

The Godmarks - Complete Collection

Item · Artifact Collection · Artifact (Requires Attunement)

Weight: varies

Cost: —

Magical Properties

A collection of 36 divine artifacts, each bound to a deity of Kyrell. Each Godmark grants power through three progressive stages of increasing power and narrative significance.

The Godmarks: Divine Artifacts of Kyrell

Throughout the ages, whispered legends speak of the Godmarks—divine artifacts said to be gifts from the gods themselves to those worthy of bearing their favor. Few have ever glimpsed these legendary items, and fewer still can claim certain knowledge of what they truly are. What follows is a collection of tales, rumors, and half-remembered stories about these mysterious artifacts, gathered from travelers' taverns, scholar's archives, and the scattered memories of those who have claimed to witness them.

The Thirty-Three Godmarks

The Golden Crown - Solgarde, the Golden King

Said to be a crown of burnished gold that grants its bearer the authority of kings. Rumors claim it makes the wearer's commands difficult to refuse, and that their word carries the weight of divine law. Some say it was wielded by the first great monarchs of civilization itself.

The Healing Bow - Lunara, the Moon Mother

A bow that supposedly draws arrows from moonlight itself. Stories tell of a healer carrying this bow, using it to mend wounds as easily as to pierce enemies. The bow is said to be lost, vanished into mystery roughly two centuries past, though some claim to have seen it in the hands of a traveling healer in distant lands.

The Arcane Tome - Arcanthos, the Wizard's Friend

A grimoire bound in leather that supposedly never fills with knowledge, always having room for more. Wizards whisper that it teaches spells to those who open its pages, and that a mage carrying it becomes capable of feats beyond normal understanding. Its current holder, the Archmagus Kellian, is known to hoard it jealously.

The Moonlit Bow - Sylvara, the Wild Huntress

A bow carved from living wood that supposedly never decays, strung with moonlight made solid. Arrows manifest from pure light when drawn. Rangers claim it makes hunting easy, that prey cannot hide from its bearer, and that it speaks to the wielder about the wild. A half-elf ranger named Seraphina Ashveil is said to carry it.

The Forging Hammer - Vorathem, the Master Smith

A massive hammer that grants perfect craftsmanship to anyone who wields it. Blacksmiths tell stories of wonders created in mere hours with this tool—weapons that never dull, armor that fits perfectly, works of impossible beauty. The ancient master smith Hargrim Irondeep is believed to possess it still.

The Lightning Maul - Thundarak, the Thunderer

A warhammer that crackles with lightning and grants its bearer power over storms. Soldiers speak in hushed tones of a warrior wielding this weapon, calling down lightning upon enemies, their presence itself seeming to make the air electric. General Kael Stormborn is whispered to carry it.

The Tyrant's Crown - Malachar, the Black King

A dark crown that supposedly grants absolute authority and the ability to command others' obedience. It is said the wearer becomes a voice that cannot be ignored, and that their decisions are followed without question. A military commander named Theron Ironpact is rumored to wield it with an iron fist.

The Trial Whip - Korrash, the Trial-Giver

A whip that supposedly teaches through pain and tests those who face it. Monks speak of a master who carries it, one who tests her students to their breaking points and beyond, forging them into unbreakable warriors. Master Sorena the Unbroken is said to be this warrior.

The Truth Mirror - Velthar, the Mirror

A mirror that shows not your reflection but your true nature. It is said those who look into it cannot lie, and that all deceptions fall away. Few claim to have encountered this artifact, and fewer still will speak of what they saw within it. Its bearer remains unknown, working always in shadow.

The Shadow Dagger - Naeveth, the Dagger

A blade that strikes from darkness, impossible to see or trace. Assassins' tales speak of a knife that cannot be found, cannot be divined, that appears only when death is needed. Its bearer is completely unknown, operating entirely in shadow and silence.

The Void Tentacle - Xaruun, the Tentacled Void

An artifact so alien and wrong that most deny its existence. Whispers speak of something that writhes and shifts, that brings things from beyond reality into the world. It is said to be so dangerous that the gods themselves sealed it away, and most hope it remains lost forever.

The Storm Ship's Wheel - Valdrun, the Storm-Sea

A ship's wheel that grants command over weather and seas. Sailors swear that a ship with this wheel can sail through impossible storms, that the ocean itself obeys its bearer. Captain Meridian is said to carry it, her ship appearing and disappearing with the tides.

The Balanced Blades - Draeven, the Balanced Blade

Twin swords that fight as one, perfectly balanced and coordinated. They are said to grant the bearer perfect equilibrium in all things, and the ability to see all sides of a conflict at once. A judge named Corvus is rumored to carry them, settling disputes with perfect fairness.

The Death Scythe - Morvaine, the Final Rest

A scythe that communes with the dead and grants peace to departed souls. It is said to destroy the undead and return them to proper rest. A priestess named Ashara is believed to wield it in service to the honored dead.

The Endless Tome - Tethran, the Eternal Record

A book that never fills, recording perfectly everything that has ever happened in the places its bearer visits. It is said that all knowledge can be found in its pages, that history itself is written within it. Chronicler-Keeper Lysian is said to possess it.

The Prophecy Spiral - Orvantus, the Shattered Prophet

A spiraling artifact that whispers of futures yet to come. It supposedly grants luck beyond measure and visions of things yet to pass. Oracle Marta, a mad seer living in the wilderness, is said to carry it, speaking in riddles that somehow always prove true.

