

Artificing

Artificing is the art of creating Magical items, also known as Artifices. An Artifice is magical object capable of wondrous magical effects which can bend and shape reality.

Artificers construct sentences into their Artifices to determine the effects of the Artifice. An Artifice is created from strange reagents along with powerful gemstones, each placed within a Circle of Power that solidifies its attributes. However, the creation of an Artifice demands a price, which results in the creation of a deadly magical monster, also known as an Anti-Artifice.

Artificers create Artifices by first creating a sentence. These sentences are often broken up into Powers, Inputs, and Recipients.

The **Power** is the magical effect or ability that the Artifice creates. The **Input** is the manner in which the Artifice is activated. The **Recipient**, which is shortened to "**Who**," defines the characters or areas that are effected by the Artifice.

Each Power, Input, and Recipient is further broken down, defining characteristics of the sentence, such as the **Target**, **Damage Type**, **Damage Amount**, etc. All words in parenthesis must be defined, or the Artifice cannot be created.

Basic Artificing

Creating an Artifice always starts with defining its Power. The Power determines what type of effect the Artifice will create. Choose from the list of Powers which Power you want your Artifice to have. The capabilities of a Power are highly dependent on gemstones, as they are where the Artifice's magic comes from. The gemstone will determine what **Type** of Power can be chosen, as well as the **Distance** a power can travel, the amount of **Damage** a power can deal, and the **Duration** of time the Power will last. Some Powers will refer to **Targets**, **Emotions**, **Damage Type**, etc, which will further define the effects of the Artifice's magic.

Once the Power is chosen, the Artificer should define its **Recipient**, also known as the "**Who**." Choose from the list of Recipients. Some Recipients will refer to **Targets** and **Distances**, which will further define who is the Recipient of the Artifice's magic.

Finally, once the Power and Recipient have been determined with all of their inward parenthesis defined, the Artificer should define the **Input** of the Artifice. The Input defines what event will activate the Artifice's effects.

Now that the Powers, Recipients, and Inputs of the Artifice has been defined, the Artifice can now be crafted.

Crafting an Artifice

Once the Powers, Recipients, and Inputs of the Artifice has been defined, the Artifice can now be crafted. Crafting an Artifice requires placing a **Gemstone**, **Reagents**, and the **Base Item** in a **Circle of Power**.

Every Artifice requires a **Gemstone** to power its magical effects. Gemstones are crystallized mana, and Artificers are able to use them as a battery to power an Artifice forever. The Gemstone will define the Artifice's **Type** through its **Color**, its **Damage Potential** from its **Cut**, its **Distance Potential** from its **Size**, and its **Duration Potential** from its **Clarity**.

Certain Artifices require **Reagents** to catalyze certain magical properties. These Reagents are often mundane ingredients that must be bottled and placed in the Circle of Power. Unlike the Base item and Gemstone, the Reagents are consumed during the creation of the Artifice.

The **Base Item** is the object that is becoming the Artifice. For certain properties to manifest in the Artifice, the Base item may need to have some characteristic, or have had undergone an event or process.

Once the Base Item, Reagents, and Gemstones that are required for our Artifice are gathered, the Artificer can create a Circle of Power to create the Artifice.

Circles of Power

Artificers consolidate an Artifice with a **Circle of Power**. Circles of Power are rings within rings that are drawn into the ground with magic symbols. These symbols imprint the instructions of the Artificer into the Artifice.

Every time there is a parenthesis within a parenthesis, it is considered one **Step** down in the Artifice's sentence **Depth**. The longest column of parenthesis within parenthesis is known as the **True Depth** of the Artifice. An Artifice's Circle of Power requires one ring for each step in the Artifice's True Depth.

Starting with the center ring, each ring in a Circle of Power adds at least 1ft to the total diameter of the Circle of Power. The first ring requires one hour to create, but the rings require more time to draw as the diameter of the circle becomes larger and more complex. Each ring after the first takes twice as long to create as the ring before it. These rings can be drawn in the dirt or written in chalk, and may require more time to create if made specifically for a larger Artifice, such as a boat or castle. Etching the circle into metal or stone can make the Circle of Power permanent and reusable, however this increases the total time it takes to draw the circle by tenfold.

Each object used in the creation of the artifice is placed on the circle, and the Artificer initiates the creation of the Artifice with a one hour ritual. The circle of power glows with a bright light in the same color as the Artifice's gemstones during the ritual. After the ritual is complete, the Artifice appears in the center of the circle, along with the Anti-Artifice that has been created through Thaumogenesis.

Example of Creating an Artifice:

For this Artifice, we're using a Ruby that is small, opaque, and uncut. The first step is to determine which **Power** we want to use.

The Power will be of the Evocation School because the gemstone is a Ruby. For this Artifice, we're choosing the Power: Hurt.

