

Introduction

After working on my [Combat Redesign](#), I've been working on formalizing the changes to how I'd like to see Artifacts work in the game. As such, this document exists to serve two purposes: 1) to clearly and concisely explain the changes to Artifact weapons and armor, and 2) to provide some examples for what Artifact weapons and armor might look like using this redesigned system

What's New With Artifacts

- Armor Class is now a target number to roll against instead of a bonus/penalty to your attack roll. AC starts at 10 and is typically modified by Dex, however permissive GMs may allow other modifiers to replace Dex if your character has an AC Booster
- Armor provides a bonus to AC as follows: Light Armor provides +3, Medium Armor provides +5 with a -4 penalty to one save of your choice, and Heavy Armor provides +7 with a -4 penalty to two saves of your choice. Shields provide an AC of 14 if no other armor is worn, and provide a +1 bonus to AC if you are wearing other armor
- AC Boosters provide a +7 bonus to Armor Class that does not stack with non-Artifact shields or armor
- Artifact armor comes in the same varieties as mundane armor with the same drawbacks, however the bonus to Armor Class it provides stacks with AC booster gifts, and Artifact shields will provide a +4 bonus to AC unless other Artifact armor is worn, in which case they provide a +1 bonus to AC
- Artifact weapons provide a bonus to hit and damage equal to half the level of the creator or the wielder, whichever is higher
- A Weapon Booster Gift applied to an Artifact weapon provides a bonus damage die equal to its weapon category: Light Melee weapons provide +1d6 damage, Medium Melee weapons provide +1d8, Heavy Melee weapons provide +1d10, One-Handed Ranged weapons provide +1d6, Two-Handed Ranged weapons provide +1d8, and particularly massive ranged weapons could provide +1d10 damage if the GM allows. The Artifact must have a Weapon Booster Gift in order to benefit from this bonus. For those who prefer to dual-wield, it is my personal houserule to increase the damage die by one type

To Address Some Concerns

Some of the feedback I've gotten from the Combat Redesign provided some good points about how combat-focused players will feel pressured to create Artifacts in order to maximize their combat potential. This is understandable, but please keep in mind that my response to these concerns comes from my preferred balance for the game. This will not please everyone, but very little does

In my opinion, a combat-focused deity should be at the pinnacle of their performance when they are fully kitted out for war. The way I conceive of the existing Weapon Booster and AC Booster Gifts is that they are essentially a Godbound's "unarmed" potential. If you attack the War god when he is not wearing his impervious adamant armor and does not have his unerring spear, he is still a force to be reckoned with and will wipe the floor with most opponents. However, when he has donned his impervious adamant armor and has his unerring spear in hand, most creatures cannot hope to stand against him. This is not at all uncommon in mythology: Thor had Mjolnir, Odin had Gungnir, Poseidon had his trident, Lugh had his invincible spear and so on. Likewise, there are myriad stories of shields, helmets and armor forged and worn by the gods in many different legends, and I see no reason not to provide more incentives for players to forge their own Artifacts of legend

But what of divinities that choose to forgo such Artifacts? With the current balance of Godbound, a character who decides not to forge Artifact armor or weapons will still be perfectly serviceable in this new paradigm. Keep in mind that attuning to Artifacts comes with the drawback of needing to commit an Effort for the day for each Artifact so equipped. If a battle god truly wishes to min-max, they'll need 2-3 Effort to be committed for the day in order to be decked out in their full arsenal. And, while they get additional Effort to spend from each Artifact, remember that Artifact Effort can only be spent on Gifts bound to that specific Artifact. In order to get a good variety of Artifact Gifts and enough Effort to spend to activate them all as often as the wielder would like, a truly tremendous number of Celestial Shards and Dominion points must be spent, meaning that such combat-focused gods must spend their resources carefully in order to maximize their effectiveness. Meanwhile, those who choose not to bother with Artifacts remain as effective as they've always been

Artifact Armor

Below are examples of Artifact Armor created using this new system

The Berserker Armor

Forged by dwarves in a long-forgotten, distant land, the *Berserker Armor* is as much a weapon as it is an aegis. *The Berserker Armor* is a suit of matte black full plate that adjusts itself to the wearer, making sure that they can wear it comfortably; likewise, it will subtly change its form to reflect the wrath of its wearer. Some wearers might find that it takes on a skeletal appearance, representing the death they sow in their wake, while others might find it taking on the form of a mad dog, or some other terrifying visage. The armor is designed to draw upon the wearer's darkest emotions, using them to grant a strength and ferocity that might strike fear in the hearts of even the gods. Historians debate whether the armor was ever intended to be worn by divinity, or if it was intended to turn a mortal into a fearsome weapon against them

This suit of Artifact Heavy Armor was forged using *Reverence of Steel*, and so it only provides a -4 penalty to Spirit saves while granting +7 to AC. Mortals wearing the *Berserker Armor* must make a Spirit save upon entering battle or be driven mad with fury, not ceasing in their rampage until either they or every living thing around them has been destroyed

Effort: 3, Dominion Cost: 18, Creator Level: 7

Inhuman Warrior [Lesser, Constant] - *The Berserker Armor* numbs the wearer to pain, allowing them to perform at the pinnacle of their athleticism. The wearer's base movement speed is doubled, and they are capable of leaping half their new movement speed vertically and their full movement speed horizontally. The wearer will never feel fatigue or exhaustion so long as they wear the armor

Fury Unto Death [Greater, On Turn] - *The Berserker Armor* is not meant to preserve the life of its wearer: instead, it is meant to keep them fighting until all resistance before them has been annihilated. The wearer may commit Effort from the Artifact in order to gain 1d8 temporary HP for every two levels they possess. Damage is only dealt to these temporary HP after their stock of existing HP has been depleted, and represents shards of metal from the armor stabbing into the wearer in order to hold their body

together for long enough to finish the fight. The temporary HP will vanish once combat ends, and multiple uses of this Gift will allow the wearer to reroll the amount of temporary HP they receive, but will only replace the existing number of temporary HP if the new total is higher

Until They Are All Broken [Greater, Instant] - Commit Effort from the *Berserker Armor*: a surge of inhuman strength allows the wearer to maximize their current damage roll, provided the damage comes from a feat of physical strength. Weapon attacks are the most common instance of this, however this can also apply to damage-dealing Gifts provided that they are narrated as the result of a physical might, such as a Might *Corona of Fury* in which the wearer hurls a massive boulder at their foes

Dragonscale

Unlike many Artifacts, *Dragonscale* is not a singular object, but rather suits of powerful armor that were mass-produced, at least relative to other Artifacts. Historical records identify their creator as The Dragonslayer, though very little is known about this individual, save for that they lived up to their name. Each suit of *Dragonscale* is crafted from its namesake, with a helmet carved from a dragon's skull. The magics that infuse the armor allow it to readily adjust to a new wearer, ensuring that it always fits as snugly as a second skin

