

# THE BOOK OF MANOS

## A GRIMOIRE OF HANDY SPELLS

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## **THE BOOK OF MANOS: A GRIMOIRE OF HANDY SPELLS**

Manos Fatidicas, the purported creator of the many spells that bear his name, is known only through myth and legend. He was active in the early days of the Empire, long before its fall and the rise of the Barbarian Realms and Successor Kingdoms.

He was said to have been destined to weave great magic which created disembodied hands and fists, as his very name, "Manos Fatidicas," translates in an ancient dialect as "Hands of Fate." Some sages dispute these legends, however, and say that the stories about "Manos Fatidicas," and even the name itself, were fabricated during the long Dark Age to explain the wide variety of spells of this sort.

There is some evidence to this, as no copies of The Book of Manos from the time before the fall of the Empire has ever been found; only fragments and a handful of scrolls bearing more than a few of these spells have ever been recovered from that era. Regardless, most magic-users have found these spells to be very useful and seek a complete text of The Book of Manos to enhance their repertoire of spells. Those with the good fortune to do so are said to be touched by the *hand of fate*...

### **Special Notes**

The Manos spells (all spells with the name "Manos" in the name) all conjure one or more ghostly, disembodied fingers, thumbs, digits, hands, or fists (and sometimes claws). Herein for simplicity they will in general be referred to as a *hand* or *fist*, but some spells are more specific as to the nature of the member created.

- Unless otherwise noted in the spell description, the material component for all Manos spells is a glove, which is consumed in the casting of the spell.
- Hands and fists created by Manos spells can usually be attacked with normal weapons and with damage-causing spells; exceptions will be noted in the spell when they exist.
- A hand or fist has AC 9 and hit points equal to those of the caster at full hit points. A hand or fist makes saving throws as per the caster. Again, exceptions will be noted in specific spells.
- A hand or fist cannot be targeted by *hold*, *charm*, *sleep*, or mind-affecting spells, and are immune to poison and gas.
- If the hand or fist is destroyed, the spell ends.
- Most hands and fists can range in size from that of a normal-sized human to that of a giant or even titan; default sizes are mentioned in the spell description.

- Most hand and fist spells do not require concentration to use; if otherwise, this is noted in the spell description; concentration always takes up the caster's action for that round.
- The caster can change the target of the hand or fist spell once per round, on her turn, though this requires her concentration (as per a spell, no movement or other action), and is her action for that round.
- Hands and fists effectively move instantly anywhere within the range of the spell, if so directed by the caster, or based on the need of the hands to fulfill the intent of the spell ("disembodied movement"). For example, a *hurling hand* could be 50 feet north of the caster one round, but the next available target is 50 feet south of the caster the next round; the *hurling hand* does not travel that distance, it just disappears in the one location and appears in the other. If a hand or fist is holding something, however, it can only move no faster than 150' (50') per round and cannot use disembodied movement.

### **MANOS SPELLS BY LEVEL**

- 1st: Manos' Iron Gauntlet (NEW)
- 1st: Manos' Jarring Hand
- 1st: Manos' Useful Hand (NEW)
- 2nd: Manos' Burning Hand (NEW)
- 2nd: Manos' Helpful Hand (NEW)
- 2nd: Manos' Under Hand (NEW)
- 3rd: Manos' Defiant Digit (NEW)
- 3rd: Manos' Flaming Fist (NEW)
- 3rd: Manos' Crooked Finger (NEW)
- 4th: Manos' Malevolent Hand (NEW)
- 4th: Manos' Harrying Hand (NEW)
- 4th: Manos' Guarding Gauntlet (NEW)
- 5th: Manos' Tyrannous Thumb (NEW)
- 5th: Manos' Interposing Hand
- 5th: Manos' Fists of Fury (NEW)
- 6th: Manos' Hurling Hand (NEW)
- 6th: Manos' Forceful Hand
- 6th: Manos' Upper Hand (NEW)
- 7th: Manos' Black Hand (NEW)
- 7th: Manos' Grasping Hand
- 7th: Manos' Haunting Hand (NEW)
- 8th: Manos' Heart-Seeking Hand (NEW)
- 8th: Manos' Clenched Fist
- 8th: Manos' Mighty Fist (NEW)
- 9th: Manos' Crushing Hand
- 9th: Manos' Hand of Fate (NEW)
- 9th: Manos' Maxima Manus (NEW)

## **MANOS SPELL DESCRIPTIONS (ALPHABETICAL)**

### **Manos' Black Hand**

**Level:** 7

**Duration:** 1 round per 2 levels

**Range:** 10' per level

This spell creates a man-sized, ghostly, disembodied hand, black as sackcloth and cold as a witch's teat. This hand must be directed by the caster, who must concentrate on it at all times; if concentration is lost, the spell ends, and the *black hand* instantly disappears.

The hand can attack one target within range per round. The target must make a saving throw versus Wands; failure indicates the target has been touched by the hand, suffers 1d10 points of cold damage, and is drained one life level. Success means the hand failed to connect.

If the target fails their saving throw by more than 4, the target has been struck on the face, and is forever marked with *Manos' black hand*; they also suffer the loss of 2 points of Charisma permanently.

Unlike other hand spells, the *black hand* cannot use disembodied movement, and is moved at a rate of 150' (50').

The *black hand* is immune to cold damage and damage dealt by *cause wounds* and similar spells.

The material component for *Manos' black hand* is the hand of a lich, which is not consumed in the casting of the spell.

### **Manos' Burning Hand**

**Level:** 2

**Duration:** 1 round per level

**Range:** 25' +5' per two levels

This spell creates a ghostly, disembodied, flaming hand. The hand attacks any opponent who seeks to close with the caster. If the target fails to save versus Wands, the burning hand slaps or presses upon her and she suffers 1d6 points of fire damage plus 1 point per level of the caster.

