

To print your Artifact Deck, set your double-sided printer to **short-edge binding** and print on a cardstock material. Then, with a sharp utility knife and straight edge, use the crop marks as guides to trim the cards apart.

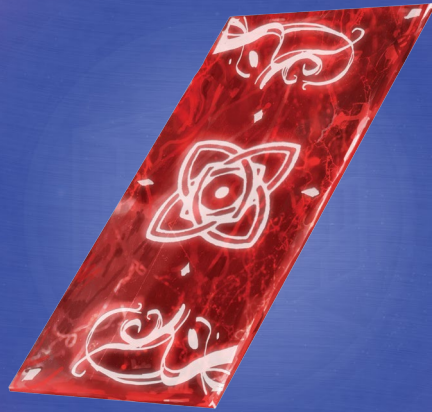
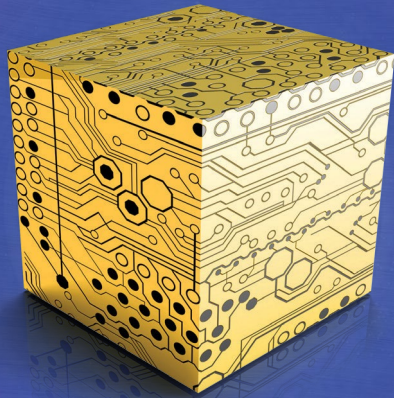
If you don't have a double-sided printer, print the pages individually and then glue them back-to-back with a thin, even coat of adhesive. Before glueing, hold the back-to-back sheets up to a light source to ensure they are lining up correctly.

The gutters between the cards give you a little bit of leeway if the two sides do not line up exactly.

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NODE INTERFACE

Level: 1d6 + 3

Form: Metallic device worn on head

Effect: Wearer has an asset when attempting to understand and operate any kind of instantaneous teleportation or transdimensional access device.

Depletion: —

NERVE DISRUPTOR

Level: 3

Form: Rod that sparks with static discharge

Effect: Inflicts 1 point of Speed damage (ignores Armor) and increases the difficulty of the target's physical actions by one step until the lost point is restored.

Depletion: 1 in 1d10

FLAYING KEY

Level: 1d6 + 4

Form: Thin synth card

Effect: Touched target's skin disappears and artifact adheres to the target, moving the target one step down the damage track. While skin is absent, the difficulty of any task related to curing the target's disease, ameliorating poison, mending broken bones, or other radical healing of the target requiring surgery is reduced by two steps. The target's skin returns when the key is removed, moving the target one step up the damage track.

Depletion: 1 in 1d10

Concept by James August Walls

REACTIVE WINGS

Level: 1d6

Form: Handheld cube

Effect: Scans the user and surrounding medium (air, water, space, and so on), then infects the user with a swarm of nanites that rapidly constructs fleshy attachments (such as wings or fins) that persist for one hour. The attachments increase the user's movement by a short distance each round within the current medium, or provide a new method of movement (climbing, flying, swimming, and so on) at the user's standard rate of movement.

Depletion: 1 in 1d10

Concept by Darcy L. Ross

EXTREME SUIT

Level: 1d6

Form: Metallic suit fitted for a human

Effect: Serves as light armor and protects the wearer from the temperatures and pressures of extreme environments, including space and deep beneath the sea. Also allows the wearer to operate as if under normal Earth gravity if so desired.

Depletion: 1 in 1d100 (check each day)

BREATH RECYCLER

Level: 1d6

Form: Face mask

Effect: Provides breathable air for a human or any similar creature who wears the device.

Depletion: 1 in 1d100 (check each day)

WAR PLATING

Level: 1d6

Form: Collection of metallic sheets

Effect: User is completely covered in a sheen of bronze-colored armor, adding Armor equal to the artifact's level for ten minutes.

Depletion: 1 in 1d10

BUBBLE CASTER

Level: 1d6 + 1

Form: Metallic staff

Effect: Creates a bubble around the user and creatures within immediate range. It's filled with breathable, nutritious fluid that sustains occupants for up to seven days in most extreme environments, including space.

Depletion: 1 in 1d20



GRAVITY BOOTS

Level: 1d6

Form: Boots

Effect: Wearer can walk on any solid surface, including walls, ceilings, and other objects, as if that surface were the ground. She can also use an action to jump between two locations within a long distance of each other with no harm from the impact upon landing.

Depletion: 1 in 1d20 (check per jump)

SERVOGLOVES

Level: 3

Form: Two gauntlets, one of which must be worn

Effect: Unworn glove animates for one minute and acts as an extra hand. The animate hand provides an asset on noncombat physical tasks that involve the user's hands, such as climbing, grasping, opening, and so on. The user can also direct the hand to act independently within immediate range.

Depletion: 1 in 1d10

ELECTRIC ARMOR

Level: 4

Form: Armband

Effect: For one hour, a scintillating aura of energy gives the wearer +1 to Armor and lets her deal 1 additional point of damage in melee from the ever-building charge. Creatures that directly touch the wearer suffer 1 point of damage as well.

Depletion: 1 in 1d20

STORM STAFF

Level: 5

Form: Long metallic rod

Effect: Serves as a medium melee weapon that inflicts 3 additional points of damage from an electric shock. The item can also be used at short range, projecting bolts of red lightning that inflict 5 points of damage on a single target.

Depletion: 1 in 1d10 (check per ranged attack)

AUTOMATON ARM

Level: 1d6 + 2

Form: Armlike device of synth and crystal

Effect: Serves as an effective prosthetic, replacing the user's normal human arm. The automaton arm has 5 Armor against damage specifically targeting it. Wearer can draw on the arm's reserves to reduce the difficulty of one arm-related physical task by two steps.