These suits of Artifact Medium Armor provide a -4 penalty to Hardiness saves while granting +5 to AC. Mortals wearing *Dragonscale* develop a hatred of dragons that is irrational in its intensity. It is not uncommon for this single-minded hatred to cause former wearers to become ostracized from their communities, or for them to perish at the talons of a great wyrm when they try to act upon it

Effort: 3, Dominion Cost: 16, Creator Level: 5

Breathtaker [Lesser, Instant] - When the wearer is targeted by or in an area affected by a dragon's breath weapon, they may commit Effort from *Dragonscale* to offensively dispel the breath weapon. In doing so, the Artifact absorbs the breath weapon and stores it for use later. Only one breath weapon may be stored at a time, and activating it is a Smite Action that requires Effort from *Draconscale* to be committed. The stored breath weapon deals 1d6 damage per level in a cone 10 ft wide and 10 ft long

per level, with a damage type that matches the breath weapon that was captured. The wearer may offensively dispel dragon's breath while a breath weapon is stored, and may choose to replace the stored breath weapon with the new one

The Dragonslayer's Retinue [Lesser, On Turn] - Commit Effort from *Dragonscale*: a number of companions equal to the wearer's level gain an invulnerable defense against the element provided by *Resilience of the Wyrms* until the end of the scene

Resilience of the Wyrms [Greater, On Turn] - *Dragonscale* protects its wearer from the deadly breath of wyrms, however it requires intelligence and foresight on behalf of its wearer. As an On Turn Action, the wearer may declare a type of damage to become immune to. This damage type cannot be something as specific as "weapons" or "claws," but fire, cold, acid, poison, or even raw concussive force are all acceptable examples. If a dragon can breathe it, this Gift can defend against it. *Dragonscale* will change its color to an appropriate hue representing the element it is currently protecting against

Drunkard's Sake

Far across the southern sea in the homeland of The True King, there is a sect of martial artists that fortify themselves with the imbibing of a rice liquor called sake. Their tradition was descended from the personal guard of an ancient god of revelry, and while the current practitioners brew magical sake to use in their martial arts, there is but a single bottle of true *Drunkard's Sake* in existence, which is the template that all pale imitations are based upon. The practitioners of this drunken strife hold *Drunkard's Sake* in great reverence, and several promising young warriors are sent out each generation on a pilgrimage to recover the original bottle

Drunkard's Sake is Artifact Medium Regalia Armor, providing a +5 bonus to AC and a -4 penalty to Evasion saves, in the form of a self-replenishing potion stored in an earthen bottle. Only one person may benefit from the effects of this armor at a time, and they must attune to the Artifact in order to do so. Mortals who imbibe *Drunkard's Sake* find that all other alcohol tastes like swill in comparison, and many will go to great lengths just for the opportunity of drinking from the bottle again

Effort: 3, Dominion Cost: 18, Creator Level: 6

Friendship in a Bottle [Lesser, Action] - Commit Effort from *Drunkard's Sake* when two creatures share a drink from the Artifact: those two creatures develop a close friendship and set aside whatever animosities they may have once had for each other. Worthy foes may make a Spirit save to resist this Gift, but only if it would compel them to do something wildly out of character. Use of this Gift does not trigger the usual negative effects of mortals drinking *Drunkard's Sake*

Grace of the Drunken Master [Lesser, Instant] - Alcohol dulls the mind and slows the reflexes, but the gods have a special providence for fools and drunkards. The imbiber may commit Effort from *Drunkard's Sake* in order to succeed at failed Evasion saves. If the imbiber would usually be considered a lesser foe and not be allowed an Evasion save, they may make an Evasion save anyways

Rice Mother's Bounty [Lesser, Constant] - The best alcohol is meant to be shared among friends. *Drunkard's Sake* produces enough sake to sustain the imbiber and up to a dozen companions per level. A single cup is sufficient to sate a creature's hunger and thirst for a single meal, though they may drink more without any negative consequences, save drunkenness. So long as the imbiber wills it, passing *Drunkard's Sake* among their friends does not require them to commit Effort for the day in order to handle the Artifact - though any creature presently holding it may willingly commit Effort for the day to attune to it - and mortals the imbiber allows to drink from the bottle will not suffer the usual negative effects of imbibing *Drunkard's Sake*. Should any more creatures than the Gift allows attempt to imbibe *Drunkard's Sake* as part of this gift, they will find the bottle empty

Invigorating Spirit [Greater, Action] - Commit Effort from *Drunkard's Sake*: the imbiber drinks deeply from the bottle and heals 2d6 plus their level in HP. Alternately, the imbiber may instead pour the *Sake* into the mouth of a creature they can touch to heal them for the same amount of HP

The Eaglefeather Cloak

In ancient times, a hero performed great service time and again to the giant eagles, and asked only for a feather in return for each quest. Humbled by the hero's modesty, the eagles gave him feather after feather, each one deepening the friendship and respect between the eagles and mortals. When the hero had

hundreds of feathers, he wove them together as a magnificent cloak, symbolizing his kinship with the magnificent rulers of the sky. When the hero at last grew old and weary, he passed the cloak on to his son, who himself was a great warrior like his father. And so the *Eaglefeather Cloak* was passed down through generations until it was eventually lost in The Last War, its current whereabouts unknown

The Eaglefeather Cloak is Artifact Medium Regalia Armor that was woven with *Reverence of Steel*, meaning that it provides a +5 bonus to AC without any penalty to saving throws. Mortals who attune to the *Eaglefeather Cloak* become prideful and aloof, often reacting to minor perceived slights with disproportionate aggression

Effort: 2, Dominion Cost: 12, Creator Level: 3

Aquiline Oath [Lesser, Action] - Commit Effort from *The Eaglefeather Cloak*: summon a giant eagle which has 2 HD per character level, two attacks with claws and beak that deal 1d10 damage, and an AC of 15. The eagle has a fly speed of 50 ft and is loyal to the wearer, but will not take obviously suicidal actions. The eagle appears from the sky and lands beside the wearer as part of their Action, though the eagle will instead land as close as possible if the wearer is indoors or underground. Only one eagle may be summoned at a time: the existing eagle must either be dismissed as an Action or perish before a new one may be summoned

Fly Like an Eagle [Lesser, Constant] - So long as *The Eaglefeather Cloak* is worn, the wearer may fly at twice their normal movement speed