The caster may also concentrate on the hand to attack with it; in such cases, if the target fails their saving throw by more than 4, the hand burns them on the face, also causing 1 point of permanent Charisma loss.

### **Manos' Clenched Fist**

**Level:** 8

**Duration:** 1 round per level

**Range:** 5' per level

This spell creates a large, ghostly, disembodied hand that can strike one opponent that the caster selects within range per round; the caster must concentrate on the *clenched fist* at all times. The *clenched fist* always hits the opponent, and the severity of the blow is determined by rolling 1d20 and consulting the chart below. If a target becomes stunned, subtract 4 from die rolls on the table for attacks that occur when the target is stunned. This reflects the stunned target's inability to attempt to dodge the *clenched fist*.

<b>Manos' Clenched Fist Damage</b>	
<b>Roll 1d20</b>	<b>Damage</b>
1 or below	4d6 + stun for 3 rounds
2-4	3d6 + stun for 1 round
5-8	2d6
9-20	1d6

### **Manos' Crooked Finger**

**Level:** 3

**Duration:** 1 round per level

**Range:** 20' per level

This spell creates a large, ghostly, disembodied finger that hooks itself around a target within range, grasps it, and drags it to within 15' of the caster in but a single round. Thereafter the finger holds the target captive and immobilized anywhere within 15 feet of the caster (the target may still see, hear, speak, etc., but cannot cast spells or attack). The target must be no larger than ogre-sized.

The target gets a saving throw versus Wands to dodge the finger, but the finger may continue to attempt to grab the target each round until the duration ends.

### **Manos' Crushing Hand**

**Level:** 9

**Duration:** 1 round per level

**Range:** 5' per level

This spell creates a large, ghostly, disembodied hand that can grasp and squeeze one opponent that the caster selects per round. The *crushing hand* always grabs the opponent, and the severity of the damage is determined by the duration of the squeezing. The target suffers 1d10 hit points of damage per round grasped, to a maximum of 4d10 on the fourth round and each round thereafter.

### **Manos' Defiant Digit**

**Level:** 3

**Duration:** 1 round per level

**Range:** 10' per level

This spell creates a large, ghostly, disembodied hand that hovers 10 feet above the head of the caster. The hand performs all manner of inflammatory gestures and obscene motions at the enemies of the caster, such that the enemies of the caster who can see the *defiant digit* and are within range are infuriated and suffer a -1 penalty to all attacks, damage, saving throws, and morale checks. Conversely, however, the *defiant digit* gives gestures of encouragement to the caster's allies, such that allies who are within range gain a bonus of +1 to all attacks, damage, saving throws, and morale checks.

### **Manos' Fists of Fury**

**Level:** 5

**Duration:** 1 round per level

**Range:** 25' +5' per two levels

This spell creates a pair of man-sized, ghostly, disembodied hands that usually remain beside the caster. These *fists of fury* attack with unarmed attacks as though they were a monk 4 levels lower than the level of the caster, with the attack chance, hit dice and hit points, AC bonus, unarmed attack damage, and unarmed attacks per round of the monk. Thus, a pair of hands created by a 9<sup>th</sup> level caster would attack as a 5<sup>th</sup> level monk, with 6d4 hit points, AC 5 (from the -4 AC bonus), attacking four times every three rounds, and dealing 1d10 points of damage with each successful attack, plus the usual chance to stun or even kill a target outright!

The *fists of fury* do not possess any additional monk special abilities. They do have one additional special ability, however; in the event that they may make two or more attacks in the same round, and two or more attacks hit the same target, the target must save versus Wands or be thrown away from the caster a number of feet equal to the total damage suffered from the attacks that round (landing prone).

Note that all attacks and throws of the *fists of fury* are accompanied by disembodied martial arts attack shouts, or *kiai*, such as *AIYAH!*, *HYAH!*, *HI-YAH!*, or *EEEE-YAH!*

Normally the *fists of fury* attack the nearest enemy or up to three adjacent enemies of the caster, however, the caster may concentrate to direct the attacks of the *fists of fury* at a specific target within range; this counts as the caster's action for that round.

### **Manos' Flaming Fist**

**Level:** 3

**Duration:** 1 round per level

**Range:** 25' +5' per two levels

This spell creates a large, ghostly, disembodied flaming fist that usually remains beside the caster. The flaming fist automatically attacks the enemy nearest the caster once per round (attacking the closest target if there are more than one). The target must make a saving throw versus Wands. On a failed save, the target suffers 2d8 points of fire damage and catches on fire as though struck by flaming oil (suffering an additional 1d8 points of fire damage each of the two rounds thereafter, unless the fire is put out). On a successful save the target suffers only 1d8 points of fire damage. The caster can concentrate to direct the attacks each round, but that counts as the caster's action that round.

### **Manos' Forceful Hand**

**Level:** 6

**Duration:** 1 round per level

**Range:** 10' per level

This spell functions like *Manos' interposing hand*, except that the *forceful hand* pushes away an opponent. The force is capable of shoving away beings that weigh 500 pounds or less. Creatures heavier than this but weighing 2,000 pounds or less may only move 10' per round, and creatures heavier than this but not weighing more than 8,000 pounds move at half their normal rate per round.

### **Manos' Grasping Hand**

**Level:** 7

**Duration:** 1 round per level

**Range:** 10' per level

This spell creates a large, ghostly, disembodied hand that can act as a barrier between the caster and another being; or it can grasp the being to hold it in place. This hand can be used to hold a creature in place if it weighs up to 1,000 pounds. The hand can also be used to push a being of up to 4,000 pounds such that its movement is reduced to 10' per round.

Creatures of up to 16,000 pounds in weight can be pushed so that their movement rate is reduced by half.