Depletion: 1 in 1d20 (check per use of arm's reserves; upon depletion, wearer can still use the arm as a prosthetic)

HELPER DRONE

Level: 1d6 + 1

Form: Metallic spheres, the largest slightly larger than a human fist

Effect: Follows the user, flying up to a short distance each round. Provides aid in the form of knowledge (voice activated), surveillance, potential communication with other devices, and offense (once every other round, the drone can fire a short-range energy beam that inflicts damage equal to its level).

Depletion: 1 in 1d100 (check per day of use)

ENVIROSUIT

Level: 1d6

Form: Metallic suit fitted for a human

Effect: Wearer can survive in vacuum, breathing atmosphere recycled by the suit.

Depletion: 1 in 1d20 (check per day of use)

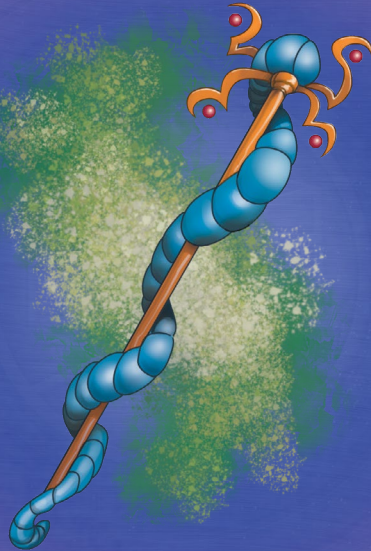
STATIC FORCE EMITTER

Level: 1d6 + 1

Form: Handheld device

Effect: Long-range static force blast inflicts damage equal to the artifact's level on the primary target and one additional target within immediate range of it.

Depletion: 1 in 1d20



BEACON SENSOR

Level: 8

Form: Immobile device with many controls

Effect: Detects a navigation beacon (which most artificial structures in the void have) within an interstellar range. Once the sensor detects a beacon, the user may be able to glean a bit of information about the location (a difficulty 8 task). If the sensor is located on an interstellar vessel, the craft can be guided to the source of the beacon.

Depletion: 1-2 in 1d100

CARAPACE ANTENNAE

Level: 1d6 + 2

Form: Matching metal and synth rodlike devices

Effect: When this semi-living machine antennae is fitted to the head of a creature (difficulty 3 Intellect task), the wearer has an asset to any task related to sensing things at a distance, including ranged attacks.

Depletion: 1 in 1d20 (check per use)

VOID SUIT

Level: 1d6 + 2

Form: Flexible synth suit fitted for a human

Effect: Wearer can survive in vacuum, breathing atmosphere recycled by the suit. In addition, she can accelerate or decelerate in any direction at a rate of a long distance each round in zero gravity or microgravity.

Depletion: 1 in 1d20 (check per day of use)

ORACLE NODE

Level: 1d6 + 2

Form: Handheld device of golden crystal shards surrounding viewing cavity

Effect: Telepathically transmits one random fact about a person, object, or location that is pertinent to the topic designated by the user. The oracle node usually connects to the datasphere to get its answers.

Depletion: 1 in 1d20

ERADICATOR

Level: 1d6 + 2

Form: Human-sized automaton that is partially alive

Effect: Animates and homes in on a creature identified by a possession, hair, or memento of the artifact's level or less. The eradicator moves a long distance each round, up to 100 miles (160 km) per day. Upon discovering the target creature, the eradicator detonates, inflicting damage equal to its level to the target and all creatures within immediate range.

Depletion: Automatic

SPEARGUN

Level: 1d6 + 2

Form: Handheld device with spearlike protrusion

Effect: Fires a self-propelled envenomed spear at a target within long range through airy or aqueous environments. The difficulty of hitting a target is decreased by one step. Struck targets move one step down the damage track.

Depletion: 1 in 1d10

LIFE ROD

Level: 1d6 + 2

Form: Rod that is partially alive

Effect: If the rod is touched to a character, she regains 10 points in one Pool, gains the ability to see in the dark and in silty water as if in bright light within short range, and, if elderly, is reduced in apparent age by ten years.

Depletion: 1 in 1d20

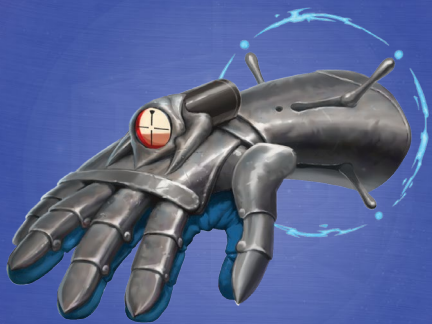
SOLO SUBMERSIBLE

Level: 1d6 + 3

Form: Small vehicle suited to underwater travel

Effect: Sustains one human-sized pilot for up to a week before it needs to surface. The submersible moves a long distance underwater each round, up to 100 miles (160 km) per day. The pilot can control an external mechanical arm. Use the artifact's level, not the pilot's level, to determine what the arm can do.

Depletion: 1-2 in 1d100 (check per day of use)



DEVOTEE

Level: 6

Form: Cylinder with two handgrips with a few controls

Effect: This multiuse device can serve as a medium ranged weapon, a source of bright light within short range, and a power source for another device, all at the same time.

Depletion: 1 in 1d20

BOILING ROD

Level: 1d6 + 3

Form: Rod hot to the touch

Effect: Inflicts damage equal to the artifact's level to a struck target. Use of the boiling rod underwater creates a cloud of steamy bubbles that obscures vision like fog. The steamy bubbles persist for one round after each use.

Depletion: 1 in 1d20

POLAR TOUCH

Level: 1d6 + 3

Form: Rod cold to the touch

Effect: Inflicts extreme cold damage equal to the artifact's level to a struck target. Use of the polar touch underwater freezes the water around the target, and targets who fail a Might defense roll are also hindered for one round, increasing the difficulty of all physical actions by one step.