The Knowledge Book - Quorath, the Infinite Record

A tome that contains all knowledge ever discovered or yet to be discovered. Its pages supposedly hold answers to any question, and its bearer becomes incredibly wise. Sage Windwhisper is said to possess it, having held it for longer than most can remember.

The Neutral Robe - Valdris, the Grey Arbitration

A grey robe that makes its wearer seem completely neutral and impossible to influence. It is said the robe allows perfect mediation between enemies and prevents any single power from dominating. Its bearer, known only as "The Arbiter," is a mysterious figure who appears to resolve major conflicts before vanishing again.

The Madness Crown - Mazrath, the Shattered Mind

A twisted crown that amplifies emotion and intensity to extraordinary levels. Warriors speak of those wielding it achieving feats of superhuman combat, but at the cost of clarity and sanity. The crown has not been seen in many decades, and most hope it remains lost.

The Clarity Mirror - Aethis, the Clear Mirror

A perfect mirror that shows absolute truth and pierces all illusions. It is said those who look into it cannot deceive themselves or others. The artifact has been lost for centuries, and its current location is unknown.

The Purpose Lens - OA, the Lens of Purpose

A crystalline lens that reveals a person's true purpose and life's destiny. It appears only when truly needed, manifesting for those who face world-changing destinies. Most have never encountered it, and few believe it truly exists at all.

The Void Sphere - Pah, the Endless Void

An obsidian sphere containing infinite darkness and emptiness. It is said to be so dangerous that the gods themselves sealed it away and forbade mortals from ever finding it. Most scholars hope it remains lost forever, as its mere existence seems to threaten reality itself.

The Doorway - Shathahn, the Threshold

A bronze doorway that stands alone and leads nowhere—or perhaps to everywhere. Travelers tell tales of mysterious strangers who appear through impossible doors, ask strange questions, and vanish just as mysteriously. Its bearer is said to wander between worlds constantly.

The Liberation Chain - Halveron, the Liberator

A chain that supposedly grants freedom from all bonds, both physical and magical. A figure known as Cassian the Freedom-Bringer is said to carry it, traveling from place to place freeing the enslaved. Those who have encountered Cassian speak of impossible escapes made possible by their presence.

The Shadow Cloak - Vaelthis, the Advisor's Shadow

A dark cloak that makes its wearer nearly invisible and forgettable. It is said the bearer can advise princes and kings without being noticed, influencing history from the shadows. The current bearer is unknown, their work visible only through the surprisingly wise decisions of those they counsel.

The Jester's Mask - Verindas, the Laughing Truth

A mask that makes the wearer speak uncomfortable truths wrapped in humor. Those wearing it supposedly cannot help but make others laugh while telling them things they desperately need to hear. A figure called Jester-Sage Kael is said to wear it, appearing at courts and gatherings to expose truth through comedy.

The Wholeness Rings - Serevain, the Three Circles

Three interlocking rings that supposedly heal not just the body but the mind and spirit as well. They are said to make broken people whole again. The rings have been lost for centuries, and their current location is unknown.

The Black Robe - Sythren, the Black Robe

A midnight-black robe that guides its wearer toward hidden knowledge and forbidden secrets. The bearer supposedly cannot help but seek out and reveal truths that others would prefer to keep hidden. Its current bearer is entirely unknown, operating always in shadow.

The Memory Pendant - Vornn, the Honored Dead

A silver pendant that supposedly keeps the memory of the honored dead alive and prevents them from being forgotten. It is said to compel respect for those who have passed and ensures that monuments to the dead remain pristine and honored. The pendant has been lost for many years, though some report seeing it in the hands of mysterious guardians at old battlefields.

The Summer Circlet - Aurath, the Ever-Burning

A golden circlet that radiates eternal summer warmth and vitality. It is said its bearer brings growth and hope to desolate places, and that they cannot age or weaken. Lady Serendeth is known to carry it, and her presence is said to make gardens flourish and the dispirited hopeful.

The Winter Circlet - Thessavaine, the Pale Judge

A silver circlet that grants clarity of thought and cold, merciless judgment. It is said its bearer can see truth stripped of all pretense and decoration, and that their decisions are always perfectly fair if harsh. Lord Frost is known to carry it, and his judgments are feared throughout the land.

The Spring Circlet - Erevain, the New Thing

A circlet of new growth and fresh green that grants constant inspiration and the courage to try new things. Its bearer is said to never be discouraged and to inspire others to attempt what they

thought impossible. Lady Quickstep is known to carry it, her boundless energy and creativity seemingly inexhaustible.

The Autumn Circlet - Mordavael, the Turning Leaf

A circlet of autumn leaves in gold and crimson that grants wisdom and helps people accept necessary endings. Its bearer is said to help others let go of what no longer serves them and to treat all endings with appropriate respect. Seer Thornwood is known to carry it, helping people find peace with change.

The Mystery of the Godmarks

What these artifacts truly are, what powers they genuinely possess, and why the gods created them remains one of Kyrell's greatest mysteries. Some say they are tests of morality, rewards for those worthy of divine favor. Others claim they are dangerous weapons, or tools of balance meant to prevent any single power from dominating the world.

What is certain is that wherever a Godmark appears, history shifts. Bearers seem touched by destiny itself, living longer than mortals should, achieving feats that seem impossible, and leaving legacies that shape civilizations. Whether this is the work of divine power or simply the natural result of incredible individuals finding incredible tools remains unknowable.

One thing all who study the Godmarks agree on: their influence is subtle, their purposes mysterious, and their power absolute. The world of Kyrell is shaped, in large part, by these thirty-three divine artifacts and those rare few whom fate allows to carry them.