

Azure Hand

close, awkward, magical, weight 2

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, lighting, 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:

- Flung 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 or (if it's mighty) temporarily suppressed. On a miss, don't mark one of the boxes on the reverse; mark a consequence instead.

THUNDERBOLTS

When you **draw your lifeforce into the Azure Hand, convert it into roiling power, 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

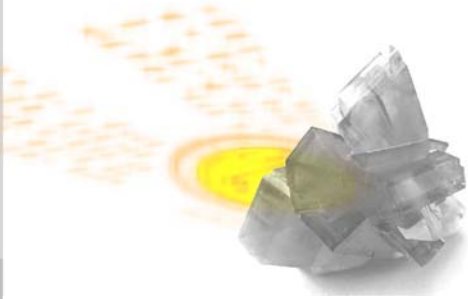
- You are burned. Mark a debility and lose 2d4 HP.
- You become bound to the staff. You can call it to your hand from up to *far* away, but you fully suffer the effects of any harm or magic visited upon it.
- Your eyes become a solid bluish white, darkening or brightening with your mood. You now see energy patterns, glowing brightly, which can obscure facial expressions and other details unless you focus.
- Your skin takes on a bluish tint; your hair is steaked with white; the air about you 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.

Loregem of Azm Qadir

indestructible, slow, weight 2

A chunk of makerglass, about the size of a human head. Look closely and you'll see thousands upon thousands of facets. Shine a light on it, and it casts glittering runes all about, their shape and meaning shifting with even the subtlest movement and flicker.

It is clear, upon even a cursory study, that worlds of information are locked within this crystalline matrix. Worlds and then some.



The flickering runes cast by the Loregem hold many secrets, but to take advantage of them you must meet the following requirements:

- Establish a safe, dark workspace with smooth walls on which to project the runes
- Acquire or invent a reliable source of steady light (the flickering of a flame causes the runes to shake and shudder, making them illegible)
- Devise a method for holding the Loregem in any desired position, indefinitely.
- Spend a season of uninterrupted study to get a feel for the secrets contained by the Loregem.
- Acquire one of the workings of Azm Qadir, a prolific Maker and one of the Lords of Stone
- Another season of interrupted study, plumbing the depths of Azm Qadir's working and what the Loregem has to say about it.

When you **complete a requirement**, mark its box. When you **have marked all the boxes**, you have unlocked the mysteries of the Loregem. You can read the Maker-runes of the Lords of Stone and can, given time, decipher other Maker-runes. You also can use both **Secrets of the Past** and **Spells of Azm Qadir** (see reverse).

SECRETS OF THE PAST

When you **spend weeks or months pouring through the data stored in the Loregem**, ask the GM a question about the Age of the Makers or the works of Azm Qadir. They'll tell you what the Loregem has to say.

CONSEQUENCES

- When the **spell ends**, you collapse in exhaustion and want nothing more than to pass out for hours.
- The spell cascades dangerously out of control, far beyond its usual range, area of effect, or duration. If you attempt to reign it in or end it, you're certainly **Defying Danger**.
- You body becomes hard, rocky, stone-like. You take -1 ongoing to DEX but +1 ongoing to CON, indefinitely.
- Henceforth, you must sleep on hard stone to gain any rest. Even hard-packed earth or sand is too soft for you; it's stone or nothing.
- You become stubborn as the stone itself. You can only use **Kith & Kin** by refusing to remaining calm or refusing to budge.
 - Replace your drive with **Obstinance**: Cause trouble for your allies by refusing to change your mind or course of action.
- Henceforth, when someone **insults you or shows you disrespect**, take +1 forward to set them straight and -1 forward if you let it pass.

SPELLS OF AZM QADIR

You have mastered the spells below, and can possibly learn more (to do so, **Make a Plan** with the GM). When you **cast a spell of Azm Qadir**, roll +INT.

10+ The spell is cast.

7-9 The spell is cast, but choose 1:

- Mark a consequence
 - It drains you; mark a debility and lose 1d8 HP.
 - The spell slips from your mind and cannot be cast again until you spend a day studying it
- 6- Mark XP, and the GM makes as a move (which may or may not involve marking a consequence).

- **Lithic Vigil**: cast this spell while standing on the earth or stone. You and everyone *near* you transforms into rocks, boulders, or standing stones. You (and only you) maintain awareness of your surroundings and can choose to end the spell, releasing all who were affected. When the spell ends, mark a debility.
- **Stoneskin**: cast this spell while touching stone(s) at least as large as you are. The next three times you take damage, the stone you touched takes that damage instead (usually to little effect). Take -1 ongoing to DEX while this spell is active.
- **Fusing**: Touch two stones that are in contact with each other. They fuse together, becoming a single formation. Different materials will show a natural, gradual seam; two similar stones will be seamless.