Depletion: 1 in 1d20

BURSTER

Level: 1d6 + 4

Form: Pair of metallic and synth spheres connected with a curved grip

Effect: Affects a target within short range, causing a terrible rent to burst in its flesh. Against a nonliving target, it likewise tears matter apart, expanding the space between the existing portions. The potential victim makes a Might defense roll. On a success, nothing occurs. On a failure, the victim sustains damage equal to the artifact's level.

Depletion: 1 in 1d20

MOH TRANSFUSION: OIL GLAND

Level: 6

Form: Fluid-filled container connected to injection needle

Effect: Recipient gains subcutaneous oil glands permanently. The transfusion takes six hours, during which time the recipient cannot act. The oil glands grant an asset to any Speed defense action underwater.

Depletion: Automatic

MOH TRANSFUSION: GILLS

Level: 6

Form: Fluid-filled container connected to injection needle

Effect: Recipient gains gills permanently. The transfusion takes six hours, during which time the recipient cannot act. The gills bestow the ability to breathe underwater.

Depletion: Automatic

REBREATHER

Level: 1d6

Form: Metallic helmet with clear faceplate and connected synth backpack

Effect: Wearer from the surface can breathe underwater like a native creature. The rebreather offers some protection against the high pressure of moderately deep water but is not suited for dives into the deepest parts of the sea.

Depletion: 1 in 1d6 (check per hour of use)

CYPHER RAY GAUNTLET

Level: 1d6 + 1

Form: Metallic glove

Effect: The energy of a held cypher is drained, destroying the cypher. The drained energy can be immediately emitted as a ray of focused light targeting a creature within long range that inflicts damage equal to the drained cypher's level.

Depletion: 1 in 1d20



SCULION

Level: 1d6

Form: Face mask that is partially alive

Effect: Wearer can breathe underwater. Most creatures forced to rely on a sculion find that it doesn't make quite enough air for comfort; the difficulty of the wearer's Might- and Speed-based rolls, including attacks and defenses, is increased by one step.

Depletion: 1 in 1d6

CRYSTAL INJECTOR

Level: 1d6

Form: Handheld device with needle

Effect: Recipient's blood is oxygenated for five to six hours. The initial injection is accompanied by symptoms of nausea but followed by a great sense of euphoria, which can be addicting. User with oxygenated blood can operate underwater (or other places without access to good air) for the duration.

Depletion: 1 in 1d6

GRAVITY ARMOR

Level: 1d6 + 3

Form: Collection of crystal sheets

Effect: Wearer is immune to extreme gravity effects and can pass through frozen time or similar stasis effects, though doing so reduces the wearer's movement to an immediate distance each round, and increases the difficulty of any task requiring Speed by one step.

Depletion: 1 in 1d20 (check per day worn)

HARD WATER FILM

Level: 1d6

Form: Synth belt

Effect: A film of hard yet flowing water forms smoothly around the wearer's skin and equipment, adding Armor equal to the artifact's level for one hour.

Depletion: 1 in 1d20

MOBILE SENSOR

Level: 1d6 + 1

Form: Floating device with a leash

Effect: Floats about 5 feet (2 m) above the ground and can be pulled along by the user. At any time, the user can create an immobile, invisible sensor within immediate range that lasts for 28 hours. During that period, she can use the floating device to see, hear, and smell through the invisible sensor, no matter how far she moves from it. The sensor doesn't grant sensory capabilities beyond the norm.

Depletion: 1 in 1d20

MIND CRYSTAL

Level: 1d6 + 2

Form: Collection of fused crystals slightly larger than a human

Effect: Scans the user (or a target within short range) and transfers her mind into the crystal, leaving the body in a mindless coma. The crystal can store the consciousnesses of thousands. Those outside can telepathically communicate with stored minds, overcoming any potential language barrier. Someone outside can transfer a specific mind out of the crystal if a suitable mindless body is provided.

Depletion: 1 in 1d100 (check per mind transfer)

AUTHORITY HELM

Level: 1d6 + 1

Form: Metallic helm

Effect: Provides breathable air for a human or any similar creature, and provides an asset to the wearer's perception and persuasion tasks. In addition, the wearer can convince a touched target that the wearer is an ally. If successful, the target treats the wearer as an ally for one minute.

Depletion: 1 in 1d10 (check per use of allying ability)

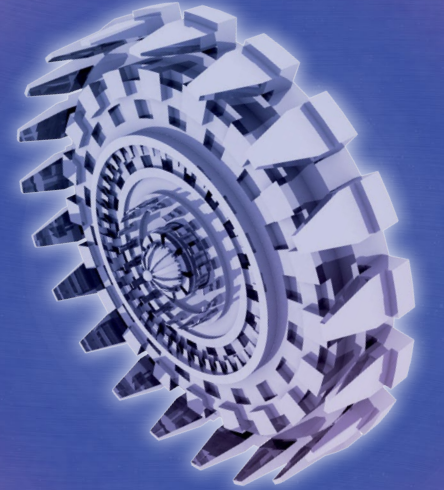
NANO NORMALIZER

Level: 1d6

Form: Spear with controls along shaft

Effect: Fires a projectile at a target within long range. A bolt that hits its target suppresses all advantages (and disadvantages) of active nanomachines in the target for one minute. If the target is of the nano character type, she loses her abilities for the duration.

Depletion: 1 in 1d10



MIND STRUT

Level: 1d6

Form: Palm-sized synth and metallic disc

Effect: Extends nanowires and clamps firmly to the side of the wearer's head, providing Armor equal to the artifact's level against Intellect damage. In addition, the wearer has an asset to one Intellect-based task encoded in the artifact.

