

THE MAGIC ARTIFACT

The magic artifact is a staple in the Forgotten Realms. It can give the average explorer an advantage when taking on the horrors of the world. Sometimes the properties of these items can help us on our adventures, but they can also lead to our downfall if they are not approached with caution. Some of these

magic artifacts have a personality of their own, and some of them have the capability of manipulating the minds of the poor souls who dare to tamper with it. More specifically, some of these magical artifacts can influence the users mind or even seize control of it completely.

DEFINING THE ARTIFACT

This race is an "additional race". This means that you both have to choose a race to inhabit the artifact and the race of the host. This could be a little difficult to comprehend at first but to summarize what you need to know:

USEFUL INFORMATION:

- You roll for and calculate the ability scores of your character as you would normally.
- If your character dies you can get assistance to get a new host and carry on your mission.
- The artifact race does not gain any racial traits or ability score improvements from neither the >artifacts race or the hosts race. The artifact race gets a ability score improvement based on its >selected background.
- The wisdom, intelligence and charisma ability scores are connected to the artifact and if your host >would die then these stats carry on to that character.
- The strength, dexterity and constitution ability scores are connected to the host and if the host >would die then these stats are replaced by the stats of the new host.
- If your host can't cast spells, then you can't cast any other spells than the cantrips you get from >this race. Those cantrips are bound to the artifacts.
- Known languages, proficiencies and saving throws are bound to the soul of the artifact and get >carried over to the new host. You don't get your hosts proficiencies.
- If you have to gain control of a new host, the host makes a *wisdom* saving throw every 24 hours. If the host fails his saving throw, it is raised by 2 until it gets to high to pass.

THE UNCANNY ARTIFACT

The magic artifacts which can influence the minds of their users are most often the results of dark rituals meant to extend life or deceitful dark magic. The artifacts are inhabited by the souls of demons, spirits, lost souls or the caster of the ritual. These artifacts mental states can often be in a bad condition. Not being able to move can result in sitting alone for hundreds of years which strains their mental health.

The artifacts come in many different forms; jewelry, clothing, weapons, heirlooms and other everyday items. The dark magic affecting these items can have the effect of changing the artifacts appearance. Some artifacts may have grown a human eye to see, a mouth to speak or some other form of dark effects. The body of the host is the artifacts only way of traversing the world and completing their mission. If the artifact loses the control over the host or the host dies then the artifact must find a new host.

Some of the artifacts can't communicate with living beings without their host but most of the artifacts have the ability to communicate via a weak form of telepathy.

ETERNAL LIFE, ETERNAL CURSE

Most magical artifacts do not break down with time. Rather they have to be destroyed and their connection to the Weave broken. Most of the artifacts are from a time long passed and the outside world may have changed a lot since they last walked the earth. But how do the artifacts get control of their hosts? These artifacts entice their victims with promises of supreme power, eternal life, forbidden knowledge and answers to their deepest questions. These promises are most often nothing else than a way to get the victim to do as they say, perform their rituals and eventually hand over their body and minds. When an artifact takes control of a body it is limited to the hosts physical capabilities. That means that if the souls of the dwarven rouge takes over the body of an elven ranger that might take some time to get used to.

MEANING IN MYSTERY

Why would a person bind their soul or the souls of another to an artifact? Why would that souls then traverse the world and risking its host? The reason for their wanderlust is special to each artifact. Some souls would search for an eternal body or seek to finish a long living vendetta. For example, they might have wanted to outlive some scourge or epidemic, they might have been trapped in their everlasting prison and want to find a way to escape their artifacts. What truly matters is that they are alive now and they have a mission to accomplish.

TRAITS OF THE ARTIFACT

When an artifact takes control of their host they take full control and totally overpower the hosts soul down and it does not get a chance to gain back control unless the artifact loses its control. After the artifact takes control of their body they often take up new names and identities to avoid suspicion. Depending on who inhabits the artifacts, they gain additional ability score improvements and one cantrip:

Background	Ability Score Increase:	Cantrip
The Demon	+2 Cha	Thaumaturgy
The Betrayed	+1 Wis and +1 Int	Mage hand
The Poor Soul	+1 Wis and +1 Cha	Dancing Lights
The Beyonder	+2 Wis	Prestidigitation
The Soulbinder	+ 2 Int	Minor Illusion

The Demon: A demon from the nine hells has been tricked and trapped in a magical artifact to be used and manipulated for its immense power. Your power has however dwindled since you got trapped and you are now constrained to your new host.

The Betrayed: Someone was promised great knowledge and power through a dark ritual. The ritual instead has trapped their soul in a magical artifact.

The Poor Soul: A being that has been used as ritual sacrifice and has instead been trapped in the artifact eternally.