Hurt: (Who) is dealt (Damage) (Damage Type).

Now we define the **Recipient**, or "**Who**." The power will deal damage, so the Recipient should be an enemy. For this we'll use "(Target) within (Distance)."

Hurt: (Target) within (Distance) is dealt (Damage) (Damage Type).

Now we need to define the **Miscellaneous** sections, including the Target and Damage Type. For this Artifice, we're going to choose "(Sensed) Creature" for the Target. We also need to define which Sense is used. In this case, we're going to choose "Sight." For Damage Type, we're going to choose "Piercing Damage." The Gemstone is Uncut and Tiny, so it will deal 1d6 damage at 5ft of Distance.

Hurt: Visible Creature within 5ft is dealt 1d6 Piercing damage.

Finally we need to define the **Input**, which will tell us what event will activate the Artifice. For this we're going to use "Gesture" where a movement or position activates the Artifice. The Artificer decides the gesture, and in this case, it will be a complicated hand sign.

With a hand sign, a visible creature within 5ft is dealt 1d6 Piercing damage.

Example of a Circle of Power:

Below is an example of how to determine the **True Depth** of an Artifice. The underlined words are the new words for each sentence.

-Step 1: (Power)(Input)

-Step 2: (Evocation: Hurt: (Who) is dealt (Damage) (Damage Type).) (Gesture)

-Step 3: (((Target) within (Distance)) is dealt (1d6) (Piercing Damage).) (Complicated Hand Sign.)

-Step 4: ((((Sensed) Creature) within (5 feet)) is dealt (1d6) (Piercing Damage).) (Complicated Hand Sign.)

-Step 5: (((Visible Creature) within (5 feet)) is dealt (1d6) (Piercing Damage).) (Complicated Hand Sign)

The sentence finally reads: Visible Creature within 5 feet is dealt 1d6 piercing damage. A movement or position activates Artifice. The Artifice is finished on step 4, so it would require a circle of power with four rings.

The **Anti-Artifice** created through Thaumogenesis would be a Devourer who is cruel, capable of scanning their foes equipment, is immune to piercing damage, and can cause piercing damage.

Mundane made into Magic

Every Artifice requires a Base Item that is transformed into the artifice. Base Items are often swords, rings, and clothing, but can be any mundane item such as wagons, carpets, and statues. There is no size restriction for a Base Item, although it must sit on the circle of power when being transformed into an artifice. The Base Item cannot be magical and cannot already be an Artifice.

Destroying an Artifice

An Artifice can be destroyed as easily as the Base Item. Most Artifices are made of sturdy resilient materials to resist being broken. Like most Base Items, destroying them on accident is rare, and so must be done as a deliberate and violent action.

Once broken, an artifice is unusable, but can be repaired by an artificer during a one hour ritual. If while broken the Artifice is damaged again, it is destroyed. A destroyed artifice is impossible to repair, with the entire object turning into ash with only the gemstone remaining.

Accidental Activation

Upon creation of an Artifice, the Artificer decides exactly how their Artifice activates. An Artifice can be activated by anyone within 30ft of it. If the way an Artifice is activated is too broad or common, like by pointing or saying the word "Eclipse," then it may activate accidentally by a passer by or from a careless user. Artificers can choose to make the artifice activation thoroughly complicated enough that it is almost impossible to activate accidentally, but as a byproduct the item requires an action to activate.

Charges:

Certain words require charges to be expended every time the item is activated. Multiple words that require charges use more charges. All Artifices can hold at least 6 charges for each level of each gem used during their creation. and recharge 1d6 charges every dawn. Artifices are empty upon creation, but can immediately recharge as if it were a new day.

Attunement:

Certain words require the Artifice to become attuned. Multiple words with attunement do not change the Artifice. Only three Artifices can be attuned to a creature at once, and must be attuned again at the start of every day to be functional. Artifices that require attunement can only be used by creatures that are attuned to them.

Feeble:

Artifice Powers that are Feeble are easily resisted. A creature can only be affected by a Feeble Power if they are restrained, unconscious, or willing to be affected. Objects with no will or that cannot make checks to resist will also be affected.

Any Artifice that could potentially kill a creature with a single action may become Feeble.

Resisting an Artifice

An Artifice can be used to both help and harm, and characters can choose to resist their effects. If a character chooses to not resist, the magic of the Artifice always succeeds. A character can only resist the effects of an Artifice if they are being directly affected by it.

If the character does choose to resist, they are able to counter it as though it were a magic spell cast by a magic user.

If unable to counter the Artifice, they may be able to resist its effects. A check to resist an effect is done at the time of casting to resist the initial effects, and again at the end of their turn to resist any ongoing effects. The difficulty to save from an Artifice is $10 + \text{Artificer Skill} + \text{Attribute Modifier}$. The type of check that must be made to resist the spell depends on the school of magic.

