

## EXAMPLE ADVANCED ARTIFACTS

\*When using the abilities imbued within the artifacts, the number written after the ability's name is referencing the number used as X during the creation of the artifact. Basic artifact abilities can be found on page 20, and advanced artifact abilities begin on page 48.

### WEAPON

Weapon Name	Striking Thunder
Weapon Type	Rapier
Weapon Size	Medium
Damage Type	Piercing
Damage	2d6 + (1/4 • Dexterity) + 1 + 4d6 Electric
Health	100
Basic Ability	Elemental 4 (Electric)
Advanced Ability	Elemental Critical 3

Weapon Name	Faithful Bludgeoner
Weapon Type	Chain Flail
Weapon Size	Medium
Damage Type	Blunt
Damage	1d6 + (1/4 • Constitution) + 1
Health	100
Basic Ability	Bonded 5
Advanced Ability	Scrying 5

Weapon Name	Headhunter
Weapon Type	Two-handed Axe
Weapon Size	Large
Damage Type	Slashing
Damage	4d4 + (1/4 • Strength) + 1
Health	130
Basic Ability	Prowess 3
Advanced Ability	Lucky 5

### ARMOR

Armor Name	Thieving Gloves
Armor Slot	Hands
Armor Class	Light
Defensive Bonus	+3
Damage Resistance	0

Health	80
Basic Ability	Prowess 5
Advanced Ability	Environmental Control 5

Armor Name	Trusted Cuirass
Armor Slot	Chest
Armor Class	Medium
Defensive Bonus	+10 / -1 Dexterity
Damage Resistance	-1
Health	190
Basic Ability	Empowered 3 (Attunement)
Advanced Ability	Empowered Saves 10

Armor Name	Well of Corruption
Armor Slot	Legs
Armor Class	Heavy
Defensive Bonus	+11 / -2 Dexterity
Damage Resistance	+2
Health	200
Basic Ability	Leeching 2
Advanced Ability	Identity Theft 3

### ACCESSORIES

Accessory Name	Devouring Hunger
Accessory Type	Gold Sapphire Ring
Basic Ability	Leeching 3
Advanced Ability	Stolen Power 3 (Constitution)

Accessory Name	Eagle's Eye
Accessory Type	Silver Emerald Ring
Basic Ability	Empowered 5 (Attunement)
Advanced Ability	Empowered Skill 10 (Observation)

Accessory Name	Speaker's Charm
Accessory Type	Gold Diamond Amulet
Basic Ability	Bonded 5
Advanced Ability	Telekinetic Bond 10