Raptor's Red Plunge [Lesser, On Turn] - Commit Effort from *The Eaglefeather Cloak* and choose a visible target within a mile. The wearer instantly darts next to the target, provided there is no barrier between them that cannot be flown around. For the remainder of the scene, the wearer can use their Move Action to bolt next to the target, however far they move, provided the target remains within a mile. If the target is a lesser foe, the wearer may use their attack to automatically disembowel them or pick them up, killing them or rendering them utterly helpless until released

Nightsilk

Woven from a small fragment of the night sky, *Nightsilk* is a cloak of pure black that glitters with starlight on one side. At the wearer's discretion, the cloak can be translucent or completely opaque, allowing it to be a fashionable accessory in a wide variety of scenarios. It is said that *Nightsilk* was first worn by Luna, the queen of the moon, though whether she made the Artifact or not is unknown. Any wearers after her, if there even were any, were so elusive that they made no mark whatsoever on history: at least not one that could be traced back to them

Nightsilk is Artifact Light Regalia Armor, providing a +3 bonus to AC. When the cloak's dark side is facing outwards, the wearer gains a +4 bonus to all stealth-related Attribute checks. When the cloak's starry side is facing outwards, its splendorous beauty provides a +4 bonus to all Attribute checks made to sway, impress or entice. Mortals who don *Nightsilk* become highly sensitive to sunlight and must roll all attribute checks and to hit rolls twice, taking the worse result, when exposed to it

Effort: 2, Dominion Cost: 11, Creator Level: 4

Like a Shadow in the Night [Lesser, On Turn] - Commit Effort from *Nightsilk*: the wearer turns the cloak to its dark side, becoming completely invisible so long as they are within 10 ft of a shadow large enough to cover their entire body. While invisible, the wearer cannot be detected via normal vision and mundane ranged attacks become useless against them. Creatures engaging an invisible creature in melee suffer a -4 penalty to hit, as they are completely unable to see their opponent. The Gift ends when the wearer moves out of range of a sufficiently large shadow, or when the wearer wills it to

Radiant as the Stars in the Sky [Lesser, On Turn] - Commit Effort from *Nightsilk*: the wearer turns the cloak to its starry side, causing the stars to glow in a brilliant and eye-catching manner. All creatures that can see the wearer become captivated by the beauty of *Nightsilk's* appearance and are unable to look away so long as the Gift is in effect. The Gift lasts until the wearer dismisses it, and worthy foes may make a spirit save to resist the cloak's captivating allure

The Shield of Thorns

A relic wielded by the enigmatic Green Knight in The Last War, the *Shield of Thorns* developed a reputation for being a fearsome bulwark that defended the helpless as the world burned around them. *The Shield of Thorns* is a large, round targe which, true to its name, is covered in verdant, thorny vines. It is rumored that the shield has a mind of its own and will reject wielders it deems to be unworthy, though only those who pick it up may attest to the veracity of this legend

The Shield of Thorns grants +4 to AC if no other Artifact armor is worn by the wielder, otherwise it provides a +1 bonus to AC. Should the wielder violate the code of chivalry while within 30 ft of the Artifact, the *Shield of Thorns* will lash out at them with its vines, dealing 5 points of damage. Worthy foes may make a Spirit save to subdue the will of the *Shield* to prevent this damage as long as they are attuned to the *Shield*

Effort: 3, Dominion Cost: 16, Creator Level: 5

Bulwark of Thorns [Lesser, Action] - Commit Effort from the *Shield of Thorns* to create a wall of thorny vines up to 100 ft long and 10 ft tall per level of the wielder, which takes a round to fully form and become effective. For the purposes of cutting a hole in the wall, individual segments have 2 HD per level of the wielder: if the wall is attacked and reduced to 0 HD, then a section of the wall large enough to allow the creature to pass is opened, though other sections of the wall must be reduced to 0 HD if it is to be breached elsewhere along its length. Any creature that starts their turn within 5 ft of the wall, attacks the wall in melee, or attempts to climb the wall suffers damage equal to the wielder's level, tripled for mobs. Mobs attacking the wall do not gain any special bonus damage against it for their numerousness

Verdant Snare [Lesser, Constant] - If a foe attacks the wielder in melee and fails to overcome their AC, the wielder may make an opposed grapple test against their enemy using an Attribute of the wielder's choosing as the vines covering the shield spring to life and attempt to bind the attacker. If the wielder wins the test, they may elect to grapple, trip or disarm their foe as they see fit. If the wielder grapples a foe using this Gift, the wielder is not considered to be grappled

Summons of the Emerald Order [Greater, Action] - Commit Effort from the *Shield of Thorns*: the wielder

conjures forth knights clad in green armor to fight beside them. These knights are plant creatures, each of which have 2 HD per level of the wielder, an attack bonus equal to half their HD, deal 1d10 damage on a hit, have two attacks per turn, a Morale of 12 and a movement speed of 30 ft. One knight is summoned for every two levels the wielder possesses and vanish at the end of the day, though they can be dismissed earlier if the wielder chooses. The knights do not speak and are loyal to the wielder, but will not violate the code of chivalry and will ignore orders that would lead them to do so. This Gift cannot be used again until all of the summoned knights are dismissed or perish

The Singular Timepiece

Among the scattered ruins of Heaven lie many ancient, marvelous devices. These ancient, glorious engines all served a purpose at one time, but now lie broken, or twisted to a different purpose. *The Singular Timepiece* is one such device: originally the prototype for Time itself, it was broken and twisted into a new form, which simultaneously defends its wielder and allows them to manipulate Time. *The Singular Timepiece* is a massive orichalcum clockface, four feet across, with five arms and sixteen Primordial sigils. The *Timepiece* hovers behind the head of its wearer like an aureole

The Singular Timepiece is Artifact Heavy Regalia Armor forged with *Reverence of Steel*, and so it only provides a -4 penalty to Spirit saves. Mortals bound to *The Singular Timepiece* are unable to control its temporal abilities with precision, and must make a Spirit save at the end of each scene they use its abilities, or vanish from history entirely

Effort: 5, Dominion Cost: 22, Creator Level: 10

Chronal Bleed [Greater, Constant] - When a foe misses an attack against the wearer, they must make a Spirit save or lose their next Action. A foe may only be affected by this Gift once per turn

Excise From History [Greater, Action] - Commit Effort from *The Singular Timepiece*: the wearer may erase any and all events of their choosing that occurred between the start of their last turn and the start of this one. Any Effort that was spent between then and now remains committed for the same duration, but the actions and their effects vanish as if they never happened

Verdant Plate

Forged from green Jade, this suit of heavy armor encases the wearer from head to toe in knightly raiment. It is a suit of emerald green full plate, capped with a great helm that sports a small pair of ceremonial branch-like antlers. This armor was worn by the enigmatic Green Knight during The Last War, and served to protect him while he protected others as Creation Shattered. Like the rest of the Green Knight's Artifacts, it is said that the *Verdant Plate* has a mind of its own, and will only accept wearers who behave chivalrously, but the truth is only known by those who wear it

