

# Words of a Fallen Empire.

In the long distant past, reality was whole. Magic could do impossible feats, men became gods, and gods turned into devils that cracked reality. Back then many of the the words that godbound use today were stronger. Broader. More deadly. The fracturing of the reality engines that sustained them has broken a clear access to the words of creation that permeate reality. But the engines are not the words, the words are independent powers of creation. And one day, they could return.

These are the primal words. The first words. The words of the fallen empire.

*Designer notes. So, some words \*cough bow, artifice, sun\* were blessed with great power. Some, like wealth and fire, were not. This is an attempt to rebalance some of those words. In general, words are made so that they all support a fun core theme, are notably less powerful than the strongest current words, and have no dead useless gifts. Every gift is supposed to be useful, and people should want to purchase every gift from a word they choose. You can slot these into your game either as full gifts for everyone, only for godbound, or just pick and choose gifts at will.*

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# Universal gifts

Many gifts were easier to access in the distant past, with the engines of reality thrumming along safely. These are some of the most common ones that were universally accessible to any word bound individual.

## Perfection of Penetration

Constant

This gift enhances the abilities of the user, granting their divine powers a more invasive manner, allowing them to penetrate even supernatural defenses. Any saving throws enemies make against the godbound have the godbound's level added to them. This gift is a greater universal gift, and was rare even in the days of the fallen empire.

## Avatar of Divinity

Action

Commit effort for the scene. A 1HD mob or one greater creature of 2HD per level may be summoned per three levels, rounded up. They are innately loyal to the user, and can be made permanent with 1 dominion.

## Weapon of the Ages

Constant

Gain a 1d10 magical weapon themed as per a chosen word. One minor bonus can be chosen with this gift, including straight damage to a narrow selection of individuals that will generally not include anything as broad as 'humans', taking such a selection of enemies as AC 9, attacking stealthily, or doing 1d6 explosive damage with a kill.

## Shield of Faith

Constant

Gain AC 3, unaffected by shields or armor, themed according to a chosen word. One minor bonus can be chosen, such as an immunity to surprise, resistance to an element, or resistance to some trap.

## Mana from Heaven

Action

Commit effort for the scene. Summon up to a wagon's worth of creation from a chosen word. These items last for up to day, and cannot be used as magical components.

## Casual danger

On turn

Commit Effort. Your Fray die can harm even worthy foes, those enemies of greater hit dice than you have levels. This power also affects those gifts that allow you to apply your Fray die as part of their effects, increasing the potency of such powers.

Purity of the word

Instant

Commit effort for the scene. You instantly dispel as though with an offensive miracle of your word another gift. This gift can only be used to dispel as your chosen word can.

Designer notes.

Some people feel that summoning, fray, or attack or defense gifts should be left to their words. That's fine. There are guides in the Lexicon for making new gifts though, and this serves as a quick "How to" to make new words. A lot of people like to restrict these things. That's fine too. These are options. If you don't want the universal words, don't include them.

## Magic

This is the old, ancient word that was used by theurgists of old, before the fall of the mighty empires, the magic that forged realities and created impossible made gods and monsters. It's secrets have long since been thought lost, but perhaps the right environment or research could reawaken it.

Magic can do miracles to alter the properties of spells, create variations in spells, spot all types of spells, and modify low magics. Note that they do not have broad control over divine gifts- other words do not count as spells.

Godbound affiliated with the Magic Word brush aside the incantations of lesser mages. As an Instant ability, the PC can Commit Effort for the scene to instantly negate any low magic spell being cast in their presence or banish or destroy any low magic construct or summoned entity. This counter does not function against theurgy or arcane powers that are merely similar to low magic spells. They also have an invincible defense against low magic, and all theurgy below that of the throne, though even this they always can save against.

## Lesser Gifts

### Adept of the Gate

#### **Constant**

You have been initiated into the Gate, the humblest level of theurgy, albeit still one beyond all but the mightiest mortal wizards. You may choose four invocations of the Gate to master as part of this learning and may learn more as you find them. This cannot be used as a miracle.

### Adept of the Way

#### **Constant**

You have been initiated into the Way, the second tier of theurgic mysteries. You must already be an adept of the Gate to master this. You master three invocations of the Way as part of this learning and may learn more as you find them. This cannot be used as a miracle.

### The Excellent Pause

#### **Instant**

When you cast a theurgy invocation or low magic spell, you may Commit Effort just before it is triggered. The spell is then suspended and may be released as an action at any time thereafter, with the Committed Effort returning at the end of that scene. You may suspend more than one spell if you're willing to Commit the Effort to each, but releasing a spell requires your action for the turn.

### Perfection of Understanding

#### **Constant**

You are a remarkably swift student of magic. You can learn any low magic path within a month, taking one week per level of initiation of your teacher, without requiring a Fact committed to it. You can learn theurgy spells at a vastly accelerated rate as well; one day for an invocation of any degree. You automatically understand any low magic or theurgy used against you or in your presence, knowing its function, limits, and degree of power. You can also recognize the author of a magical working if you've seen other examples of their work.

### Metamagical master.

#### **Instant**

Each round modify, or destroy a known low magic spell of up to 20 x 20 x 20 foot size within your normal line of sight. The alteration can be elaborate, to the limit of your own creative skills, but cannot increase damage dice, allow healing to be applied en masse or increase the power of summons, but can change the element and number of targets. Each additional use in a round beyond the first requires a scene effort commit. Worthy foes can resist alteration of their spells with a spirit save.

## The Will that Burns

### **Instant**

When struck while maintaining concentration, such as while casting a theurgy invocation, you may Commit Effort for the scene to maintain your concentration, prevent the loss of the spell, and inflict a 1d8 straight damage die on the foe that struck you as a mystic backlash.

## Wizard's Wrath

### **Instant**

Commit Effort. Your Fray die can harm even worthy foes, those enemies of greater hit dice than you have levels. This power also affects those gifts that allow you to apply your Fray die as part of their effects, increasing the potency of such powers

## Greater Gifts

### Adept of the Throne

#### **Constant**

You have been initiated into the Throne, the deepest degree of theurgy's secrets. You must be an adept of the Way to master this. You master two invocations of the Throne as part of this learning and may learn more as you find them. This cannot be used as a miracle.

### God of the Lesser Paths

#### **Action**

Commit Effort for the day. The land you designate within a ten mile radius is altered in terms of how its low magic applies for any type of low magic you have observed in spent an hour exploring with a practitioner, changing it at your will from easy or hard to learn and use. It is always a plausible or improbable change to teach your chosen types of low magic with dominion or influence and the elemental nature and breadth (with an increase or decrease of up to 20 feet in range) of low magic can be freely altered in the area as with the metamagical master gift.

If applied as a gift and not used as a one-off miracle, the persistent magic counts as a feature or problem (if the area relies on low magic) for the land that though it cannot be sacrificed in the case of a lost Conflict it was involved in. Worthy foes can save vs spirit to cast a low magic spell of choice.

### Archmage above archmage

#### **Constant**

Your power as an archmage is indisputable. You have an intuitive awareness of all publicly known low magic, mages, theurgy and eldritch in or communities you rule or administer, and can share magical secrets and knowledge freely with any magic users who you have shared

names with within your lands, and freely talk to them (though they cannot talk back, except to share magical secrets and knowledge).

You gain an extra free point of Dominion every month, though you can only spend these points on the creation or modification of magical spells, items and traditions. This Dominion cannot be spent on the creation of artifacts. Newly created Godbound do not begin play the game with any points.

## Designer notes.

The way and the gate are both now 1 gp, because the second level isn't that great, and that means this word needs less investment to be useful, similar to other words. It now has miracles and immunity to itself, like most words. Some of the redundant gifts have been removed, like greater praxis of rule (now superseded) subtle eye of knowing (mostly just a weaker form of perfection of understanding) and ruler of the lesser paths (very situational in use, and expensive) and some new gifts have been added.

For the metamagic gifts, don't generally allow maximizing of damage. At higher levels, perhaps, it might be allowed, but at lower levels it can make cinnabar magic far too strong. Few worthy foes rely on low paths heavily though, and so outside of that they should feel free to mess with the magic, changing healing spells to necromantic harm spells, fire spells to ice spells, making spells of thought apply to everyone around them, make scrying results return only madness.

The empty path's ability to turn a group of peasants into mighty fighters may be an issue, but this can be restrained under the no modifying damage dice rule. Do not reduce any dominion costs either- theotechnicians may be able to make +3 swords enough to fill a room, but only if they can pay the hefty dominion cost. Eldritch may rely on sorcery to damage individuals, but will usually have other means to harm godbound who prove immune to their weapons, if perhaps weaker or less ranged means.

Note on miracles of the god of the lesser path- it is a persistent spell, even if applied as a miracle, but certain widely known rites and rituals can slowly reclaim areas for low magic if simply applied as a miracle, and natural law will slowly seek to reassert itself. As a gift, only divine powers can remove it.

Archmage above archmages is meant to allow the easy finding of theurgy and low magic, making your game more magical, and is a version of the similar command gift. God of the lesser paths only affects weaker foes generally, worthy foes will have bound words and so can ignore it, but lets you shape the world well otherwise. Metamagic master is mostly flavor, but fun for wizards.

