

# RELICS OF THE 8 KINGS

## ARTIFACTS OF SURYA

### WHAT'S INCLUDED?

In this document, there are 8 magic items, each made for one of the long lost kings and queens of t. Originally designed for my long running campaign I'm putting them together in this free release with art by Sam Van Egteren @GunmetalDraws to go alongside my current patreon release with some additional lore.

## ITEMS

### THE 8 RELICS OF NEGRESH

In the latter years of the pre-divergence era, the royalty of Negresh turned against one another. Small disputes ignited across the nation, yet a silent consensus whispered of a necessary change. Their initial solution was to craft a relic for each, imbued with power to unite their people and justify dividing the land into sovereign states. Initially successful, the royals emerged as symbols of strength, restoring faith in a fragmented land.

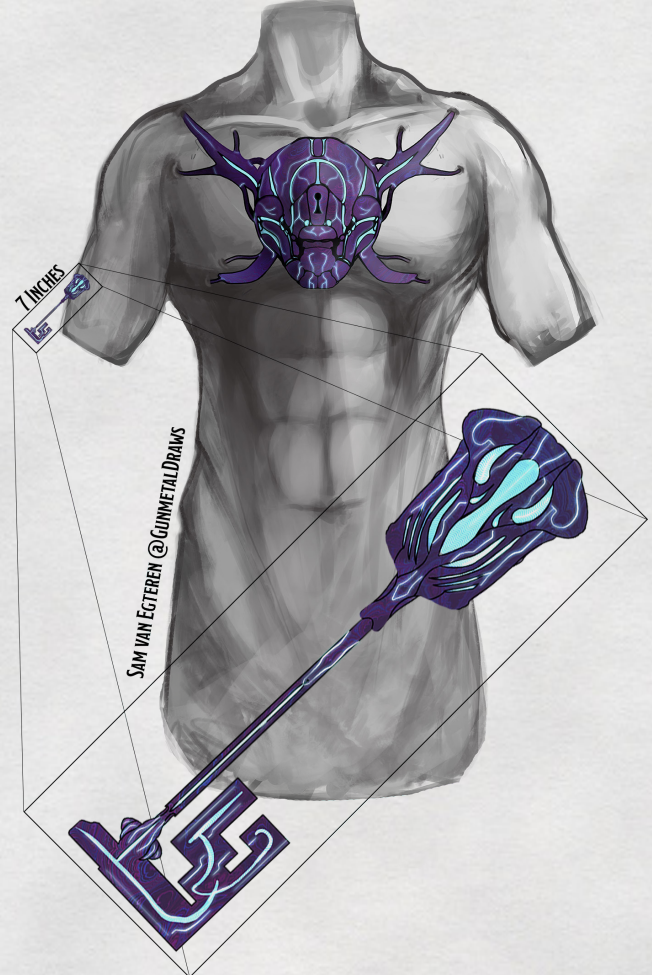
However, as decades passed, unrest resurfaced, and omens of war stirred anew. To avert their collective ruin, the royals convened, debating fiercely with input from their people's representatives. It became clear: the real conflict lay between humans and others. Thus, they resolved to split the land, assigning humans to the east as the Winlon Empire, and others to the west as the nation of Negresh.

Following their historic decision, seven of the monarchs vanished leaving only the human king behind, triggering the rise of a vast mountain range and treacherous seas that isolated the two new nations. While it seemed the royals abandoned their people, their legacy cemented a lasting, if uneasy, peace.

### THE PRIDE OF THE VEMTHIAD

An affront to the very gods themselves, The Pride of the Vemthiad seeks to steal, deconstruct and obliterate divine magic in all its forms. It's lock housing seals the attuners internal organs away in

Titanium Vem Cells, creating a powerful barrier that can be used to harness the magic of others, divine or not. The key acts as a catalyst, releasing the trapped magic from within the attuner, should one turn the key in it's lock at the right time, unbridled destruction will always follow.



*Wondrous item, artifact (requires attunement by a full caster)*

The relic has 12 charges for the following properties. It regains 1d8+4 charges daily at dawn.

**Spells.** You can use an action to expend 1 or more of the relic's charges to cast one of the following spells from it, using your spell save DC: *dimension door* (4 charges), *leomund's secret chest* (4 charges), *passwall* (5 charges), or *gate* (8 charges) to summon a Steel Predator from a harmless demi-plane, this Steel Predator is under your control, returns to it's demi-plane after 8 hours or when it is destroyed and can extend the use of it's innate spells to you when you are riding it.



