Words 2003

There are a number of sources of artifacts in the game, each deeply tied to the history of the world.

Elven Artifacts

1. The World Tree: Effects as per listed on Aelthar character sheet. In Aelthar
2. The Crown of Thorns: Allows one to sacrifice oneself for a world-changing alteration. Totally lost
3. The Invoked Devastation: Completely annihilates every living thing in a three hex radius of where it is used. Can be used once per turn. Currently resides in Aelthar vaults
4. The Genesis Device: Creates a wellspring of verdant life, completely invigorating and transforming a region with a superabundance of life energy. This is destabilizing to the surrounding environment. Totally lost
5. Mythal: Magical shielding covering the Aelthar forest. Currently broken, control pedestal in the court of the Elf King.

Giant Artifacts

1. Maul of the Titans: Can convert one hex type to another, once per turn (ie. level a mountain, raise an island, etc. This has catastrophic effects on local ecosystems if not used by an expert. In the possession of the Mountain King of Khazak-Dhur.
2. Spear of Conquest: Counts as special forces that give a +2 bonus on all military checks for the force it is with. Suspected to be in the Underdark somewhere.
3. Eye of Imrix: An endless source of energy, makes a lot of fire. Perhaps useful for high technology ratings, also good for removing a forest hex. Totally lost.
4. Deathforge: The first Morganti weapon, a giant warhammer. Totally lost.
5. The Iron Crucible: Creates a servitor species, was used to make the first dwarves. Totally lost.

Spirit Artifacts

1. Soul of the Lion: The great spirit of lion had itself transformed into a mighty spear to defend its people against the Karisian expansion. Bonus to military/adventure actions. Totally lost.
2. Heart of Bear: When bear was destroyed, great shamans preserved its heart. Anyone in the presence of the Heart may not take any violent action. This is NOT a mind-affecting effect. Theoretically, this can be used to render military attack actions and raids to the hex it is in fail, although both sides will be bound to do no harm. Held by the Chieftain of Levain.

Draconic Artifacts

1. Axis Mundi: A place (currently in the mountains of KD, but could be moved) that allows its users to alter the balance of planar energies. Has been broken since the Therin Doom, but could be fixed. In possession of the Council of Wyrms.

Karisian Artifacts

1. Red Orb of Dragonkind: Controls Red Dragons. Currently in the possession of the ruler of Karis.
2. Blue Orb of Dragonkind: Controls Blue Dragons. possession of the ruler of Karis
3. Green Orb of Dragonkind: Controls Green Dragons. Currently in the possession of the king of Aelthar
4. Black Orb of Dragonkind: Controls Black Dragons. Currently in possession of the Great Wyrm of Stildar.
5. White Orb of Dragonkind: Controls White Dragons. Held in the vaults of the Lycaeum.
6. Gold Orb of Dragonkind: Controls Gold Dragons. Currently held in trust by the King of Alaria.
7. Silver Orb of Dragonkind: Controls Silver Dragons. Dragon King
8. Bronze Orb of Dragonkind: Controls Bronze Dragons. Dragon King
9. Copper Orb of Dragonkind: Controls Copper Dragons. Destroyed
10. Brass Orb of Dragonkind: Controls Brass Dragons. Dragon King
11. The Rain of Colorless Fire: Annhialates all life and life force in the nation in which it is used. Totally lost.

Drow Artifacts

1. Demonweb Sarcophagus: Indestructible Holy Artifact of Lolth. Function unknown. Currently in possession of the ruling house of Ker-Zerak.
2. The Blade of Ghaunadaur: Morganti weapon. Lost in the Underdark.

Artifacts of the Twelve:

1. Blindfold of Peralandro: Gives the wearer precise insight into what someone they are speaking with wants. Lost in the ruins of Alectar.
2. Shield of Morgan: Bearer cannot be damaged by violence. Totally lost.
3. Wheel of Iono: When attached to a ship the ship can go anywhere, sailing across land, planes, or beneath the waves. Lost at sea.
4. Shard of Aza Guila: Morganti weapon meant for removing entities that are too dangerous to allow their souls to continue. In the hands of a Prindari adventurer.
5. Shroud of Venaportha: Commands the love those who see the wearer. Totally lost.
6. Coin of Gandolo: Gives 4g income to its bearer. Last seen in Ostwil.
7. Scourge of Nara: Starts a plague event once per turn if used. Totally lost.
8. Staff of Callo Androno: Allows the bearer to go anywhere in one day, taking anyone who wishes to follow. Allows a total success on all trade or military movement checks that the staff bearer is personally present for. Lost in the ruins of Alectar.
9. Scythe of Dama Ezilla: Amount of food is increased by the Religion (Tw) rating of the nation this is used in every turn. Totally lost.
10. Hammer of Sendovani: Creates one manufactured resource per turn of the bearer’s choice. Last seen in Voresh.
11. Staff of Azri: Counts as any T3 arcane component that one desires for a duration of one turn, can be used once per turn. Raises Arcane rating by one unless the rating is already 5. Currently in the vaults of the Lycaeum.
12. Sword of Preva: +2 on all military checks. Totally lost.
13. Razor of the Thirteenth: Morganti weapon. Literally a straight razor. In the hands of the God-King of Akhen.

Dwarven Artifacts

1. Axe of the Dwarvish Lords: Symbol of the High King of all Dwarves. Also gives a +1 on all military checks, or a +3 on all military checks to defend dwarves. Lost in the Underdark.
2. The Soulforge: Allows a ruler to reshape someone’s soul, for good or ill. Lost in the Underdark.
3. The Tables of Law: Holy commandments set down by the Dwarven Gods, increase the Religion (Dw) of all places with dwarven populations when in the hands of a Dwarven nation by two. Totally lost.

