

THE THIRD HAND

A Two-Hand Path expansion sheet
by Not Writing Games



Fold this sheet in half to hold your third hands,
or to fit inside your Two-Hand Path workbook.

Severed fingers fill the gutters. Bloody palms mark street signs. You smell burning flesh, and hear whispers in alleyways of some new cult of carnage. Someone is killing mages and cutting off their hands.

When you die or finish a run of Two-Hand Path, tear your character sheet in half so you have severed the left and right hands from each other. Write a number on each half that matches a Third Hand entry on the table to the right (4, 6, 8, 10, 12, and 20). Hands may not have the same number.

Whenever you would roll for a Mystery Room, you may instead roll on the Cult Encounters table. You may roll any one die. If your result matches a number assigned to a Third Hand, you have found a hand from a dead mage, add that hand to your current character sheet. If you already have a third hand and get another, you must replace your third hand with the new one and discard the old one.

You gain all the benefits drawn on your third hand: tattoos, rings, bracelets, scars, and auras. You may move beads from incomplete bracelets.

When you complete a run with a third hand its energy is spent and it withers away. It cannot be used again.

If you get a Third Hand result that does not match a numbered hand, you do not get a Third Hand, but may get other noted effects. Roll wisely.

CULT ENCOUNTERS

Roll any one die.

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| 1 | Cultist tries to cut your hands off. 3-Set 3 |
| 2 | Severed finger filed down into a skeletal key. |
| 3 | Two hands stitched together, crawling like a spider. Total 3 3 |
| 4 | A hand nailed to a cross. -3 time and a Third Hand. |
| 5 | Mage with bloody stumps, wailing. 3-Row 3 |
| 6 | A bonfire full of body parts. -3 HP and a Third Hand. |
| 7 | Wall of grasping limbs. Total 24+ 3 |
| 8 | Three beads clutched in a Third Hand. |
| 9 | Hound with 3 heads, each screaming. 3-Braid 3 |
| 10 | A hand covered in tattoos of the area. +3 time and a Third Hand. |
| 11 | Fat undead cows, risen by ritual. 3-Set 3-Row 3 |
| 12 | A severed hand holding a bottle of pills. +3 HP and a Third Hand. |
| 13 | Thirty cultists, robes covered in bloody palms. Total 30 3 |
| 14 | Repentat cultist points the way. Roll twice and pick. |
| 15 | Writhing mass of arms and legs. Total 30+ 3-Row 3 |
| 16 | Pile of bodies. They still smell of magic. G |
| 17 | A butcher dragging mage hands on chains. Total 30+ 3-Braid 3 |
| 18 | Palm reader. If you have 9+ tattoos: +6 HP and +6 time. |
| 19 | Three-armed warlock, immune to 3's. 3-Row 3-Braid 3 |
| 20 | Shrine covered in bloody loot. L G and a Third Hand. |