# Plenty

Once merchants travelled from world to world, their word law, trading goods, buying rare components, and forging a society that could make even the impossible, made gods. In time, the power that let them do that was broken, but perhaps the mightiest of users of wealth could reawaken this power.

Plenty is the Word not only of gold, but of prosperity of all kinds. Steady pay, full larders, warm clothes, and sturdy roofs are the purview of this Word. Some of its powers interact with the Faction system on page 134, giving blessings or curses to whole cities or nations. Some gifts of money allow the creation of non-magical objects, and a hero can use these powers to create great sums of gold or other precious materials which last forever. As a general rule, these gifts can be used to create enough wealth to accomplish any immediate end desired, but the inflation caused by such a sudden rush of fist-sized jewels will make further artificial wealth expenditures in the area useless for some time. A hero who operates more slowly, using the gifts to create actual objects of practical use, does not cause this sort of inflation. Such created wealth is useless for the purposes of exerting Dominion, and cannot be spent for that end.

Heroes with the plenty Word are never short of money, and can always afford anything that costs 1 Wealth or less, 4 if they use their gifts. They always have sufficient food, drink, and clothing for themselves and their companions, drawing it from nothingness if necessary. They can instantly judge the value of any item, and see what others value in terms of wealth.

## Lesser Gifts

### The Craft to Make

#### Action

Commit Effort. You can create or duplicate any mundane object you've seen before in one round, provided it's no larger than a wagon. The object is permanent. Animals produced are docile and provide sustenance if eaten.

## Debts to be paid

Action.

Commit effort. An individual's non-magical possessions, including armor, clothes, and worn items are sold off, with the wealth going to the user. Weapons remain in hand, as do powerful magical items, and worthy foes can save vs reflex to resist this power. Ridden animals, like horses, become disloyal and rowdy as they no longer feel owned.

## Spread the wealth

Action.

Commit effort. All NPCs within eyeshot are bribed with enough wealth and goods to secure their cooperation with your actions, to the limit of their personality, up to a maximum of your level in wealth per round. Very wealthy individuals and worthy foes can save vs spirit to resist this power, or ignore it if the wealth is insufficient. After withdrawing this power the individuals will remain bribed, unless a serious emotional truth or a better offer comes along to change their mind.

## Privilege of Affluence

Constant.

Your natural armor class is 3. You will never be the first to be targeted by a foe without specific anger towards you, so long as there is another target within sight, and most will prefer to imprison you for your wealth. Armor or shields don't benefit this base AC

## Prosperity's Abundance

Action

Spend the Wealth necessary to purchase a generally-available object or service, including magical ones with a minimum of 1 point, and have it appear instantly. Services are performed by unseen hands to a good quality of work, taking as long as it would take to execute the work normally. Only "real" Wealth can power this gift, not Wealth created by magic or gifts.

## Sustain the Multitude

On Turn

Commit Effort and bless a faction with a Power score no larger than 2, affecting a city at most. The faction gains the Feature "We always have enough to survive", providing them with sufficient supplies of food, clothing, and other needs regardless of the bleakness of their surroundings or recent losses. This Feature can be used to defend during relevant conflicts,

but it cannot be sacrificed on a loss, and lasts as long as the Godbound keeps their Effort Committed.

## Wither the Purse

### Action

Commit Effort for the scene and target a victim in sight. Their finances suffer immediate and drastic loss, whether from thieves, arson, misfortune, or bad trade. They lose one Wealth point worth of possessions per level of the Godbound. Worthy foes can make a Spirit save to resist. Those who steward others' money or have far-flung possessions lose only their own personal funds or those in the immediate area. If used against someone who directly controls a faction's wealth or facilities, their faction loses the benefit of one economically-related Feature the victim oversees for the next faction turn.

## Greater Gifts

### Everlasting bargain

#### Action

Commit Effort for the day and give an offer of some wealth or goods for actions of your choice. If directed at a group, all lesser foes up to a Vast Mob in number will stop to consider the deal and negotiate, unless attacked or hurt by the godbound or their allies. This delay can last up to a scene, and if they agree it is fair, they will honor the deal and carry it out so long as you can meet their demands.

If directed at a single target anything can be demanded of the target, so long as the reward is great enough (+2 their wealth level for the most extreme requests, and they will always accept any offer that is not suicidal or self harming and follow it so long as the reward is given. Worthy foes get a Spirit saving throw to resist the control, though many will think twice before rejecting a bargain where they offer a pittance for a mountain of gold.

### The Golden God's Hand

#### Action

Commit Effort and curse or bless a faction or community with a Power score no larger than half your level, rounded up. You may either grant them a beneficial Feature having to do with prosperity or wealth, or you may suppress an existing Feature they have that relies on money or large amounts of resources. Granted Features can defend, but cannot be sacrificed on a loss. Emphyrean Wards do not hinder this effect unless the entire area being cursed or blessed is protected by the ward. The curse or blessing manifests very rapidly in the course of a day, and lasts for as long as the Effort remains Committed. This gift refunds sustain the multitude.

## Master Merchant

### Constant

You gain an awareness of all the trade dealings within your realm, and can communicate to any merchants under your domain and instantly receive any goods they acquired, and an instant awareness of any actions to defraud or steal from you. Once a month, you receive 2 times your faction's power score in real wealth to use. If a thief attempts to steal a major object of value from you, like this wealth or an artifact, you can take one instant action before theirs, wherever they are, unless they are word bound to a stealth word like deception or night or thievery.

## Monarch of Monopoly

### Action

Spend one effort for the day. Objects of a sort in the region chosen by the Godbound have their Wealth cost increased by one half the Godbound's level (round up). This can be as broad as, "Military weapons," "Transport to and from a location," or "Food." The Godbound is able to produce the goods and sell them at the new rate if anybody is capable of purchasing them. This Gift may be used to create a Faction Problem for any faction in the region related to gathering resources or to remove a Faction's Feature related to said resource if they are unable to pay for it. This can be maintained with 1 influence indefinitely.

## Designer notes

The goal of this word is to make a godbound who uses it feel rich, be able to bribe everyone easily, and let you very actively mess with enemy economies that oppose you.

A craft to make, ever sufficient provenance, flawless reproduction, prosperity's abundance, and forever sufficient. Five gifts, 6 gift points, all so you can produce mostly mundane stuff that you can easily buy or create, much of which vanishes when you run out of effort, making you look like a rather fake and poor godbound who doesn't honor their bargains. They were all rolled into one lesser gift, a craft to make, which now makes you lots of stuff which lasts forever.

Debts to be paid was added as a fun in combat power which is likely to be fun and hilarious for many users, and provide an instant reminder that if you mess with the god of stuff, you won't have stuff.

Everlasting bargain and spread the wealth allow easy offscreening of bribery. They work not by mind control, but by magically producing whatever the individual values- gold, signed sports memorabilia,, human hearts, bone lubricant. As such, many enemies who value

anything physical will chose not to resist, as letting themselves be bribed makes them rich and happy. Privilege of affluence is a similar bribery gift, to let you survive as a merchant.

The golden hand is an upgrade of sustain the multitude, and so was made to refund it. Master merchant lets you offscreen money creation, and makes a godbound of wealth incredibly value for any sorcery or worshipper focused group. Monarch of Monopoly is a broader version of the golden hand allowing you to mess with a whole region, at the cost of being less targeted.

## Inferno

In the beginning of the world, it's said there was an inferno, brighter than any sun, that spread out through creation. Warriors wielded this fire to kill and fight the angels in heaven. This is that word.

Born of blue flame, the Word of Inferno grants powers of burning, melting, and destroying those things displeasing to the hero. It may also be used to shield allies from the fury of the flame, or undo the damage that fire has done to a person or object. Its miracles may also bring light to a place, or to conceal with veils of choking smoke. More subtle miracles may invoke Inferno's ties to passions of fury and lust, enkindling these feelings in others or causing them to spread to others like the swelling of a growing flame.

Heroes with the Inferno Word have an invincible defense against flame and smoke, and can breath freely in the most intense of flames. Their companions can freely breathe in flames, and any fire produced by the godbound will not harm them. They may wield fire as a magical weapon with a range of up to 50 feet and a 1d10 damage die.

## Lesser Gifts

### Consuming Gaze

#### Action

An object in sight up to 20 x 20 x 20 feet in size is set on fire, has fire removed, reverses the effects of fire or has the fire reshaped. This even burns normally non-combustible materials. Larger objects may take a few rounds to completely burn away. Objects carried by a person cannot be affected. See page [27](#) for rules on creating walls of flame or other zones of

hazardous terrain. Fire damage can be healed or repaired at no effort cost, but the dead cannot be raised.

## Firestorm

(Smite) Action

Commit Effort for the scene. Choose a point within sight; every chosen target within 100 feet of it is struck by falling flame for a 1d6 die of damage per level of the Godbound, with an Evasion save allowed for worthy foes to halve the damage taken, rounded up. Enemies who remain within this zone after the initial hit take 1 damage per two levels rounded up for each round they stay with the flames, three per two level if mobs.

## Firewalker

On Turn

Commit Effort for the scene. Instantly know the location of all flames within a mile. As an action, teleport and emerge from any larger than a candle flame with any willing companions in physical contact with you. You cannot move more than ten miles total in any one hour.

## Fiery passion

Action.