### **Manos' Guarding Gauntlet**

**Level:** 4

**Duration:** 1 round per level

**Range:** 10'

This spell creates a large, ghostly, disembodied gauntlet that appears beside the caster and instantly interposes itself between the caster and any melee, thrown, or missile attack against the caster. The attack is instead made against the *guarding gauntlet*.

A guarding gauntlet has AC 3 and 6 hit points per level of the caster. If *Manos' iron gauntlet* is cast before the casting of this spell, the *guarding gauntlet* instead has AC 0 and 10 hit points per caster level.

The material component for this spell is an iron gauntlet, which is consumed with the casting of the spell.

### **Manos' Hand of Fate**

**Level:** 9

**Duration:** 10 rounds per level

**Range:** 0

This spell creates a huge, ghostly, disembodied hand that appears from beneath the caster and lifts her up into the air. The hand acts as a steady platform, and the caster can move it at the same rate of speed as per the *fly* spell. The hand also provides complete cover from all ranged attacks from beneath the caster, such attacks simply bouncing off the hand and falling back to ground (the hand and caster are protected as per *protection from normal missiles*). The caster may cast spells while lifted and moving by conveyance of the hand. In fact, any other *Manos* spells she casts while upon the *hand of fate* are cast at 4 effective levels higher in experience level.

### **Manos' Harrying Hand**

**Level:** 4

**Duration:** 1 round per level

**Range:** 10' per level

This spell creates a ghostly, disembodied hand that is directed at a single being. The hand tickles, prods, pinches, slaps, smacks, spanks, and otherwise annoys and harries that being, such that they suffer a -4 penalty to all attacks, deal only half damage, suffer a

-2 penalty to all saving throws, and must make a successful saving throw versus Wands to be able to cast a spell (failure indicates the spell fails and is lost).

### **Manos' Haunting Hand**

**Level:** 7

**Duration:** Permanent

**Range:** 10' per level

This spell is cast upon an enemy of the caster, who gets a saving throw versus Spells to negate the spell. If the spell is successful, the target is thereafter forever haunted by a ghostly, disembodied hand. There are three effects of the *haunting hand*:

First, the hand visibly hovers above the target, making inflammatory gestures and obscene motions in order to embarrass the target at appropriate times (it has a rudimentary intelligence and general malevolence toward the target).

Second, whenever the target fails an attack or saving throw, or says anything bad about the caster aloud, the hand slaps the target, dealing 1 hit point of damage and adding further insult to injury.

Finally, the hand also causes as much grief for the target as possible, such as banging on gongs, slapping friends and allies, pointing out the target's position to enemies, poking them as they try to sleep, and so forth, to make the target's life as miserable as possible.

The caster can discern the direction (though not distance) to the target at all times, able to call upon a ghostly disembodied finger to point in the direction of the target.

The *haunting hand* is susceptible not only to *dispel magic*; it can also be destroyed with a casting of *remove curse* or *dispel evil*.

The material component for this spell is a magical iron gauntlet, from a suit of magical metal armor, which is consumed in the casting of the spell, and which is "tossed down" before the target upon the casting of the spell. The gauntlet then transforms into the *haunting hand*. The hand resulting from this spell has AC 3 (improved by whatever magical bonus the gauntlet possessed), 8 hit points per level of the spellcaster, and requires magic weapons to be hit.

### **Manos' Heart-Seeking Hand**

**Level:** 8

**Duration:** 1 round per 2 levels

**Range:** 10' per level

This spell creates a ghostly, disembodied hand that is used to rip out the heart of a target. The target can be as small as a fairy to as large as a dragon but cannot have more hit dice than the caster has levels; if such a being is targeted, the spell automatically fails and ends.

The caster must concentrate on the spell at all times. The hand is directed to rip the heart out of the target, who gets to make a saving throw versus Death. If the save fails, the target's heart is ripped out, and it dies.

The caster may make one such attack per round and may target as many victims as she has time based on the duration of the spell.

The spell does not kill beings who do not depend on having a living, beating heart, such as undead or golems. However, the spell can still rip out a large section of their chest, dealing 1d4 points of damage per caster level if the target fails their saving throw. Such beings may be successfully attacked no more than once by this spell.

### **Manos' Helpful Hand**

**Level:** 2

**Duration:** 8 hours

**Range:** 10' per level

This spell creates a ghostly, disembodied hand that can be used by the caster during alchemical work, spell research, magic item creation, and similar arcane investigations and applications. It cannot be used to attack or defend in any way, though if the caster's research causes an unfortunate explosion or other damage dealing effect, half the damage is dealt to the *helpful hand*, the other half to the caster.

One *helpful hand* reduces time (though not cost) by 25%, provided a *helpful hand* is used each day of the research/work; two *helpful hands* reduces the time by 50%. No more than two *helpful hands* can be applied to any research or work.

### **Manos' Hurling Hand**

**Level:** 6

**Duration:** 1 round per level

**Range:** 10' per level

This spell creates a large, ghostly, disembodied hand that is used to pick up and throw a target. The target of the spell can be no heavier than 500 pounds; any creature heavier than 500 pounds is ignored by the spell. The hurling hand always grabs the enemy closest to the caster, unless otherwise directed by the caster (which, as usual, uses the caster's action for that round).

The target may make a saving throw versus Wands; if the save fails, the target is grabbed and hurled 2 ½ feet per level of the caster, give or take 1d3x5 feet (d6: 1-3 plus, 4-6 minus).

The target is hurled directly away from the caster; however, the *hurling hand* is cunning enough to try to throw an enemy at a pit or over a wall or into a chasm if such is within range. The *hurling hand* might also try to hit another enemy with the thrown victim; in such a case, the secondary target must also make a saving throw versus Wands or be hit by their thrown companion.

The target suffers 1d4 points of damage per 10 full feet thrown, plus any further damage for falls if thrown down a pit, etc. The target always lands prone. A secondary target hit by a flying companion suffers the same number of dice of damage as the thrown companion and is also knocked prone.

