#### Rune of Gossamer Wings

**Description**

This rune appears as a small pair of faerie wings (about 1' total wingspan) on the back of the character. The wings are useless (without some magical aid) for flight.

**Purpose**

This rune is associated with the magic of faeries and wood spirits. It has druidic and pagan significance and is often found with mages who act to protect woodland sites and creatures. It is given by the faeries to mortals they favor.

**Rune Site**

This rune is given by faerie mages to mortals they favor. These are often members of druidic sects, but can be anyone who has somehow provided a service to the faerie powers. On rare occasions, a mage might acquire the rune by coercion, trading or trickery. However, the long-term cost for obtaining the rune in these fashions can be quite painful for the mage as the faerie creatures consider such a practitioner their enemy and will try to make his life miserable.

**Binding and Raising**

A mage binding the faerie rune must have a faerie mage sing a binding song to the character. That is all that is required. This benefit is reserved for special friends of the faerie people. If the GM is using the advantage rules, anyone who wishes to obtain this rune must have the luck advantage.

Raising the rune occurs automatically when the mage is eligible. However, it is common (75% chance) that the faeries that provided the rune in the first place will require some task from the mage at this time.

**Effects**

This rune gives the caster faerie blood. He can be detected by spells that detect faeries and he is affected by magic that can affect only these types of creatures. In addition, he can be summoned at any time by the mage that sang the binding song. The character loses a point of TOU and STR and gains SPD and AGI.

**Skill**

This rune costs 7 points and its skill is SPI/INT/CHA.

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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Glimpse | 8 | VS | 40” | Inst | N | * The target sees movement, or a brief light or shadow that causes him to think that something is moving in the target area (SPI 12) * A creature so affected would be very likely to give chase or investigate, or at least look in that direction * This spell is perfect for a momentary distraction |
| Spirit Speak | 10 | L | S | 1d | Y | * You are granted the ability to speak in the language of spirits and woodland creatures |
| Wild Wood | 10 | S | S | 1d | N | * You move easily through wooded areas and have 1.5x movement rate * You get a +2 to navigation and survival skills while in the woods (or level 12, whichever is higher) |
| Wisp Lights | 8 | C | 40” | 5m | Y | * 1-3 targets are surrounded in a dim glow (SPI 12) * Targets must be within 6” of each other * Affected targets are easier to spot (+5 PER to spot them) up to 200” away * Works on otherwise hidden or invisible creatures |
| Wood Sight | 8 | L | S | 1h | Y | * You get a +3 perception * You are aware of small woodland creatures and faeries |
| **Second Circle** | | | | | | |
| Command | 13 | CS | 20” | 1r | N | * You shout a one-word command to your target who must then obey for one combat round (SPI 14) * The target must hear the command, but he does not need to understand it * Targets without minds or souls are immune |
| Dryad’s Kiss | 13 | VS | 0” | -- | N | * Heals 1d6 damage |
| Sleep | 14 | S | 50” | 1h | N | * Target falls asleep (SPI 16) * Target must be out of combat and not ready for trouble |
| See Invisible | 13 | S | S | 1h | Y | * You see invisible creatures |
| Visions | 14 | VS | LS | 1h | N | * Create an immobile illusion the size of a person of something you have seen before (PER 20 to see through the illusion) * Lasts until touched or 1 hour * SPI 16 to see through the illusion before touching it |
| **Third Circle** | | | | | | |
| Charm | 18 | C | 0” | 6r/5m | Y | * You charm a single, intelligent, humanoid target to do your bidding (SPI 18). The target will regard you as though you were a trusted friend and will behave accordingly * The target gets to save each time you maintain the spell and each save is at a cumulative +2 * Behavior that is antithetical to the target will allow an immediate save * This spell can be cast in or out of combat. Out of combat, the spell lasts much longer |
| Dazzle | 17 | C | 6” | 1-4r | N | * Blinds your target for 1d4 rounds (SPD 14) |
| Invisibility | 17 | NE | S | 1h | Y | * You become invisible * You gain +2 defense vs. melee * You gain +8 defense vs. missile * PER 20 to spot you using indirect means, in which case your bonuses are halved |
| Kiss of the Nereid | 17 | NE | S | 1h | Y | * You gain the ability to breathe underwater * You gain +2 to swim checks, or a skill of 12 |
| Mask | 17 | L | S | 1h | Y | * You impersonate a non-descript member of another humanoid race * Your deception cannot be detected by sound or smell * This spell confers no language or knowledge abilities |
| Mirror Image | 17 | C | S | 12r | Y | * Creates 2d3 images of you * Anytime you are hit, there is only a 1 in x chance that you are hit (where x is the number of images in existence) * If you are not hit, then one of your images is hit and it disappears |
| Wings of Gossamer | 17 | S | S | 30m | Y | * You can fly at a rate of 13 hexes/round * Your wings can be fouled by nets, grappling, etc. |
| **Fourth Circle** | | | | | | |
| Curse of Sleep | 24 | VL | ? | Perm | N | * Casting this spell requires a personal item from the target * This spell works over any range * The target falls into a deep sleep (SPI 24) * You must state one simple way the target can be roused * You forfeit one SPI until the target wakes |