#### The Third Eye

**Description**

This rune manifests as a third, bloodshot eye in the center of the mage’s forehead.

**Purpose**

This rune’s origins are unknown. Its powers rely on the caster’s third eye as a focus and deal with clairvoyance, vision and hypnosis. It has been said that the Deceiver created this rune so he could see through the eyes of its practitioners. There is no evidence of this fact, however.

**Rune Site**

The site of The Third Eye is a natural cave that is nearly circular in shape. A set of lit oil pits illuminates the cave. There are dozens of tiny alcoves along the walls and a large statue dominating the center of the site. Each alcove contains a ten-centimeter (about four inches) tall pedestal with a small ivory disk sitting on it. Closer inspection by a physician or medic will reveal that the disks are made of bone from the foreheads of various humanoid creatures.

The statue looks like a molten heap of metal with a number of faces straining to peer out. In addition to the faces, a number of eyestalks with life-like eyes extend from the statue. Anyone looking at the statue for a prolonged period will see that it shifts and flows **very** slowly. An eyestalk will move about a couple centimeters (an inch) or so over the course of a couple hours. In addition, the faces seem to distort, flow and move.

**Binding and Raising**

The first person that gets too close to the statue will be in for quite a surprise. They will see starts and feel a blinding pain in their head. They will be knocked unconscious by the force of the blow. Their companions might see a small amoeba-like arm shoot out from the statue and strike the victim square in the forehead. There is a sickening crunch of broken bone and a high-pitched buzz. Before the unconscious victim can fall, another arm strikes him in the head, this time with a popping noise.

The victim loses 2d8 hit points and has a –2 to all skills and actions for 2d3 days due to dizziness. When they awaken from their sleep, they will have a fully functional third eye in the center of their forehead. The victim’s face is added to the statue and a new alcove opens in the wall, with a new bone disk on a pedestal.

In a day or so after claiming a new face, the cave will disappear, only to reappear again in another remote hilly region.

Raising this rune is automatic once the character gains the proper skill level. However, as the eye gains power, the mage suffers blurred vision and terrible headaches. This leaves him in a weakened state for a week. During this time, all rolls made by the mage will be at a –3 penalty due to blurred vision, dizziness and pain. Most practitioners tend to wait out the change in a quiet, safe and totally dark place.

**Practitioners**

Since it is possible to obtain this rune by accident, its practitioners have few common features. At any time, there are about 5-10 characters that are cursed with The Third Eye.

**Effects**

The mage gains the disadvantage ugly, which gives him a –3 to any CHA test in which appearance is a factor. Otherwise, he gains a working third eye.

**Skill**

The magic skill for The Third Eye costs 7 buy points and is based on SPI/WIL/PER.

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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Bloodshot Eye | 8 | C | 20” | 1h | Y | * You make the eyes of your target dry and itchy * They are distracted and take -2 to all perception tests |
| Keen Vision | 10 | S | S | 15m | Y | * You get amazing distance vision (10x) * You get a +3 to all perception checks |
| Night Vision | 8 | VS | S | 15m | Y | * You gain darkvision * This spell does not offer any assistance in magical darkness |
| Protection From Dust | 6 | C | S | 1h | Y | * You can see through clouds of dust, smoke or gas * Your eyes are protected from any irritating effects of these conditions |
| Rear Guard | 6 | S | S | 15m | Y | * Your third eye watches behind you * You cannot be flanked in combat |
| Third Watch | 10 | L | S | 4h | N | * Your eye holds vigil over you with your perception score * You are awakened and alerted if the eye spots anything |
| **Second Circle** | | | | | | |
| Archer’s Eye | 12 | C | S | 10r | Y | * You get a +2 to hit with all missile attacks |
| Detect Scrying | 12 | S | S | Inst | N | * You detect whether you, or anyone or anything within 20 hexes is the target of a scrying spell |
| Eyes Open | 14 | VS | S | 20m | Y | * You gain a +6 to save vs. illusions |
| Floating Eye | 14 | VS | 100” | 20m | Y | * The eye floats up to 100 hexes away at your direction * You can see whatever the eye sees * You must be in possession of the eye when the spell ends, or it is blinded for a day and cannot be used to cast spells |
| Mezmerize | 13 | C | 5” | 6r | N | * Your target is transfixed and cannot act * If attacked, he defends at -2, but then the spell is broken |
| Shielded Gaze | 12 | C | S | 20m | Y | * You are immune to flash, gaze, or sight-based attacks |
| **Third Circle** | | | | | | |
| Borrowed Eyes | 17 | L | T | 3d | Y | * With a single touch, you mark the target’s back with the rune of an eye * You can see through his eyes for the duration of the spell * Can only be cast on dog-sized or larger creatures |
| Eye Blight | 17 | C | 40” | 10r | Y | * You blind 1-3 creatures (SPI 17) and render their gaze attacks ineffective |
| Eyes Closed | 16 | L | S | 3h | Y | * You seal the third eye and cause it to look like a scar * Someone examining you closely can make a perception check (DL 20) to realize something is amiss with your scar |
| Gaze Reflection | 16 | C | 50” | 10r | Y | * You protect a single creature with this spell * Any gaze attack cast at the target is reflected and the attacker must save or be affected by its own attack |
| Proof Against Scrying | 17 | L | S | 1d | Y | * You an everything within 20 hexes is immune from scrying * Anyone wishing to bypass this protection must save (SPI 21) or their spell automatically fails |
| **Fourth Circle** | | | | | | |
| Devourer of Eyes | 23 | NE | T | T | N | * You must cast this spell on an conscious victim who is grappled, or otherwise unable to move * Your third eye’s lashes become tentacles that pull the victim’s eye from its socket and devour it (SPI 20) * The process takes a full three rounds to complete * You gain one of the following benefits:   + +2 Intelligence   + +2 Willpower (and +1 Hit Point)   + +2 Spirit   + +2 Perception   + Gain one of the target’s memories about a single item or event   + A one-time 25% chance to gain one of the victim’s runes |
| Steal Gaze | 23 | VL | T | Perm | N | * You enchant the eye of a defeated creature and can then replace your third eye with it by using a full action * You gain all of the vision and gaze powers the creature had and can use them with the same effects, power levels and limitations * You cannot cast spells while using a stolen eye |
| Sinister Eyes | 23 | C | 10” | 3h | N | * You summon 2d3 sinister eyes to aid you * Subsequent castings call more eyes, but increase the DL by 2 |
| Strike Blind | 24 | C | 50” | 1h | Y | * You strike up to 25 creatures blind (SPI 20) |