Verdant Plate grants its wearer +7 AC, but provides a -4 penalty to Evasion and Hardiness saves. Should the wearer attempt to violate the code of chivalry, the armor will attempt to physically prevent them from taking such actions by locking up for an hour. Worthy foes may make a Hardiness save to overcome the armor's obstinacy, however failure means that they will be paralyzed for one hour, unable to perform any Action that would require them to be able to move their body

Effort: 4, Dominion Cost: 20, Creator Level: 7

Strength of Unyielding Oak [Lesser, On Turn] - As an On Turn Action, the wearer may root themselves in place, granting them indomitable strength, but preventing them from moving in the process. They will automatically succeed on any Strength-based tasks, and count as having *Stronger Than You* for the purposes of opposed grapple checks, but cannot move or be moved from the spot where they are rooted. In order to benefit from this Gift, both of the wearer's feet must be in contact with the ground and it will automatically end if the wearer is forced to move. Unrooting oneself is also an On Turn Action, but cannot be performed on the same turn as this Gift is activated

The Green Knight's Valiant Stand [Greater, Instant] - Commit Effort from *Verdant Plate* when the wearer would be reduced to 0 HP: the wearer gains 1d8 temporary HP for every two levels they possess. This Gift may only be activated if the wearer has been mortally wounded while carrying out their chivalric duties, and said duties remain unfinished. The temporary HP vanish at the end of the scene, or when the wearer has completed their duty: whichever comes first. Using this Gift multiple times will allow the wearer to reroll their temporary HP, however they

do not stack: the new roll will merely replace the wearer's current total if it is larger. While this Gift is active, the wearer takes straight damage from fire

Protection of the Emerald Order [Greater, On Turn] - Commit Effort from *Verdant Plate*: any creature that attacks the wearer or any creature or object within 100 ft of the wearer which the wearer seeks to protect suffers the wearer's Fray Die in damage. This damage is dealt before the attack is resolved, as thorned vines lash out from the armor to tear into the attacker, even if the attacker would usually be considered a worthy foe or makes multiple attacks. Mobs suffer this damage straight. This Gift lasts until the end of the scene

Artifact Weapons

Below are examples of Artifact Weapons made using this new system

Diamondhead

Forged from white Jade, *Diamondhead* is a massive pickaxe that gleams like its namesake. Once, long ago, when the Asatran Unification Wars were still young, the bastard of a noble house was sold to a slaver as a child so that he could not bring shame upon his family. The bastard grew up working in a mine, until a group of bandits attempted to drive the workers from the mine in order to use it as a base. The miners all fled, save for the bastard, who took up his pickaxe in a rage and slew the bandits. He awoke to his nature as a True Dragonblooded in the fight, using his Earth aspect to easily crush the bandits within the mine. Shortly after the battle, the bastard's family heard of his exploits and welcomed him back into the family, though the bastard never fully trusted them. He fought throughout the Unification Wars with his trusty pickaxe, eventually forging it into a weapon of war, and watched the members of his family die one by one until only he was left

Diamond Head grants the wielder a +1 bonus to attack and damage rolls for every two levels the wielder possesses. Mortals who wield *Diamondhead* inevitably find themselves compelled to delve into the depths of the earth, each eventually vanishing into some dark cavern or crevasse

Effort: 3, Dominion Cost: 16, Creator Level: 6

Stonebreaker [Lesser, Action] - Commit Effort from *Earthbreaker*: the wielder strikes a non-magic earth, stone, or metal surface and destroys a segment up to 10ft by 10ft by 10ft per level. They have fine control over this destruction, capable of specifying any shapes and materials they would like to remain untouched. This ability does not affect earth, stone, or metal being carried or worn by another creature. If the wielder wishes to use this ability on a creature made of earth, stone, or metal, they must first succeed a weapon attack made with *Diamond Head*: such an attack deals the wielder's level to the creature instead of the attack's usual damage

Steelpiercer [Lesser, Constant] - Attacks with *Diamondhead* deal +1d10 damage and ignore non-magic shields and armor. The Artifact also

ignores non-magic natural armor of creatures comprised of earth, stone, or metal

Crack the Earth [Greater, Action, Smite] - Commit Effort from *Diamondhead*: the wielder plunges the pickaxe into the ground at their feet. A chasm up to 50ft per character level long, and 10ft per character level wide and deep is torn in the earth. All creatures standing on the affected area plummet into the chasm, suffering 1d6 damage per 10ft fallen or 1d8 damage per 10ft fallen if the bottom of the chasm is lined with sharp rocks. Structures in the chasm's path are affected as they normally would be by the appearance of a massive crack in the earth

The Garden's Thorn

Forged from green Jade, this sword was wielded during The Shattering by the enigmatic Green Knight against the horrors that survived The Last War. While the Green Knight is portrayed in folk songs and tales as a defender of the weak, it should not be forgotten that he was also a fearsome warrior who gave no quarter to foes who would harm those he protected. Indeed, it was often enough that warlords and monsters alike would simply seek victims elsewhere if they heard that the Green Knight had declared a village or caravan under his protection. The sword's hilt is wrapped in thorns, and both sides of the blade are inscribed in Primordial script that glows with an emerald light. One side reads "The gate to the Garden is open," while the other side reads "Not a Serpent shall enter"

The Garden's Thorn grants the wielder a +1 bonus to attack and damage rolls made with the Artifact for every two levels the wielder possesses. Should the wielder attempt to perform an action that violates the code of chivalry while wielding *The Garden's Thorn*, they will immediately suffer 6 points of damage and must make a Spirit save or immediately lose attunement to the weapon and be unable to attune to it again for the rest of the day

Effort: 3, Dominion Cost: 22, Creator Level: 6

Cleanse the Garden [Lesser, Action] - By using an Action to touch *The Garden's Thorn* to a creature or plant that is suffering from contamination, disease or poison, the wielder may cure their target of what ails them. If Effort is committed from the Artifact, then the effect is extended to a half-mile radius around the

wielder, and will affect any soil and water within the area as well

The Garden's Bounty [Lesser, On Turn] - The wielder may thrust *The Garden's Thorn* into the ground as an On Turn Action. As long as the weapon's blade remains in the ground, all soil within a 30 ft radius of the Artifact will begin to bloom with small, fruit-bearing plants that will rapidly ripen and replenish their yield upon being plucked. The radius will expand by 10 ft every round, out to a maximum of a mile. Creatures eating the fruit will have their hunger and thirst sated. This Gift's effects persist even after the wielder's attunement to the Artifact is broken, so long as *The Garden's Thorn* remains planted in the ground. Removing the sword causes the plants to rapidly wither and die

