#### Hand of the Just

**Description**

This rune appears as a tattoo of a balanced scale on the chest of the mage.

**Purpose**

This rune is a twin of a second rune, Hand of the Tyrant. This rune is a physical manifestation of the values of justice and wisdom. It is a rune used by scholars, monks and warriors of good. Many people have speculated that this rune was first used by St. Michael in his destruction of the Wizard Priests.

**Rune Site**

Somewhere in the mountains surrounding the Seeker’s Valley there exists a shrine marking the location of the final battle between St. Michael and the Zealot Erzan. It is rumored that if a person who has been wronged comes here and sits vigil for three days and three nights, they will be granted a vision that will show them the path to right the injustice done to them.

**Binding and Raising**

Sitting vigil for three days and three nights straight requires a test of either TOU or WIL vs. a DL of 18. If the petitioner succeeds, he may bind the Hand. If he fails, he falls asleep at the shrine and can never bind the rune.

Raising the rune requires the mage to return to the shrine. If the mage has behaved according to the tenets of the rune, he raises automatically. If he is found wanting, he must make a SPI save vs. DL 16 or be stripped of the rune forever.

**Practitioners**

Practitioners of the Hand come from many different backgrounds, but they all have one thing in common; they have all been wronged in some terrible way. At any given time, there will be about half a dozen people in Bostonia that have this rune.

**Effects**

Mages with this rune are virtuous, wise and just. Essentially, this translates into a Code of Behavior that causes these mages to help the weak and innocent, fight evil, not use treacherous means to achieve their goals and so on.

**Skill**

The magic skill for this rune costs 7 points and is WIL/SPI/INT

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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Detect Poison | 8 | S | T | Inst | N | * Detects poison on an object that the caster touches with his hand, or an implement (spoon, wooden dowel) * Some very rare or special poisons might be undetectable (GM’s discretion) |
| Freedom | 10 | C | T | Inst | N | * Immediately frees the target from bonds or entanglement |
| Light of Truth | 8 | C | S | 5m | Y | * Creates a 3 hex radius of light * Cuts through natural darkness, mist or fog * Magical darkness requires the spell be cast at the same DL as the darkness spell |
| Wall of Intellect | 10 | S | S | 1h | Y | * Allies within 3 hexes get +3 to willpower and intelligence and +1 to all such skills |
| **Second Circle** | | | | | | |
| Awe Aura | 13 | S | S | 5m | Y | * You gain an aura of leadership * You get a +3 to persuade and orate * In a crisis, civilians will tend to listen to your commands without hesitation |
| Compel | 14 | L | T | 5m | N | * Compels an intelligent target to tell the truth * The target does not have to speak, but it he does he must tell the truth (WIL, CHA 15) * If the target tries to save and lie, if he fails his save he must speak and speak the truth (You cannot fail your save and then decide to remain silent) |
| Fair Play | 15 | CL | S | 10r | N | * Changes the circumstances of a combat to counter the effects of an ambush, surprise attack, or other unfair advantage your opponent has * The exact effects are up to the GM, but some examples are below   + If the enemy has poison on their weapons, this spell could neutralize that venom, or envenom your allies weapons   + If the enemy is shooting from a ledge, this spell could allow you to find a way up to that ledge, or provide cover from their missiles   + If the enemy surprised you and got a free attack, this spell would counter that by giving your allies a free attack   + If the group was gassed by a spell and half your numbers were knocked out, this spell might wake them, or knock half of the enemy out * Being outnumbered, or just weaker combatants is NOT covered by this spell * The duration of this spell depends on the effect it is countering, but regardless, the maximum duration is 10 rounds * You fatigue 1 spell level |
| Heal | 13 | S | T | Inst | N | * You heal your target for 2d6 hit points |
| Summon Lesser Avatar | 14 | NE | 10” | 6r | N | * You summon a lesser avatar to serve and protect you in combat * If the avatar dies in combat, you cannot summon another for a week * Subsequent castings summon an additional creature, but raise the DL by 2 each time |
| **Third Circle** | | | | | | |
| Cure Poison | 17 | NE | T | Inst | N | * Cures normal poisons and many magical ones (GM’s discretion) |
| Rain of Tears | 17 | NE | 20” | Inst | N | * Does 2d8 penetrating damage to all your enemies in a 3 hex radius * Heals your allies in a 3 hex radius for 1d6 hit points |
| Summon Avatar | 18 | NE | 10” | 6r | N | * You summon an avatar to serve and protect you in combat * If the avatar dies in combat, you cannot summon another for a week * Subsequent castings summon an additional creature, but raise the DL by 2 each time |
| **Fourth Circle** | | | | | | |
| Valley of Darkness | 22 | NE | S | 10m | Y | * You are immune to all damage and effects cast by evil beings * You cannot attack while this spell is active, but all attacks against you fail |
| Wrack | 23 | L | 100” | Inst | N | * Your target relives the worst pain he ever inflicted on another * He takes 4d8 penetrating damage (unless the GM has a specific incident and amount of damage in mind) (SPI 24) * Your target is writhing in pain and is effectively stunned for 2-4 rounds |