Commit Effort. All NPCs who are lesser foes within earshot or sight are suffused with a powerful lust or passion of your choice, directed at the object of your choosing. Worthy foes get a Spirit saving throw each round to throw it off. This emotion will make them act to the limits of their character and will last at least a day after the effort is reclaimed.

## The smoke about

On turn.

Commit Effort. Fill the air around you with smoke, up a 300 foot radius. You and your allies can see through it, but others with normal senses can see no further than five feet around them. The clouds can melt any mundane ice and allow every ally within it to ignore the first five heat damage they take each turn.

## Searing Blade

On Turn

Commit Effort. You wield fire as a weapon, either lighting a blade in it or using projections of it as a magical weapon at 200 foot range and 1d10 damage die. Individual victims killed by

this explode into flames, doing a 1d6 damage die to all desired targets within 20 feet. This gift's damage is always rolled straight against Mobs of lesser foes.

## Fire Break

Constant

You can halt the spread of fires, fiery passions, and similar things within sight as a free action. Additionally, you may commit effort for the scene to immolate any restraints on you, whether physical bonds, magic restraining your body, or insidious psychological influences.

## Greater Gifts

### Burning Rebuke

On Turn

Commit Effort.

Every foe that attacks you while angry or impassioned or stands close to a source of flame suffers your Fray die in fire damage before each attack is resolved, even if they have more hit dice than you or make multiple attacks. Normally, only mindless creatures or remarkably disciplined foes can remain calm enough to avoid the damage. Mobs suffer this damage straight. In addition, any foe who closes into melee combat with you suffers 1 damage per round, 3 for mobs.

### Deadly inferno

Action

Commit Effort to the end of the day to cause a massive 300 radius wall of fire to appear, burning everything in its path, doing 1 damage per level to enemies and 3 to mobs if they do not move out within the round.

### One with the flames

Action

Commit effort. Your body becomes one with the flames, freely burning what you chose within ten feet around you, increasing your fray radius to everything within 200 yards burning through any non magical substance in your way as a free action, and once per round allowing you to as an on turn action emerge from a nearby flame within 200 feet.

## Friendly Fire

### Constant

People will view any fires you set as natural and normal, and will not see it as unusual for you to set fires. They will protect themselves, prized possessions and dear friends from the consequences of fire, but will not otherwise make any effort to stop fires, and legal prosecution of you for setting fires is impossible. Commit effort for the day, and up to a large crowd of foes will not protect themselves or dear friends or possessions from the consequences of fire. Worthy foes can save vs spirit to ignore this.

### Designer notes.

So, everyone loves fire, but a lot have noted that this word leaves a lot to be valued. Firestorm has been buffed, to apply a zone of danger and to not allow lesser foes to save. It will now reliably do a lot of burning to mobs. The many different control fire gifts have been conflated into one fire gift to let people manipulate things. Firewalker has been buffed to the standard 10 miles.

Nimbus of flames and burning rebuke have been combined into one gift, to represent that it's a bad idea to play with fire, and because neither was that good, being more like two lesser gifts. Deadly inferno was made, to allow mass fire creation, one with the flames to let you do cool firey things, and friendly fire to allow you social control. Searing blade was a bit overpriced for what it did.

## Blade

Blades masters in the fallen empire spent decades meditating on their blades, to come to a conclusion. War is an inherent part of the universe, and they were the embodiment of it. And it was their duty to take it to heaven.

The Word of the Blade is that of melee combat, of direct struggle between the Godbound and their foes. Miracles of the Blade involve unerring strokes, tremendous blows, or marvelous escapes from harm in battle. While potent, these miracles do not work at range.

Heroes with the Blade Word treat all their weapon or unarmed attacks as magical doing 1d10+1 damage, cannot be disarmed, can summon any melee weapon they've ever used

immediately to hand as an Instant action, and their melee attacks never harm any opponent they do not intend to harm.

## Lesser Gifts

### Contempt of Distance

Constant

Your movement action can take you to any point in 60 feet, provided there's a target to hit at the end of the move, and no barriers that cannot be smashed through. A hero could thus dash straight to a rooftop or balcony without navigating the physical route there.

Foes too far away to reach in one round can be pursued over multiple rounds, but they must be attacked once reached. This pursuit can even extend into the air, supporting the hero until they defeat their enemy or choose to disengage, whereupon they land safely at a point below. If an enemy flees, you can commit effort for the scene to pursue them to their new location, no matter how far they go or teleport as an instant action to their current location.

### Nine Iron Walls

Instant

Commit Effort for the scene. You have an invincible defense against all physical attacks until the start of your next round. This defense does not apply to environmental hazards, spells, or other non-attack forms of harm. As with all Instants, this can be used even after an assailant has rolled a successful hit.

### Through a Red Forest

Constant

You always hit lesser foes with your melee attacks. No attack roll is necessary, but this benefit applies only to actual melee weapon or unarmed attacks, and not to other effects that involve hitting a foe to inflict a hostile effect. Against the melee attacks of lesser foes, you also gain 1 point of damage resistance.

### Beautiful crossed blades

On Turn

Commit effort. All foes within your movement range become compelled to take you on in melee combat, with them tossing down or you destroying any ranged weapons they held. If they choose to take any action other than attacking you in melee combat or moving to attack you are allowed one free attack roll against them, at a limit of once per enemy per round. A worthy foe may roll a Spirit save to negate the compelling effect, but not the retaliation, and once they save they are immune to the compelling effect for the rest of the scene.

## Blades of Blossoming Scarlet

Action.

Commit effort. You may roll a single armed or unarmed melee attack roll to deal damage to all foes in front of you within melee range, or within your movement action, cutting a bloody gash into all enemies that face you.

## Unerring Blade

Instant

Commit Effort to the scene's end. Your current or next melee attack hits on anything but a natural roll of 1 and does maximum damage. This strike can penetrate any protection short of an invincible defense against the weapon being used.

## Greater Gifts

### The Red Hand of God

Action

Commit Effort. You launch an assault, dealing  $1d10 + \text{attribute modifier} + \text{level}$  of damage. This gift damages every enemy you could melee attack as a single turn's action, which includes any movement required to complete the attack. This damage roll deals straight damage against mobs and normal damage to any singular foes caught in the area of effect. Both the straight damage against mobs and the regular damage may be distributed as you wish, but mob damage cannot transfer to singular foes. You may pick any attribute modifier for the damage roll, provided you can explain how it is relevant to the attack. If you have multiple attacks, as an action, this gift is not useable for all of them, and uses up your action. Buying this gift refunds Blades of Blossoming Scarlet.

### The Path Through War

On Turn

Commit Effort. So long as you don't make an attack roll or cast a hostile effect, you have an invincible defense against all weapon or unarmed attacks. You can still use your Fray die while under this effect. This defense is not applicable to environmental, spell, or magical effect damage. You also gain a sense of where the fighting is most intense and where the most powerful foes are in a battle. Once this gift is dropped or ended, it cannot be re-activated during that same scene.

## Shattering Hand

On Turn

Commit Effort. Your melee damage rolls and Fray dice are always the maximum possible. You can destroy barriers as thick as five feet of stonework in front of you in one round's action, smashing them with a blow or as part of your movement action. Magical substances may resist this power.

## Unburdening the Flesh of Lesser Gods

On Turn

Commit Effort for the day. For the remainder of the scene, while in your presence, foes must commit one additional point of Effort per four levels of the hero when using any power, gift, or miracle which could negate attacks, provide an invincible defense, or otherwise escape harm versus the user.

## Designer notes.

Sword, the weaker version of bow that leaves you notably less effective in a melee fight than bow. This word is built to replace that. The goal is that anyone with this word is a brutal and horribly dangerous menace to mobs, that in melee combat they're better than people with bows and arrows, and that they're excellent at turning any problem into one that can be solved by a sword, if still being less effective against single foes like bow. They're built to be very annoying to worthy foes an aggro target.

Contempt of distances has been buffed because the original gift was very uncontentious of distances. Through a red forest was a terribly weak gift that required you to let yourself be hurt, and was removed. A thirsting razor stole its name, and was buffed to let you better fight lesser foes. Steel without end was folded into the intrinsic, because it's generally just an automatic pick anyway.

Beautiful crossed blades and blades of blossoming scarlet are the big changes. You can now counterattack, so if someone stands in your face and does stuff like to try to shoot you with a bow, you can hurt them. There's a small passive ability, which is intended to expand as your melee range expands, to disarm lesser foes of bows. This could be removed, but is there to let sword uses have some fun, if expensive and ineffective options in combat if foes have bows. You also have more melee range with crimson blade, and can slaughter armies more easily, better than bow. This gift is upgraded with the red hand of god, a gift stolen from the red sword of the bleeding emperor, an artifact.

Path through wall got a minor buff, to let you find worthy foes so that it's useful even at higher levels where mobs are less of a threat.

Unburdening The Flesh of Lesser Gods is meant to be there as a form of PoBL. It makes it more expensive for enemies to use invincible defenses to block your attack, without completely shutting down enemy gifts. Enemies can chose to just exclude the Blade user from their defensive gifts, so they get to stab people. If you feel it's unbalanced because it alters the effort economy, that's why there's four gifts- you can remove one.

## Monsters

Once, animals ruled the land that was arcem, with primal might, monsters and creatures of natural life controlling the land. This word represents their power, their primal might embodied in divinity.