The Garden's Seed [Lesser, Instant, Smite] - When the wielder deals damage with a melee attack made with *The Garden's Thorn*, they may commit Effort from the Artifact. If they do, a seed is planted within their foe that begins to rapidly grow into a tree that bears flowers and fruit. If the victim does nothing, the tree will grow around them within 3 rounds, completely immobilizing them. Worthy foes may make a Hardiness save as an Action on their turn once per round to remove the seed from their body, though this will cause them to take damage equal to the wielder's level regardless of whether they succeed or fail. The tree will feed its victims with its fruit when they are hungry, and give them nectar from the flowers to drink when they are thirsty, ensuring that they do not perish

Blade of the Emerald Order [Greater, Constant] - Attacks made with *The Garden's Thorn* deal +1d8+1 damage. If *The Garden's Thorn* is wielded in accordance with the wielder's chivalric duties, the wielder may roll to hit rolls and damage rolls twice and take the better result

Godray

In ancient times, before The Last War, an elvish warrior dedicated his life to studying the spear. He became so adept with spears that his ability outstripped the capacity of mortal weapons, causing him to shatter spear after spear as he attempted to continue his pursuit of mastery. He sought out the finest smiths in all of Creation, and each forged him a greater spear than the last, but each spear would shatter when the warrior would attempt to use his full

strength. One day, the warrior tried his spear against an angel. The two fought for a full day and night, though neither gained the upper hand. Finally, however, the warrior's spear shattered, as all of his previous weapons had, leaving him at the angel's mercy. Instead of killing him, however, the angel was furious that it had been denied the honor of a complete duel. When the warrior explained that his strength outstripped his weapons, the angel told him to wait for a year while it prepared him a suitable spear. In a year's time the angel returned with *Godray*, a spear made of pure sunlight and offered it to the warrior. The warrior was pleased with the weapon and thanked the angel, then slew it with a single blow

Godray grants its wielder +1 to hit and damage for every two levels they possess. Mortals who attune to *Godray* suffer 1d10 fire damage for each round they hold the spear, as it sears their flesh

Effort: 4, Dominion Cost: 22, Creator Level: 7

The Light Touches Everything [Lesser, On Turn] - As an On Turn Action, the wielder may cause *Godray* to glow brightly, shedding sunlight out to 200 ft. The wielder may commit Effort from *Godray* to allow the spear's light to penetrate solid barriers, enabling all creatures to see through them

Everything the Light Touches [Greater, Constant] - *Godray* has a melee range of 200 ft and can be thrown triple that distance. Attacks made with the spear deal +1d8 damage and the spear will automatically return to the wielder's hand after it hits or misses its target. *Godray* may ignore any obstructions between itself and its target, including solid walls, so long as the target is lit by sunlight

Sunray Spears [Greater, Action, Smite] - Commit Effort from *Godray*: all creatures and objects that are touched by *The Light Touches Everything* suffer the wielder's level in damage at the start of the wielder's turn, as the light shed by the spear shears through everything it touches. Individual objects and creatures may be spared at the wielder's discretion, and the wielder will never be harmed by this Gift. This effect lasts until the end of the scene or until the wielder dismisses it as an On Turn Action

Higanbana

Forged from red Jade, Higanbana is a spectacular katana with a gold-speckled blade and a handguard shaped like a flower. This sword was a gift from Emperor Ragaro Tarozuka to his Queen Consort, Vira, who was his first wife and only true love. Though the emperor took many wives in order to forge political alliances in the wake of the Unification Wars, *Higanbana* symbolizes his promise to Vira that his heart will always be hers; he presented the sword to her in a grand ceremony in which he recited a poem, imploring her to use the weapon to carve his heart from his chest should it ever wander to another

Higanbana grants its wielder +1 to hit and damage for every two levels they possess. Mortals who attune to *Higanbana* find themselves fixated on their strongest romantic attraction, and they will frequently use the sword to scare off or even kill anyone else who would make advances towards their beloved

Effort: 4, Dominion Cost: 18, Creator Level: 8

Blossom of Heart's Flame [Lesser, On Turn] - *Higanbana* deals +1d8 fire damage. As an On Turn Action, the wielder may blow on the blade, causing it to shatter into a thousand flaming petals that fly on the wind. These petals can be directed to attack out to 1500 ft, however the wielder may not use any Sword Gifts while the weapon is in this form. Returning *Higanbana* to its sword shape is an On Turn Action, though it may not be performed on the same turn as the sword was transformed into petals

Sever the Heart's Strings [Lesser, Instant] Commit Effort from *Higanbana* when the Artifact is in sword form and an opponent has been reduced to 0 HD with an attack from the Artifact: the victim is stabilized at 0 HD and will recover with proper rest, however the wielder may eliminate any romantic feelings they have for another person. The victim will never again feel romantic love towards the person in question, and will only ever be able to form a platonic friendship with them at most

Blazing Love's Inferno [Greater, Action, Smite] - Commit Effort from *Higanbana* while *Blossom of Heart's Flame* is active: the blazing petals multiply until they fill a 300 ft radius around the wielder. The wielder may make a weapon attack with *Higanbana* against every creature they can see or know the approximate location of within a 10 ft margin of error within this radius, and may do so again whenever

they would be able to use a Smite Action until the end of the scene or until *Blossom of Heart's Flame* is deactivated: whichever comes first

Romance's Final Bonfire [Greater, Action, Smite] - Commit Effort from *Higanbana* while it is in sword form: make a weapon attack with *Higanbana*. If the attack is successful, in addition to dealing its normal damage, *Higanbana* deals an additional 8 fire damage. The victim will continue to take 8 fire damage every turn until the end of the scene: worthy foes may make a Hardiness save to end this ongoing damage at the start of their turn

Iceshard

Forged from the frozen heart of a Made God of Winter, *Iceshard* is a dagger made of brilliant white ice honed to a razor-sharp edge. The dagger leaves a faint mist in the air around it, as *Iceshard* is always the coldest thing in any environment. Little is known about *Iceshard's* past wielders, for they all either preferred obscurity or died soon after taking the dagger up, but the consequences of its use are undeniable. It is said that *Iceshard* brought a permanent winter to many a Corpse World, and there are always whispers of its use when important figures die of frostbite

Iceshard is an Artifact dagger that grants the wielder a +1 bonus to attack and damage rolls made with the Artifact for every two levels the wielder possesses. Mortals who wield *Iceshard* must make a Hardiness save upon attuning to it - even if they have an invulnerable defense to cold - or die of hypothermia over the course of 24 hours