Depletion: 1 in 1d20 (check each time the Armor protects against Intellect damage)

COLD HELM

Level: 1d6 + 2

Form: Face mask

Effect: Wearer has +10 to Armor specifically against cold. In addition, she can attack a target within long range with a ray that drains heat, inflicting damage equal to the artifact's level.

Depletion: 1 in 1d20 (check per attack)

MOBILE DOMICILE

Level: 1d6 + 1

Form: Metallic backpack

Effect: Unfolds over the course of three rounds, forming a synth dome 35 feet (11 m) in diameter. The interior is furnished and stocked with enough supplies to feed and outfit a small group for one day. The domicile persists for one day or until the user instructs it to fold up. Creatures and foreign objects still inside at that time could be ejected or stored in stasis until the next time the domicile is unfolded.

Depletion: 1 in 1d20

WATER GLOVES

Level: 1d6

Form: Matched gauntlets

Effect: Wearer can shape water within immediate range into a free-standing (or hovering) shape that can fit within a 10-foot (3 m) cube. The shaped water remains fluid, flowing back to the shape imparted by the wearer even in the face of prodding and poking. The imparted shape persists until the wearer changes it to something else (which she can do as part of another action) or for up to an hour after she leaves the shaped water behind.

Depletion: 1 in 1d20

EMERALD STAFF

Level: 1d6 + 3

Form: Staff with controls on it

Effect: Wielder can attack up to four foes at long range with a single action, inflicting energy damage equal to the artifact's level, or attack a single foe at 500 feet (150 m), inflicting energy damage equal to twice the artifact's level.

Depletion: 1 in 1d10

SPIDER CASTER

Level: 1d6

Form: Clear tank containing a spiderlike creature suspended in fluid

Effect: Produces a duplicate of the spiderlike creature in the tank. The duplicate appears next to the user. The duplicate creature's level is equal to the artifact's level, and it persists for up to one minute before fading. The creature follows the user, and if she concentrates on it as her action, it will attack a target she specifies. The creature's bite injects poison that inflicts 3 points of Speed damage (ignores Armor) if a target fails a Might defense roll.

Depletion: 1 in 1d20

BLUE VOYAGER

Level: 1d6 + 2

Form: Small vehicle suited to aerial travel

Effect: Vehicle with room for one human-sized pilot flies up to a long distance each round, up to 100 miles (160 km) in a day. The pilot can also initiate a transfer to another dimension or level of reality, but only if she knows that the destination exists; the GM decides if she has enough information to confirm its existence and what level of difficulty is needed to reach it.

Depletion: 1 in 1d20

GRAVITY FIST

Level: 1d6 + 1

Form: Gauntlet with some controls

Effect: Wearer can make melee attacks with the gauntlet that inflict damage equal to the artifact's level. A struck target is pulled prone by intense gravity and held in place until it can escape.

Depletion: 1 in 1d20



FLYING STARS

Level: 1d6 + 2

Form: Collection of fist-sized synth devices

Effect: Artifact components deploy in a formation around the user, generating a spherical field of energy for up to one hour. While the field is active and stars remain deployed, the user can fly a long distance each round and has +2 to Armor.

Depletion: 1 in 1d20

DIMENSION BLAZER

Level: 1d6 + 2

Form: Handheld device with angular loop projection of semi-solid energy

Effect: Functions as a normal ranged weapon that fires a beam of disrupting energy at a target within long range. However, the wielder can also make a special attack that sends a target within long range back to its home dimension or to a dimension the user knows to exist. Targets that are successfully shunted appear in the new dimension at a location chosen by the GM and are stunned for one minute, losing their turns during that time.

Depletion: 1 in 1d20 (check per use of dimension-shunting attack)

CLAW WINGS

Level: 1d6 + 1

Form: Winglike synth device

Effect: Attaching the device to a user's back inflicts 2 points of damage to the user. Once attached, the claw wings provide an asset to any flying-related task (but do not grant the ability to fly). In addition, the user becomes practiced in extending and animating the wings to make unarmed attacks. The attached wings are a medium weapon.

Depletion: —

SPLINTER SWORD

Level: 1d6 + 2

Form: Sword with controls on hilt

Effect: Functions as a normal sword. However, if activated (an action), it produces metallic splinters that hover along the blade's length for one minute. During that period, the wielder can project one splinter per round at targets within long range, inflicting 10 points of damage. Alternatively, she can attack normally; a struck target takes 4 additional points of damage.

Depletion: 1 in 1d10

SCANNER

Level: 1d6 + 1

Form: Fist-sized automaton

Effect: Rides on the user's person but can move up to an immediate distance each round. It can use the Scan ability (*Numenera* corebook, page 36) and verbally relay the results to the user.

Depletion: 1 in 1d10

POWER TATTOO

Level: 1d6

Form: Coil of slender glowing synth fiber

Effect: Appears as a tattoo composed of glowing lines across the user's skin when worn. The tattoo can power a device whose level is equal to the artifact's level. In addition, the user can repower a spent cypher and gain another use of it, which significantly diminishes the illumination produced by the tattoo for one hour.

Depletion: 1 in 1d6 (check per cypher repowered)

MIND EXPANDER

Level: 1d6 + 3

Form: Immobile device with human-sized cavity and many controls

Effect: During a one-hour treatment in a mind-expander station, the user remains comatose. Afterward, she gains enhanced mental capacities for 28 hours. While enhanced, she can pose up to three questions to the datasphere and get simple answers, can telepathically talk to creatures within short range, adds 1 to her Intellect Edge, and has +1 to Armor against effects that specifically damage her Intellect.