The Word of the animal realm, gifts of the Monster may be used on any natural or magical animal or monster, though not creatures fashioned entirely of sorcery or impossible artifice. Vampires, goblins and such count as monsters. Beast animal, or monster can be used interchangeably for the sake of this gift. Most creatures of human intelligence do not qualify as beasts, though some exceptionally primal or savage entities or people might be treated as such.

Miracles of the Monster Word involve adopting traits of animals, impressing these traits on others, full or hybrid shapeshifting, commanding beasts, or calling forth animals. Some powers grant the user the full or partial shape of an animal, or allow them to transform another. If used as a curse, the hero may inflict the animal's intellect on the target or allow them to retain their own mind in their new shell. If used as a blessing or a personal transformation, the original mind is retained, albeit with an instinctive awareness of how to use the beast's natural abilities.

Shapeshifting rules are described in detail on page [160](#). If using a creature's natural weapons to attack, small but dangerous creatures use a 1d6 damage die, wolf- or bear-sized ones use a 1d8 damage die, and larger creatures use a 1d10 damage die. Thus, transforming mortals into fierce beasts wouldn't actually improve their prowess, but would only change their outward appearance and give them the natural locomotion of the beasts.

Heroes with the Monster Word can speak to animals and monsters. Unintelligent beasts will always comply with requests that aren't unnatural to them.

## Lesser Gifts

### Distant Howl

On Turn

Commit Effort. You can communicate with all animals and monsters within a mile. You can borrow their senses if they permit it, and summon them to you freely. Animals or monsters who have spent at least a week in your presence can be reached wherever they are. Intelligent ones can refuse to come if they wish to.

### Polymorph

Action

Commit Effort for the day. The Godbound mimics a gift or innate ability of a beast of some sort they have commanded or defeated, from any Word except Sorcery. They may use this gift at its usual price in Effort, if any, and the shifted form remains usable until the next time they use this gift. Polymorph is usable only once per day. Typically godbound are unlikely to have commanded or defeated beasts with more exotic gifts.

### Nature of the Beast

Constant

You can adopt any mundane trait of a normal animal you've seen- strength, speed, sight, hearing- and use it as though you had a fact in that area. This fact can be changed once a day by committing effort for the day.

### Link of Unity

Constant

You can bond with an animal, linking it as an extension of your spirit and allowing sense-sharing and communication. It uses its normal statistics, but its attacks are treated as magical weapons and its hit dice are twice your level. If it dies, it vanishes, but it can be summoned back by Committing Effort for the day. It can be teleported to your side for the same cost. Only one animal can be bound at a time, and humans bound with Conquer the Beast Within must be normal mortals. 8 dominion can shape such a creature into a powerful supernatural being, per the rules for that.

### Red in Tooth and Claw

On Turn

Commit Effort. You have or can instantly manifest natural weaponry

that does 1d10 damage and counts as a magic weapon. Against natural or magical beasts, these talons or fangs always strike against AC 9 as they effortlessly carve through the hides or scales of these foes.

## Untamed Will

Instant

Commit Effort. While committed, no external magic or compulsion can make you do or feel anything contrary to your wishes. You may invoke this gift even after failing a save or being struck by a mental effect. You can freely return whatever results you wish to any mind or emotion reading powers that are used.

## Nature's friend

Action

Commit Effort for the scene. You can call up monsters, summoning them instantly from the nearest source if necessary. A single greater monster of hit dice no more than twice your level is called, or one Small Mob of 1 HD beasts is created for each three levels you have, rounded up. The monsters are loyal, but flee when you use this gift again. Summoned entities or Mobs can be preserved indefinitely for 1 Dominion point each

## Greater Gifts

### Conquer the Beast Within

Constant

When you defeat a foe in combat, reducing them to zero hit dice, you may choose to subdue them if using a non-lethal attack as described on page 160. Such a subdued victim revives with 1 hit die and forever afterwards is subject to your Beast gifts as if they were an animal or monster.

### Lord of the Wild

Constant

Animals instinctively serve and obey you even to the death, carrying out commands as if they had a human intellect. Magical or intelligent beasts get a Spirit saving throw and cannot be commanded to act in a way that seems suicidal to them or completely against their nature. This gift is notably more effective if you are close by to the victim to keep them in line.

### Many-Skinned Mantle

Action

Adopt the shape of any beast or hybrid, natural or magical. Alternately, transform a visible living creature into a natural beast; Commit Effort until the end of the day to affect a worthy foe, who also gets a Hardiness save to resist. If used as a blessing a human target can end the change at will. Those cursed with a change can't be turned back by anything short of another gift or similar powerful dispelling.

## Summon the Horde

Action.

Commit effort for the day. When you use this gift you gain a pool of influence equal to 2\* your level. This pool regenerates at the end of the day. You can spend it on any normal influence project instantly, turning a warrior into a monstrous beast, or converting an army of animals into your army. At the end of the scene, any changes vanish, and the influence is used up. Creating a powerful magical creature for 8 dominion burns the user at an intensely divine level, and if the creature is destroyed, your 8 influence does not regenerate for a month.

## Metamorphosis

Many people were altered and twisted to provide subjects for the experimentation that created the made gods. Many misbegotten are the results of such twisted experiments, filled with horrific divine power. This is the manifestation of that ancient power,

The Word of Metamorphosis commands physical transformations of all kinds, both of the wielder and of those targeted by their powers. Metamorphosis is a very physical, tangible Word, and does not alter minds beyond the necessary enlightenment needed to use new limbs or impersonate others. Instead, it molds flesh as its wielder desires.

Metamorphers use the shapeshifting rules given on page 160. When shapeshifters change form, their non-magical clothing and personal effects either vanish or transmute to ones appropriate to their new shape. Vanished items return when they revert to a shape that can wear or use them, while transformed items return to their original appearance. Transformed items thrown off by the Godbound remain in their new shape. Thus, a Godbound who turns into a Dulimbaian magistrate will have their clothing become appropriate to such a figure if they so wish.

Godbound affiliated with the Metamorphosis word have an invincible defense against any unwanted effect that would alter their shape, not including simple damage, but including maiming, tattoos, branding, or mutilation. Once per day they can smooth away their own wounds, healing hit points equal to their level as an Instant action.

## Lesser Gifts

## Knack of the Borrowed Shape

### Instant

When you adopt the shape of a creature, you may also adopt its special abilities. You can obtain a medusa's stony gaze, a dragon's flaming breath, or some other magical gift. Old-school bestiaries offer ideas for forms, but the specifics of allowed powers are at the GM's discretion. Each gift you adopt requires you to Commit Effort; when you leave the shape, this Effort returns at the end of the scene. Lesser gifts may be used from creatures you command or defeat, at the dm's discretion, though these can only be changed once per day, and require effort to be committed for the day.

## Tentacled abomination

### On turn.

Commit effort. You can freely summon tentacles or tendrils of flesh, which allow you to move at 60 feet per round, and extend the range of your attacks to 200 feet.

## Lick Your Wounds

### Action

You merge torn flesh and broken bones in your own form, becoming briefly molten with vital force. Commit Effort for the day to heal 1d6 hit points per three levels, rounded up. Until the start of your next turn, you're immune to physical weapons or harm from objects.

## Ten Thousand Skins

### Action

You may transform into any creature or object no smaller than a mouse nor larger than a moose. You retain your own attributes, hit points, and combat bonuses in this form, but may use whatever movement types are natural to your new shape. You may communicate with beasts of your assumed kind when wearing their shape. If you Commit Effort for the scene, you can use this gift as an On Turn action. This gift allows you to perfectly replicate any individual you have met.

## The Claws That Catch

### On Turn

You may manifest claws or other body weaponry in whatever form you take, including human guises. These inflict 1d10 damage and count as magical weapons. You may also Commit Effort for the scene to produce a venom that will kill or incapacitate a lesser foe who fails a Hardiness save, with the venom applied to every physical attack you make that scene. Against Mobs of lesser foes, this venom makes your attack do maximum damage in place of that effect.

## Banner of the Alpha

On Turn

Commit Effort. You and allies within your general area gain a Morale of 11 and an invincible defense against physical transformation by anyone but you. Allied NPCs are transformed into partial were-humans hybrids of your choice, and gain +1 hit die and +1 to hit. Those in sight of you have an instinctive awareness that you are their alpha, and will seek to obey you.

## Greater Gifts

### Deceitful Faces

Constant

With impersonations, you instinctively know languages and what to do to maintain the facade, even if you have no possible way of knowing the right answers or actions. Whenever you want to accomplish something, you know the "in-character" way the original would do it, and if you have touched the target, also know everything they know. Worthy foes you impersonate can make a Spirit save to block this gift.

### Forging of Sinew and Bone

Action

Commit Effort for the day. You may alter a visible target's physical form into any shape you yourself are able to adopt. Subjects transformed into beasts use the rules given on page [160](#). Worthy foes may make a Hardiness saving throw to resist this change. This gift cannot heal a target or repair organs or limbs that have been mutilated; the injury will appear in the new form as well. This transformation is permanent unless the Godbound releases it or it is dispelled.