You can also cast the following spells at will, expending no charges: *arcane lock*, *knock* and *wrist pocket*.

**Divine Ire.** You can, over the course of an hour begin to deconstruct a magic item of Legendary rarity or lower, at the end of the hour the item loses all magical properties and is destroyed. Depending on the rarity you gain either charges for the spells listed above, or charges for the Divine Retribution feature as follows:

- Legendary - 5 charges
- Very Rare - 4 charges
- Rare - 3 charges
- Uncommon - 2 charges

**Technological Defiance.** As a reaction to taking lightning damage from a spell cast by an enemy, you can increase your AC by the level of the spell against the next attack made against you, or increase the next saving throw against a spell targeting you by the same amount.

**Abstracted Assimilation.** Each time you complete a long rest you may choose to spend an hour with a magic item in order to analyze and extract its capabilities. At the end of the hour, you learn all of its properties, regardless of any magical protection that may shroud it, and then can choose one of the properties, storing it within this relic. As a bonus action, within the next 24 hours you can add the stored property to an attuned item of greater rarity and of similar type (melee weapon, armour, jewelry, etc). The added property remains for 1 hour and disappears along with any external effects it may have incurred during this time. (eg. Summoned creatures, spell effects that exceed the duration of this ability).

**Borrowed Capabilities.** Once per extended rest you can spend a day with a creature that has levels from a player character class that includes a subclass feature. At the end of the day, choose one subclass feature that the creature has access to and store it within this relic. After completing a long rest, you can choose to activate the feature, granting you its effects for the next 24 hours, at which point any external effects it has created disappear. Features that scale with the classes level, or ability score, instead scale with your highest appropriate class level or ability score. (e.g if a Cleric attunes to this item and takes the Evocation Wizard's Empowered Evocation feature it would instead add damage equal to your Wisdom modifier).

**Divine Retribution.** Each time you are subjected to the effects of an enemy spells, you partially absorb some of its power, gaining one point of potential per level of the spell effecting you. Once your stored potential reaches 50 points, you can as a bonus

action, turn the key on your chest, granting you the following benefits until the end of your next turn:

- All damage you deal is doubled.
- You gain advantage on attack rolls, ability checks, and saving throws.
- You become immune to all damage.
- Your movement is tripled and you ignore difficult terrain.
- You are immune to all conditions except exhaustion.

Once this effect ends, you are reduced to 0 hit-points and fall unconscious. This effect cannot be negated by any effects that would normally prevent you from falling unconscious (e.g death ward).

#### NOTE:

Which traits you are able to take from items and subclasses should be at DMs discretion as combos that break things are bound to occur with such a high variance of possibilities.

## HEART OF THE 9 HELLS

Khurdun Steelarm, the legendary demi-god blacksmith, initially crafted the Heart as a bridge between mortals and the divine. Its bearer, Balzethur, once celebrated for his devout inclusivity, rallied the tiefling populace under a creed of religious harmony, challenging the stigma of their infernal lineage. Yet, as legends often caution, the seeds of a man's undoing sprout from his deepest fears. The Heart enabled Balzethur to draw on the might of various gods, bestowing their boons upon his followers. But wartime turned this strength into a vulnerability as enemies exploited their diverse beliefs, planting seeds of dissent. Infiltrated by spies and overwhelmed by doubt, Balzethur succumbed to the belief that a singular, darker path was his people's salvation. Desperate, he convened with the arch-devils of the nine Hells, his concessions seeping into the amulet, transforming it into a somber emblem of his misjudgment.

*Wondrous item, artifact (requires attunement)*

#### FIENDISH FAVOURS:

Each of the following gifts can be obtained in many ways. In my campaign I ran a wave based combat that unlocked a new favour for each wave defeating, and I themed each wave after the layer of the corresponding gift. Alternatively you could have a fiendish patron, connecting a PC to the gifts, or even have them needing to slay a number of foes per gift, the item is designed to be open ended in that way, do whatever you think your player will enjoy most! Or just give this to them fully unlocked, sounds fun to me!





You have resistance to fire damage while wearing this necklace.

This necklace is composed of 9 thin bands of varying material, which each represent a circle of the Nine Hells. Each section gives the wearer the possibility to earn a specific favour from each of the rulers of the Nine Hells. Unless specified within the favour, each one can only be used once.

**Shale Circle of Avernus.** She can spare but a single warrior for your cause. As an action, you can summon a CR 4 or lower fiend to fight on your side, the fiend follows your commands for 24 hours, or until it is killed. At the end of a long rest you can either choose to summon a new fiend or re-focus on the current one. You can only have one creature summoned with this feature at a time.

