# Relics of Kotar: The Hand of Kotar

*One of the three relics of Kotar. Attuning with this artifact allows the user to generate a powerful, protective magical barrier around themselves. But this protection comes with a high cost.*

## Appearance

## This desiccated right hand is curled and shriveled with age. When you pick it up, it twitches, then twists suddenly and wraps itself around your hand, its fingers overlaying yours. It feels suddenly warm and vibrant with life.

## Magnitude

**Area**: 0 (one person)

**Duration**: 1 (a few minutes)

**Quality**: 6 (legendary)

**Cost**: 5 stress to activate. Lasts for one minute, and costs 3 stress for every minute thereafter. The ward works only on the person holding the relic.

It wards off spirits (a powerful spiritbane charm effect; majority of spirits will be repelled), and generates a physical force that repels physical contact, including attacks. (Mechanically, they gain +1d to resist damage from physical attacks). The hand wraps itself around the user’s right hand in a painfully tight grip when it is in use.