Depletion: 1 in 1d10

WATCHFUL AUTOMATON

Level: 1d6 + 3

Form: Hovering automaton half the size of a human

Effect: Follows the user who activates it, moving up to a short distance each round. It automatically scans its surroundings within a short radius, looking for danger, traps, and hidden creatures. If it detects any such threat, it informs the user with a series of clicks and blinking lights. The artifact must be newly activated each day.

Depletion: 1 in 1d20



BLOODRAGE CROSSBOW

Level: 1d6 + 1

Form: Crossbow with controls

Effect: Functions as a normal crossbow. However, if activated (an action), it drains energy from the wielder (inflicting 1 point of damage that ignores Armor) and charges the bolt with energy for one round. During that round, if the bolt hits a target, it inflicts 10 additional points of damage.

Depletion: 1 in 1d20

SPLENDID THRONE

Level: 1d6 + 1

Form: Handheld device with a single control

Effect: Unfolds to form a much larger immobile throne that persists for up to ten minutes. A character seated on the throne has an asset on all interaction tasks and can attempt to read the surface thoughts of a target within short range.

Depletion: 1 in 1d20

PSYCHIC SHIELD

Level: 1d6 + 1

Form: Head-worn device consisting of several projecting tubes

Effect: When a psychic attack is made against the wearer, a protective field activates. The difficulty of her Intellect defense roll against the attack is modified by one step in her favor. If the attack still hits the wearer and inflicts damage, the field grants her +2 to Armor against the attack (even if Armor normally wouldn't protect against that attack).

Depletion: 1 in 1d20

ENERGY LANTERN

Level: 1d6 + 3

Form: Immobile device glowing with energy

Effect: User is transformed into an immaterial energy construct for up to one hour, during which time he can't affect or be affected by normal matter or energy, except as follows. He can attack a target within long range, inflicting transdimensional energy damage equal to the artifact's level; the attack returns the user to normal.

Depletion: 1 in 1d10

SCORPION DAGGER

Level: 1d6 + 1

Form: Blade with an animate synth projection containing a stinger

Effect: Functions as a normal light blade. However, if activated (an action), it injects the wielder with a toxic, mind-altering venom (inflicting 3 points of Intellect damage that ignores Armor). For the next minute, the wielder has limited clairvoyance, reducing the difficulty of her attacks (with the dagger or otherwise) by two steps.

Depletion: 1 in 1d20

CHRONOCOAT

Level: 1d6 + 2

Form: Stiff coat woven of synth and crystal filaments

Effect: Wearer skips forward in time one round, one minute, or one hour. For her, no time seems to pass. For everyone else, she disappears, then reappears in the same spot after the specified period elapses.

Depletion: 1 in 1d20

NANO SHAPING GLOVES

Level: 1d6

Form: Silvery matched gauntlets connected by cord to synth belt

Effect: Wearer gains access to the nano abilities Onslaught (*Numenera* corebook, page 35), Hover (page 37), and Sensor (page 37) for one hour. A wearer who is already a nano can temporarily choose any nano ability of up to tier 3 and use it for one minute.

Depletion: 1 in 1d20

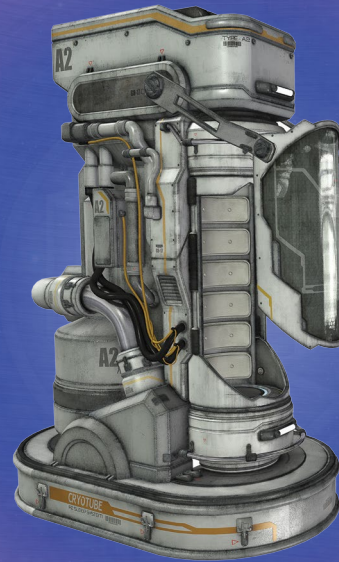
ELECTRIC SWORD

Level: 1d6 + 1

Form: Sword hilt with controls

Effect: Produces a sword-shaped electrical discharge, which can be used as a medium sword that ignores Armor. It also inflicts 2 additional points of damage to automatons and powered objects. The sword lasts for one minute or until deactivated.

Depletion: 1 in 1d100



INSTIGATOR

Level: 1d6

Form: Automaton one quarter the size of a human

Effect: Follows the user, moving up to a short distance each round. Upon command, it precedes the user into an unexplored area within long range and attacks all creatures it finds there for up to one minute, until it is destroyed, or until it destroys all creatures in the target area. The instigator attacks with a short-range projectile weapon that inflicts damage equal to the artifact's level. The instigator has 1 Armor.

Depletion: 1 in 1d20 (check per day of use)

BODY SHUNT

Level: 1d6 + 2

Form: Immobile device with connected human-sized canister

Effect: User takes 1 point of damage from a pricking needle and insertion of cranial nanofibers. Blood from the needle is directed to the body shunt's pod, which grows a duplicate of the user over the course of one hour. The duplicate remains unconscious and inactive in the pod until the user dies, at which time her mind is transmitted to the duplicate, who wakes up.

Depletion: Immediate

NULL FIELD GENERATOR

Level: 1d6 + 3

Form: Metallic pole on a base with controls

Effect: For one hour, the device broadcasts a field that inactivates cyphers, artifacts, and similar devices within short range that have a level less than the artifact's level.

Depletion: 1 in 1d10

CHRONOLAPSE

Level: 1d6 + 2

Form: Small vehicle suited to aerial travel

Effect: Vehicle with room for one human-sized pilot flies up to a long distance each round, up to 100 miles (160 km) in a day. The pilot can also initiate a temporal transfer backward three days in time.