The Beyonder: A mystical being from another place in the realms has been trapped in a magical artifact for its knowledge of the universe and it's secrets. Your knowledge has been limited after the ritual and you must return to your original body to gain full power.

The Soulbinder: A spirit who has tricked someone to perform the dark ritual to bind a soul to an artifact but instead of providing what was promised it placed itself in the artifact and now the spirit has a way to roam the realm of the living once more.

RACIAL TRAITS

Age: The age of the artifacts soul can be vague since the artifact can be many centuries old. The host ages normally and therefor the artifact can only hold on to its host for a limited amount of time.

Alignment: How an artifact views the world can differ but it seems that the more time a artifact has spent alone and isolated they tend to have lost their mind a bit and lean toward *Chaotic*. The beings not from this realm also tend to lean toward *evil*. However these alignments should only be used as guidelines and may change as the artifact explores the world.

Speed: The speed of an artifact is the same as the speed of the race it possesses.

Languages: The artifact knows the languages in knew before. Their languages depend on the artifacts soul race.

Magic dependency: The artifact is dependent on its connection to the Weave, where all magic originates from. So hence forth, if a magical artifact would wander into a dead magic zone by some chance, the artifact would cease to function for the time being and enter a state of hibernation. If, and when, the artifact would be brought back into contact with the weave it would regain consciousness. If the artifact would lose consciousness it would also lose its bond with its host. The host would then regain full consciousness and could even wander off, unless the artifact regains its bond before that happens.

Trance: Since the artifact has no need for sleep, other than to keep its hosts energy up, the artifact only needs 4 hours of sleep per night.

Proficient Mind: The artifact has had time to master the arts of its mind and can choose two extra proficiencies from the Wisdom, Intelligence or Charisma or you can choose to double the proficiency in one of the abilities you are already proficient in, in those categories respectively.

Takes one to know one: Because of the artifacts deep rooted connections to the Weave they have advantage on arcana-checks against spells being used, only used to identify them.

Magical senses: The artifact has a magic sense 15 ft away from him where he can sense beings using magic. for example: things being obscured or hidden by magic or an individual influencing another individual.

BASE CLASSES AND STATS

Race	Languages	Movement
Dragonborn	Common, draconic	30 ft
Dwarf	Common, dwarfen	30 ft
Elf	Common, elfish	30 ft.
Gnome	Common, gnomish	25 ft.
Half elf	Common, elfish	30 ft.
Half orc	Common, orcish	30 ft.
Halfling	Common, halfling	25 ft.
Human	Common	30 ft.
Orc	Common, orcish	30 ft.
Tiefling	Common, abyssal	30 ft.

EXAMPLE BUILD

Artifact background: The Betrayed

Artifact race: Dwarf

Host race: Elf

Languages: Common, dwarven.

Speed: 30ft

Alignment: Chaotic Good

Background: Kareal Elderbranch was a talented elvish spellcaster who had excelled in studies of the arcane. He later stumbled upon scrolls which spoke of a dark ritual for those who dared to challenge their limits. He sunk into his research and secluded himself from the outside world. After a couple of years he had decyphered the ancient scrolls and studied the rituals fortold in them. The next years of his life went into getting all of the materials in place for this ritual because after all this time he wanted nothing more then to finish what he started, unravel this scrolls secrets. What happened next seemed to happen in a flash, he performed the ritual and the next thing he knew he felt restrained and... small. He had been constrained into a small silver ring and couldn't move.

One day, a lone adventurer walked into Kareal's chambers and picked him up. The worn out dwarf examined the ring carefully and after a minute or two he slipped the ring on his finger. Kareal felt as his consciousness floated into the dwarves body and after a quick adjustment he noticed that he had full control over the short ones body. Kareal now wanders the world, in search for information on what he had tempered with.

This background is tailored to work with the *betrayed* racial background and the additional ability score improvements below reflect that choice.

Ability score calculations:

Strength: $14 + 0 = 14$

Dexterity: $14 + 2 = 16$

Constitution: $8 + 0 = 8$

Intelligence: $17 + 1 = 18$

Wisdom: $15 + 1 = 16$

Charisma: $15 + 0 = 15$

KEREAL ELDERBRANCH

Chaotic Good, Dwarven Fighter.

Armor Class 15

Hit Points 116

Speed 30ft.

Artifact form: A small metal ring.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+2)	8 (-1)	18 (+4)	16 (+2)	15 (+2)

Known Cantrips: Mage hand

Magical dependency: The artifact can't operate in a dead magic zone and loses its control of its host.

Trance: 4 hours of sleep per rest.

Proficient mind: Gain two extra proficiencies or double one ability score in a ability you are already proficient in.

Takes one to know one: Advantage on *arcana* check agains spells being used, to identify them.

Magical senses: Can sense magic being used in a 15 ft. radius.