| Temper | 13 | VS | T | 30m | Y | * Tempers a metal item * Item is resistant to all wear and tear checks * Item can withstand forces it was not meant to withstand * Item gains +6 STR to determine how much force is required to break it |
| Torch Wand | 14 | CS | 20” | 6r | Y | * Turn a torch into a wand of flame * You can attack one enemy with fire each round for 2d6+2 and Ignite(3) * You can hand the wand off to another to use |
| Warm Embers | 13 | L | T | 1h | Y | * When cast on a walking stick, staff or torch, this spell will slowly consume the item, but provide protection from normal cold to everyone within 5 hexes of you * In addition, all affected allies get +2 to save against cold-based effects and -1 point/die |
| **Third Circle** | | | | | | |
| Become Smoke | 17 | S | S | 30m | Y | * You become a cloud of smoke * You cannot be affected by physical attacks, but magic and natural effects dealing with air and water can * You can fly 7 hexes/round and pass through barriers that are not airtight * You are -3 perception and cannot hear while this spell is in effect |
| Billowing Smoke | 18 | NE | 20” | 20r | Y | * You create a thick cloud of black smoke in a 6 hex radius * Anyone caught in the cloud is impaired(2), takes -2 INI and has their movement rate cut in half (TOU 16) * Also, if a 1 or 2 is rolled on initiative, the victim is stunned and loses their action that round |
| Fire Bird | 17 | NE | 10” | 20r | N | * You summon a hawk-sized firebird to do your bidding |
| Fire Ward | 17 | NE | 30” | 12r | Y | * You summon a raging wall of flames that covers a 6 hex area * Creatures will not approach the wall unless they are unafraid of fire or they are summoned and their master makes a save (WIL 17) * Anyone passing through this wall takes 3d8 damage and Ignite(2) |
| Fire Wand | 18 | C | 20” | 6r | Y | * Turn a torch into a wand of flame * You can attack one enemy with fire each round for 2d8+2 and Ignite(3) * You can hand the wand off to another to use |
| **Fourth Circle** | | | | | | |
| Fire Shift | 23 | L | 10km | Inst | N | * You can teleport to any fire up to 10 km away * You take 1d6 penetrating damage when casting this spell |
| Improved Fire Ward | 24 | NE | 30” | 20r | Y | * You summon a raging wall of flames that covers a 10 hex area * Creatures will not approach the wall unless they are unafraid of fire or they are summoned and their master makes a save (WIL 22) * Anyone passing through this wall takes 4d8+2 damage and Ignite(4) |
| Light of Day | 24 | NE | 100” | 20r | Y | * Floods a 20 hex radius with bright light * Dispels all darkness and other effects that impair sight in the area * Blinds creatures caught in the area for 1d6 rounds (SPD 17) * Any mage who has spells that deal with darkness, necromancy, ice or destructive fire takes -3 to all magic rolls * Demons, devils, undead, spirits and summoned creatures take 4d8 damage * All of your allies gain +1 to hit, damage and defense while in the area |
| Temper Divine | 25 | VL | T | Perm | N | * The treated object will never dull or rust * Objects will only break under extreme conditions * Treated weapons gain the following benefits   + Get a +1 to attack, damage or parry   + Can effect creatures normally unharmed by mundane weapons   + Never take wear and tear * Treated armor gains the following benefits   + Protects against attacks that normally penetrate armor   + Ignore attacks that damage armor   + Never take wear and tear   + All piercing effects have their chance reduced by 2 * You must invest a rune level to cast this spell |