### The Greatness Within

Constant

The shapeshifter's natural transformational abilities are augmented, allowing their transformation gifts such as Ten Thousand Skins to adopt extremely large forms, as big as a dragon, a modest house, or a small sailing ship, or extremely small, like an ant or a fly. A mortal transformed into a very large shape, one no smaller than an elephant, is given 3 hit dice if their native hit dice aren't already superior to that.

## Mass Polymorph

### Action

Commit Effort for the scene. You can transformed followers, summoning followers from afar if necessary. A single greater follower of hit dice no more than 3 times your level rounded up is called, or one medium Mob of 2HD followers is created for each three levels you have, rounded up. The creatures can have one creature ability of your choice, like regeneration, poisonous claws, or dragon breath. The creatures are loyal, but are sent back wherever they came or transform back when this gift ends. Summoned entities or Mobs can be preserved indefinitely for 2 Dominion point each.

## Designer notes.

Both Beast and Shapeshifter have been noted to be a bit weak in terms of power, being fairly niche and with a number of redundant gifts. I cleared them up a bit, and added some cool powers, buffed them a bit so that they'd be pretty fun to play and really good at their core things.

## Exploration

Once, the mightiest of heroes quested and explored into heaven and uncreated night and stranger places yet, using this word to guide them. This word was their greatest asset.

The hero fares far with the Word of Exploration, which concerns itself with long travels and perilous paths. Miracles of Exploration involve swift transportation to a desired place, the sundering of barriers to the hero's path, and the avoidance of peril while on the road. Other miracles can seal or open existing Night Roads. Note that the gifts of Exploration apply to travel rather than simple movement. Gifts that speak of travel mean for the hero to be moving from one location to another destination rather than just running around in a single area.

Heroes with the Word of Exploration always know exactly where they are, never lose their way to a known destination, and may treat travel as if it were as restful and nourishing to them as sound sleep and a good meal.

### Lesser Gifts

#### Dust At Your Heels

On Turn

Commit Effort. You and all who travel with you move at double the usual daily rate of travel and can cross any terrain as if it were flat ground, even mountains or seas. None of you are ever harmed by the natural climate or other unsalubrious natural environment. You and those with you cannot be caught by pursuers as long as you keep traveling. Your group will always be moving faster than them regardless of their speed until you halt your movement. If able to go in an uncontested route, you can travel 30 miles per hour.

## Gate of Wondrous Realms

Action

Commit effort for the day. You open or close a gate to uncreated night with a chosen known destination. This does not make the journey any easier, but if you know the rough destination, this can take you anywhere.

## Know the Path

Constant

You always know the safest and easiest way to go to reach any location that is not kept secret from the world. Those who go with you also count their journeying to be food and sleep, allowing constant travel. If you have already been to a location you can commit effort for the scene to instantly journey there with all your companions, so long as it is within 10 miles per level of your current location.

## Divine Road

Constant.

Any creature or vehicle you ride can use your hitpoints, AC, and any other constants, gains 1d10 magical damage from its touch and collisions, and can be ridden as masterfully as any mortal driver can drive. You can smash through up to five feet worth of non magical material as part of your movement action.

## Wanderlust

Action.

Commit effort. A lesser foe of choice is seized with an unstoppable desire to travel, and will instantly, or for those with strong ties after summoning family go to explore a destination of your choice. This gift grants an innate knowledge of where people want to travel, though you do not need to make them travel to their desired location. Commit effort for the day to affect a worthy foe with this with them getting a spirit save to avoid the desire.

## Master of the Key

### Instant

You can instantly defeat any mundane trap, lock, tie, binding, guard detail or seal. Commit Effort for the scene to overcome magical barriers, traps, and bindings within sight, including ones of a mental nature. You may do this even if the binding effect would otherwise render you helpless. This can also be used to open a hole into security, for up to five minutes, making guards wander, opening a portal, or making a fence open.

## The Hour of Need

### Action

Commit Effort for the day. Up to a dozen allies or a small mob of allies within a week's journey realized you'd need them there at this time and will arrive this round if they were willing to come. This may induce some problems of causality, but the gift's power allows their arrival regardless.

## Greater Gifts

### The Exodus Road

#### On Turn

Commit Effort. Your Journeying gifts can apply to any number of willing companions in sight, including whole armies or cities.

### The Path of Racing Dawn

#### On Turn

Commit Effort. You and those with you can fly or otherwise ignore terrain, traveling at 100 miles an hour while journeying or at your normal movement rate while in combat. While in combat, you may instead choose to move at the breakneck pace of 450 feet per turn, but until your next turn all enemy attacks automatically hit those affected, and your party's attacks automatically miss. Attacks during a chase do not count as combat until the turn after either party ends their movement.

### True Path

#### Constant

You can always tell the true path to any destination chosen by your GM that would aid your quest, though not the details of the location or the journey. You always have a mental map of your area around you to one mile, including any enemies or notable treasures, and with an

action you can observe any area in that mile you can reach with simple travel. After reaching a location or meeting a new enemy or person, unless the details are concealed by all who know of it, you can summon up a brief summary of facts travellers in this locale know about it.

## Nightwalker

### Action

Commit effort for the day, and partially phase into the uncreated night. You can travel freely within it, unaffected by walls, guards, or other barriers that would otherwise stop your path, and unaffected by the worst dangers of uncreated night. You cannot affect the mortal world or uncreated night here, but can freely see both. Foes in combat with you cannot hurt you with non magical weapons, and other foes cannot see you without supernatural sight. At the end of a scene or before at your choice you must choose to fully enter into uncreated night or the nearest realm, and cannot use this gift again for the rest of the day.

Designer notes.

Journeying has been tweaked to be much more combat friendly, and have a wider variety of effects for games that don't focus on travel.

## Darkness

Dreams, sleep, night, and calm are found beneath the banner of Darkness Darkness passes over many places at once, and enters into even the most well-guarded chambers. The Word of Darkness can work miracles involving sleep, blindness, swift passage into darkness, and physical intangibility. This Darkness is more tangible than conventional darkness, and works fine in the brightest of suns.

Heroes with the Word of Darkness can see perfectly in darkness and grant this boon to their companions. They can create artificial darkness from their body with a range of up to 200 feet. They need not sleep, and their actions will never involuntarily cause the awakening of any sleepers around them.

## Lesser Gifts

### Blade of night

#### On Turn

Commit Effort. You may lash out at those within 200 feet with knives of shadow that inflict exhaustion, even to that which does not sleep. These knives deal 1d10 damage. Lesser foes struck by this attack cannot sleep and will die in 1d6 months as they slowly degenerate into

madness, baring magical healing. The first round of attacks from this is imperceptible to onlookers and the victim.

## Trapped by the night.

On turn

Commit effort for the scene. For the rest of the scene, each round, create, modify, or destroy darkness of up to 20 x 20 x 20 foot size within your normal line of sight. The structure can be elaborate, to the limit of your own creative skills. See page 27 for rules on trapping victims in walls or zones. You can impose status effects like blindness or eternal sleep or calm on those areas of darkness for lesser foes.

## The Darkling Stairs

Constant

You can fly at twice your movement rate. While in darkness, twice per turn, you can move your movement rate to any other spot of darkness.

## A Road of Shadows

Action

Commit Effort for the scene. Step into one shadow and emerge from the one nearest to the desired destination, provided it's within a mile. The gift can move you no more than ten miles total in any one hour.

## Dream fortune

Action.

Commit effort for the scene. The Godbound enters the dreams of a known person and can get a general idea of their past and most likely future. A brief description of their occupation, current ambitions, and a sentence on their most likely actions in the next day, along with their maximum hit dice total or character level. You can send and receive messages from your pantheon as well.

## Welcoming the Dusk

Constant. Natural light sources cannot penetrate the darkness created by your use of the Night word. Foes within your darkness are considered to be blind, suffering a -4 on melee to hit rolls and foes automatically fail at making ranged attacks into or while within your areas of darkness. By spending Effort for the scene, magical light is snuffed out as well, and those who use gifts to light your darkness must make an opposed check to succeed.

## Greater Gifts

### A Darkness at Noon

#### Action

Commit Effort for the scene. You bring or dispel night in a radius up to a mile per level. At night, the moon is at whatever phase you desire, while banished night leaves the sun overhead. Optionally, you may ensure that no lesser foe sleepers within that area will wake up for anything but severe physical injury, or send them specific dreams.

### Flesh of Shadows

#### Action

Commit Effort. Become an almost-insubstantial shadow, unable to affect the real world or pass through solid objects, but with an invincible defense against non-magical attacks.

### A Speaker in Dreams

#### Action

Commit Effort. You can communicate with anyone you have seen before via shared dreams they recall perfectly. You can also spy on their dreams to get an idea of their greatest concerns and learn their location. Unwilling worthy foes can make a Spirit save to resist.

### Red Moon

#### Action(smite)

Commit Effort for the scene. If the moon is in the sky, it turns red a desired visible foe for 1d10 shadow damage per level of the Godbound, This darkness will penetrate any roof or ceiling not proof against divine gifts in order to strike the target. If the moon is not in the sky the bolt does 1d6 damage per level. Creatures of this world always take 1d10 damage per level and roll the damage twice to take the harshest result, as they are more vulnerable to the ravages of uncreated night.

Designer notes. Night doesn't really need a buff, but it got a buff because sun is overpowered and we wanted a hard counter.

