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| Stolen Artifact | |
| Start Point | Speak to the Shriveled Man west of the store, south of the chicken pen |
| Official Difficulty | Easy |
| Length | Very Short |
| Requirements | 10 Thieving *or* 5 fishing *or* 14 toughness **and** 6 defense *or* the ability to kill an enemy approximately as hard as an undead |
| Items Required | None |
| Enemies to defeat | * Gardener (Only if none of the above skills are used) |

# Stolen Artifact

To start the quest, head west of the store where you will see a stone building and a man in the middle of the building. Talk to the man to start the quest. He will explain that he had an artefact stolen from him by a rich man, although he will stumble on his words very often. Agree to help him.

You now need to find a way to break into the house. There are 4 ways of doing so, and any of them will work. To begin, head to the rich man’s house, located east of the doctor (you will need to walk past some trees)

# Getting In

Each way to get in requires a different set of skills. If you have…

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| Skill | Method |
| 10 Thieving | Simply right click on the door and choose to pick the lock, you get in immediately |
| 5 Fishing | Fish at the pond near the house, you should get a message saying you fished up a key. Then click on the door to open it. |
| 14 Toughness and 6 defense | Talk to the gardener and ask him if you can borrow the key to the house. He will agree, on the condition that you drink a murky water. You will need at least 14 HP (So be on full health if your toughness is exactly 14) and 6 defense to do this. You will take 13 points of damage, then the gardener will give you the key. Click on the door once you have the key to open it. |
| Combat Skills | Attack the gardener. The gardener has 20 health and is approximately as hard as an undead. Once he dies, you will get a message saying that you picked up a key he dropped. Once you received that message, click on the door to open it. |

Note that whichever way you choose to complete this quest may influence the rest of the game, such as your rewards for this quest and what people say to you.

# Getting the artefact

Once you have access into the house, walk up to the artefact and attempt to take it. It will be protected by glass, as it’s a display case. Pull the lever next to the display case (the option does not appear automatically, you must right click to find it) and then take the artefact. Return to the shriveled man to complete the quest, where he will take the artefact and run off, giving you your reward.

Congratulations, Quest complete!

# Rewards

Your rewards will differ depending on what choice you picked to break into the house.

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| Skill Used | Rewards |
| Thieving | +600 Thieving XP |
| Fishing | +600 Fishing XP |
| Toughness and Defense | +300 Toughness XP  +300 Defense XP |
| Combat Skills | +150 Attack XP  +150 Strength XP  +150 Defense XP  +150 Thoughness XP |

* 500 Gold

# Required for completing

Completion of Stolen Artifact is required for the following quests:

* Mysterious Artifact

# Trivia

* The shed in the garden was originally planned to be another way to get the key, but eventually it was deemed too difficult to implement (would require the implementation of another skill) and thus was scrapped, resulting in just the current 4 ways to break into the house.
* Using a magnifier will reveal that the artefact looks like the sun.