

# Azure Hand

*close, awkward, magical, weight 3*

A thick staff of gray metal, topped with a plate of aetherium in the shape of a stylized hand. The palm is embossed with a cloud and lightning bolt, and the whole thing is more than a little top-heavy.

It smells of ozone, and your spine never ceases to tingle in its presence.



When you **bear the Azure Hand**, you sense sources, currents, and reservoirs of energy much like you sense the pull of gravity or the position of your own hand. You can closely study such energy and **Discern Realities** about it.

When you **brandish the Azure Hand at a source of elemental power** (fire, lightning, strong winds, a blast of cold, etc.) roll +CON. On a 7+, you gather the energy about the Hand where it remains as a swirling vortex so long as you maintain an intense focus, or until you:

- Direct the energy into a vessel that can contain it
- Discharge it harmlessly into the earth

On a 10+, you can alternately choose to:

- Fling the energy, rolling +INT to **Volley** (*near, thrown, dangerous*). Ask the GM for its damage and other effects.
- Use the energy to fuel or empower some other magic

On a miss, mark one of the boxes below instead of XP, and ask the GM how the power goes out of control.



When you **mark the last box**, you unlock the mysteries of the Azure Hand. Choose one of the moves from the reverse, and clear all the boxes.

## BATTERY

When you **gather elemental power about the Azure Hand**, you can choose to store the energy in the staff itself. It no longer requires your focus to maintain. You cannot do this again until you use up the energy contained within (see reverse).

## EYE OF THE STORM

When you **grasp the Azure Hand and impose your will on the elements around you**, roll +CON. On a 7+, they calm: the earth beneath you stops shaking, winds die down, storms pass, fires go out, etc. On a 7-9, choose 1. On a 10+, choose 2.

- You suffer no consequence (*otherwise, mark one*)
- The effect is far reaching, a mile or so around you (*otherwise, it extends just a few paces*)
- You can maintain the effect easily (*otherwise, it takes all your concentration*)

## SIPHON

You can brandish the Azure Hand at a spell or a magical construct, and draw out the magic as if it were a source of elemental power (see reverse). When you do, on a 7-9 the magic is diminished to about half its usual effects. On a 10+, the magic is dispelled entirely (if relatively weak) or temporarily suppressed (if mighty). On a miss, you mark a consequence instead of one of the boxes on the reverse.

## THUNDERBOLTS

When you **draw your own lifeforce into the Azure Hand, convert it into roiling lighting and thunder, and fling it at your foe**, lose 2d4 HP and roll +CON. On a 7+, inflict 2d6 damage (*forceful, loud, ignores armor*) to your target and everyone near it. On a 7-9, you must also choose 1:

- Mark a consequence
- Cause serious, perilous collateral damage
- Collapse into unconsciousness for a few moments

## CONSEQUENCES

- The power overwhelms you. Mark 2 debilities.
- You become bound to the staff. You can call it to your hand from up to *far* away, but you fully suffer the effects of any harm or magic visited upon it.
- Your eyes become a solid bluish white, growing darker or brighter with your mood
- Your skin takes on a bluish tint and your hair is streaked with white. The air about smells constantly of ozone and thrums with power. Sensitive beings can easily sense your presence, even from afar.
- Henceforth, any storm in your presence is unnaturally strong. If you spend a summer or a winter in a steading or within a day's march of one, the steading takes -1 to its Fortunes due to harsh weather.