## The World

This is the primal word of dominance over the world, the word that let cities be forged and fall at the will of those who held it.

The Word of The World gives command over stone and soil and metal, and evokes the hardness and obduracy of rock. Miracles of The World revolve around stone, earth, strength, hardness, and durability, and can be used to grant brief marvels of these qualities to the hero or others.

Heroes with The World Word may set either their Strength or Constitution scores to 16, depending on whether they emphasize the strength of load-bearing stone or the hardness of solid rock. If the chosen score is already 16 or higher, they may set it to 18 instead.

## Lesser Gifts

### Earthwalker

On Turn

Commit Effort. You and your companions may pass through stone or soil or metal without need for breath, moving at 60 feet per round whilst under the stone. This gift functions for both natural earth and worked stone, and can be used on soil of any consistency no thinner than mud. You can sense hollow spaces in the earth within 100 feet. If used to attack, this gift is overt and obvious, and does not prevent counter attacks, although it can be used for ambushes.

### Jewel-Bright Eyes

On Turn

Commit Effort. While committed, you can see through earth or stone or metal, and your attacks pass through it as though it was not there. With a moment's focus, you may look outward from any stone or gem you've ever touched, regardless of where it is now.

### Mountain Thews

Action

Commit Effort to the end of the scene. Perform one feat of impossible strength, lifting an object up to the size of a small shop. If used as an attack, they must make a normal hit roll modified by Strength. Very large or heavy objects make clumsy weapons and suffer a -4 to hit, but inflict 1d12 damage to those in the area they land on, modified by Strength.

### Obduracy of Stone

Constant

Your natural armor class is 3, and you have an invincible defense against harm by stone, earth, or burial. You need not eat, drink, or breathe. Armor and shields do not improve this base armor class.

## Rebellion of the Soil

### Action

Commit effort for the scene, and target a foe within sight. The earth seeks to reclaim all of their property, doing one wealth level of destruction per level of the godbound. Worthy foes can save vs spirit to protect their property. If the person controls a faction related power that relies on earth not swallowing it up, the faction loses that feature for the next faction turn. Foes without any property on the earth are immune to this power.

## Stonespeaker

### On Turn

Commit Effort. You can communicate with earth or stone or metal, seeing and perceiving everything it has witnessed at a certain time of your choice. Stones have no thought as humans recognize it, but they can perfectly relay all the sounds and sights that took place in their presence. You must specify a particular time to focus on, however. If combined with Jewel Bright Eyes, you can order rocks to commune to you when a person or object appears before it.

## Fountain of Plenty

### Action

Commit Effort and bless a faction with a Power score no larger than 2, affecting a city at most. The faction gains the Feature "Fountain of the world", providing them with limitless supplies of easily mined metals, gold, stones, and useful supplies. This Feature can be used to defend during relevant conflicts, but it cannot be sacrificed on a loss, and lasts as long as the Godbound keeps their Effort Committed.

## Greater Gifts

### Builder of Mountain Peaks

#### On turn

Each round, create, modify, or destroy a stone or earth structure of up to 20 x 20 x 20 foot size within your normal line of sight as an on turn action. The structure can be elaborate, to the limit of your own creative skills. See page [27](#) for rules on trapping victims in walls or zones. You can create normal earth or stone as part of this process. Creatures made entirely

of earth or stone within the area may be completely controlled, with worthy foes allowed a Spirit save to resist. If a creature escapes a trap of yours, an additional effort for the scene must be committed to control them again during that scene, or you must use your action to focus your power.

## Fury of the Avalanche

On Turn

The earth trembles and casts forth shards of stone. You can wield these eruptions as a 1d10 magical weapon, attacking all enemies within 200 feet. Any stone creatures or creatures underground are treated as AC 9 for the sake of attacks. While the gift lasts, your Fray die may be applied to every lesser foe standing on earth or stone within sight.

## Tremors of the World's Heart

Action (smite)

Commit Effort to the end of the day to cause a localized earthquake on a point within sight, flattening most buildings within a 100 foot per level radius and throwing lesser foes to their knees. Those toppled must spend their movement action regaining their feet. This does 1 damage per level to foes, 3 to mobs.

## Seismic Sense

Instant

Commit effort. Your will extends out through to the horizon, and you can sense any object in contact with earth or stone, and talk to them as though you were next to them.

Designer Notes

Earth is ok, but often overshadowed by other words in its powers. It's smite is weaker, it's slow, it requires lots of actions and effort. It's been redesigned to make an earth wielder fast, flashy, and earthy.

## Trickery

The first celestial shards could not be acquired with legions of invulnerable made gods. Before eldrich could forge unstoppable armies to loot the heavens thieves using trickery stole them, hiding from monsters mightier than any mortal to gain their limitless wealth.

The arts of Trickery are those of stealth, illusion, and lies. A masterful trickster is skilled at detecting impositions as well as uttering them, and their miracles may have to do with revealing deceit as well as impressing it on the minds of others. Gifts of stealth always apply, but stealing a protected possession of a foe or attacking or affecting them tends to risk discovery, and supernatural senses and damaging attacks can reveal you if they beat you at an attribute check or hit you.

You can share the benefits of your deception and stealth with your companions, though the most exceptional feats must be done by you. In general, you get one big hit- an ambush, a thievery. Once you act aggressively against a mighty worthy foe, you cannot do anything more to them again without them getting a chance to retaliate during that scene- even if you stealth away and re-emerge, they can attack you on any round you attack.

Heroes with the Trickery Word may raise either their Dexterity or Charisma to 16, depending on whether they favor stealth or lies. If either score is already 16 or higher, they may set it to 18 instead.

## Lesser Gifts

### Deceiver's Unblinking Eye

Constant

You can always tell when someone's trying to lie to you or deceive you. You can see through mortal illusions and disguises. This gift does not affect other Godbound with the Deception Word.

### No Secrets

Action

Commit effort for the scene upon discovering a deception. Instantly know who benefits from the lie, why it was set up, and what untruth they would least like you to discover. Those with the word of trickery or similar words of deception can resist this inquisition with a spirit save.

### Liar's Flawless Grace

Constant

Your lies can never be detected as such by magic or other special abilities, including those of the Deception Word, and your companions support of your lies cannot be detected. Lesser foes will always believe them unless they are completely implausible, emotionally intolerable, or would oblige them to self-harm, and even worthy foes will at most simply think you're

wrong, take a different conclusion from your lies, or assume you're insane, rather than knowing you lied. Mundane efforts to pierce stealth, like flour, no longer have any effect.

## Perfect Masquerade

On Turn

Commit Effort. Instantly appear as any humanoid you have seen. Only beings with supernatural gifts of senses or piercing illusions or those with significant personal knowledge of the individual have any chance to make a Spirit save against the deception unless you do something egregiously out of character. You instinctively mimic voice, language, clothing, mannerisms, and expected habits of behavior, and can supply appropriate clothing to companions.

## Shadow Play

Action

Commit Effort. You can create perfect illusions in sound, smell, and seeming, though they are intangible to the touch. The illusion appears anywhere within sight, can be up to 30 feet in diameter, and can be made to move and seem lifelike without further attention so long as Effort remains committed to them. Invisibility is not an illusion.

## Veiled Step

On Turn

Commit Effort. Foes without gifts or words focused on deception, illusion, or supernatural senses have no chance to detect you or your companions unless you attack, steal, or disrupt them or things they are focused on. Skilled worthy foes who are actively searching for you may also have a chance to detect you if they spend an action searching. While this is useable for effective ambushes, worthy foes will usually be aware of your presence in a battle, preventing any use of it after the first use in a scene except for escape, and any use after the first use against worthy foes requires committing effort for the scene.

## Sneak Attack

Instant

When attacked or hit with supernatural gifts to disrupt your stealth, commit effort for the scene to maintain your stealth, and inflict a 1d8 straight backlash on whoever discovered you. This gift can only be used once per scene per foe.

# Greater Gifts

## Conviction of Error

### Action

Commit Effort. All chosen targets present become convinced that one of their beliefs of your choice is actually a terrible lie that has been imposed upon them, whether it is the existence of a god or the fidelity of their spouse. Worthy foes get a Spirit saving throw. They may reconsider this conviction of error once Effort is reclaimed, but will do so only under great pressure of emotions or obvious facts. This gift normally can spread far enough to affect a neighborhood or community of people.

## Impenetrable Deceit

### Action

You state something you believe to be false and Commit Effort. Everyone who hears you speak at that moment will believe it, though worthy foes get a Spirit saving throw. A saving throw is also granted if presented with proof to the contrary or the lie is emotionally intolerable to them. This belief will persist even after the effort is reclaimed unless clear evidence contradicts it or the lie is too painful to believe.

## Just rats

### Constant

Reality will adjust to fit in with your actions of Trickery. If you state a lie, documents and evidence will alter to fit it, memories of lesser foes will be adjusted, and they will always assume something else, like rats, was the cause of the disturbance. This extends to untimely deaths and thievery. While they will react appropriately after discovering you, they will never pursue you or raise an alarm when you are out of sight, and unless dead individuals or possessions are deeply prized, will not notably change their behaviour.

Groups, individuals, and evidence under the personal protection or eye of worthy foes can be shielded from this power. The worthy foes can make a spirit save or an appropriate attribute check to protect them from any new beliefs.