Necromancy, Abjuration, and Transformation magic must withstood by the strength and constitution of it's target. Illusion, Divination, and Enchantment magic must be overcome by the mind of the target. Evocation and Conjunction magic must be dodged with the agility of the target.

If an Artifice can only affect a single target and the Artifice only deals damage, the Artificer can choose to have the Artifice act as a magical attack rather than as a spell effect, allowing them to use their attack bonus.

Multiple Gems

Artifices can use multiple gems to further increase their power or capabilities. Gems of the same color can be used in the same artifice to increase a Power's Properties, such its Damage, Duration, or Distance. Two deficient gems are often placed in the same artifice to compensate for each other.

An artifice can also use multiple gems to give it more Powers. Added Gems can be of any color and give any additional Power. This Power is independent from all other powers within the Artifice, and requires its own Input and Recipient. Unlike an Artifice with only one Power, an Artifice with multiple powers must add the True Depth of all its sentences together to determine the amount of rings its Circle of Power will require. This often results in Circles of Power that take weeks, months, or even years to draw.

Thaumogenesis:

When an artifice is created, an Anti-Artifice is created simultaneously. An Anti-Artifice is a living creature that will seek to destroy its creator by undoing their works and eradicating their friends, reputations, and lives.

The Anti-Artifice is a balance to the Artificer's Equation, which says that every action must have an opposing action. The creation of a powerful Artifice must coincide with the creation of a powerful counteracting Anti-Artifice, or it will otherwise fizzle out.

Artificing is not necessarily the creation of an item. Artificers will often create an Anti-Artifice, and have an Artifice created to balance the Artificer's Equation.

Wax & Wane:

An Anti-Artifice created for Artificing is incorporeal directly after creation, and they are completely immune to non-magical attacks. They are able to move, but are unable to interact with the environment. The Anti-Artifice will often attempt to escape its immediate surroundings to find somewhere it can begin its Waxing.

Waxing is when an Anti-Artifice is slowly gaining strength and becoming corporeal. This process can take anywhere from an hour to a month, with the Anti-Artifice being in a dormant state while adjusting to existence. Once the Waxing has stopped the Anti-Artifice will begin waning. If captured and unable to be free, an Anti-Artifice will not Wane, but instead will stop existing, taking the Artifice with it.

Waning is when the creature's connection with the artifice begins to fade, the creature will become increasingly interested in the Artificer until they develop an obsession. They will then actively try to destroy the Artificer and claim the Artifice for their own. The creature may Wane for anywhere from an hour to ten years, where it will eventually lose interest in the Artificer.

The Merging

If an Artificer creates an Artifice while another Anti-Artifice is still Waxing, there is a chance that the two may find one another and merge. This merging may be a result of them combining their still frail essences, or as a result of one consuming the other. Anti-Artifices that merge gain the combine strengths of both, and their unstable nature may cause them to immediately begin waning. They are connected to all Artifices that they were connected to before merging.

The Connection:

The creature created by Thaumogenesis and the Artifice have a special connection, as they are both the answer to the same equation. If the artifice is destroyed then the Anti-Artifice will expire, and vice versa. As long as the Anti-Artifice created by Thaumogenesis is alive, the Artifice will continue to function. However, if the Anti-Artifice is killed, the Artifice will similarly fizzle out.

As time passes, the Anti-Artifice's connection to the Artifice will fade. Once the Anti-Artifice has finished Waning, the connection will cease and the Anti-Artifice will not die if the artifice is destroyed, and vice versa. There is no warning for when an Anti-Artifice goes from Waxing to Waning. However, the Artifice will glow, hum, shake, or emit an aroma permanently following the Anti-Artifice ending its Waning.

Connection to Artificer

Although very weak at inception, an Anti-Artifice can quickly grow in strength, speed, and intelligence. The Anti-Artifice will naturally mature into something similar to its creator, with comparable statistics and health. However, the Anti-Artifice can also develop its own abilities, and increase its statistics and health beyond that of the Artificer.

All about Gems:

Gems are crystallized mana that can be used as power sources for Artifices.

Gems have four properties which determines its potential; Color, Size, Cut, and Clarity. The Size of a Gem determines its Distance Potential. The cut of the Gem determines its Damage Potential. The Clarity of a Gem determines Duration Potential.

The potential of gems has cascading residual effects when the Artifice has more than one use for that potential. An item with a Perfect cut will deal 5d6 damage, and if there is a second use for the gem's cut, it will deal 4d6 damage, then 3d6, etc. The effect bottoms out at the lowest strength of the variable, but can be used multiple times as the lowest variable; for example 1d6, or 1ft distance.

