

Artifact Weapons

Artifacts are powerful end-game weapons that can gain levels by being infused with Artifact Power. As your Artifact Weapon progresses it will gain attack damage and increase the total damage output of your character versus monsters. The bonus is active as long as you are wearing the weapon. **Please keep in mind that this bonus does NOT apply in PvP.** You can receive your Artifact Weapon by completing the Spectral Awakening quest.

<https://wiki.cyntara.org/books/quests/page/lv-700-spectral-awakening>

Artifact Power

Artifact Power is the **experience** equivalent for your weapon. It follows a different formula for the required experience points per level than the character level though. Artifact Power can be obtained by using Artifact Tokens.

Artifact Progression








As mentioned previously, your Artifact Weapon will progress as it gains Artifact Power. This is automatic and only requires reaching the below level to reach the next tier.




- Tier 1 - Artifact Level 1 - The baseline tier when you first receive your Artifact Weapon
- Tier 2 - Artifact Level 12
- Tier 3 - Artifact Level 24
- Tier 4 - Artifact Level 36
- Tier 5 - Artifact Level 48
- Tier 6 - Artifact Level 60

Melee

Item	Img	Tier	Stats
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Artifact Blade	<div>image not found or type unknown</div> <div></div>	1	<ul style="list-style-type: none"> • Weight: 50.0 oz • Attack: 275 • Melee: +4 • Mana Leech: +6%
Artifact Mace	<div>image not found or type unknown</div> <div></div>	1	<ul style="list-style-type: none"> • Weight: 50.0 oz • Attack: 275 • Boss Damage Reduction: +6% • Life Drain Protection: +6% • Melee: +6
Artifact Chopper	<div>image not found or type unknown</div> <div></div>	1	<ul style="list-style-type: none"> • Weight: 50.0 oz • Attack: 275 • Melee: +4 • Life Leech: +6%
Artifact Blade	<div>image not found or type unknown</div> <div></div>	2	<ul style="list-style-type: none"> • Weight: 50.0 oz • Attack: 290 • Melee: +6 • Mana Leech: +6%
Artifact Mace	<div>image not found or type unknown</div> <div></div>	2	<ul style="list-style-type: none"> • Weight: 50.0 oz • Attack: 290 • Boss Damage Reduction: +7% • Life Drain Protection: +7% • Melee: +8
Artifact Chopper	<div>image not found or type unknown</div> <div></div>	2	<ul style="list-style-type: none"> • Weight: 50.0 oz • Attack: 290 • Melee: +6 • Life Leech: +7%
Artifact Blade	<div>image not found or type unknown</div> <div></div>	3	<ul style="list-style-type: none"> • Weight: 50.0 oz • Attack: 310 • Melee: +10 • Mana Leech: +7%

Artifact Mace	<div>image not found or type unknown</div> 	3	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 310• Boss Damage Reduction: +8%• Life Drain Protection: +8%• Melee: +10
Artifact Chopper	<div>image not found or type unknown</div> 	3	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 310• Melee: +10• Life Leech: +7%
Artifact Blade	<div>image not found or type unknown</div> 	4	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 340• Melee: +12• Mana Leech: +8%
Artifact Mace	<div>image not found or type unknown</div> 	4	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 340• Melee: +12• Boss Damage Reduction: +9%• Life Drain Protection: +9%
Artifact Chopper	<div>image not found or type unknown</div> 	4	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 340• Melee: +12• Life Leech: +8%
Ultimate Artifact Blade	<div>image not found or type unknown</div> 	5	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 375• Melee: +14• Mana Leech: +9%
Ultimate Artifact Mace	<div>image not found or type unknown</div> 	5	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 375• Melee: +14• Boss Damage Reduction: +10%• Life Drain Protection: +10%

