#### The Sacred Falls of Aestra

**Description**

This rune appears as a beautiful blue waterfall cascading down the priestess’ shoulders and back. Green trees and rocks flank the falls. The sky is just visible on the shoulders of the priestess, as are golden rays of sunlight. It is a striking and colorful tattoo beyond the skill of any Bostonian artist.

**Purpose**

This rune is given to the worthy sisters of the Church of Aestra. It is her gift to those that excel in learning her ways. It gives its practitioners power over healing and the elements of water. Its purpose is to heal and protect the faithful and spread the ideals of the Church.

**Rune Site**

The rune site is located at the Sacred Temple of Camille at the Dark Lake, which is in the caverns near Sunsrest.

**Binding and Raising**

This rune is bound in the ceremony inducting new sisters into the Church. Once an initiate has undergone enough training and understands the ways of the Mother, her superiors will judge if she is ready to bind the rune. If she is ready, she will undergo the ceremony, which consists of walking into the sea and giving herself to the protection of the Mother. This ultimate act of faith binds the woman to the goddess and the Sacred Falls.

Raising the rune means returning to the Dark Lake and repeating the binding ritual. There is no test or danger involved. However, generally the rune increase is granted only if the sister has performed some service to the church (GM’s discretion).

**Practitioners**

There are about 600 temples to Aestra and 5000 priestesses of various ranks and titles. Of these, only a small fraction is deemed to have sufficient virtue and faith to attain the Sacred Falls. Approximately 300 priestesses qualify as Learned Sisters (the title given to those with the Sacred Falls). All of these women are devout followers of the Mother, skilled at healing and ministering to the people.

**Effects**

All priestesses are respected and revered and can expect to have allies and friends at any temple of the Mother and among the common people of Bostonia. In addition, this rune makes the priestess more thoughtful and introspective. This gives them a +1 CHA, +1 SPI and –1 INI. This rune is tied to the element of water and unless the mage can immerse herself in water at least once a day, her power cannot be recharged and she will not regain her spell levels for that night’s rest.

**Skill**

The skill for the Sacred Falls costs 7 points and is based on SPI/SPI/WIL

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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Blood to Water | 10 | S | S | Inst | N | * You take 1 hit point of blood and turn it into enough water to sustain a person for 1 day * The lost hit points can be gained only by natural healing |
| Breeze | 10 | L | 200” | 20m | Y | * You conjure a gentle sea breeze * You can propel a sailing ship at a speed of 2-3 knots * You can dispel gas-based spells and effects |
| Detect Water | 8 | S | S | 10m | Y | * You detect a significant amount of water (a barrel or more) within 60 hexes * You can tell if the water is fresh, salty or contaminated |
| Ease Pain | 10 | C | T | 30m | Y | * Your target gains 1d6 hit points * Your target is immune to effects of wounds * Your target gains +2 to saves dealing with pain effects or falling unconscious * When the spell wears off, the hit points are lost, wound effects return and any saves made while under the spell must be remade |
| Healing Water | 10 | S | T | Inst | N | * You heal your target of 1d4 damage |
| Purify Water | 10 | S | T | Inst | N | * You turn a barrel of water into clean water, fresh or salty at your discretion * Requires a few drops of blessed water |
| **Second Circle** | | | | | | |
| Blessed Water | 12 | S | T | Perm | N | * You turn 10 vials of water into blessed water that can damage the demons and the undead |
| Calm Water | 13 | VS | S | 10m | Y | * You calm a 60 hex radius area of water, turning crashing waves into tiny ripples * If a spell caused the disturbance of the water, the DL is the casting DL of the opposing spell * This spell causes hostile water creatures to flee (WIL 14) |
| Divine Agility | 14 | C | T | 10m | Y | * The target gains 3 agility and +1 to all skills that contain agility |
| Divine Spirit | 14 | C | T | 10m | Y | * The target gains 3 spirit and +1 to all skills containing spirit |
| Divine Whisper | 14 | C | S | 10r | N | * The next arrow fired by you that hits does +1 damage and has +1 wound roll |
| Free Action | 13 | C | T | 1h | Y | * The target can move in difficult environments without penalty * The target can move and fight underwater (through not breathe) * Also, quicksand, sticky webs and slippery surfaces can be navigated without issue |
| Healing Hands | 14 | S | T | Inst | N | * You heal your target of 2d6 damage * Requires a vial of blessed water |
| Mother’s Shield | 14 | C | 10” | 10r | Y | * You throw a vial of blessed water on your target and they gain +1 armor value |
| Still Blood | 14 | VS | T | 1h | Y | * You stop the biological processes of the target * The target need not eat, breathe or excrete * Poisons, disease or blood loss does not affect him * This spell is automatically successful on an unconscious target * Conscious targets may save (SPI 14) to resist |
| Water Walking | 14 | VS | S | 10m | Y | * You can walk on water as though it were normal ground * Rolling waves require an agility check vs. DL 16 to avoid being knocked over |
| **Third Circle** | | | | | | |
| Cure Poison | 18 | VS | T | Inst | N | * Cures normal, non-magical poisons of any origin * Magical poisons can be cured, but the DL is +1-6 at the GM’s discretion |
| Guardian Water | 17 | C | 20” | 20r | Y | * Summons a minor water elemental to fight for you if there is at least a small pool of water nearby |
| Holy Arrow | 16 | C | S | 10r | Y | * You take -2 initiative * Any vial of blessed water you touch can turn into a magical arrow that does 1d12+2 damage with Pierce(4) when it strikes demons or undead |
| Mass Water Walk | 17 | VS | S | 10m | Y | * You and 8 others can water walk |
| Sacred Immersion | 17 | L | T | Inst | N | * You immerse the target in water and they are healed for 3d8 hits * You fatigue 2 rune levels |
| Wall of Water | 17 | C | 20” | 10r | Y | * You create a wall of water 6 hexes by 2 hexes by 1 hex * The water provides +2 against missile attacks * Anyone trying to cross the wall must save (STR 17) or be thrown back and take 1d6 penetrating damage |
| Water Breathing | 17 | VS | S | 1h | Y | * You can breathe underwater as though it were air |
| **Fourth Circle** | | | | | | |
| Cure Disease | 23 | VL | T | Inst | N | * Cures normal, non-magical disease * Magical disease may be cured at the GM’s discretion at a DL of +1-6 |
| Mass Water Breathing | 24 | VS | S | 1h | Y | * You and 8 others can breathe underwater * Affected targets also get Free Action |
| Part Water | 24 | VS | S | ? | N | * You part up to 5500 square meters of water to any depth * The corridor lasts until you leave it, or you are killed |
| Summon Guardian Elemental | 24 | S | 20” | 8h | Y | * You summon a water elemental to do your bidding * You fatigue 2 rune levels |