Gemstone Color: (Power)

The color of the gemstone will determine what **Type** or school of magic can be cast with it. Once the color is determined, any word within the school of magic's options can be substituted into the sentence.

The Anti-Artifice will gain abilities based on Gemstone Color.

Necromancy: Manipulates Life and Death - Emerald Gem

Evocation: Creation of Offensive Magic - Ruby Gem

Abjuration: Creation of Defensive Magic - Sapphire Gem

Illusion: Manipulates the Senses - Amethyst Gem

Conjuration: Manipulates Space and Position - Topaz Gem

Divination: Creation of Knowledge - Diamond Gem

Transformation: Manipulates Form and Substance - Citrine Gem

Enchantment: Manipulates the Mind - Aquamarine Gem

Gemstone Cuts: (Damage)

The cut of the gemstone determines the damage of the variables in an event. Gems can be cut by Blacksmiths, but it takes an increasing amount of time to create the more prestigious gems. See more in the Blacksmithing section.

Uncut: 1d6 Damage - Level 0 Unpolished raw Gem

Polished: 2d6 Damage - Level 1 Polished Gem

Marquise: 3d6 Damage - Level 2 Perfect Football Shape

Princess: 4d6 Damage - Level 3 Perfect Square Shape

Magus: 5d6 Damage - Level 4 Perfect Round Shape

Gemstone Size: (Distance)

The Size of a Gem determines its Distance Potential of an event.

Dust: Distance potential is 1ft. - Smaller than a 1-inch diameter.

Tiny: Distance potential is 5ft. - Greater than a 1-inch diameter.

Small: Distance potential is 15ft. - Greater than a 2-inch diameter.

Moderate: Distance potential is 30ft. - Greater than a 3-inch diameter.

Large: Distance potential is 60ft. - Greater than a 4-inch diameter.

Huge: Distance potential is 120ft. - Greater than a 5-inch diameter.

Giant: Distance Potential is 240ft. - Greater than 6-inch diameter.

Gemstone Clarity: (Duration)

The clarity of a gem determines the duration potential of any spells that use it.

Opaque: One Round (Until start of your next turn) - Gem is impossible to see through.

Included: One Round (Until end of your next turn) - Gem has large enclosure on the inside.

Slightly Included: One Minute - Gem has small enclosure on the inside.

Eye Clean: Ten Minutes - Gem has tiny inclusions that cannot be seen by the naked eye.

Loupe Clean: One Hour - Gem has minute inclusions that can only be seen through a loupe.

Translucent: Eight Hours - Gem has no inclusions and allows light to pass through with distortions.

Transparent: One Day - Gem has no inclusions and allows light to pass through without distortions.

Duration Or Until (Input):

An Artifice can be made to stop early by adding an (Until) gate. These Artifices will cease to function once the duration is up, or until the condition is met. When you choose an (Until) gate, add another (Input) to the sentence. When the Input Event occurs, the Artifice will cease its effects early.

Requires a Four Leaf Clover.

Triggering: Whenever the Anti-Artifice witnesses the Until Input Event, it will fly into a range and attack the creature or object causing the event.

Powers

Creating an Artifice always starts with defining its Power. The Power determines what type of effect the Artifice will create. Choose from the list of Powers which Power you want your Artifice to have.

Secret Powers:

Artificers can potentially learn, find, or create new Powers that are not on the list below. These new powers have endless possibilities and generally adhere to the following guidelines:

(Damage) Is always used when determining the potential of damage, healing, Increases or decreases of maximum health.

(Distance) is used to determine the distance potential of a Power, how far away, long, wide, or tall the effect it creates is.

(Duration) is used to determine how long the effects of an impermanent Power last.

(Attunement) is required by items that are difficult to control, give stat bonuses, resistances, or involve an artifice's user.

(Charges) are used by taxing Powers, such as healing, changing the form of animate targets, and resurrection.

(Feeble) is assigned to any power that could potentially defeat a healthy creature instantly under ordinary circumstances.

Artifices use magic energy to manipulate the world, but they cannot create matter.

Conjurers can bring water from here to there, and Transmuters can turn air to water, but nothing can turn energy into matter.

Abjuration

Requirement: The gemstone color must be a Sapphire.

Anti-Artifice: The Anti-Artifice is an unstoppable force. It is unaffected by magical or non-magical defenses, and can naturally move and attack through them. The Anti-Artifice is almost always moving, is tireless, and cannot become exhausted.

Protection: Increases Armor for (Who) for (Duration). Gaining +1 total armor or gaining another armor tier. Gain an additional +1 to total armor for every 2 levels of the Gem's cut above 1. Requires Attunement.

Resistance: Give (Who) Resistance to (Damage Type) for (Duration). Requires Attunement.