For example, a *hurling hand* cast by a 12<sup>th</sup> level caster would throw a target 30 feet, plus or minus 5 to 15 feet. If the target were thrown 45 feet, it would suffer 4d4 points of damage, as would any secondary target it struck.

### **Manos' Interposing Hand**

**Level:** 5

**Duration:** 1 round per level

**Range:** 10' per level

This spell creates a large, ghostly, disembodied hand that appears between the caster and one opponent. This floating, disembodied hand then moves to remain between the caster and opponent, regardless of where the caster moves or how the opponent tries to get around it. The hand does not pursue an opponent.

Any creature weighing up to 2,000 pounds that tries to push past the hand is slowed to half its normal speed.

### **Manos' Iron Gauntlet**

**Level:** 1

**Duration:** Special

**Range:** 0

The caster must cast this spell the round before she casts another Manos spell. The hand or fist generated by the Manos spell subsequently cast has an improved AC of 3, and an additional number of hit points equal to 4 per caster level. Thus, if a 5<sup>th</sup> level caster with 14 hit points were to cast this spell before casting *Manos' forceful hand*, the *forceful hand* would have an AC 3 plus a total of  $14 + (4 \times 5) = 34$  hit points. The iron gauntlet spell lasts as long as the spell it affects.

The material component for this spell is an iron or steel gauntlet, which is consumed in the casting of the spell.

### **Manos' Jarring Hand**

**Level:** 1

**Duration:** Instant

**Range:** 10' +5' per two levels

The caster of this spell causes a man-sized, ghostly, disembodied hand to jar or push an object or creature. The weight that may be pushed is 1 pound to a distance of 1 foot, per level (1 foot pound pressure). In this way a 1 pound object may be pushed 1' away by a 1st level magic-user, in a perpendicular direction to the caster.

The spell may also be used to distract or unbalance an opponent. If used in this way the opponent receives a saving throw versus Spells to negate the effect, and if failed the opponent loses his attack that round. The creature cannot weigh more than the caster's level x50 lbs.

The spell may also be directed at the opponent's weapon, in which case a failed saving throw versus Spells results in the opponent suffering an attack penalty of 1 per caster level, or an equal penalty to any saving throws being tried that round (not counting against this spell).

### **Manos' Malevolent Hand**

**Level:** 4

**Duration:** 1 hour per level

**Range:** 10' per level

This spell, which must be cast on a human, demi-human, or humanoid, causes the target's left hand to fall under the limited control of the caster if the target fails a saving throw versus Spells. When the spell is cast the caster may mentally give a single, if broad directive to the hand, which then carries out the orders with a limited intelligence, but great animal cunning.

There is a fair bit of leeway in the nature of the command, but it must be relatively simple, dealing with one target or item, and a simple string of related actions must be able to be taken.

A common, basic command is for the hand to kill the person whose hand it is! If such is the command, the hand immediately begins attacking, clawing, punching, pinching, gouging at the eyes, ripping at the nose, and trying to strangle the person to whom it is attached. If the hand can grab a weapon, it will do so, and attack thusly. The hand can attack twice per round, as though the victim were making a melee attack against herself, with her own class, level, and Strength.

Another common command is for the hand to attack someone the target can get close to; "When the princess gets close to the queen, attack her with all your power and any weapon that comes to hand!" In such cases the victim of the spell must make a saving throw versus Death each round to pull her hand away from the target; she can get no more than 5 feet away with each successful saving throw and is dragged up to 10 feet closer with each failed saving throw.

Other commands could include for the hand to steal something small and drop it someplace as the hand's body passes by; "When the princess is in the treasure chamber, grab the Grand Ruby, hide it in a pocket, then drop it out of the western window of the princess's bedchamber." Generally, the victim will not know what the enchanted hand is doing, barring a good bit of luck (% chance equal to Wisdom plus level).

In addition to the usual *dispel magic* spell, this spell can be ended by the use of *remove curse* or *dispel evil*.

Another solution is, of course, to cut off the offending hand. If the hand is removed the target loses 15% of their hit points permanently. The hand can make a saving throw versus Death to remain "alive" (this is *permanent* if the save is a Natural 20), and seek to

continue its mission, having twice the hit points lost by the victim and attacks and saves at the target's class, level, and Strength.

### **Manos' Maxima Manus**

**Level:** 9

**Duration:** 1 round per level

**Range:** Special

This spell creates a gargantuan, ghostly, disembodied hand. The *maxima manus* ("biggest hand") is 20 feet from fingertip to wrist, 10 feet wide, and 5 feet thick; it is 10' x 10' x 10' when formed into a fist. The *maxima manus* is used in sieges to destroy siege engines, walls, towers, and buildings, but can also be used to target creatures, if somewhat ineffectively.

The range on the *maxima manus* is effectively line-of-sight out to a mile; however, if the caster is outside of 30 feet per level, targeting becomes an issue, and the caster must make a saving throw versus Spells to hit the target properly (usually, something else is hit, if the save fails, at the Labyrinth Lord's discretion). If the target also gets a saving throw to avoid being struck, they also get to make that save; if the caster fails, the target is missed; if the target saves, the target is missed.

The *maxima manus* destroys small and medium siege engines in 1 round and large in 2 rounds. The *maxima manus* can destroy a section of stone wall or portion of a tower or keep 10' tall x 10' wide x 5' deep per round; usually the caster targets the base, as once enough of that is destroyed, the entire wall, tower, or keep collapses. It can destroy a 20' x 20' section of a wooden palisade in one round. In the form of a hand, it can dig out a 10' x 10' x 10' section of earthen berm or rampart in one round.