Therin Artifacts

1. The Emperor’s Scepter: Allows one to command the sworn subjects of the Empire. In the hands of the King of Therindrim.
2. The Emperor’s Crown: Gives one extra action per turn. Totally lost.
3. The Emperor’s Ring: Gives access to a T2 or lower resource per turn, as per the Wishes resource. In the hands of some nomads.
4. Therin Throne: Gives a perfect awareness of what is going on anywhere the Therin Road network has reached. Lost in Morgaard.
5. Imperial Armor: Grants immunity to death through means other than natural causes. Can transport the wearer anywhere on the Therin Road network. Totally lost.
6. Imperial Cerements: If buried in these you become a god in the now-defunct Therin pantheon, which consists of previous Therin Emperors. Totally lost.
7. Tower of Celestial Might: Allows one to draw power from the heavens to power effects. Currently broken into about two dozen large pieces scattered throughout the East, about half in Morgaard. The central bit is in the hands of that which dwells beneath the Cursed Land.

Druidic Artifacts

1. Flute of the Four Winds: Allows one to command the weather. Gives a +1 bonus on any action that having good weather would help. The bearer can declare their nation immune to the ravages of winter. Totally lost.
2. Chalice of Life: Allows access to a growable resource each turn. Also can create forest, swamp, etc. in any tile with no negative side effects. Held by the king of Thelenas.
3. Crown of the Earthmother: Removes a negative effect from one hex per turn in a nation in which it is held. Until recently in Ti’vashni, current whereabouts unknown.`
4. Evertorch: Removes any chance of negative incidents occurring from nature in the region in which it is held, should the owner so wish it. Currently lost.

Primean Artifacts

1. Gibbet of Primus: Raises the Religion (Pr) of any human place it is held by 1 per turn to a maximum of 5. Gives a +2 bonus on resisting foreign magical intrusions of any sort. This is technically a Morganti weapon. In the Holy City of the Primean Papal States.
2. Sword of Gwynned: The sword of the first Paladin gives a +2 on any battles against evil creatures or people led by evil that it is used in. Therindrim hands
3. Endless Basket: Counts as 3 Food worth of resources for the nation that is using it. Totally lost.
4. Candle of Primus: Causes extraplanar beings to not be able to enter the nation that has this unless they are LG or aligned with Primus. Totally lost.
5. The Word of Primus: Texts that were written by Primus himself, describing the course for humanity. When gathered shift the alignment of the nation 1 step toward LG, as well as raising the religion rating by one (max 5). Assembled and in the hands of the Pope.
6. Seal of Morgaard: Contains the Doom of Morgaard, an environmental world corrupting/destroying effect. Currently slightly broken and surrounding Morgaard.

Silver Artifacts

1. Sword of Chel-cullain: +1 on all military and social actions for Celistark and persons that share Celistark culture. The hands of the Ice Queen
2. Mask of the Father: +2 on all size related actions. Totally lost.
3. Golden Skein: +1 on all rolls. Totally lost.
4. Foeslayer: Morganti weapon. Lost in the East.

Gold Artifacts

1. Rainbow bridge: Treat any two hexes as if they were adjacent for one turn. You must have been to both of those hexes. Totally lost.
2. Sunbringer: Gain 2 Food and +2 against anything undead as long as you have this. Lost in Jurai.
3. Gates of the Elements: Offers access to the elemental planes for trade and theoretically military troop transfer. In the capital of Tanaf.
4. Assassins Kiss: Morganti weapon. Granst a +1 on assassination actions. Currently in the hands of a secret order of assassins in Jurai.

Copper Artifacts

(interesting bit of history, the first humans on the continent were created by the Death Titans for the purpose of constructing magical artifacts, usually out of people’s souls. These guys invented the Morganti process then promptly removed all knowledge of it as soon as the titans left. Some things are just too awful to know.)

1. Magical Wand for Creating Death in the Form of a Black Sword: Morganti weapon. Gives a +1 on all military actions. In the hands of a Prinari adventurer.
2. Endless Permutations of Striating Skies with Stafflike Morphology: Morganti weapon. Give a +2 on all weather-related rolls. Totally lost.
3. Boundless Distance Made Permeable by Giving it the Shape of a Bow: Morganti weapon. Gives a +1 on any action that involves movement (military/trade/travel/etc.) Totally lost.

Artifacts of Darkness

(all of these are environmentally unstable if used)

1. Lifecleaver: Morganti Weapon. Gives a +3 on personal combat rolls. In the hands of the King of Baktu
2. Annhialopticon: Sacrifice an army of yours to remove an equal amount of health from any army you know the location of. House Marrom’s secret vault in Therindrim
3. Nether Star: Applies the Doom of Morgaard to any hex it is in for a whole turn. This is very noticeable to...everyone. Lost in Morgaard.
4. The Following Dark: Removes a hex, sending it...elsewhere, once per year. Noticable like the Nether Star. The hexes return to the world if the Following Dark is put down. Lost in Abhorsen.
5. Mortal Dread: Morganti Weapon, +2 against anything Fey-related. Totally lost.
6. Apocalypse Sonata: Piece of music that when played for a turn will shatter all ongoing effects on the continent. In the possession of the King of Seldur.
7. Waters of Mnemosyne: Infinite wellspring. Those that drink from the waters of the spring are *dominated* by the entity sitting in the spring. Lost in Khazak-Dhur
8. Emblems of the Hexarchate: This collection of six sigils when arrayed together lowers the divine rating of a nation of choice by three for one turn. 1 in Morgaard, 1 in Abhorsen, 1 in Eshendar, the other 3 are lost.
9. Ebon Crescent: Morganti weapon, used to bring down the last of the Elder Titans that wandered the world. Totally lost.