#### The Blizzard

**Description**

This rune appears as frosty trails along the veins in the mage’s arms. His visible veins (on his hands for instance) appear white and have icy crystals along them. The web of ice looks much like a frosty window in the winter.

**Purpose**

The Blizzard is the manifestation of an ice spirit. The spirit is trapped and is looking for a means of release. By granting power to chosen mortals, the spirit is hoping to find a way of freeing itself. However, his power is limited, so he tests those who seek to bind his power.

**Rune Site**

The blizzard spirit is trapped in an ancient tomb that lies far to the north of Bostonia in the Borakki homelands. The area around the tomb is forested hills, which the spirit buffets with wind and icy storms.

**Binding and Raising**

To bind the Blizzard, a mage must brave the ice storms and find the tomb. He must then invoke the ice spirit by calling its name, or presenting an offering of a large woodland animal such as a stag or a bear. When the spirit appears, it will be hostile toward its summoner, hoping to test him. The mage must defeat it, trap it or otherwise coerce it into granting the rune.

Defeating the spirit is very difficult since it has 100 hit points, cannot be affected by normal physical attacks (only magic weapons or spells) and a magic skill of 30 in the rune. A direct combat is foolish and the spirit will almost certainly kill the mage. However, the creature fears fire and will cower from large fires and obviously powerful fire spells. This fact could be used to coerce it, or trap it.

In addition, the creature will certainly bargain with a mortal it feels could help it. The mage would have to display amazing skill, or have information that might lead the spirit to feel the mage was worthy.

Raising the rune requires the mage return to the rune site and present the spirit with some sacrifice. This could either be some enemy of the cult, a magic item or the body of a magical cold-dweller (like a winter wolf or frost giant). Alternately, the ice spirit could be coerced or tricked into raising the mage’s circle, but this is rare and of course, dangerous.

**Practitioners**

There are only two Bostonian mages with the Blizzard. Most who attempt to bind the rune flee or die in the process. However, a small Borakki cult has evolved around the rune. This cult has thirty-five members, four of which have bound the Blizzard. Their purpose is to free the ice spirit as they believe it is an avatar of one of their gods. To this end, they train new members, quest for a means to free the spirit and direct hopeful mages to the tomb in exchange for services, ritual spells and magic items.

**Effects**

Practitioners of this rune take on some of the personality traits of the spirit that grants the rune. They become cold and aloof in their personal relationships and take a –1 to CHA and skills pertaining to social situations.

In addition, they feel the need to help the creature in its quest to be free. This is a strong drive and the mage must make a WIL test against DL 17 to resist it. If the mage fails the test, he must spend some of his time (about 25%) researching various magic in the hopes of freeing his master. If he succeeds, he has no such desire and can do as he pleases. However, both the spirit and his cult will be unhappy with such a character and they will actively try to kill or capture the character when he returns to increase his circle.

Finally, this rune allows the character to ignore the effects of normal cold. He could easily stand naked in a snowstorm and feel no effects. He gets a +2 to all spell saves pertaining to cold and takes –2 points of damage/die from ice spells. However, he hates hot weather and gets a -1 to all skills when the temperature is hot (about 80 degrees Fahrenheit or more). All spell saves are at –2 against fire spells and he takes +2 damage/die of effect from fire spells.

**Skill**

The skill for The Blizzard costs 7 points and is based on SPI/SPI/WIL.