The *maxima manus* can destroy half of a standard stone building in one round (standard buildings being 20' wide x 40' long x 20' tall), or an *entire* standard wooden building in one round. Anyone caught in the area must make a saving throw versus Wands or suffer 2d6 points of damage from debris; if they fail by more than 4 they are hit by the *maxima manus* for the usual damage (see below).

As mentioned, the *maxima manus* is too big and unwieldy to generally target moving, living things, but it can still be used to do so. Creatures ogre-sized and larger may make a saving throw versus Wands; failure indicates they are hit and suffer 10d10 points of damage and are stunned for 2d6 rounds. Creatures smaller-than-ogre-sized may make the saving throw with a +4 bonus; if the save fails, they suffer 10d10

points of damage, and if they survive, they are rendered unconscious for 1d6 turns.

The material component for this spell is the preserved fist of a giant, which is consumed in the casting of the spell.

### **Manos' Mighty Fist**

**Level:** 8

**Duration:** 1 round per level

**Range:** 30' per level

This spell creates a huge, ghostly, disembodied fist. The fist is used to pulverize large targets. Creatures of ogre-size and larger are automatically hit by the mighty fist, suffering 5d10 points of damage with each hit. One such creature may be attacked per round.

The *mighty fist* can also be directed against smaller creatures; however, this requires the caster's concentration, and is not as certain, as the *mighty fist* is large, lumbering, and can be dodged by smaller creatures. Creatures smaller than ogre-size must make a saving throw versus Wands to avoid the *mighty fist*; failure indicates that they are hit for 5d10 points of damage and are stunned for 1d6 rounds.

The *mighty fist* can also be used in sieges. The *mighty fist* destroys small siege engines in 1d3 rounds, medium in 2d3 rounds, and large in 3d3 rounds. The *mighty fist* can destroy a section of stone wall or portion of a tower or keep 5' tall x 5' wide x 2 ½' deep per round. It can destroy a 10' x 10' section of a wooden palisade in one round. It is ineffectual against earthen berms or ramparts.

The *mighty fist* can destroy a 10' x 10' x 10' area of a stone building in one round, or a 20' x 20' x 20' area of a wooden building in one round. Anyone caught in the area must make a saving throw versus Wands or suffer 1d6 points of damage from debris; if they fail by more than 4 they are hit by the *mighty fist* for the usual damage.

The material component for this spell is the preserved fist of an ogre, which is consumed in the casting of the spell.

### **Manos' Tyrannous Thumb**

**Level:** 5

**Duration:** 1 round per level

**Range:** 25' +5' per two levels

This spell creates a large, ghostly, disembodied thumb that appears over the head of a target within range. The target must be able to be affected by the *charm*



person spell. The target must make a saving throw versus Spells; if the save fails, the caster completely controls the actions of the target.

Orders must be given verbally, but the target need not understand the language to obey, as the spell provides the action. The target must remain in line of sight of the caster for the caster to retain control. The caster must maintain concentration on controlling the actions of the target, or the spell fails.

The target must attempt to carry out the caster's command to the exclusion of all other actions. If the target is forced to take actions against its nature or that are self-destructive it receives a new saving throw. The new save is at a +2 bonus if the action is against its nature, while self-destructive orders give the target a +4 bonus; if the save fails, the target performs the action, even unto death.

The material component of this spell is a glove once worn by a tyrant or dictator; the glove is not consumed in the casting of the spell.

### **Manos' Under Hand**

**Level:** 2

**Duration:** 1 round per level

**Range:** 25' +5' per two levels

This spell creates a man-sized, invisible, disembodied hand. The under hand may be used in three ways:

**Defense:** The first opponent of ogre-size or smaller who comes within the range of the spell and moves toward the caster is attacked by the hand. The target must make a saving throw versus Wands with a -4 penalty; if the saving throw fails, the target is tripped and falls to the ground, ending their movement and their round. If they fail by more than 4, they also suffer 1d6 points of damage. If successful, the hand is visible for the rest of the round, as it makes obscene gestures at its victim, then returns to invisibility at the end of the round.

**Theft:** The caster can also concentrate on using the *under hand* to pick the pockets of a target within range, but then the hand does not perform its defensive actions during such activity. The caster makes the pick-pocket attempt at the same level of ability as a thief of the same level, +20%, with the usual chances of the target noticing a failed pick-pocket attempt. If successful, the item stolen turns invisible with the hand and is whisked back to the caster in the same round.

**Attack:** Finally, *Manos' under hand* may be used to perform the infamous "monkey grabs the peach" maneuver; the caster must concentrate on the attack to do so. If the target (who must be male) fails a saving throw versus Wands, he is incapacitated, falling to the ground, writhing in pain, and unable to perform any actions for 1d6 turns. If the target fails the saving throw by more than 4, they fall unconscious for 1d6 hours. The spell ends once this attack is used, successfully or not.

### **Manos' Upper Hand**

**Level:** 6

**Duration:** 1 round per level

**Range:** 600'

This spell creates a large, ghostly, disembodied hand, which can grab and lift a target into the air. The target can weigh no more than 1,500 pounds; the spell ignores any heavier targets. The target gets a saving throw versus Wands; if the save fails, the target is lifted 10 feet straight up into the air per level of the caster, at a rate of 50 feet the first round and 100 feet per round on the second and subsequent rounds, then dropped when it reaches maximum height. The target suffers the usual 1d6 points of damage per 10 feet fallen. The dropped creature might hit someone below, but it would be completely by chance.

The spell can also be used to attack flying creatures. The *upper hand* can attack any winged creature in range, such that it grasps and renders one or two wings ineffective. Medium and small creatures can have both wings rendered ineffective, large creatures only one. A targeted small or medium-sized target must make two saving throws versus Wands; if both are successful, the target dodges the *upper hand* entirely; if one fails, one wing is grasped, if both saves fail, both wings are rendered ineffective. A large flyer must make only one saving throw, as the *upper hand* may only grasp one wing.