Effort: 3, Dominion Cost: 12, Creator Level: 6

Hrimgeror's Spite [Lesser, Constant] - Attacks with *Iceshard* deal +1d6 cold damage. Wounds left by *Iceshard* cause cold to creep through the body, making it difficult for the victim to move: on the victim's next turn, they must spend an Action if they wish to move via any means other than teleportation. Worthy foes may make a Hardiness save to resist, and creatures with an invulnerable defense to cold are not affected

Winterfang [Lesser, Action, Smite] - Commit Effort from *Iceshard* and make a weapon attack with the Artifact: on a hit, deal +1d10 cold damage per level of the wielder. Creatures damaged by this attack lose

their next Action, though worthy foes may make a Hardiness save to resist

Absolute Zero [Greater, Action, Smite] - Commit Effort from *Iceshard*: the Artifact emits a cold so bitter that Time itself freezes until the end of the wielder's next turn. The wielder may take a full round of actions while the world is frozen, interacting with it as they see fit. They may pick up objects, make attacks and use Gifts as they see fit during this moment of frozen time. Creatures bound to the Word of Time may elect to act while time is frozen, but they must make a Hardiness save and take damage equal to the wielder's level in order to do so. Creatures with an invulnerable defense to cold are immune to the time freezing effect

Lifedrinker

Forged by the enigmatic Saint of Killers, *Lifedrinker* first appeared during The Last War, though it is possible that it is far older than that. *Lifedrinker* is a serrated combat knife with a blade as black as night: blood never seems to stain its blade, no matter how much it spills. Very little is known about *Lifedrinker*'s history, but historians agree that it has never been wielder by anyone other than The Saint of Killers, which unfortunately means that it is very difficult to determine whether it was used in any given murder or massacre, as the Saint is notoriously reclusive

Lifedrinker is an Artifact dagger that grants the wielder a +1 bonus to attack and damage rolls made with the Artifact for every two levels the wielder possesses. Mortals who wield *Lifedrinker* are immediately driven to a murderous frenzy and will use the Artifact to slaughter anyone they come into contact with

Effort: 5, Dominion Cost: 34, Creator Level: 10

Silence [Lesser, Constant] - Attacks made with *Lifedrinker* deal +1d6 damage. Any creature injured by *Lifedrinker* is incapable of making any sort of noise until the start of the wielder's next turn

Bloodthirst [Greater, Constant] - Whenever *Lifedrinker* is used to kill a worthy foe, the wielder may either regain a point of Effort they have spent for the day or a point of Effort the Artifact has spent

Genocide [Greater, Constant] - The wielder's attacks with *Lifedrinker* are always instantly fatal to lesser foes, and their damage is doubled to mobs. As an

Action, the adept may commit Effort from *Lifedrinker* to attack every foe within their attack range

The Hateful Blade [Greater, On Turn] - Commit Effort from *Lifedrinker*: the wielder may make three attacks per turn with *Lifedrinker*. This effect persists so long as the wielder uses an Action to make weapon attacks with *Lifedrinker* or activate its abilities: spending a turn without doing so causes this Gift to end. If the wielder already has multiple attacks, they gain an extra attack each turn

Mjolnir

In the early days of the Din Empire, there was a god-hero named Thor who was the Din's greatest champion. Throughout his many adventures, Thor carried his trusty hammer, *Mjolnir*, by his side. While tales tell of Thor's many exploits, very few know that Thor eventually discarded the hammer in favor of a more advanced weapon he designed in his later years, when the Din began to favor technology over magic. That said, *Mjolnir* remained a symbol of bravery and resilience to the Din, and mortal heroes would wield the hammer on occasion when the need arose. Unfortunately, during The Shattering, *Mjolnir* vanished from history, and many consider it to be lost forever

Mjolnir is an Artifact warhammer that grants the wielder a +1 bonus to attack and damage rolls made with the Artifact for every two levels the wielder possesses. Mortals who wield *Mjolnir* are incapable of surrendering or fleeing from a fight, even if they fail a Morale test

Effort: 4, Dominion Cost: 22, Creator Level: 8

Cataclysmic Impact [Lesser, Instant] - Commit Effort from *Mjolnir* after dealing damage with a weapon attack made with the Artifact: the victim must make a Hardiness save or lose their next Action

Thunderstrike [Lesser, Constant] - Attacks with *Mjolnir* deal +1d8 sonic damage, as the hammer unleashes an earth-shaking thunderclap with each blow. The wielder may hurl *Mjolnir* as a ranged attack against any foe they can see with their unaided sight, after which it will immediately return to their hand

Blast the Earth [Greater, Action, Smite] - Commit Effort from *Mjolnir* and make a basic attack with the Artifact against every creature within 100 ft, centered

on a point the wielder can see. All creatures who are hit by the attack take damage as normal, +1d10 sonic damage for every two levels the wielder possesses. In addition, any unattended item or object - including the ground - within the radius of the attack is destroyed, provided it is not of divine construction. The wielder may spare individual creatures and objects as they see fit

Infinite Mass Strike [Greater, Instant] - Commit Effort from *Mjolnir* when you damage a foe with a basic attack made with the Artifact: make an opposed Str test against the victim. If you succeed, the foe is launched 10 ft in a direction of your choice for each degree of success, suffering falling damage if appropriate. If you fail, your damage against the foe is instead maximized

Mjolnir Mk II

As the years wore on and the Din became more advanced, their gods updated their arsenals to match. While Thor always kept his hammer with him, he became enamored with the guns that his followers had developed, and so made one of his own. *Mjolnir Mk II* is a one-of-a-kind rifle which is only loosely based on the mag rifles the Din favored in the Golden Age. Instead of hurling steel projectiles, it wields lightning itself to devastating effect.

Mjolnir Mk II grants the wielder a +1 bonus to attack and damage rolls made with the Artifact for every two levels they possess. Mortals attuned to *Mjolnir Mk II* take 1d10 electric damage every time they fire the gun or use one of its damaging Gifts.

Effort: 5, Dominion Cost: 32, Creator Level: 10

Lightning Rod [Lesser, On Turn] - Commit Effort from *Mjolnir Mk II* and target a visible foe: all electric-based attacks against that foe target AC 10.

Lightning Rail [Greater, Constant] - Attacks made with *Mjolnir Mk II* +1d10 damage, have a range out to line of sight, and ignore all Armor Class provided by physical defenses. Creatures killed with *Mjolnir Mk II* disintegrate into a pile of ash.

A Sound of Thunder [Greater, Constant] - Whenever *Mjolnir Mk II* is fired, or whenever *Voltaic Annihilation* is activated, all creatures within 30 ft of the wielder or *Voltaic Annihilation*'s beam must make a Hardiness save or be Deafened and Stunned for 1d4 rounds.