Wall: Create a magic wall around or along the border of (Who). This wall is made of (Target), with a maximum health of (Damage). This wall disappears after (Duration).

Guard Emotions: (Who) cannot gain (Emotion) for (Duration).

Dampen Magic: The magical effects afflicting (Who) are negated for (Duration). Requires Attunement.

Barrier: (Who) cannot be affected by (Power). The (Power) in this case refers to the school of magic, and a second gem may be necessary to gain this benefit.

Mind Guard: (Who) cannot have their (Thought) be the target of spells or abilities.

Conjuration

Requirement: The gemstone color must be a Topaz.

The Anti-Artifice: The Anti-Artifice is an Immovable Object. It cannot be moved against its own will physically or by magic. The Anti-Artifice will resemble a living statue.

Halt: (Who) resists being moved (Distance) for (Duration).

Throw: (Who) is moved away from (Target) at (Distance) per round for (Duration).

Visiting Teleport: (Who) is instantly moved to (Target) until (Duration), and then the target returns to the original location. Cannot effect a creature larger than (Distance).

Swapping Teleport: (Who) instantly changes places with (Target) within (Distance). Cannot effect a creature larger than (Distance) radius.

Teleport: (Who) Moves to (Target). Cannot effect a creature larger than (Distance). Feeble.

Fly: (Who) gains a flight speed of (Distance) for (Duration). Requires Attunement and uses 1 charge.

Swift: (Who) gains +1 to AC or a Simple Complication. This can be increased by another 1 or by another tier for every two levels of gems cut above the first.

Evocation

Requirement: The gemstone color must be a Ruby.

The Anti-Artifice: This Anti-Artifice is a Devourer. It can consume and negate attacks and magical effects. It is capable of eating swords, bullets, fireballs, creatures, and almost anything physical or magical. The Anti-Artifice has Gut-Magic, well as a gaping maw and teeth.

Bubble: A weightless 1ft bubble of (Damage Type) is spawned above the center of (Who), and explodes when touched to deal (damage) to everything within (Distance).

Blast: Create a blast of (Damage Type) at the center of (Who) and moves (Distance) towards (Target), dealing (Damage) to all creatures passing through.

Hurt: (Who) is dealt (Damage) (Damage Type).

Imbue: When (Who) deals damage, it is considered the (Damage Type) and deals an extra (Damage) damage.

Glow: (Who) begins to glow brightly up to (Distance) for (Duration).

Dark: (Who) radiates darkness up to (Distance) which negates non-magical light for (Duration).

Lantern: A weightless bulb of light appears above (Who), shining brightly up to (Distance) for (Duration).

Divination

Requirement: The gemstone color must be a Diamond.

The Anti-Artifice: This Anti-Artifice is a Mystery. It is completely impossible to sense or find by any magical or non-magical means. It may choose when or how it is being sensed.

Extra Sense: (Who) Gets (Sense) for (Duration).

Detect: (Who) is aware of the presence of (Target) within (Distance).

Detect Emotion: (Who) learns the emotional state of (Target).

Detect Thought: (Who) can (Sense) the surface thoughts of (Target).

Arcane Eye: (Who) Spawns (Sense) at (Target), and experiences it as an additional sense.

Steal Sense: (Who) gains the (sense) of (Target) as an additional sense.

Identify: (Who) understands the nature, properties, and essence of (Target) within (Distance).

Telepathy: (Who) can commune with (Target) using (Sense) for (Duration).

Accuracy: When (Who) makes an attack, the attack has +1 to attack or ignores a tier of their highest complication. This bonus increases one time for every two levels the Gemstone is above the first.

Transmutation

Requirement: The gemstone color must be a Citrine.

The Anti-Artifice: This Artifice is Perfect. It cannot be changed, either added to or taken from. It cannot gain any external magical or non-magical buff, debuff, or status. The Anti-Artifice may appear as though it is made from an ooze.

Aid: Increase (Who) Maximum Life for (Damage) for (Duration). Requires Attunement and uses 1 charge.

Material Change: Transform component materials of (Who) into (Target) material for (Duration). Feeble. Uses one charge.

Shape Change: Transforms (Who) into (Target) for (Duration). Total health does not change between Shapes. Uses one charge.

Fit: Dimensions of (Object) change to fit (Who) for (Duration).

Restrict Ruin: (Who) cannot be destroyed for (Duration).

Swift: (Who) gains +1 to AC or a Simple Complication. This can be increased by another 1 or by another tier for every two levels of gems cut above the first.

Talent: (Who) Gains +2 to (Ability Score) for (Duration). Cannot increase the ability score past 19.

Competence: The (Ability Score) of (Who) is changed to 13. This ability gains 2 for every level of the gems cut above 1.

Necromancy

Requirement: The gemstone color must be an Emerald.