Depletion: 1 in 1d10 (check per day of use)

SONIC HANDLE

Level: 1d6 + 1

Form: Handheld device

Effect: Emits a ray of destructive sound at a target within short range, inflicting damage equal to the artifact's level that ignores Armor. Alternatively, the device can allow the user to interact with objects at short range, as if standing next to them, via tuned sound waves. The interaction can be tuned for delicate work such as picking a lock or unscrewing a bolt, or simply for opening a door, breaking an object, or moving an object an immediate distance.

Depletion: 1 in 1d20

SUBMARINE

Level: 1d6 + 4

Form: Massive vehicle suited for underwater travel

Effect: Requires a crew of ten to twenty, and can carry as many as thirty more people or a lot of cargo. It can sustain all passengers for up to a month before it needs to surface. Submarines fire underwater missiles or torpedoes up to 1 mile (1.5 km) that explode in a long radius, inflicting damage equal to the submarine's level. A submarine has 1d10 + 4 such torpedoes. A submarine moves a long distance underwater each round, up to 200 miles (320 km) in a day.

Depletion: 1 in 1d100 (check per day of use)

AMBUSER

Level: 1d6 + 1

Form: Palm-sized automaton

Effect: Animates and seeks out a named creature of the artifact's level or less, scuttling a short distance each round, up to 50 miles (80 km) per day. Upon discovering the target creature, the ambusher spies on it for up to one day, after which it returns to the user to play back a visual report. Alternatively, the device can attack the target from ambush. Each successful attack inflicts 4 points of Speed damage (ignores Armor) due to poison.

Depletion: 1 in 1d20 (check per spy report delivered or target attacked)

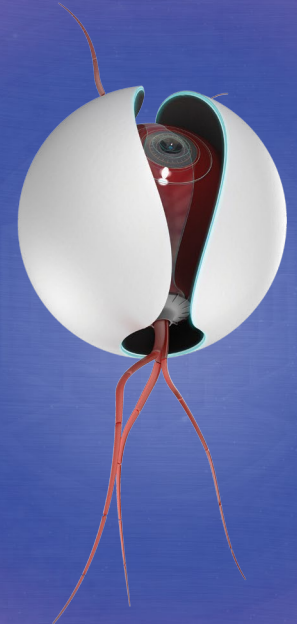
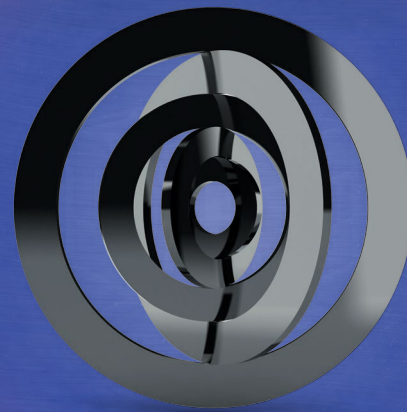
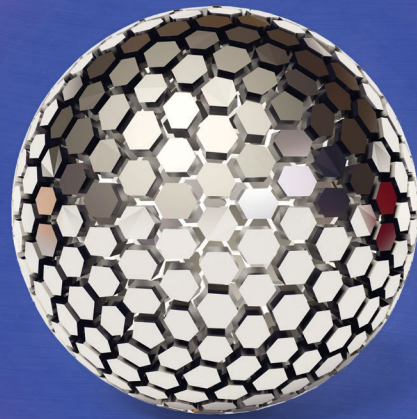
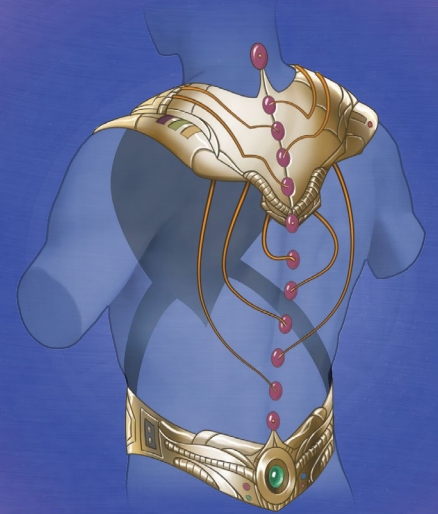
MESSENGER

Level: 1d6 + 2

Form: Palm-sized automaton with wings

Effect: Animates and seeks out a named creature of the artifact's level or less, flying a long distance each round, up to 200 miles (320 km) per day. Upon discovering the target creature, the messenger delivers a verbal message or a small parcel, then returns to the user. Alternatively, the messenger can spy on a named creature for up to one day, after which it returns to the user to deliver a verbal report.

Depletion: 1 in 1d20 (check per message or report delivered)



BIO-STABILIZER

Level: 1d6 + 1

Form: Harness sized for a human with some controls

Effect: Wearer gains +1 to Armor and has an asset on Might defense tasks. In addition, the wearer can choose to ignore the effects of becoming impaired or debilitated, and even ignore the effects of death for a limited time.

Depletion: 1 in 1d10 (check per round during which wearer would otherwise be impaired, debilitated, or dead)

TELEPATHIC INTERLOCUTOR

Level: 1d6

Form: Palm-sized automaton

Effect: Rides on the user's person but can move up to an immediate distance each round. It creates a field that allows all creatures within immediate range to communicate telepathically with each other.

Depletion: 1 in 1d100 (check per day of use)

SUMMONER

Level: 1d6 + 2

Form: Immobile device with many controls

Effect: Summons the nearest creature of the artifact's level or less identified by a possession, hair, or similar memento. Alternatively, it can be used to summon a specific individual. In either case, the summoned target is under no obligation to obey the user and might be upset at being kidnapped.

Depletion: 1 in 1d20

VOID GLIDER

Level: 1d6 + 4

Form: Medium-sized vehicle suited for travel in space

Effect: Requires a crew of two to four, and can carry up to 10 more people or some cargo. It can sustain passengers for up to three months before it needs to return to a planet with a breathable atmosphere. Void gliders fire 1d6 + 2 subspace missiles at targets within 10 miles (16 km) that explode in a long radius, inflicting the glider's level in damage. It can travel to locations known to the pilot within a solar system in a few days, or between known distant interstellar locations in about a month.