## A Heist that Rocked the World

### Commit effort.

Your trickery gifts can apply to any number of allies within sight, including entire cities. Your lies can more effectively spread to cover an entire city.

### Design notes.

Deception suffers from the surplus of worthy foes. Because your main opposition is often worthy foes, it often feels like a useless word. This changes that. The world rewrites itself to your will, and even worthy foes can't tell you are deceiving them.

## Communication

The Word of Communication is intended for use in campaigns where at least some people are literate

A Godbound of the Communication has complete and unfettered control over computing devices of all kinds, including any device run with a microprocessor. They also can control books, libraries, and individuals tasked with carrying messages between people. They may control these devices and any interconnected communications they transmit, along with creating such devices from nothing with the appropriate gifts or miracles.

Godbound of Communication raise their Intelligence to 16, or 18 if already 16 or greater. They are always effectively connected to any computing device, messenger, or written word within a mile, knowing its function and location, along with any other devices directly linked with wifi, bluetooth, messengers or similar things. They can mentally interact with such hardware as if they were a computing device connected to these nodes or a person with a pencil, and may send data to or from such machines. They always succeed in any hacking-related attribute checks against non-divine security.

While to a modern reader, methods of communication are clear, there were ways to communicate before telephones. Messengers, carrying documents, towers which shined light afar as in lord of the rings, And use of adepts of Seers of the Bright Eye can all easily send and receive messages. This is the word of that, as well as the diary a person writes to themselves, the love note passed between two lovers, the portrait sent from one lord to another.

## Lesser Gifts

### Network worm

#### Constant

Your consciousness expands outwards throughout the connected messages and networks around you in the realm, outwards from any connection within a mile. You have an innate awareness of the function of any connected devices, and any broad trends. By committing effort for the day, you can access any appropriate messages that are in some way connected to anything within a mile of you, and for the scene

use any powers other than transportation with a global range. Divine level protections will prevent your power from spreading, such as a being hiding with a word of deception, passion, or command.

## Head Crash

On Turn

Commit Effort for the scene and target a visible machine or device that relies on words or images for operation, one no larger than a building. All such devices in it are immediately and totally burnt out, barring functions spared by the Godbound. Objects held or vehicles piloted by a worthy foe are immune to this gift.

## Trolls gonna Troll

Action

Commit Effort. The Godbound may choose a computing device, book, or within one mile and operate it as if they had full control over it as though they were there in person, giving it one order per round as an On Turn action. They may observe the surroundings of this device as if standing next to it, whether or not it actually has physical sensors. They may change the device they focus on once per round. Worthy foes can save vs spirit to resist this power. This can be used as a weapon against foes doing 1d6 damage, though doing so requires committing effort for the day for each attack.

## Personal Transmission

Action

Commit Effort for the scene to vanish and emerge instantly from any computing device, book, or messenger within one mile. This gift may not move the user more than ten miles in total over the course of an hour.

## Rewrite Programming

Action

Commit Effort for the day to alter a particular device's programming in any way you desire. The device will gain a human level intellect, and awareness of it's surroundings, and can freely alter any words or images on it as best is necessary to carry out your orders. It can move itself at a speed of 10 feet per round if necessary and commune in an appropriate language verbally, but has minimal effective combat effectiveness.

## Perfect Forgeries

Constant

Any messages or images you forge are always believed to be accurate and true representations. Only worthy foes with deep personal knowledge of the writer or supernatural senses that pierce illusions stand any chance of making a save.

## Greater Gifts

### Black Hole

#### Action

The Godbound indicates a particular topic to blacklist, whether specific or general. No network connected to anything within one mile of the Godbound will be able to carry data related to the topic, whether static files, phone calls, text chat, paper messages, or images. This ban continues even if the Godbound ceases to be connected to the network, until the Godbound lifts it, it is dispelled by divine powers, or the network is physically destroyed and rebuilt with fresh components. Worthy foes can save vs spirit to pass on a message

### Viral Meme

#### Action

Commit Effort for the day. The Godbound imparts an idea to a connected network. Every intelligent user of devices currently connected to that same network receives that idea and will be predisposed to consider it true until and unless it is contradicted by personal experience or compelling evidence to the contrary. Worthy foes can save versus Spirit to resist the effect. The Godbound cannot control how people react to their new belief; they can only impart the idea.

### Web Weaver

#### Constant

The Godbound instinctively causes a messaging service to manifest around them if one does not already exist. Setting-appropriate tech such as satellites, landlines, or wi-f transmitters, or communication towers and low magic messaging services, simply come into being around them, seamlessly integrated with existing hardware and passing unnoticed by lesser foes in the area, who will believe they've always been there. The network expands at a rate of one mile of radius per day around the Godbound, requires no maintenance or external power, and connects itself automatically to any existing network that is not specifically being kept sealed off from outside connectivity. For more local needs, the Godbound can conjure up to a half-ton of cutting-edge computing equipment and network materials per day with ten minutes of focus. Anywhere where your gift has spread counts as a mile from you. This gift cannot be used as a miracle.

## Tower of Babel

### Action

Commit Effort and curse or bless a faction or community with a Power score no larger than half your level, rounded up. You may either grant them a beneficial Feature having to do with improved communication or you may suppress an existing Feature they have that relies on sharing a common language. Granted Features can defend, but cannot be sacrificed on a loss. Empyrean Wards do not hinder this effect unless the entire area being cursed or blessed is protected by the ward. The curse or blessing manifests very rapidly in the course of a day, and lasts for as long as the Effort remains Committed.

## Superlative Mortal

You are an exemplar of human capacity, honed to a superlative edge by obsessive training, augmented genetics, or blind chance. All attribute scores are raised to 16, 18 if they are already at 16.. While you are a mortal human, strictly speaking, your own superlative gifts allow you to use all the normal rules appropriate to a Godbound, including Divine Fury and Committing Effort to succeed at saving throws. If you are bound to additional Words, it is probably through some special artifact you can't lose or some unique magical blessing conferred on you.

## Lesser Gifts

### All Natural

#### Constant

You have tuned your natural abilities to be "invisible" to magical countermeasures. Your gifts and miracles of the Superlative Mortal Word cannot be defensively or offensively dispelled and do not register as magical to effects that detect such things. They are not affected by the Cold Breath ability of Uncreated foes or by empyrean wards. Your Influence or Dominion spends that are Plausible and based entirely on Superlative Mortal capacities ignore mundus wards.

### Mortal's Luck

#### Instant

When an attack or effect would bring you below 1 hit point or cause your instant death, you may Commit Effort for the scene to negate it as you dodge or otherwise avoid its full effect.

## Off the Walls

### Constant

Through agility or expertise your natural Armor Class becomes 3. You can climb sheer surfaces at your normal movement rate, leap vertically for half that distance, or leap horizontally at your full movement.

## People's Champion

### Constant

Your contacts are tremendously useful. You gain bonus Influence equal to your character level and an extra point of Dominion each month, though this Influence and Dominion can only be used on Plausible changes that could be aided by contacts and allies in your background or adventures. You can always find a local contact appropriate to your background if it's remotely plausible, and this contact will always be able to offer as much help as a normal human in an important position could offer.

## Trained Aim

### On Turn

Commit Effort for the scene. Your hit rolls for the rest of the scene are all rolled twice, taking the better result.

## World's Greatest X

### Constant

Pick a profession or role, such as "scientist", "thief", "detective", "general", or so forth. You automatically succeed on all attribute checks related to that role that could in any way theoretically be achieved by a human being, and summon any appropriate portable equipment to yourself as an on turn action. You may take this gift more than once. By committing effort for the scene you can change your profession, once per month or session.

## The A Team

### Constant

You can grant two facts to a chosen ally per level, allowing them to support you in whatever capacity you chose. This fact must be suitably narrow, and not as superlative as your own abilities, on the level of a common mortal fact. As your levels increase, you can empower more people giving each 2 facts.

# Greater Gifts

## Human Grit

### Special

With five minutes of rest, restore your hit points to half their maximum, rounded up, if they are currently less than that total. As an Instant action once per day, Commit Effort for the day to recover half your maximum hit points instantly, rounded up.

## Indomitable Will

### Constant

Your unbreakable determination leaves you with an invulnerable defense toward mind-affecting or mind-reading powers and a tremendous capacity for focus. Once per scene, as an Instant action, treat a hit roll, saving throw, or attribute check as an automatic success.

## Street Sweeper

### Constant

Your expertise or determination makes your attacks count as a magical weapon doing 1d10 damage. Your normal attacks always hit lesser foes, and single lesser foes or those in small groups cannot harm you with their non-magical normal attacks or non-magical special abilities. If lesser foes are in a Mob, their attacks and abilities can harm you.

## Wealthy Industrialist

### Constant

Your skill at business and trade grants you exceptional wealth and access. With at least a week to set up in a community, you have real wealth available up to twice your level, up to a maximum of ten, with the ability to requisition equipment, property, and once per scene up to a small mob of labourers for whatever purposes you desire, them arriving immediately after summoned.

# Drugs

All substances that alter the user's mind fall under the Word of Drugs, whether narcotic drug or sacred wine, and also the states of drunkenness, poisoning, and other chemical influence. Those who are masters over the Word of Drugs may raise their Constitution to 16, or 18 if it's already 16 or greater. They have an invulnerable immunity to poisons and are never without

a supply of any non-magical drug sufficient for a Large Mob of people. Their drugs are sufficiently powerful to affect constructs and the undead; only those with a specific invincible immunity to poisons are immune.