Voltaic Annihilation [Greater, Action, Smite] - Commit Effort from *Mjolnir Mk II* to fire a beam that is 30 ft wide and 1,000 ft long. All creatures within this beam take 10d8 electric damage. All objects within the beam's path not worn or carried by a creature who survives the blast that are not made of magical construction are destroyed.

The Oath Bow

A relic of old elvendom, this weapon is the template which all lesser oath bows seek to replicate. It was carved by The First Empress when her son was killed by one of Sol Invictus' champions. She used *The Oath Bow* to slay the offending champion in a single shot, but it would be far from the last time she used it. Whenever some great threat harmed elvendom, the Empress would take up her *Bow* to hunt her enemies. In her hands, *The Oath Bow* became a fearsome deterrent against the foes of her empire, but even it was not enough to prevent her downfall

The Oath Bow grants the wielder a +1 bonus to attack and damage rolls made with the Artifact for every two levels they possess. Mortals who wield *The Oath Bow* become chronically vindictive, seeking to use the *Bow* to avenge every sleight

Effort: 3, Dominion Cost: 20, Creator Level: 6

Execution [Lesser, Action, Smite] - Commit Effort from *The Oath Bow*: the wielder fires an arrow which pierces the heart of the target of *Curse the Name*, dealing 1d8 damage per level of the wielder. The range of this attack is limited only by the constraints of *No Sanctuary*

No Sanctuary [Lesser, Constant] - The wielder always has an instinctive awareness of where the victim of *Curse the Name* is located. They may attack their victim at any range, even if they cannot see them or if there is a physical barrier in the way. The victim will never benefit from cover so long as they remain the target of *Curse the Name*, though protective enchantments and other magical means of raising their AC will still function. While this Gift can provide the location of the target, even if it is in a different Realm, it can only attack the victim if the wielder is in the same Realm as them

Curse the Name [Greater, Constant] - Attacks made with *The Oath Bow* deal +1d8 damage. As an On

Turn Action, the wielder may commit Effort from *The Oath Bow* and name a foe they can see with their unaided vision who is guilty of some wrongdoing in the wielder's eyes. All damage from attacks made with *The Oath Bow* will be maximized against this selected target. The wielder must speak a name the victim recognizes themselves by: an alias will not suffice. This curse persists until the wielder targets a different victim

The Scepter of Molten Iron

In a far and distant Realm, there was once a king who loved nothing but iron, for iron was the foundation of his domain. His riches were made selling goods forged from the iron his mines dug up, his armies were outfitted with iron arms, and his walls were reinforced with iron to keep invaders at bay. Historians familiar with the Corpse World where the *Scepter of Molten Iron* was found agree that, whoever this king was, the *Scepter* was his downfall, for he continued to use it to call forth iron until nothing beside remained. Still, some ambitious heroes and would-be kings are occasionally foolhardy enough to venture into the molten wastes of the Corpse World in search of the *Scepter*, foolishly believing that their story will be different

The Scepter of Molten Iron grants the wielder a +1 bonus to attack and damage rolls made with the Artifact for every two levels they possess, and functions as a Medium Weapon. Mortals who attune to the *Scepter of Molten Iron* become infatuated with its powers and will not end a day without spending all of the Effort stored within the Artifact

Effort: 4, Dominion Cost: 20, Creator Level: 8

Burning Iron Rod [Lesser, Constant] - *The Scepter of Molten Iron* is a 4 ft long piece of wrought iron that is perpetually white-hot. Despite this, its wielder will never suffer damage from the heat of the Artifact, though the same cannot be said for their foes: attacks made with the *Scepter of Molten Iron* deal +1d8 fire damage. Additionally, the wielder can spend their Action to plunge the Artifact into the ground, creating an eruption point in that spot. Eruption points cannot be placed within 30 ft of each other, can only be placed at or below ground level, and fade at the end of the scene

Endless Iron Army [Greater, Action] - Commit Effort from the *Scepter of Molten Iron*: conjure a number of

small mobs up to the number of active eruption points. These mobs are made of creatures formed from molten iron with HD equal to half the wielder's level. They are suicidally loyal, have a morale of 12, AC 15, their attacks deal 1d10 fire damage, and they may use Blood Like Water. These mobs will harden into mundane iron at the end of the day. Each mob emerges from the eruption point that spawned it, causing the eruption point to vanish

Igneous Ire [Greater, Action, Smite] - Commit Effort from the *Scepter of Molten Iron*: all eruption points of your choosing explode in a torrent of molten iron, dealing 1d6 damage per level in a 30 ft radius of each eruption point. Creatures that have an invulnerable defense to fire still take half damage, as they are bombarded with torrent of heavy iron. Each detonated eruption point vanishes after this Gift is used

Sileri's Fangs

At the dawn of Creation, God placed a great serpent in the west that came to be called Sileri. The snake was a massive creature, coiled around a mountain, and would attack any that tried to venture into the lands beyond Sileri's Peak. So great was the serpent's strength that it was known to eat even dragons that dared to attempt the journey beyond the mountain. However, as with all things in the distant past, Sileri's reign of terror did not last, for one day a pilgrim and a warrior king came to Sileri's Peak in order to journey west. The pilgrim attempted to soothe Sileri to sleep with beautiful hymnsong, but the serpent would not be swayed. It reared its head to strike, however at the last moment the warrior king beheaded the serpent with a single stroke of his sword. The warrior king took the serpent's fangs as a trophy and forged them into a pair of curved greatswords, though it is said that he ironically never had the chance to use them, for he spent the rest of his days peacefully living in the garden the pilgrim built in the west

Sileri's Fangs are a paired set of Artifact Greatswords which grant the wielder a +1 bonus to attack and damage rolls made with the Artifact for every two levels the wielder possesses. Both swords must be wielded in order for any bonuses or Gifts of the Artifact to function. The few mortals with the strength to wield *Sileri's Fangs* will find themselves becoming helplessly duplicitous while they remain attuned to the Artifact. For each scene they use the Artifact to

attack an enemy, they must attack a companion or ally by the end of the following scene, if there is one in range

Effort: 4, Dominion Cost: 20, Creator Level: 8

Slashing Serpent Fangs [Lesser, Constant] - The blades of *Sileri's Fangs* each drip with lethal poison, attacks made with them dealing +1d12 poison damage. Lesser foes wounded by *Sileri's Fangs* will die at the end of the scene if they do not receive magical healing to treat the poison

The Traitor's Blessing [Lesser, Constant] - Should the wielder use *Sileri's Fangs* to attack someone who trusts them, their attacks will automatically hit and deal maximum damage. The effects of this Gift will persist for as long as the victim continues to trust the wielder