Depletion: 1 in 1d100 (check per day of use)

EXTRA EYE

Level: 1d6

Form: Disembodied eye constructed of synth

Effect: Orbits the user's head and serves as an asset for all perception tasks. While the artifact is active, the user cannot be surprised or ambushed.

Depletion: 1 in 1d20 (check per surprise or ambush foiled)

TRANSDIMENSIONAL DETECTOR

Level: 1d6 + 1

Form: Handheld device composed of connected nested metallic discs

Effect: Upon activation, the device begins to spin and hover. In subsequent rounds, it moves toward the nearest transdimensional gate, access point, or weakness in the dimensional fabric of reality, moving up to a short distance each round. When it finds its target, the artifact serves as an asset to the user for understanding how to use the gate, access point, or weakness in spacetime to travel into an alternate dimension.

Depletion: 1 in 1d6

SINGULARITY MINE

Level: 1d6 + 3

Form: Fist-sized silvery sphere

Effect: Once set, the mine detonates after a specified amount of time, creating a singularity that lasts for one day. It draws all creatures and objects within short range that fail a Might defense roll toward it so they end up next to it. In subsequent rounds, those who fail additional Might defense rolls are drawn into the singularity (at least partially) and take 30 points of damage. Characters who die from this damage are destroyed. When the singularity collapses, the original fist-sized artifact reforms.

Depletion: 1-2 in 1d6

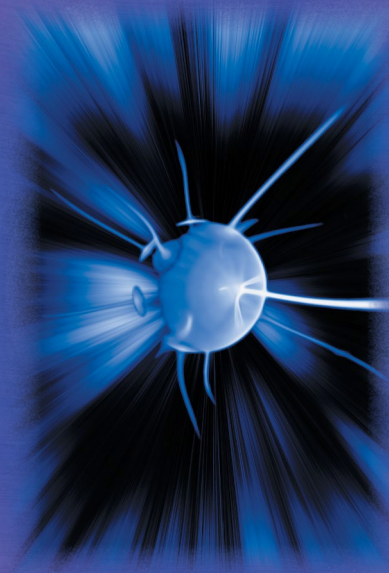
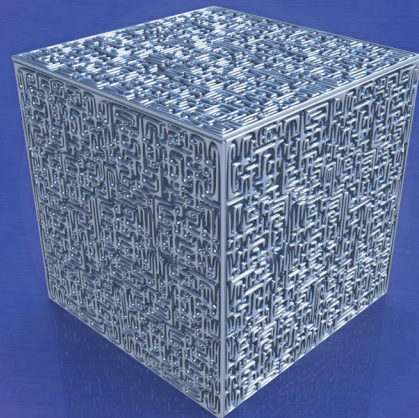
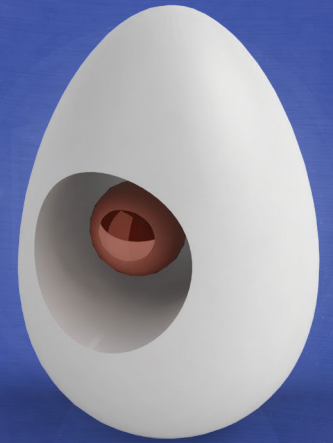
ENERGY TALONS

Level: 1d6 + 1

Form: Slender metallic gauntlets with protruding, razor-sharp tips

Effect: Attached talons increase the difficulty of all tasks requiring fine manual dexterity (like picking locks) by one step. Once attached, the talons can only be removed surgically. The welder is practiced in making unarmed attacks with the talons, which are considered a medium weapon. Once per minute, the wielder can inflict additional energy damage equal to the artifact's level on a successful attack with the talons.

Depletion: —



EXOWOMB

Level: 1d6 + 1

Form: Egg-shaped device the size of a human

Effect: Mixes the traits of one or more willing creatures to form a growing fetus in a protected inner cavity. The exowomb has Armor equal to the artifact's level. It follows the user (or a designated character), flying up to a long distance each round. After five months, the exowomb opens to reveal a healthy newborn child.

Depletion: Automatic

Concept by Hunter Crawford

EGO BAND

Level: 1d6

Form: Metallic bracelet

Effect: Bonds to the wearer until depleted, giving her limited control over her own body and mind. When activated (an action), it grants her an asset on a specified task or defense roll for one round.

Depletion: 1 in 1d20

Concept by Jesper Enbom

ENVIROFIELD GENERATOR

Level: 1d6

Form: Metallic torc

Effect: Creates an intangible field around the wearer for 28 hours that protects against the temperatures and pressures of extreme environments, including space and deep beneath the sea. The field also provides breathable air to the wearer and +10 to Armor against damage from acid and poison.

Depletion: 1 in 1d20

Concept by Alex Draconis

CHRONOBOARD

Level: 1d6

Form: Hovering board large enough for a human to stand on

Effect: Moves up to a short distance each round. Upon command, the chronoboard allows a user standing on it to gaze up to one hour into the past.

Depletion: 1 in 1d20

Concept by Matt Chapman

ULULATOR

Level: 1d6 + 4

Form: Metallic ring with connected handle and controls

Effect: When the user sings into this device, the noise is transformed into a narrow beam of force that inflicts damage equal to the artifact's level on a target within short range.

Depletion: 1 in 1d20

Concept by Jonathan Cassie

SAPPHIRE SIYRREN

Level: 1d6 + 1

Form: Fist-sized sphere with no obvious controls

Effect: User can attack all creatures and objects in an immediate radius within long range with high-pitched sound. Affected creatures are dazed for one round, and the difficulty of their tasks is increased by one step. If the artifact is used in or within immediate range of water, targets are dazed for one minute instead of one round and suffer damage equal to the artifact's level.