<div> <div>Ultimate Artifact Chopper</div> </div>	<div> <div> <div>image not found or type unknown</div> <div></div> </div> </div>	<div> <div>5</div> </div>	<div> <ul style="list-style-type: none"> Weight: 50.0 oz Attack: 375 Melee: +14 Life Leech: +9% </div>
<div> <div>Supreme Artifact Blade</div> </div>	<div> <div>  </div> </div>	<div> <div>6</div> </div>	<div> <ul style="list-style-type: none"> Weight: 50.0 oz Attack: 405 Melee: +15 Life Leech: +10% </div>
<div> <div>Supreme Artifact Mace</div> </div>	<div> <div>  </div> </div>	<div> <div>6</div> </div>	<div> <ul style="list-style-type: none"> Weight: 50.0 oz Attack: 405 Melee: +15 Mana Leech: +10% </div>
<div> <div>Supreme Artifact Chopper</div> </div>	<div> <div>  </div> </div>	<div> <div>6</div> </div>	<div> <ul style="list-style-type: none"> Weight: 50.0 oz Attack: 405 Melee: +14 Boss Damage Reduction: +12% Life Drain Protection: +12% </div>

Distance






Item	Img	Tier	Stats
<div> <div>Artifact Crossbow</div> </div>	<div> <div> <div>image not found or type unknown</div> <div></div> </div> </div>	<div> <div>1</div> </div>	<div> <ul style="list-style-type: none"> Weight: 50.0 oz Attack: 30 Range: 5 Hit Chance: +7% Critical Chance: +0.8% Critical Damage: +10% </div>





Artifact Bow	<div>image not found or type unknown</div> <div>1</div>	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 22• Range: 7• Hit Chance: +8%• Life Leech: +6%• Mana Leech: +7%
Artifact Crossbow	<div>image not found or type unknown</div> <div>2</div>	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 35• Range: 5• Hit Chance: +8%• Critical Chance: +0.9%• Critical Damage: +15%
Artifact Bow	<div>image not found or type unknown</div> <div>2</div>	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 26• Range: 7• Hit Chance: +9%• Life Leech: +7%• Mana Leech: +7%
Artifact Crossbow	<div>image not found or type unknown</div> <div>3</div>	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 40• Range: 6• Hit Chance: +8%• Critical Chance: +0.9%• Critical Damage: +15%
Artifact Bow	<div>image not found or type unknown</div> <div>3</div>	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 32• Range: 7• Hit Chance: +10%• Life Leech: +7%• Mana Leech: +8%

Artifact Crossbow	<div>image not found or type unknown</div> 	4	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 55• Range: 6• Hit Chance: +10%• Critical Chance: +1.0%• Critical Damage: +17%• Mana: +5%
Artifact Bow	<div>image not found or type unknown</div> 	4	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 38• Range: 7• Hit Chance: +12%• Life Leech: +8%• Mana Leech: +8%
Ultimate Artifact Crossbow	<div>image not found or type unknown</div> 	5	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 60• Range: 6• Hit Chance: +12%• Critical Chance: +1.2%• Critical Damage: +19%• Mana: +7%
Ultimate Artifact Bow	<div>image not found or type unknown</div> 	5	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 38• Range: 7• Hit Chance: +14%• Life Leech: +9%• Mana Leech: +9%
Supreme Artifact Crossbow		6	<ul style="list-style-type: none">• Weight: 50.0 oz• Attack: 60• Range: 6• Hit Chance: +12%• Max Mana: +9%• Critical Chance: +1.4%• Critical Damage: +21%

Supreme Artifact Bow		6	<ul style="list-style-type: none"> • Weight: 50.0 oz • Attack: 38 • Range: 7 • Hit Chance: +16% • Life Leech: +10% • Mana Leech: +10%
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Magic

Item	Img	Tier	Stats
Artifact Wand	<div>image not found or type unknown</div> 	1	<ul style="list-style-type: none"> • Weight: 50.0 oz • Range: 5 • Magic Level: +6 • Damage: 1800-3000
Artifact Rod	<div>image not found or type unknown</div> 	1	<ul style="list-style-type: none"> • Weight: 50.0 oz • Range: 5 • Magic Level: +6 • Damage: 1650-2800
Artifact Wand	<div>image not found or type unknown</div> 	2	<ul style="list-style-type: none"> • Weight: 50.0 oz • Range: 5 • Magic Level: +8 • Damage: 2200-3250
Artifact Rod	<div>image not found or type unknown</div> 	2	<ul style="list-style-type: none"> • Weight: 50.0 oz • Range: 5 • Magic Level: +8 • Damage: 2150-3000
Artifact Wand	<div>image not found or type unknown</div> 	3	<ul style="list-style-type: none"> • Weight: 50.0 oz • Range: 5 • Magic Level: +10 • Damage: 2650-3450