If both wings are grasped, the target immediately plunges to earth, suffering the usual 1d6 points of damage per 10 feet fallen. If one wing is rendered ineffective, the creature similarly falls, but at a slower, winding rate, and may make a saving throw versus Death when it hits the ground; a successful save indicates minimum damage, a failed save indicates half-damage.

The *upper hand* attacks enemy targets on the ground that are usually 10 or more feet away from the caster,

to avoid dropping them on the caster. The caster must concentrate (and use her action that round) to have the *upper hand* attack any specific ground-based target, or any flying target in any case.

### Manos' Useful Hand

**Level:** 1

**Duration:** 1 round per level

**Range:** 25' +5' per two levels

The caster of this spell causes a man-sized, ghostly, disembodied hand to grasp one object – an object that is not held or worn by any being or affixed to any surface or magically immovable – lift it in the air and move it wherever the caster so desires at a rate of 15 feet per round. The object must be of a weight and size that the caster could, herself, pick up and lift in such a manner with her own hand.

The spell ends if the distance between the caster and the object ever exceeds the spell's range, the caster lets the object go, or if the caster stops concentrating on holding and moving the object.

### NEW MAGIC ITEMS

**Book of Manos:** The *Book of Manos* is a grimoire containing all the Manos spells, as well as details on how to make either *golden gauntlets* or *lesser robes of manos* (d6: 1-2 gauntlets, 3-4 green robes, 5-6 red robes). Not all *Books of Manos* found are complete; roll 3d4x10% to determine level of completeness (anything above 100% is 100%). If less than 100%, determine which spells are present randomly, and roll for the details for making gauntlets or robes. All *Books of Manos* also include rituals for invoking one of the three Manos entities (equal chance of each if not indicated by details for gauntlets or robes).

There is a 10% chance that a *Book of Manos* is *cursed*, such that the magic-user or elf who reads it must, upon first reading, save versus Spells or be subject to a *Manos' haunting hand spell*.

Any non-magic-user or non-elf who attempts to read a *Book of Manos* is subject to a *Manos' burning hand spell*, which actively and intelligently attacks for 20 rounds.

**Glove of Manos:** A *glove of Manos* is a fine leather or velvet glove, usually but not always covered in runes and sigils; some are plain, others are quite fancy. A

*glove of Manos* allows the wielder to cast one or more Manos spells. Note that any class may wield and use a *glove of Manos*. Roll on the table below to discover the type of *glove of Manos* found:

Glove of Manos Type		
D20	Type	Manos Spells
1-9	Least	1x 1 <sup>st</sup> -3 <sup>rd</sup> , 1/day
10-14	Lesser	3x 1 <sup>st</sup> -3 <sup>rd</sup> , 1/day each
15-17	Minor	3x 4 <sup>th</sup> -6 <sup>th</sup> , 1/day each
18-19	Major	3x 7 <sup>th</sup> -9 <sup>th</sup> , 1/day each
20	Greater	3x 1 <sup>st</sup> -3 <sup>rd</sup> , 3x 4 <sup>th</sup> -6 <sup>th</sup> , and 3x 7 <sup>th</sup> -9 <sup>th</sup> , 1/day each

Thus, a *lesser glove of Manos* would have three random 1<sup>st</sup> to 3<sup>rd</sup> level Manos spells, each useable once per day.

Gloves are found in both left and right types; a wielder can wear two *gloves*, one on each hand each glove taking the place of a magic ring. A left-handed *glove of Manos* may be used in conjunction with a *golden gauntlet of Manos*, the glove being worn on the hand under the gauntlet.

1 in 20 *gloves of Manos* appear to be normal gloves of the type, however, they are actually *cursed*. After the first Manos spell has been cast, the *glove* cannot be removed, the wielder can no longer access the spells, and the major effect of the curse takes effect (roll d6):

- **1-2** the gloved hand turns into a green, demonic claw with razor-sharp nails that attacks the wearer each round (as per *Manos' malevolent hand*, dealing 1d6 points of damage with each claw attack) until the curse is removed or it is cut off;
- **3-4** at night the wielder becomes a sleep-walking arsonist, as the *glove* bursts into flames (that do not harm the wielder), and the sleep-walker goes forth lighting fires willy-nilly;
- **5-6** the *glove* tightens and constricts on the wielder's hand, until the hand is cut off and destroyed 1d6 minutes later (the wielder loses 15% of their hit points permanently).

**Golden Gauntlet of Manos:** These glittering golden left-hand gauntlets are covered in numerous glowing gems. When worn by a magic-user or elf any Manos spell she casts is cast as though she had cast the *Manos' iron gauntlet* spell.

While there are a fair number of these items in existence, there are six *greater golden gauntlets of Manos* that are of surpassing quality, each with a single additional special ability, identified by the large and perfect stone on the thumb, finger, or back of the gauntlet:

*Green Emerald Thumb Gauntlet:* The green emerald thumb gauntlet allows the wielder to re-cast any Manos spell she has cast, the duration of which ended in the previous round. This power can be used 3/day.

*Purple Amethyst Index Finger Gauntlet:* The purple amethyst index finger gauntlet allows the wielder to cast a memorized Manos spell without expending the memorized spell. This power can be used 3/day.

*Blue Sapphire Middle Finger Gauntlet:* The blue sapphire middle finger gauntlet allows the wielder to double the range of a Manos spell they cast. This power can be used 3/day.

*Red Ruby Ring Finger Gauntlet:* The red ruby ring finger gauntlet allows the wielder to double the damage dealt by a Manos spell for the entire duration of the spell. This power can be used 3/day.

*Orange Topaz Pinky Finger Gauntlet:* When a Manos spell cast by the wielder deals damage, the orange topaz pinky finger gauntlet allows the wielder to choose to drain one level from the target in addition to the damage dealt. This power can be used 3/day.

