#### The Hand of Lightning

**Description**

This rune appears as a jagged, blue-tinged lightning bolt brand across the chest of the mage.

**Purpose**

This is an elemental rune of lightning. As such, it does not have a purpose aside from that of its practitioners.

**Rune Site**

There is no rune site associated with this rune. The original practitioners of the Hand constructed three magical lightning rods. These rods are long metal branding irons that are made of the lightning sigil attached to a long metal rod. These rods are able to transfer the rune to a mage who knows the proper procedure.

**Binding and Raising**

To bind the Hand of Lightning, a mage must possess one of the three rods. During a thunderstorm, he takes the rod to the highest possible point. Then the mage lay flat on the earth and places the rod on his chest. He chants calls to the lightning to call it down upon himself. When lightning strikes the rod, the mage makes a TOU save vs. DL 10. If he succeeds, the rod becomes hot and brands the mage’s chest. If he fails, he is electrocuted and dies.

Raising the Hand involves a similar test. There are two important differences, however. First, before taking the test to raise his rune, the mage is drained of his electrical powers by deliberate contact with metal. This contact is maintained long enough to drain the caster of all his spell levels, but not long enough to reduce his TOU. The second difference is that each TOU save gets harder as the mage gains higher and higher spell circles. The 2nd Circle test is DL 12, the 3rd is DL 14 and the 4th is DL 16. Many mages seek herbal, alchemical or magical aid before embarking on this dangerous test.

**Practitioners**

This rune is more common than most. There are three masters that possess the rune rods (Araxis in Salem; Trenna who lives alone in the wilds of the northwest; and Sxtaa a cobrat that lives in the city-state of Oniss) and young mages seeking the considerable combative power of the Hand often petition them for access to the rune. The masters are generally careful about to whom they give the rune. There are about a dozen practitioners of the Hand (not including the masters). These range from 1st to 3rd circle. Most are human, but there are 2 cobrat who practice this rune.

**Effects**

Mages possessing this rune abhor contact with metal objects. Touching such an object for more than a split second will cause a loss of one skill level in the Hand as though the mage lost the level casting a spell. This penalty does not occur if the mage is struck with a metal weapon unless the weapon is left in the mage’s body for a round or more. This level can be regained through rest or meditation. Prolonged contact sickens the mage and he will lose 1 STR and TOU each hour (after he has lost all of his skill levels in the rune, of course). This sickness will not kill the mage, but once he is reduced to 0 STR or 0 TOU, he is unable to act. Once the contact is ended, the mage will regain his STR and TOU at a rate of 1 point each day.

**Skill:** The magic skill for this rune costs 7 points. The base level of this skill is determined by SPI/INT/WIL.

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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Crackling Glow | 6 | S | T | 1h | Y | * You cause an object to glow and spark, producing as much light as a torch |
| Know Weather | 10 | L | S | Inst | N | * You gain knowledge of the weather for the next 3-5 days, including whether a given weather pattern is natural or magical in nature |
| Magnetize | 8 | VS | T | 6h | N | * You cause a piece of metal to become a powerful magnet that can hold up to 25 kg * Any ferrous metal within 1 hex of the magnet will be attracted to it * It takes a STR test (DL 10) to resist the pull of this spell |
| Shocking Grasp | 8 | CS | T | Inst | N | * Your touch does 2d8 damage that penetrates metal armor and has Daze(3) |
| Sparks | 6 | CS | 10” | Inst | N | * You fire sparks from your hands that do no damage, but light flammable materials |
| Static | 8 | VS | 20” | 10m | N | * You cause a metal object to build a significant static charge * The first to touch the object takes 1d4 penetrating damage and is dazed for 1d6 rounds (TOU 12) |
| **Second Circle** | | | | | | |
| Lightning Shield | 12 | CS | S | 10r | Y | * Anyone attacking you with a metal weapon gets a -2 to hit * If you are hit with a metal weapon, or an unarmed attack, the attacker takes 2d4 penetrating damage |
| Lightning Trap | 14 | VS | T | 1h | N | * You touch a metal object and trap it * Anyone but you touching the object causes it to discharge either magnetizing it (as per the spell), or firing a small bolt at the victim |
| Small Bolt | 12 | CS | 8/20/30/40 | Inst | N | * Bolt of lightning does 2d10 damage that penetrates metal armor and does Daze(4) |
| Stun | 14 | C | T | 2-4r | N | * Target is stunned for 1d3+1 rounds (TOU 14) |
| Wind | 12 | C | 20” | 10r | Y | * A powerful wind blows in a 5 hex radius * All missile fire through the area is at -3 to hit * Torches and small fires are extinguished * Gas, dust and fog spells are dispelled |
| **Third Circle** | | | | | | |
| Ball Lightning | 18 | C | 50” | Inst | N | * Anyone in an 8 hex area takes 2d10 and Daze(4) as though they were hit with a Small Bolt |
| Cloudburst | 17 | L | S | 20m | Y | * You cause a storm to drench everything you can see for 20 minutes |
| Coming Storm | 17 | S | 100” | 10m | Y | * Causes animals within a 20 hex radius to get spooked and panic (WIL 17 or animal handling 12) * Affected animals will bolt, throw their riders, jump fences, stampede |
| Large Bolt | 17 | C | 10/30/45/60 | Inst | N | * Bolt delivers 3d10 damage that penetrates armor and does Daze(5) and Stun(1) |
| Magnetize II | 17 | C | 30” | 2-6h | N | * More powerful and ranged version of Magnetize * Holds about 50kg and requires a STR 15 to resist * Anyone within 2 hexes with a metal weapon suffers a -2 to hit, unless they are trying to hit the magnetized target, in which case, they get a +2 to hit, but must roll STR to retrieve their weapon |
| **Fourth Circle** | | | | | | |
| Ball Storm | 24 | C | 50” | Inst | N | * As Ball Lightning, but targets take 3d10 |
| Hurricane Bolt | 24 | C | 10/30/45/60 | Inst | N | * Does 5d10 and Daze(7) and Stun(3) |
| Summon Storm | 25 | VL | ? | 6h | N | * A powerful storm gathers for 2 hours, rages for another 2, then recedes for the final 2 * This spell fells trees, causes floods, knocks small buildings down * All you can see is wrecked by this storm * Anyone exposed takes 1-4d8 points of damage from exposure * You must invest 1 level to cast this spell |