The Artifice: This Anti-Artifice is Immortal. It is completely impossible to kill, and cannot gain or lose health or vitality. The Anti-artifice cannot become wounded, and will bleed sand.

Aid: Increase (Who) Maximum Life for (Damage) for (Duration). Requires Attunement and uses 1 charge.

Hinder: Decrease (Who) Maximum Life for (Damage) for (Duration). Cannot be decreased below 1.

Raise: Returns (Who) to life as undead, with (Damage) maximum hitpoints. Requires Attunement and uses 1 charge.

Kill: Kills (Who) if they have less than (Damage) hitpoints.

Heal: Restores (Damage) hitpoints to (Who). Requires Attunement and uses 1 charge.

Harm: (Who) is dealt (Damage) Necrotic damage.

Revive: Returns (Who) to life, with (Damage) maximum hitpoints. Requires Attunement and uses 1 charge.

Restrict Life: (Who) cannot be restored to life for (Duration).

Restrict Death: (Who) cannot be killed for (Duration).

Illusion

Requirement: The gemstone color must be an Amethyst.

The Anti-Artifice: This Anti-Artifice is a Validator. It is incapable of seeing illusions, hearing lies, or reading false facts. It has perfect accuracy, and is incapable of missing an attack regardless of distance. This Anti-Artifice will appear stern, with eyes that are constantly judging those around them.

Disguise: (Who) Appears As (Target) for (Duration).

Image: An image of (Target) appears at (Who) for (Duration). The image can animate, and can be no larger than (Distance).

False Sense: An (Sense) of (Target) emerges at (Who) for (Duration). An image can animate, and can be no larger than (Distance). The false sense cannot cause damage, or be sensed by more than 100ft away.

Switcharoo: Magic effects that only target (Who) instead affect (Target) for (Duration).

Overload: (Who) has (Sense) overloaded, and is disabled until (Duration).

Blur: Increases Sensory Complication for (Who) for (Duration). Gaining +1 total Sensory complication or gaining another Sensory Complication Tier. Gain an additional +1 to total Sensory Complication for every 2 levels of the Gem's cut above 1. Requires Attunement and 1 charge.

Enchantment

Requirement: The gemstone color must be an Aquamarine.

The Anti-Artifice: The Anti-Artifice is a Mastermind. They are completely immune to being manipulated psychologically through either magical or non-magical means. The Anti-Artifice is especially good at predicting the behaviors of others, as well as planning attacks and traps.

Relationship: (Who) Considers (Target) as (Relationship) for (Duration).

Demand: (Who) Is compliant with your demands for (Duration), regardless of danger. Requires Attunement and uses 1 charge.

Give Emotion: (Who) gains (Emotion) for (Duration).

Sleep: (Who) falls unconscious if they have less than (Damage) hitpoints.

Ache: (Who) is dealt (Damage) Psychic damage.

Hold: (Who) becomes paralyzed for (Duration). Requires Attunement, uses 1 charge.

implant Sense: (Who) will (Sense) (Target) at (Target) for (Duration).

Reboot: All enchantment magic on (Who) are disabled.

Confusion: (Who) becomes confused for (Duration) and cannot recognize friend from foe.

General

Simulate Spell: The artifice simulates a spell that the Artificer knows and can cast. The gemstone used in the spell must have qualities that facilitate the (Clarity), (Color), (Cut), and (Size) of the original spell.

The spell cast from this Artifice works as if cast by a magic-user, and does not require (Who) or (Target) to function. An artifice that simulates a spell uses 16 charges to cast and must be attuned.

The **Anti-Artifice** will be able to cast this spell as well.

Battery: The Artifice contains more charges than normal. The Artifice can contain (Damage) in charges.

When the **Anti-Artifice** becomes wounded or exhausted, it can instantly return to full health or become energized.

Empower: An empowered Artifice can remove the effects of Feeble for one of its Powers. When using that power, the target must have more than (Damage) in total health, or the effects of the spell succeed.

The **Anti-Artifice** has advantage on all physical or magical checks.

Recipients

Once the Power is chosen, the Artificer should define its **Recipient**, also known as the "**Who**." Choose from the list of Recipients.

User only - Requires Attunement. Deceiver: Those who perceive the Anti-Artifice will see it as the last user of the Artifice.

Artifice only - Thief: The Anti-Artifice will attempt to steal and keep the Artifice it is connected to.

(Target) within (Distance). - Cruel: The Anti-Artifice enjoys causing pain and suffering, and will make deaths last as long as possible.

(Target) within (Distance) of (Target) within (Distance). - Barbarity: The Anti-Artifice is a crude and savage beast, often making trophies of the Artificer's allies.

All in area in line between (Target) and (Target) that is (Distance) long. -

Dominating: The Anti-Artifice will seize power by collecting powerful items and allies.