*Yellow Citrine Back-of-the-Hand Gauntlet:* The yellow citrine back-of-the-hand gauntlet allows the wielder to subject a target struck or touched by a Manos spell they have cast to save versus Spells or be affected by a *charm person* spell. This power can be used 3/day.

**The Hand of Manos:** This relic, which dates from the Dark Ages, is said to be the very hand of Manos himself. It appears as a wizened, mummified human left hand in a rotting velvet glove, cut off at the wrist, the wrappings and glove covered in black and red runes and sigils.

If a human, demi-human, or humanoid cuts off their own left hand and places the *hand of Manos* to the bleeding stump, the hand of Manos instantly grafts itself to the stump, stopping the bleeding, and the hand-wielder suffers no damage. Though it thereafter retains its mummified and wizened appearance, the *Hand* is perfectly useable for all normal activities. The *Hand-wielder* gains the following abilities:

- The spell-casting abilities of a 20<sup>th</sup>-level magic-user, and the knowledge of all Manos spells. The *Hand-wielder* need not memorize spells but can use the magic-user spell slots from this ability to cast any of the Manos spells. This spell-casting ability does not interfere with nor intersect with any other spell-casting ability of the hand-wielder.
- By expending a spell slot of an appropriate level, the *Hand-wielder* may take control of any Manos spell she sees, the original caster of the spell having no saving throw against this ability.
- The *Hand* allows the use of a *greater golden gauntlet of Manos* (and no other Manos items, see below) and in fact, inculcates in the *Hand-wielder* the desire to possess and grants the knowledge of the direction to the nearest such item. If a *greater golden gauntlet of Manos* is wielded, and a second is found, when the *gauntleted* hand touches the second, they are combined into one larger *gauntlet* upon the hand. The same for the third, fourth, and so forth. For each additional *greater golden gauntlet* beyond the first, each special power of the *combined golden gauntlet* can be used once more per day. If all six *greater golden gauntlets* are combined, *all powers of the gauntlets can be used without limit*, and in combination on a single Manos spell!
  - Note that if the *Hand* is ever removed, or the *Hand-wielder* slain, a *combined greater golden gauntlet* shatters into its constituent *greater golden gauntlets*, and each flies away 1d10x100 miles away in different directions.

The *Hand-wielder* also suffers the following deleterious effects:

- The *Hand* will not tolerate the use of any other Manos devices (*book, gloves, lesser golden gauntlets, robes, etc.*), and any attempt to use such causes the *Hand* to use Manos spells to destroy said item (no saving throw), and then slap the hand-wielder (no saving throw) for 2d6 points of damage.

- Any major action taken with the right hand has a 1 in 10 non-cumulative chance of being a fumble. This does not include the casting of the Manos spells from the *Hand*, but it does include any attacks made with the right hand, any use of the right hand in thieving abilities, and any other spells cast with the use of the right hand.
- The *Hand-wielder* will see every problem encountered as *requiring* the use of a Manos spell, and will first *attempt* to fix the problem through the use of a Manos spell, no matter how *inappropriate* the solution might be.
- The *Hand-wielder* gains knowledge of the three Manos entities (if such was not possessed before) and considers them and their followers mortal enemies. Over time she will seek the destruction of their cults, build up her own cult (taking the name Manos for herself), and believe that if she slays the other "false" entities, she will herself become the Manos demi-power!

**Robe of Manos, Greater:** This black robe has two large red or green hands or claws woven into the fabric, one under each arm. This robe may be used only by magic-users and elves. The wearer of this robe may cast all Manos spells of 9<sup>th</sup> level or less. Each spell cast costs 1 charge per level of the spell. A *greater robe* can have up to 100 charges (d10x10 when found) and can be recharged. The robe can be recharged by casting a Manos spell into the robe; such spells cast in this way provide 1 charge per level. The robe can also be recharged by sacrificing intelligent living beings to the robe; the wearer of the robe must perform the sacrifice while wearing the robe. Sacrifices made in this way provide 1d10 charges per level of the sacrifice (1d6 charges for a 0-level Normal Person).

Adding charges to this robe via sacrifice has a chance of catching the attention of the entity that created it, either Manos of the Abyss or Hell-Bound Manos, depending on the color of the robe. The chance is equal to the total number of charges added via sacrifice during one ritual expressed as a percentage. How the entity reacts depends on how the caster reacts to their emissary (a babau demon or a barbed devil, respectively).

**Robe of Manos, Lesser:** This red or green robe has two large black hands or claws woven into the fabric, one under each arm. This robe may be used only by magic-users and elves. The wearer of this robe may cast all Manos spells of 4<sup>th</sup> level or less. Each spell cast costs 1

charge per level of the spell. A *lesser robe* can have up to 50 charges (d10x5 when found) and can be recharged. The robe can be recharged by casting a Manos spell into the robe; such spells cast in this way provide 1 charge per level. The robe can also be recharged by sacrificing intelligent living beings to the robe; the wearer of the robe must perform the sacrifice while wearing the robe. Sacrifices made in this way provide 1d10 charges per level of the sacrifice (1d6 charges for a 0-level Normal Person).

### **THE MANOS ENTITIES**

The true origins of the Manos spells remain obscure partly due to the fact that there is not one entity that claims to be Manos, but *three*, each with a distinct and incompatible canon on the origin of the spells and their own existence.

**Manos of the Abyss:** Also known as **Manos the Demon Claw**, Manos of the Abyss (CE) is an independent demon lord on the rank of a count, grand count, or duke. It claims to rule a portion of the 10<sup>th</sup> layer of the Abyss, a realm known as *The Demon's Claw*.