Some powers induce or use drug addictions. An addict will perform any inoffensive act in exchange for their drug of choice, and lesser foes must save versus the worse of their Hardiness or Spirit saves to resist doing even very harmful or immoral acts in exchange for an offer of their craved substance. Magically-induced addictions last until the Godbound releases the victims.

## Lesser Gifts

### Bad Batch

#### Action

The Godbound can change the nature of any visible edible or consumable substance, giving it the properties of a drug of their choice, or influence the edible or consumable substances inside lesser foes. Users will not overdose unless the Godbound permits it; if used to create a toxin, the user must save versus Hardiness or die. If used to affect substances inside an existing person, it will take a scene to disable and kill them, though other effects can be quicker. If the Godbound Commits Effort for the day, the enchanted substance can be keyed to affect only specific people or classes of targets. This effect does not give any clear control over the content and emotional reactions people have to gifts.

### Chemical Influence

#### On Turn

Commit Effort for the scene and target a visible creature. The creature is immediately overwhelmed by an emotion or drug related effect of your choice, acting to the limits of its own character to express that emotion or drug effect. You can focus the emotion on a chosen person or simple idea. The emotion lasts to the end of the scene, and worthy foes can save versus Hardiness to be mostly unaffected, though even a successful save forces them to Commit Effort for the day to resist the chemical urge. A save renders the target immune to further uses of this power in a scene.

### Feeling All Right

#### Constant

The Godbound gains an invulnerable immunity to magical mental influence or mind-reading. If targeted by such a power, they may Commit Effort for the scene as an Instant action to use an Intoxication gift or miracle on their assailant as if they were a visible target, paying no

extra effort for committing effort or scene effort, but committing effort for the day if the power requires that.

## Pass It Around

### Action

Commit Effort. A visible target is affected as if they'd taken a drug of the Godbound's choice. The Godbound can control whatever hallucinations or emotions the drug may induce at will. If used to apply a toxic dose, the power inflicts two points of damage per PC level. Worthy foes may save versus Hardiness to resist this power.

## Seeing Things

### On Turn

Commit Effort. The Godbound controls all hallucinations currently occurring within two hundred feet. They may make these hallucinations objectively real for those experiencing them; illusionary stairs support their weight, imagined knives they hold cut things, and phantom pits swallow them up. Targets affected by harmful hallucinations can save versus Hardiness to avoid suffering damage each round; failure means they take one point of damage per two levels of the PC, rounded up. Mobs suffer triple damage. At the gift's end, any targets in impossible locations are safely moved to the nearest real place.

## The Craving Call

### Action

The Godbound can visibly see drug addictions with an action's worth of inspection. The Godbound may extinguish physical and psychological drug addictions in any number of targets within sight. If they Commit Effort for the scene, they may also induce addictions in targets up to a Small Mob in size; worthy foes may save versus Hardiness to resist. Addictions caused by a Godbound can be allowed to follow their usual course or be made to be physically harmless to the target, thus allowing them to aggressively overindulge indefinitely.

## The First One is Free

### Constant

When using drugs in a consensual setting on any foe, the first use of drug, to do damage or to inflict some status effect, is not detectable by any means as drug related- the user will simply rationalize any damage or effects as from some other source, and any inquiry will detect no drugs in their body. This makes any negative effects more subtle, even saving throws and effort committed not revealing the source of the trauma, and a skilled argument might convince a foe to keep taking drugs. Any use of drugs can count as a 1d10 magical weapon attack per round, or a weak blight per one round of drug use, a medium blight for two rounds, or a strong blight for three rounds.

## Greater Gifts

### Inside You

#### Action

Commit Effort for the day to instantly emerge from any creature under the influence of drugs, addictions, or Drugs gifts supplied by you, regardless of their distance. Optionally, you may share such a target's senses without needing to Commit the Effort by concentrating for an action, communicating with them as you wish.

### Legalization

#### Constant

Drugs, poisons, or otherwise illicit substances of any kind are never viewed as illegal or reprehensible when possessed or used by the Godbound or their personally-chosen representatives, up to five such per character level. Despite being directly confronted with them, agents of the law will simply not think to consider them a violation. Even poisonings, public intoxication, or hostile drug use against a subject aren't considered illegal or socially improper. Worthy foes can save versus Spirit to see through this confusion, even if others cannot, but must be directly present, or using divine gifts of inquiry- evidence and proof of poison will magically disappear.

### Pusher's Deal

#### On Turn

Commit Effort for the scene to sanctify a deal made in exchange for drugs. The target may not be magically coerced into making this bargain, but can be threatened or otherwise presented with unpleasant consequences. Once the deal is made, the target must comply, though the Godbound is not likewise bound to their promises. If the target breaks the deal, the Godbound is instantly made aware of it. For a year and a day, the victim no longer gets a save against the Godbound's powers and can never avoid their attacks. Lesser foes who break a deal may be killed instantly from any distance during this period, if the Godbound wishes.

### My Chemical Romance

#### Instant

You drugs push yourself or one ally who is currently high to their limits of their ability, giving them an invulnerable defense against all forms of harm till the end of the round. This ability can only be used once per scene.

# Heaven

The sky rules weather, flight, lightning, and wind. Those blessed by its might navigate the air as easily as the earth, wield lightning as a weapon, or blight whole cities with storm and wind. Miracles of the Heavens might banish hostile weather, smite a target with a bolt of lightning, conjure wind to lift and carry a thing, or perform some other feat of aerial command. Heroes with the Heaven Word are never harmed by falling, need not breathe, and have an invincible defense against electricity, cold and injurious sounds. Their companions are never harmed by their lightning or attacks.

## Lesser Gifts

### The Clouds Below

On Turn

Commit Effort. Fill the air around you with mist, up a 300 foot radius. You and your allies can see through it, but others with normal senses can see no further than five feet around them. The clouds can douse any mundane fire and allow every ally within it to ignore the first 5 points of fire damage they take each round.

### Eyes Above

Action

Gain a bird's-eye view of a mile around you, gazing swiftly enough to immediately spot particular individuals or things you might be looking for. You can focus on individual locations within that mile, observing everything going on but unable to overhear ordinary speech. The sight cannot penetrate roofs or other cover.

### Rain of Lightning

Action

Choose a point within sight; every desired target within 50 feet suffers 1 damage per level, 3 for mobs so long as they remain within that area. If they immediately move out of the area they can avoid damage. Only one rain of lightning can be placed upon an area at a time.

### Sapphire Wings

On Turn

Commit Effort. The hero can fly at twice their usual movement rate.

If undistracted and able to fly in a straight line, they can reach speeds of up to 100 miles an hour.

#### Stormsword On Turn

Commit Effort. Wield electricity as a ranged weapon out to 200 feet, or sheath your weapon in lightning. Damage done is a minimum of 1d10 and counts as a magical weapon. Attacks against wet or metal-armored foes always do at least 1 point of damage, even on a miss.

#### Windsinger Action

Commit Effort. Control weather within a mile, from still air to rainstorms strong enough to knock down fragile structures and makemundane archery impossible, Weather changes occur instantly on use of this gift and last as long as Effort remains committed. When released, the weather rapidly returns to its normal condition.

Skymaster. On turn action. Commit effort. You can create, modify, or destroy the atmosphere in a 20 foot cube. This can be used to pick up companions or attack enemies once per round. If used to move targets they are moved away 30 feet per action, unless they succeed on a hardiness save, and worthy foes require an additional effort to be committed for the scene to affect them. If used as an attack, your action must be used, and susceptible enemies take 1d10 damage per round. When travelling, captured friends or foes can move with you at your travel speed.

#### Greater Gifts

##### Boreal Spike (Smite) Action

Commit Effort for the scene. For the rest of the scene, you can bring down the icy chill of the heavens on a point within sight. Every chosen target within 200 feet is frozen for a number of points of damage equal to your level. Against Mobs, the spike does 1d10 damage straight for every two character levels of the hero, rounded up. Liquids in range are frozen solid up to 200 feet deep and all normal fires are extinguished, and buildings less sturdy than a stone building are shattered.

##### Voice of the Winds Action

You may focus on a specific point within ten miles to hear everything happening there unless it's sealed from outside air. You can speak to that point and be heard there alone. Your fray attacks hit all lesser foes within 100 feet, and can hit worthy foes as well if you spend an action shouting.

##### Father of Heaven Constant.

Your mastery of the weather is unshakeable. You have an intuitive awareness of all weather, weather related opinions, and weather organizations in areas you control, and can freely alter the weather to any weather normal to the area. You gain

an extra free point of Dominion every month, though you can only spend these points in places heavily impacted by your weather. New Godbound don't start the game with any stockpile of points, however.

Airmaster. Action

By focusing, you can order up to a vast mob of aerial foes to obey any command. You can also command a worthy aerial foe, but they can resist by saving vs spirit. You can also use your action to steal any flight ability from up to a vast mob or a single worthy foe, and regift it to yourself or an ally, by committing effort for the scene. This can only be used once per scene on a worthy foe. Use of this flight theft for a round then returns it to the user, and only one flight gift can be granted to a target.

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