All in area in Cone from (Target) towards (Target) that is (Distance) long and (Distance) wide.. -

Seducer: The Anti-Artifice is either male or female, and is extremely persuasive to the opposite sex.

Area that is (Distance) Around (Target) within (Distance) - Betrayer: People are naturally very trusting of the Anti-Artifice, but it will always betray them.

Every (Target) within (Distance) - Slaver: The Anti-Artifice will make slaves of the Artificer's friends and allies, and can easily break the will of others.

Every (Target) - *Targets past the first use 1 Charge* - Legion: The Anti-Artifice is a natural leader, and will create an army to destroy the Artificer.

Inputs

Once the Power and Recipient have been determined with all of their inward parenthesis defined, the Artificer should define **Input** of the Artifice. The Input defines what event will activate the Artifice's effects.

Gesture - A movement or position activates Artifice. - **Scan**: The Anti-Artifice can easily determine the shape of all items on a person with a simple visual scan.

Material - Presence of nearby (Target) activates Artifice within (Distance). - **Detect**: The Anti-Artifice can detect the target from up to 1,000ft away.

Wounding - (Target) becoming hurt activates Artifice. - **Revenge**: Upon becoming wounded, the Anti-Artifice makes a final attack to those around it.

Strike - Artifice activates when it strikes something. - **Intangible**: The Anti-Artifice is incapable of being struck by physical attacks.

Command Word - A word or mantra activates Artifice. - **Silent**: The Anti-Artifice cannot speak or communicate verbally, and can choose to not make noise from their actions or movements.

Sense - Artifice activates when it is sensed. - **Thousand Eyes**: The Anti-Artifice is always aware of who can sense it, how it is being sensed, and where the sensor is.

Loop - Artifice activates after every (Duration). - The Base Item must be an closed loop, such as a ring. - **Unrelenting**: The Anti-Artifice continues to act after becoming wounded, until it is exhausted.

Miscellaneous Keywords

Target

Requirement: There is no requirement added, but the Anti-Artifice will have a change in attitude or form.

Self - Target is always the Creator of the Artifice. - **Hubris**: The Anti-Artifice will look, act, and sound exactly like its creator.

(Sensed) Creature - Target is a chosen creature that is being (sensed) by the User. -

Hate: The Anti-Artifice takes pleasure in torturing creatures it senses.

(Sensed) (Object) - Target is a chosen (Object) that is (sensed) by the User. - **Deceit**: The Anti-Artifice is a shapeshifter, and can transform in objects, preferring the chosen object.

Specific - Target is a specific creature, object, or location designated during the Artifice creation. - Requires a piece of the specific target - **Avarice**: The Anti-Artifice will seek out the specific object or Creature and will seek to possess it.

Touch - Target is Creature or Object that comes into physical contact with the Artifice. -

Abductor: The Anti-Artifice will steal people away while they are defenseless.

Nothing - There is no Target. - **Empty**: The Anti-Artifice is a hollow shell, and will attempt to swallow others into itself.

Spawn - The Target is the last object spawned by the Artifice. - **Brood**: The Anti-Artifice is constantly generating smaller versions of itself.

Owner - The target is the owner of a held creature or object. - **Dominating**: The Anti-Artifice seeks to be ruler of all it surveys.

User's Thoughts: Target is the (Thought) of the Artifice's user Requires attunement and uses 1 charge. **Telepath**: The Anti-Artifice can read minds within 50ft.

Object

Requirement: The Base item generally should be partially made from an object similar to its target. As mentioned in the (Target) section above, the Anti-Artifice can shapeshift into the chosen object.

Natural Object - The Base Item is partially made from natural and raw material.

Manufactured Object - The Base Item is partially made from manufactured materials.

Magical Object - The Base Item is partially made from magically manifested materials.

Held Object - The Base Item is sticky from non-magical means.

Floor Terrain - The Base Item was first found on the ground.

Wall Terrain - The Base Item was first found on a wall.

Ceiling Terrain - The Base Item was first found on the Ceiling.

Specific Material - A Sample of the specific Material.

Type - Requires at least three objects of the same type. The target will be the lowest common denominator between the chosen objects.

Damage Type

Requirement: Each damage type requires the Artifice item to have undergone a certain event or fit a certain description. For the purposes of the Damage Type, a "Day," is a single 24 hour day/night cycle.

The Anti-Artifice is immune to the damage type added, and is able to naturally cause this kind of damage.

Physical Damage:

Piercing - The magic attack has Piercing - Requires The Base Item must be able to fit through a 1-inch diameter ring.

Crushing - Damage becomes non-lethal - Requires The Base Item has been crushed under 10,000lbs of pressure.

Slashing - Creature begins to Bleed. - Requires The Base Item has been cut on all sides, with no natural external edge remaining.