Artifact Rod	 image not found or type unknown 3	<ul style="list-style-type: none"> • Weight: 50.0 oz • Range: 5 • Magic Level: +10 • Damage: 2500-3200
Artifact Wand	 image not found or type unknown 4	<ul style="list-style-type: none"> • Weight: 50.0 oz • Range: 5 • Magic Level: +12 • Damage: 2850-3650
Artifact Rod	 image not found or type unknown 4	<ul style="list-style-type: none"> • Weight: 50.0 oz • Range: 5 • Magic Level: +12 • Damage: 2650-3400
Ultimate Artifact Wand	 image not found or type unknown 5	<ul style="list-style-type: none"> • Weight: 50.0 oz • Range: 5 • Magic Level: +14 • Damage: 3000-3650
Ultimate Artifact Rod	 image not found or type unknown 5	<ul style="list-style-type: none"> • Weight: 50.0 oz • Range: 5 • Magic Level: +14 • Damage: 2800-3400

Artifact Tokens

Artifact Tokens grant Artifact Power for your weapon upon using. They can be obtained through numerous activities on Cyntara.

There is currently a set of 5 total tokens that you can find on Cyntara. They reward different amounts of Artifact Power and the type of token you will get depends on the difficulty of the content where you get them from. The amount of Artifact Power received from Artifact Tokens is further multiplied based on your Artifact Knowledge level.

- Commendation - 25 AP

- Royal Commendation - 75 AP
 - Bloody Parchment - 150 AP
 - Victorious Token - 250 AP
 - Triumphant Symbol - 420 AP
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Artifact Token Sources

The artifact power tokens can be obtained from the following content:

- Daily Quests
 - Dungeons
 - Some Bosses
 - Monster Tasks
 - Prey Tasks
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Artifact Knowledge

Artifact Knowledge is a multiplier that applies to the base value of [Artifact Tokens](#). The multiplier is applied the moment you loot a token and does not apply retroactively to previously looted tokens. The Artifact Knowledge can be increased by completing the [Artifact Knowledge Research](#) by talking to the Artifact Master NPC. The Artifact Knowledge is initially locked to a maximum level of 25 however the limit can be increased to level 40 by completing the last mission of the Spectral Awakening Quest.

Knowledge Catch Up

The research knowledge is sped up for people that just received their Artifact Weapon. You can check this by visiting the Artifact Master NPC, say Hi and then Research. He will then inform you about the catch up mechanic and your current knowledge level. Additionally, Artifact Knowledge level will advance to 1/3rd of the highest Artifact Knowledge level on the server. Additionally, until you reach 2/3rds of the highest Artifact Knowledge level on the server, the research time will be reduced from 22 hours to 5 hours per research until you catch up.

Artifact Infusion

Artifact Weapons can be infused with the weapons on the list below to provide them with increase in attack and additional damage added to your wand.

You right click on the weapon you are infusing, then on your artifact weapon that's in your inventory.

Note: You can either use the **quest version of the weapon** or the **starter weapon upgraded** yourself. Infusions cannot be removed but can be over written with a higher version. When attempting to infuse the correct weapon, it will let you know the ore requirements if you do not have them.

Quest Progression: Banshee -> Pits of Inferno -> Annihilator -> Inquisition -> Alternate Fate

Knights and Paladins get a attack bonus, **Mages and Druids** get a flat additional damage to their wands/rods.

Tier	Weapon	Quest	Level	Knight Attack	Paladin Attack	Mage Damage	Ore Required
1	Knight: Nightmare Blade Paladin: Demonic Bow Druid: Diamond Sceptre Sorcerer: Shadow Sceptre	Banshee Quest Pt 2	500	5	2	+75	• R u t i l e O r e (x 2)
2	Knight: Clement Sword Paladin: Mycological Bow Druid: Glacial Rod Sorcerer: Wand of Everblazing	Pits of Inferno	600	10	4	+125	• R u t i l e O r e (x 5)