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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Chill | 8 | VS | 30” | 1h | Y | * Drops the temperature in a 10 hex radius by 30 degrees Celsius (~50 degrees Fahrenheit) |
| Frostbite | 8 | C | T | Inst | N | * Your touch does 2d6 damage with Pierce(3) and Chill(1) * A toughness save vs. DL 12 will avoid the chill effect |
| Ice Shield | 8 | C | S | 10r | Y | * Creates a shield of ice on your arm * The shield has a block bonus of +3 * You get the shield skill at a level of 10 if you do not already have it |
| Resist Cold | 10 | S | T | 1h | Y | * You are immune to normal cold * You get a +2 to save vs. cold effects * All cold effects are reduced by 1 point/die |
| Snow | 10 | S | S | 1h | Y | * You cause snow to fall for one hour * During that time, about 6-9cm (3 inches) will fall |
| **Second Circle** | | | | | | |
| Freeze | 13 | S | T | Inst | N | * Freezes about ½ cubic meter of material |
| Frost | 12 | NE | 30” | 10r | Y | * Causes a 4 hex area of ground to become slippery * Anyone entering the region falls prone and loses the remainder of their action (AGI 15) * Anyone trying to stand must save (AGI 11), or fall and lose their action again |
| Ice Armor | 12 | C | S | 10r | Y | * You gain 2 value ablative armor * Against fire attacks, this spell gives 10 armor, but afterwards the armor is melted completely |
| Ice Spike | 12 | CS | 6/12/18/30 | Inst | N | * You throw a spike of ice doing 2d10 to your target * Alternately, you can choose to fire a volley of small spikes that give you a +3 to hit, but do only 2d6 |
| Igloo | 14 | S | S | 1h | Y | * You create a zone that protects everyone in a 4 hex radius as though they had Resist Cold cast on them |
| Snow Blind | 12 | NE | 30” | 10r | Y | * Kick up snow or dust from the ground to create whiteout conditions * No one can see through the cloud |
| Solid Ground | 14 | VS | T | 30m | N | * Freezes water or marshy ground to make it easy to cross * Spell affects up to 50 hexes * This spell can trap people already in the water (AGI 14) * Trapped characters can attempt to free themselves each round (STR 14) |
| **Third Circle** | | | | | | |
| Erode | 17 | L | T | Inst | N | * Causes the water in a porous material to freeze and melt hundreds of times in a matter of seconds * Stone, wood and earthen objects will break apart * An object, or wall section about a hex in size can be affected |
| Ice Prison | 17 | C | 30” | 10r | Y | * Traps your target in a block of ice (AGI, STR 17) * Target will not suffocate while in the ice * Allies can free the victim if they can do 60 points of damage to the prison |
| Ice Storm | 17 | C | 6/12/18/30 | Inst | N | * Similar to Ice Spike, but 3 spikes are created and can be thrown at up to 3 different targets |
| Summon Winter Wolf | 18 | NE | S | 20r | N | * Summons a winter wolf to do your bidding |
| Wall of Ice | 17 | NE | 30” | 10m | Y | * Creates a wall of ice 6 hexes by 1.5 hexes by 1 hex * Dimensions may be changed, but you need at least ½ hex thickness for the wall to stand * Each hex of thickness takes 100 hits |
| **Fourth Circle** | | | | | | |
| Blizzard | 24 | VL | Sight | 1h | Y | * 2d8+16 centimeters of snow drop on all you can see * Bitter cold and winds rage * People with shelter and heat will be safe, but those caught outside will have to make skill tests (survival 20) or take 3-6d6 damage (GM’s discretion) |
| Body of Ice | 23 | NE | S | 20r | Y | * You turn into solid, enchanted ice * You get armor 3 on all locations * You are immune to thrusting weapons (spears, arrows) * You take ½ damage from slashing weapons * Maces, axes and picks do full damage * You float * You may cast one ice spike each round * You freeze the ground you walk on * Anyone touching you takes 2d6 penetrating damage |
| Cold Realm | 24 | VL | S | Perm | N | * Requires the defeat of an ice elemental and the trapping of its essence into an ice prison * The region (30 km radius) becomes unnaturally cold, trapped in eternal winter until you are defeated or the ice elemental is freed * You must invest one rune level to cast this spell |
| Ice Tomb | 23 | NE | 30” | Perm | N | * Traps the target in an ice prison (AGI, STR 23) * Victim can only be freed by 100 points of magical fire damage |