Acid - Creature is temporarily vulnerable to Physical Damage - Requires The Base Item has been submerged in acid for a day.

Poison - Creatures become temporarily poisoned. - Requires The Base Item has been submerged in poison for a day.

Thunder - Creature becomes temporarily deafened. - Requires The Base Item has been shaken wildly for a day.

Elemental Damage:

Fire - ignites flammable objects that touch the flames - Requires The Base Item has been submerged in non-magical fire for a day.

Cold - Creatures are temporarily slowed by 5ft per 1d6 - Requires The Base Item has been frozen solid in non-magical ice for a day.

Lightning - Creatures temporarily cannot take reactions - Requires The Base Item has been **struck** by non-magical lightning.

Magical Damage:

Psychic - Creature loses concentration and any emotion effect, and temporarily can't gain either - Requires The Base Item has been submerged in the brains of humanoids for a day. Requires Attunement and uses 1 charge.

Force - Creature is moved away from caster 5ft per 1d6. - Requires The Base Item has fallen 1,000ft and landed on a solid surface. Requires Attunement and uses 1 charge.

Radiant - Creature becomes temporarily blinded. - Requires The Base Item has bathed in non-magical sunlight for a day. Requires Attunement and uses 1 charge.

Necrotic - Creatures temporarily cannot be healed. - Requires the Base Item was with a creature when they were turned into an undead. Requires Attunement and uses 1 charge.

Ability Score

Requirement: Each ability has their own requirement. The Anti-Artifice automatically succeeds all checks or saves related to the chosen ability.

Strength: Requires a Piece of Iron.

Dexterity: Requires a bird's Feather

Constitution: Requires a chunk of Stone.

Intelligence: Requires a flower's Petal.

Wisdom: Requires a fragment of a Mirror.

Charisma: Requires a shard of Porcelain.

Gates:

Gates can replace any word with two of the same word type with a conjunction, such as (Power and Power), allowing more flexibility and capability to the artifice.

And: Choose Two instead of one, and both take effect. - **Requirement:** Cloud in a Bottle. Uses 1 charge.

Or: Choose Two instead of one, and only one takes effect. - **Requirement:** Living Ooze in a Bottle. Requires Attunement.

And/Or: Choose Two instead of one and either one or both take effect. -

Requirement: Living Fairy In a Bottle. Requires Attunement and uses 1 charge.

Excluding: Choose two instead of one, and this effects the first, but never the second. - **Requirement:** Living Elemental in a bottle. Requires Attunement and uses 1 charge.

Sense

Requirement: The Brain or Core of a creature who has this sense, as well as the sensory organ. The Anti-Artifice has this sense.

Sight

Black Sight - Requires Attunement

Hearing

Echolocation - Requires Attunement and uses 1 charge.

Smell

Gut Vision - Requires Attunement and uses 1 charge.

Touch

Seismic Sense - Requires Attunement and uses 1 charge.

Taste

Emotion:

Requirement: The tears of a creature who is feeling that emotion due to non-magical means. A single bead of a tear will do. When affected by an emotion magically, creatures tend to shed tears regardless of the emotion. The Anti-Artifice will be incapable of feeling this emotion, and may be obsessed in making others feel it in order to study it.

Fear - Requires creature Being Frightened.

Anger - Requires creature Being Enraged.

Sadness - Requires creature Sorrowful or filled with Grief.

Joy - Requires creature Being Happy.

Disgust - Requires creature Feeling that something is wrong is disgusting.

Surprise - Requires creature Feeling unprepared.

Trust - Requires creature Feeling secure and calm.

Anticipation - Requires creature feeling Prepared and vigilant.

Relationship

Requirement Each require a strange item.

Friend - Requires Rabbits Foot - The **Anti-Artifice** will attempt to harm your friends before you.

Enemy - Requires Eye of Newt - The **Anti-Artifice** will attempt to aid your enemies.

Indifferent - Requires Lodestone - The **Anti-Artifice** will attempt to make your life miserable before anything else.

Family - Requires a used Horseshoe. - The Anti-Artifice will bond with other Anti-Artifices.

Romantic - Requires a set of previously used wedding bands. - The Anti-Artifice will find a creature to bond with.

Thoughts

Requirement: A spirit in a jar.

The **Anti-Artifice** will emit an aura that will disrupt the type of thought, requiring a check in order to use that type of thought within 100ft.

Inner Monologue - The surface level of thoughts with conscious rationalization.

Sub-Vocal - The thoughts underneath the inner monologue.

Subconscious - The unaware thoughts underneath the sub-vocal.

Instincts - The the innate pattern of thoughts that first react to stimuli.

Short Term Memories - Stored thoughts that become long term after sleep.

Long Term Memories - Encoded and stored thoughts.