#### Hand of the Tyrant

**Description**

This rune appears as a tattoo of an unbalanced scale, bound in chains and being manipulated by a sinister looking hand.

**Purpose**

This rune is a twin of a second rune, Hand of the Just. This rune is a physical manifestation of the concept of injustice and tyranny. It was conceived by Tomax and then granted to seven spirits. These spirits roam the world, giving the Hand’s power to those they deem worthy.

**Rune Site**

There is no rune site associated with this rune. Instead, a spirit creature determines who is worthy and an appropriate vessel for the Hand of the Tyrant.

**Binding and Raising**

This rune is bound by facing the spirit creature in a conflict of some sort. The conflict generally takes the form of a wager over a battle of wills. If the GM can think of something clever, he can play this out. If not, then a WIL test vs. DL 14 will suffice to bind the rune. Failure means the mage loses the wager with whatever unfortunate consequences that might entail.

**Practitioners**

**Effects**

This rune slowly corrupts the soul of the wielder. As he gains circles, he becomes more domineering, cruel and twisted. He loses a point of CHA each new circle he attains.

**Skill**

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

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| **Name** | **DL** | **Cast** | **Rng** | **Dur** | **Mnt** | **Effects** |
| **First Circle** | | | | | | |
| Bondage | 10 | CS | T | 12r | N | * You trap your victim in magical chains (STR 12) * Your victim cannot move, cast spells, attack or parry, but can dodge * Others can help set the victim free, allowing another save * If the victim takes damage, it has a 50% chance of breaking the bonds |
| Dark Aura | 10 | S | S | 1h | Y | * You gain a dark aura that makes others wary of you * Anyone attacking you is at -1 to hit and damage because they are overly cautious (SPI, WIL 12) * You gain +3 to intimidation or interrogation attempts |
| Foul Food and Drink | 8 | L | T | Inst | N | * Causes about a barrel full of food or drink to be rendered inedible |
| Mind Siphon | 10 | S | S | 1h | N | * You drain anyone who comes within 3 hexes of you of 1d4 points of both INT and WIL (SPI 12) * You gain half of anything you drain * A victim can only be affected by a single casting of this spell once, regardless if they enter the area of effect multiple times |
| **Second Circle** | | | | | | |
| Fear Aura | 14 | S | S | 5m | Y | * Anyone coming within 5 hexes of you is subject to fear (WIL 14) * After they regain their senses, they still have to save to approach or attack you * Once someone saves, they are no longer affected by this casting of the spell and may move and attack freely |
| Foul Play | 14 | L | ? | ? | N | * You cast this spell when planning to attack an enemy, but no more than 6 hours before the fight * Your group gains a temporary advantage in the coming battle * The GM can determine the effects, or roll on the table   + 1 – *Surprise*: The mage's party gets a free attack round against the enemy. This round occurs when the caster's group is spotted, or chooses to ambush the targets.   + 2 -- *High Ground*: The mage's party starts with the high ground for the combat. They get a +1 to hit, and use the high shot for hit location. This effect lasts until there is a change in the relative position of the combatants.   + 3 -- *Bad Footing*: The targets find themselves on shaky ground and get a -1 defense and movement until they move at least 10" from their starting position.   + 4 -- *Great Cover*: The mage's party attacks from cover that gives them a +4 defense against all missile attacks. This lasts until they are forced to move from the cover and does not affect hand to hand.   + 5 – *Poison*: The mage's party has their weapons covered in a weak poison. Each member of the group has their first successful attack that does damage increased by 1d6.   + 6 – *Fury*: The mage's group has a +1 to hit and damage for the entire combat. |
| Harm | 13 | C | 20” | Inst | N | * You do 2d8 penetrating damage to your target |
| Obfuscate | 14 | VS | S | 5m | Y | * If cast on you, you can lie in such a convincing fashion that it is undetectable and you get +4 to any social skill test that involves you lying * Your lie cannot be detected magically, nor can you be compelled to tell the truth magically * If cast on an object, you get a +4 to conceal that object and magical detection is defeated |
| Summon Lesser Demon | 14 | NE | 10” | 6r | N | * You summon a lesser demon to serve and protect you in combat * If the demon 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** | | | | | | |
| Poison | 17 | C | T | 10r | N | * Your touch is poisonous * Anyone you hit with an unarmed attack is poisoned for 2d5 rounds (TOU 17) * Victims are *impaired(1)* and lose 1d6 hit points each round |
| Rain of Blood | 18 | CS | 20” | Inst | N | * All creatures in a 3 hex radius take 3d8 penetrating damage |
| Summon Demon | 18 | NE | 10” | 6r | N | * Summons a mid-level demon spawn (enforcer or horned) to serve you * If the demon dies another cannot be summoned for 1 week * Subsequent summoning call an additional demon, but each increases the DL by 2 |
| **Fourth Circle** | | | | | | |
| Oppression | 24 | VL | S | Perm | N | * This spell requires a month to prepare and a sacrifice of 10 victims each day * You must invest 2 levels to cast this spell * Oppression affects an entire city and the surrounding lands * You hear any conversation in which your name is spoken * When spying on a conversation, you can cast spells on the participants as though you were standing directly next to them * Anyone in the region whose views to not align with yours has a -1 penalty to all actions * Enemies of yours, or those who question your authority have a -2 penalty to all actions * All of your spells do +1 effect/die and have their save DLs increased by 2 * This spell lasts until your death |
| Wrack | 23 | CL | 100” | Inst | N | * You cause the target to relive the worst suffering he ever experienced (SPI 24) * He feels the full effects of the trauma and takes 4d8 penetrating damage due to the shock (unless the GM has a more specific incident and damage number in mind) * The victim is writhing in pain and is effectively stunned for 2-4 rounds |