3	Knight: Vengeance Sword Paladin: Crackwhip Bow Druid: Energy- bound Rod Sorcerer: Royalty wand	Annihilator	900	20	8	+225	<ul style="list-style-type: none">• R u t i l e O r e (x 5) ,• O b s i d i a n O r e (x 2
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4	Knight: Falcon Longsword Paladin: Falcon Bow Druid: Falcon Rod Sorcerer: Falcon Wand	Inquisition	1000	40	12	+325	<ul style="list-style-type: none">• R u t i l e O r e (x 5) ,• O b s i d i a n O r e (x 5)• O n y x O r e (x 2)• S u n s t o n e O r e (x 2)
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5	<p>Knight: Magic sword and above</p> <p>Paladin: Hive Bow and above</p> <p>Druid: Underworld Rod and above</p> <p>Sorcerer: Wand of Voodoo and above</p>	Alternate Fate	1200	50	14	+375	<ul style="list-style-type: none">• R u t i l e O r e (x 5)• O b s i d i a n O r e (x 5)• O n y x O r e (x 5)• S u n s t o n e O r e (5 x)
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Artifact Swap

The Artifact Weapons can be additionally swapped for their respective counterparts. Paladins can freely swap between the bow and crossbow variants by right-clicking their weapons. Knights can freely swap between the club, axe and sword variants by issuing the !artifact command.

Commands:

!artifact club/sword/axe

!artifact bow/crossbow

!artifact death/energy/etc

!artifact

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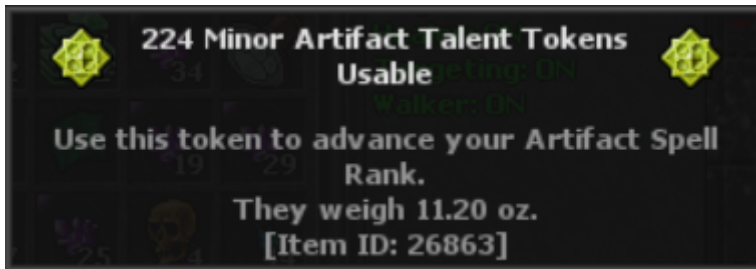


Artifact Wand/Rod Elements

The Artifact Wands and Rods are versatile and can have their damage element changed. To change the element, simply say !artifact and choose the element from the list. Please keep in mind that not all elements are available and that sorcerers and druids have different choices.

Artifact Talents

Artifact Talents can be located at the top left under Character, Talents. You can earn 1 experience per kill in the 1200 zones and you can also use Minor Artifact Talent Token to gain 10 experience. You can buy these on the market for a quick boost. These can provide a tremendous boost in power in PvE and sometimes are worth purchasing off the market.



Artifact Spells

Artifacts also provide access to new spells - each vocation receives two spells, one that unlocks at Artifact Level 5, one at Artifact Level 10, and two at Artifact Level 15. Additionally Artifact Spells have 4 ranks that can be upgraded through Artifact Spell Tokens obtainable from higher level rebirth spawns.

vocation	spell name (cast)	Effect
Sorcerer:	<ul style="list-style-type: none">Thunder Storm ("utori mas vis")	<ul style="list-style-type: none">Rank 1: Summons a thunder storm that periodically zaps the caster's closest non-player targets and electrifies them.Rank 2: Removes soul cost.Rank 3: Increases duration by 25%.Rank 4: Increases the number of spell targets by 2.
	<ul style="list-style-type: none">Transcend ("utori rai sio")	<ul style="list-style-type: none">Rank 1: Increases all damage dealt to monsters for all party and guild members within 30 tile distance. This spell applies a 30 minute debuff to all affected players making them unable to benefit from the Transcend effect again during that time.Rank 2: Remove soul cost.Rank 3: Increases duration by 25%.Rank 4: Increases damage buff by 5%.

