

This document details the effects, specifics and making of a Hand of Glory, a magic item of great power.



The Hand of Glory

“Vile deeds mar the soul and even after the spirit has abandoned its mortal coil a stain remains within the corpse. A wily magician or a crafty sorcerer may coax out the power hidden in such a carcass to employ it in their own misdeeds. The ritual is darkling and gruesome, and only a few thaumaturges are callous enough to ever try it.”

Description: The Hand of Glory is an item of dark fables, spoken of in desirous, hushed tones by those of the shadow-professions. Its effects are unfathomably useful to those who want to enter and pilfer spaces unheeded by those within, but of course the use of such an item bears with it the risk of vengeance from beyond the grave.

The Hand of Glory is a ritual candle made of the rendered fat of a hung murderer, cast into the skin of their left hand, and lit with a wick spun from their hair. As can be gleaned from this description, the making of such an item is a ritual as vile as the deeds of the corpse itself. Only a cold-blooded sorcerer of great influence may attempt it, and even then only should they have access to many secret incantations and rare components.

Powers and usage

The Hand of Glory has the following applications and abilities. Generally, these effects take into account who lit its fingers, usually limiting the number of coincident users to five. The dark magics of the item cause it to slowly regenerate its tallow, but it can only remain lit for 5 consecutive hours, after which it requires 24 hours to reset.

- **A Hidden Light:** The simplest of the item's powers grants illumination only visible to those who took part in the candle's lighting. The light is eerie and unholy in nature, and provides illumination equivalent to that of a torch.
 - **A Ceasing Glare:** The unseen light of the candle paralyzes all humans, humanoids and demi-humans it touches unless a DC 23 Will save is passed. Anyone within a 30' (~10 m) diameter ring from the lit candle must roll the save. The effect fades 1d3 turns after the candlelight has been removed from the victim's vicinity.
 - **A Slumberful Scent:** If burned within an enclosed space, the wick of the candle produces an acrid mist, which forces those affected to fall to sleep unless a DC 23 Will save is passed each turn. This effect persists for 1d3 turns after the candle is put out. Victims may be roused from their slumber normally. For the duration of their sleep those affected suffer horrid nightmares involving the murderer whose corpse was used to make the Hand.
 - **An Unlocking Touch:** While the candle is lit, its bearer can open any non-magical mechanical lock simply by touching it with their left hand.
-

The Haunting

As a darkling ritual item of unhallowed history, a Hand of Glory carries with it the presence of the murderer it was originally made of. Each time the candle is lit there is a chance that the spirit finds those using its remains for ill deeds. Roll for the haunting when the candle is doused, the likelihood for the ghost's appearance equals 10% + 5% for each turn the candle remained lit at this interval. Use the statistics for ghosts given in the DCC rulebook (pg. 413), the spirit targets those who took part in the lighting of the candle and attacks them opportunistically at a juncture determined by the Judge. Judges should not disclose the item's downside to its owners, except possibly as uneasy feelings or quiet warnings.

Making a Hand of Glory

Making a Hand of Glory is an unholy feat certainly possible for sufficiently brazen and powerful wizards, clerics, or even thieves. The process of acquiring the request materials and spells should span multiple quests and adventures, and probably involve a considerable expenditure of resources. These details are left up to the Judge, but the ritual itself is described in brief below.

- **Requisite materials:** Pieces of a murderer, only 13 days old (hair, left hand, fat); candlemaker's tools; Justicia's Tears, a type of verbina only grown on hallowed ground; Boreal Oilseed, an ancient plant related to sesame; Verdigris of Discord, the corrosive acetate found on unholy statues of chaotic deities.
- **Essential arcana¹:** Candlemaker's skills (skill check DC 20), *Sleep* (result 30+), *Knock* (result 14+), *Phantasm* (result 14+), *Breathe life* (result 16+) and *Paralysis* (result 24+).
- **Ritual process:** During 13 days in the height of summer, the casters must first create the candle and then cast the spells listed above in the correct order, which is left up to the Judge's discretion.

¹ All spells reference the DCC rulebook.