Depletion: 1 in 1d10

Concept by Dale Ahvakana

CYPHER CUBE

Level: 1d6 + 2

Form: Metallic container large enough to hold a handheld device

Effect: Stores one cypher (no larger than a handheld device) per artifact level in a transdimensional space. Cypher does not count against a character's limit. The transdimensional space is linked to other, similar cubes, so sometimes cyphers stored in the cube are lost; however, cyphers stored by other creatures in other cubes take the place of the lost ones.

Depletion: 1 in 1d6 (check each time a cypher is removed; if the cube would be depleted, the original cypher is lost and a random cypher is gained, and the cube is not depleted)

Concept by Carsten Rundsten

HEAT NODE

Level: 1d6 + 1

Form: Tiny sphere with no obvious controls

Effect: Generates enough warmth in an otherwise freezing environment to sustain creatures within immediate range for one hour. Alternatively, it bursts into flame for one hour, which inflicts damage equal to the artifact's level to creatures and objects within immediate range.

Depletion: 1 in 1d20

Concept by Jim Nabors



MATTER GENERATOR

Level: 1d6 + 3

Form: Handheld device with several metallic antennae

Effect: Creates an object of temporary matter within immediate range that can fit in a 10-foot (3 m) cube and persists for thirty days. Simple shapes are easy to create, but the user must have detailed knowledge, plans, or other assets to create complex objects, such as functioning items (or component pieces) of high technology. Created objects have a level equal to the artifact's level and weigh a fraction of what a normal object would.

Depletion: 1 in 1d10

Concept by Henk Birkholz

TRANSDIMENSIONAL EMANATOR

Level: 1d6 + 1

Form: Bracerlike device with many controls

Effect: Projects a transdimensional energy beam at a target within long range, inflicting damage equal to the artifact's level that ignores Armor. The user can also key in a sequence to create a glimmering force shield that grants him +3 to Armor for one minute.

Depletion: 1 in 1d20

Concept by Barrett Dixon

REMOTE HAND

Level: 1d6 + 1

Form: Bracerlike device with controls

Effect: While wearing the device, the user can twist and remove her own hand along a seam on the device without harm. Her detached hand continues to function as if still connected to her normally. She can feel what the detached hand feels, but if it's out of sight, the difficulty of any active task involving the hand is increased by two steps. Reattaching the hand is as simple as twisting it back into place.

Depletion: 1 in 1d100 (check per day of detachment)

Concept by Jeremy Kear

OCTOID ENHANCER

Level: 1d6 + 2

Form: Organic nodule that is partially alive

Effect: Injects the wearer with chemicals that restore a number of points equal to the artifact's level to one Pool. When the wearer sleeps, he dreams of hunting deep beneath the waves in a body that has tentacles rather than normal limbs.

Depletion: 1 in 1d20

Concept by George Brereton

TRANSIT SPHERE

Level: 1d6 + 1

Form: Glove and sphere of semi-rigid synth and metal

Effect: A user who wears the glove is practiced in throwing the sphere up to a long distance (and thus could use it as a light ranged weapon). When the device is activated, the wearer is transferred to a location within immediate range of the sphere, wherever it is.

Depletion: 1 in 1d20 (check per instantaneous transfer)

Concept by Dain Stevens

MOH TRANSFUSION: FINS

Level: 6

Form: Fluid-filled container connected to injection needle

Effect: Recipient gains fins permanently. The transfusion takes six hours, during which time the recipient cannot act. The fins grant the user double movement speed in water.

Depletion: Automatic

FACULTAS

Level: 1d6 + 2

Form: Handheld device with controls

Effect: Bearer who concentrates on the artifact for one round receives a dizzying blur of possible potential futures glimpsed from parallel dimensions. If she makes a difficulty 1 Intellect roll, she has an asset on all noncombat tasks for one minute.

Depletion: 1 in 1d20

Concept by James Herbert

VIGOR MASK

Level: 1d6 + 1

Form: Form-fitting head and face mask

Effect: Increases the difficulty of the wearer's perception tasks by one step. If activated (an action), it also releases chemicals that decrease the difficulty of one task chosen by the wearer by two steps for one minute.

Depletion: 1 in 1d20

Concept by Matthew Wang



MIND SPIKER

Level: 1d6

Form: Handheld device with controls

Effect: Projects a tiny synth needle at a target within short range. A living creature struck by the attack is stunned for one round, losing its next turn. In addition, the creature's intelligence is radically amplified for 28 hours. Nonintelligent creatures gain intelligence equal to a human's. Already-intelligent creatures find the difficulty of all noncombat Intellect tasks decreased by three steps.

Depletion: 1 in 1d6

REVELATION GLASS

Level: 1d6

Form: Device fitted to be worn on a human-sized head

Effect: For one hour, the wearer can perceive creatures and objects that are normally invisible or out of phase.

Depletion: 1 in 1d20

PHASE EMANATOR

Level: 1d6 + 2

Form: Handheld device with controls

Effect: Projects a transdimensional energy beam at a solid surface or wall within long range, making it permeable for ten minutes. Creatures, objects, or attacks can move through it (but not see through it). The surface or wall is not otherwise affected.

Depletion: 1 in 1d6

TRANSLATION TORC

Level: 1d6 + 1

Form: Metallic torc

Effect: For one hour, the user can understand and speak fluently the language of a target creature within short range. The user also gains the matching dialect, which provides an asset on interaction tasks she attempts involving a native speaker of the language.

Depletion: 1 in 1d20

Concept by Brian Hickey