	<ul style="list-style-type: none"> • Shocking Pulse ("utito mas vis") 	<ul style="list-style-type: none"> • Rank 1: Periodically unleashes an energy nova dealing Energy damage in an area around the caster. • Rank 2: Removes soul cost. • Rank 3: Increases duration by 25%. • Rank 4: Increases area of effect.
	<ul style="list-style-type: none"> • Meteor ("utito mas flam") 	<ul style="list-style-type: none"> • Rank 1: Periodically conjures a meteor strike from the sky that explodes on impact dealing Fire damage. • Rank 2: Removes soul cost. • Rank 3: Increases duration by 25%. • Rank 4: Increases area of effect.
Druid:	<ul style="list-style-type: none"> • Rejuvenation ("utura sio") 	<ul style="list-style-type: none"> • Rank 1: Restores a target's health periodically. • Rank 2: Removes soul cost. • Rank 3: Increases duration by 25%. • Rank 4: Increases healing frequency by 50%.
	<ul style="list-style-type: none"> • Ice Barrage ("utori mas frigo") 	<ul style="list-style-type: none"> • Rank 1: Periodically send out an ice barrage in random directions, dealing ice damage to all non-player creatures in an area. • Rank 2: Removes soul cost. • Rank 3: Increases duration by 25%. • Rank 4: Increases the number of spell shots by 2.

	<ul style="list-style-type: none"> Freezing Pulse ("utito mas frigo") 	<ul style="list-style-type: none"> Rank 1: Periodically unleashes an ice nova dealing Ice damage in an area around the caster. Rank 2: Removes soul cost. Rank 3: Increases duration by 25%. Rank 4: Increases area of effect.
	<ul style="list-style-type: none"> Grove Guardian ("utito sio vita") 	<ul style="list-style-type: none"> Rank 1: Increases a target's max health/mana for a short duration. Rank 2: Removes soul cost. Rank 3: Increases duration by 25%. Rank 4: Increases a target's max health/mana by additional 5%.
Paladin:	<ul style="list-style-type: none"> Holy Devotion ("utito sio san") 	<ul style="list-style-type: none"> Rank 1: Redirects 10% of damage dealt to the caster's target back onto the caster for 120 seconds. Rank 2: Removes soul cost. Rank 3: Increases duration by 50%. Rank 4: Increases reflection by 50%.
	<ul style="list-style-type: none"> Mirage Archer ("utevo res con") 	<ul style="list-style-type: none"> Rank 1: Summons a Mirage Archer to aid the caster in combat against non-player creatures for 120 seconds. Rank 2: Removes soul cost. Rank 3: Increases duration by 50%. Rank 4: Increases the number of spell targets by 2.

	<ul style="list-style-type: none"> Fist of the Heavens ("utori mas san") 	<ul style="list-style-type: none"> Rank 1: Summons a heavenly fist that periodically smites the caster's closest non-player targets and dazzles them. Rank 2: Removes soul cost. Rank 3: Increases duration by 25%. Rank 4: Increases the number of spell targets by 2.
	<ul style="list-style-type: none"> Strafe ("exori mas con") 	<ul style="list-style-type: none"> Rank 1: Shoots an ethereal spear at the caster's nearest non-player targets dealing Physical damage over time. Rank 2: Removes soul cost. Rank 3: Increases the number of spell targets by 2. Rank 4: Increases critical strike chance by 50%.
Knight:	<ul style="list-style-type: none"> Cleave ("utito mas tempo") 	<ul style="list-style-type: none"> Rank 1: The caster's melee damage splashes to nearby targets for 60 seconds. Rank 2: Removes soul cost. Rank 3: Increases duration by 50%. Rank 4: Increases area of effect.
	<ul style="list-style-type: none"> Fortitude ("utamo rai tempo") 	<ul style="list-style-type: none"> Rank 1: Massively reduces all damage taken by 75% for 10 seconds. Rank 2: Removes soul cost. Rank 3: Increases duration by 50%. Rank 4: Increases damage reduction by 20%.

	<ul style="list-style-type: none"> • Brambles ("utamo mas tempo") 	<ul style="list-style-type: none"> • Rank 1: Reflects 50% of non-player melee damage dealt to the caster back to their attacker for 120 seconds. • Rank 2: Removes soul cost. • Rank 3: Increases duration by 50%. • Rank 4: Increases reflection by 50%.
	<ul style="list-style-type: none"> • Blade Vortex ("exori gran mas") 	<ul style="list-style-type: none"> • Rank 1: Summons a vortex of blades around the caster, dealing damage to all non-player creatures that are hit by the blade. • Rank 2: Removes soul cost. • Rank 3: Increases duration by 25%. • Rank 4: Summons an additional blade.

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