Whenever Manos of the Abyss is invoked in the casting of a Manos spell, the caster may choose that, instead of bonus levels, the spell takes the form of a green demonic clawed finger, thumb, digit, hand, or fist. If this is done, each time a target is struck or touched by the spell, they must make a saving throw versus Death, or be affected as though by a *cause fear* spell for a number of rounds equal to double the invocation roll. In such cases, the effect also deals extra damage equal to the invocation roll if the target is Good-aligned.

Manos of the Abyss requires supplicants to form or join a cult dedicated to his service. Cults are orgiastic, decadent, and depraved, and are often required to be involved in the affairs of and seek to control guilds of assassins, thieves, slavers, and smugglers. Missions required due to the calling-in of favors include sacrifices, kidnappings, assassinations, thefts (and sacrifice of the stolen items to the Demon Claw), and raids on the temples and shrines of Lawful Good faiths.

Failure to perform these duties results in the Demon Claw sending a babau demon assassin with the spell-casting abilities of a 7<sup>th</sup>-level magic-user (half Manos spells, half other spells). If the target survives the assassination and destroys the assassin-demon, Manos of the Abyss sends another... and *another*, and

another, and so on. Manos of the Abyss neither forgives nor forgets a slight.

Once a loyal supplicant has performed three major quests, Manos of the Abyss often gifts them with a green-with-black-claws *lesser robe of Manos* (Charisma x 3% chance each time a quest is performed after the third, until one is given). If such an item is already possessed, it is enhanced to the level of a black-with-green-claws *greater robe of Manos*.

The symbol of Manos of the Abyss is a vile green, grasping demon claw.

**Hell-Bound Manos:** Also known as **Manos the Flaming Fist**, Hell-Bound Manos (LE) is an independent greater devil on the rank of grand count, duke, or archduke (sources are unclear and often contradictory). Some cults also depict Hell-Bound Manos as a female, rather than a male devil.

Whenever Hell-Bound Manos is invoked in casting a Manos spell, the caster may choose that, instead of bonus levels, the spell deals fire damage instead of normal damage and causes additional fire damage equal to the invocation roll. **For example**, if a 6<sup>th</sup> level magic-user invokes Hell-Bound Manos when casting *Manos' burning hand*, and chooses damage instead of levels, and rolls a 3, each time her *burning hand* hits it deals an additional 3 points of fire damage. This extra damage is doubled if the target is Good-aligned.

Hell-Bound Manos requires supplicants to form or join cults dedicated to his/her service and the greater aggrandizement of the cause of Hell. Missions required due to called-in favors include sacrifices, kidnappings, assassinations, theft of magical items (and sacrifice of them to the Flaming Fist), and assistance provided to various allied cults.

Failure to perform these duties results in the Flaming Fist sending a barbed devil assassin with the spell-casting abilities of an 8<sup>th</sup>-level magic-user (half Manos spells, half fire-spells). If the target survives the assassination and destroys the assassin-devil, all is forgiven (though never forgotten).

Once a loyal supplicant has performed three major quests, Hell-Bound Manos often gifts them with a red-with-black-hands *lesser robe of Manos* (Charisma x 3% chance each time a quest is performed after the third, until one is given). If such an item is already possessed,

it is enhanced to the level of a black-with-red-hands *greater robe of Manos*.

The symbol of Hell-Bound Manos is a flaming fist.

**Manos the Magister:** Manos the Magister (NE) claims to have been the mortal human who created the Manos spells, risen to the level of a demi-god. He answers the invocations of magic-users and has a small cult of clergy (who can choose Manos spells to memorize as though they were cleric spells).

Manos the Magister requires often mysterious, sometimes whimsical, and occasionally cruel favors of his arcane supplicants, often interjecting them into local political intrigues, sometimes assisting both sides at different times. He also often has his supplicants seek out and destroy the cults of the "Manos-Pretenders," notably those whose leaders have the robes of Manos, which Manos the Magister considers blasphemous objects.

Once a loyal supplicant has performed three major quests, Manos the Magister often gifts them with a *lesser golden gauntlet* (Charisma x 3% chance each time a quest is performed after the third, until one is given).

The symbol of Manos the Magister is a velvet glove with fingers and thumb spread wide.

## **APPENDIX: CREATURE WEIGHTS**

As many of the hand and fist spells have effects that depend on the weight of a target, here is a quick list of pertinent creatures and typical weights.

<b>Creature Weights</b>	
<b>Species</b>	<b>Weight</b>
Halfling	55 to 70 lbs.
Gnome	80 to 90 lbs.
Elf	85 to 120 lbs.
Dwarf	130 to 160 lbs.
Human	135 to 215 lbs.
Goblin	40 to 80 lbs.
Orc	100 to 190 lbs.
Hobgoblin	150 to 200 lbs.
Bugbear	250 to 350 lbs.
Gnoll	280 to 320 lbs.
Ogre	600 to 650 lbs.
Hill Giant	1,000 to 1,200 lbs.
Stone Giant	1,250 to 1,750 lbs.
Frost Giant	2,500 to 3,000 lbs.
Fire Giant	6,000 to 8,000 lbs.
Cloud Giant	4,000 to 6,000 lbs.
Storm Giant	10,000 to 14,000 lbs.
Titan	12,000 to 16,000 lbs.
Dragon, 3 HD	30 lbs. per hit point
Dragon, 4 HD	40 lbs. per hit point
Dragon, 5 HD	50 lbs. per hit point
Dragon, 6 HD	60 lbs. per hit point
Dragon, 7 HD	70 lbs. per hit point
Dragon, 8 HD	80 lbs. per hit point
Dragon, 9 HD	90 lbs. per hit point
Dragon, 10 HD	100 lbs. per hit point
Dragon, 11 HD	110 lbs. per hit point
Dragon, 12 HD	120 lbs. per hit point
Dragon, 13 HD	130 lbs. per hit point
Dragon, 14 HD	140 lbs. per hit point

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