Lightning Venom Strike [Greater, Action, Smite] - Commit Effort from *Sileri's Fangs*: in the blink of an eye, the wielder leaps forward and strikes a creature they can see with *Sileri's Fangs*, dealing 1d8 poison damage per level. This Gift cannot be activated for its movement alone: another creature must be harmed. Worthy foes may make a Hardiness save for half damage, though they take a -4 penalty to the save if they were unaware that the attack was coming

A Snake in the Garden [Greater, Action] - Commit Effort from *Sileri's Fangs* and plunge both swords into the earth or a body of water. Poison seeps from *Sileri's Fangs*, contaminating all soil, plantlife and water within 10 miles per level of the wielder. Any creature consuming the plantlife or drinking the water within this area must make a Hardiness save or begin vomiting blood, dying within 5 minutes of consuming the poison. Only magical healing can cure a poisoned creature, but only a Gift or Miracle is sufficient to cleanse the affected area. A Village-sized Faction within the area will collapse entirely if it does not quickly move, while larger Factions that own territory that includes the affected area will gain a 1 point Problem related to the blighted land for as long as the Gift's effects persist

Valdi's Oar

Valdi stowed away on an Ulstang raiding ship when he was only 14, hoping to make a name for himself at sea and perhaps find a life more pleasant than the cold, craggy islands of his homeland could provide.

Little did he expect the horrors that awaited him and the crew of the ship in The Bleak Reach. While raiding a fishing village, the Ulstangers were beset by mechanical horrors unlike anything Valdi had ever seen and were driven back onto the ship. When the horrors pursued them into the water, Valdi had no choice but to reveal himself and offer his life in battle if he had any hope of surviving. Lacking any weapons, he picked up an oar in a desperate bid to save his life. Fortune smiled upon Valdi, however, as he became Godbound in that moment and drove back the attackers with nothing but his oar, which retained a portion of his divinity after his apotheosis

Valdi's Oar grants the wielder a +1 bonus to attack and damage rolls made with the Artifact for every two levels they possess. Mortals who wield *Valdi's Oar* gain Valdi's foolhardy bravado, though they lack the Sea god's might to back it up

Effort: 1, Dominion Cost: 8, Creator Level: 2

Drag to the Depths [Lesser, Action] - Commit Effort from *Valdi's Oar* and target a creature within range of *Tidal Lash*. If that creature is standing in a body of water or on a boat that is in a body of water, they are dragged to the deepest part of the water directly beneath them. Worthy foes may make an Evasion save to resist

Tidal Lash [Lesser, Constant] - Weapon attacks made with *Valdi's Oar* have a range of 100 ft and deal +1d8 damage, as crushing waves are conjured to strike down the wielder's foes. Additionally, the wielder may make an opposed Attribute check once per round against a creature damaged by *Valdi's Oar* in an attempt to knock down or trip their foe

The Word

Sword is spoken time and again throughout Creation. Its syllables ring out across every battlefield and the violence it promises tumbles freely from the lips of every warrior. It is understandable, then, that the most perfect weapon would be forged from Sword itself, rather than mere steel or glittering orichalcum. *The Word* is a glorious glowing sword made of Primordial script. It has no weight, save for the gravity that Sword implies, and fits perfectly into the hand of any who would wield it

The Word grants the wielder a +1 bonus to attack and damage rolls made with the Artifact for every two

levels the wielder possesses. Mortals who wield *The Word* suffer 1d10+1 damage for every round they hold the Artifact as their flesh is rent asunder. Any creature wielding *The Word* may commit Effort from the Artifact to perform any Miracle of the Sword Word

Effort: 5, Dominion Cost: 40, Creator Level: 10

A Knife at the World's Throat [Lesser, Constant] - All of *The Word's* Gifts, as well as any Sword Gifts or Miracles the wielder uses, may be targeted at any creature the wielder knows the location of within a 10 ft margin of error so long as the wielder is narratively using *The Word* while doing so

Vorpal Edge [Lesser, Instant] - Commit Effort from *The Word* when the wielder damages a creature with *The Word*: the wielder may bisect a line through any point on the victim's body, completely separating the creature into two along that line. This could cut the victim completely in half, or could simply sever a limb or a head. If being bisected in this manner would kill the victim, they will perish. Worthy foes may make a Hardiness save to resist being bisected. This ability also works on inanimate objects

No Blade Shall Be Sharper [Greater, Constant] - Attacks made with *The Word* deal +1d10+1 damage. Attacks made with *The Word* ignore all Armor Class provided by armor, shields, natural armor, or any other sort of hardness or toughness

Yaldabaoth

At the dawn of Creation, God created the first man and the first woman. The first man was given mastery over all mortals, and with it a grave responsibility to keep them safe. Creation outside of the Garden was dangerous, but the first man led his people well and guarded them, until the Leviathans came. The war with the Leviathans was brutal and bloody, but mortals prevailed with the aid of the angels. Unfortunately, the Leviathans were creatures beyond death, and so merely killing them was not sufficient to end the threat they posed to Creation. *Yaldabaoth* is one such measure: the sword is a hole in reality, created by forging one of a Leviathan's myriad souls into a blade

Yaldabaoth grants the wielder a +1 bonus to attack and damage rolls made with the Artifact for every two levels they possess. Mortals who wield *Yaldabaoth* hear the maddening whispers of the Leviathan

trapped within the blade and inevitably go on to commit atrocities with it

Effort: 5, Dominion Cost: 22, Creator Level: 10

Obliterator [Lesser, Constant] - When the wielder hits with a weapon attack made with *Yaldabaoth*, they may elect to destroy a piece of equipment or item of clothing their foe has on their person instead of dealing damage. Magic items may be destroyed in this manner, but nothing made of divine construction. As an Action, the wielder may destroy a 5 ft cube of material that is not of divine construction

All-Consuming Hunger [Greater, Action, Smite] - Commit Effort from *Yaldabaoth*: the wielder opens a portal to *Yaldabaoth's* bottomless maw at a point within sight. The maw is 5 ft in diameter for every level the wielder possesses, and sucks in everything in a radius of 10 ft per level the wielder possesses. Creatures within the suction radius must make an Evasion save at the start of their turn or be sucked into the maw. Creatures coming into contact with the maw are instantly obliterated, leaving behind only items of divine construction that were on their person. Worthy foes may make a Hardiness save to resist obliteration, but take the wielder's level in damage, even on a successful save. The wielder and their allies have no special protection against this effect. The portal lasts for one round per level

A Piece of the World is Missing [Greater, Constant] - Weapon attacks made with *Yaldabaoth* deal +1d10 damage and ignore any armor class provided by armor or physical toughness