**Iron Circle of Dis.** Too busy to be troubled for a favor, Dispaten refers you to his consort Lilis. You learn the location of an object, person or monster, regardless of any magical scrying defenses or planar location.

**Mold Circle of Minauros.** The Lord of Greed tests your avarice. You gain one of the following: 6,660 gold or the results on the *Treasure Hoard: Challenge 5-10* loot table.

**Fire Circle of Phlegthos.** Belial and Fierna bless you with the only thing they know. You are permanently immune to fire damage and the charmed condition.

**Ice Circle of Stygia.** Levistus sees this opportunity

to rid himself of one of the many pests of the frigid wastes. You can summon a *frost worm (EGW)* it is not under your control and attacks the nearest creature until it dies.

**Geometric Circle of Malbolge.** Glasya admires how far you have delved into the fiendish pits. You have true sight out to a range of 60 feet.

**Onyx Circle of Maldomini.** Baalzebul sees your dedication and wishes to suffuse your form with fiendish influence. You gain:

- 2 minor beneficial properties.
- 1 major beneficial property.
- 1 minor detrimental property.
- 1 major detrimental property.

**Glacial Circle of Cania.** Reluctant to grant a favour, Mephistopheles delays your return. At any time after you attune to this item you are granted the chance at life once more. One week after you die, the amulet brings you back to life as if by casting the *true resurrection* spell at the amulets location.

**Amalgamated Circle of Nessus.** You have done too much to be let go, he wants to earn your service. Asmodeus grants you one casting of the *wish* spell.

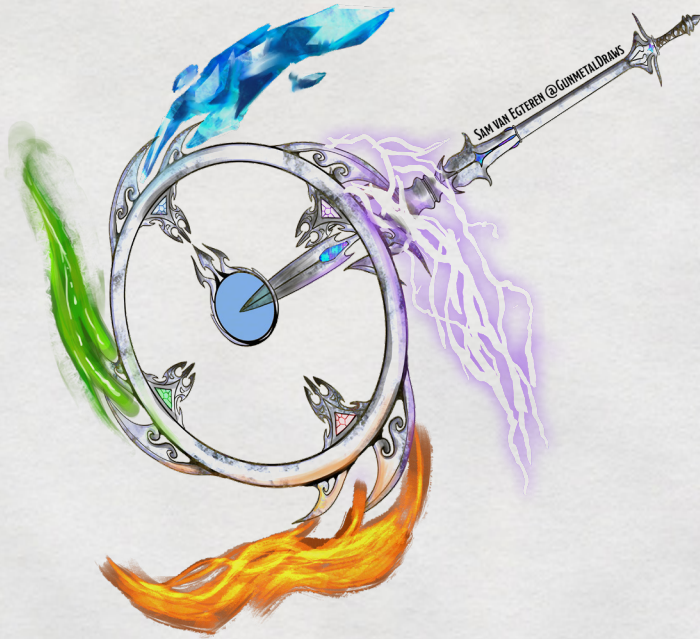
**Curse.** One day after you use all 9 favours, you immediately die, your soul leaves your body and is transported to Asmodeus to do with as he sees fit. This aspect of the ring can only be discerned with the Identify spell, succeeding on a DC 25 Arcana check.

## HONE AND PHASE

Cordelia Mortain was the valiant warrior queen of the Triton people. As the war erupted, her people declared secession from the country of Negresh, founding the luminous city of Taone Karaihe, also known as the City of Glass. Despite their independence, the Triton continued interactions with the land dwellers, maintaining trade and visiting the bustling city of Verant, yet abstaining from the war's conflicts.

Regarded as a formidable leader, Cordelia's command was unchallenged; her people revered her, ready to follow her to the world's brink. Reflecting her intense zeal, her relic, Hone, was no less remarkable: a spell-casting focus that controls a levitating ring-blade, allowing it to glide and slice through adversaries on the battlefield with lethal precision.





## HONE

*Wondrous item, spell-casting focus, artifact (requires attunement)*

While you are holding Hone, you can use it as a spell-casting focus for your spells, and you gain a +3 bonus to spell attack rolls.

**Lock-on.** When wielding Hone you can begin spinning Phase around the rod of the baton. As a bonus action, you send Phase to creature within 120 feet. Upon arrival it aligns itself so that it encircles the creature, allowing you to see the creature through it, granting you the following benefits against that creature.

- You immediately learn all of it's condition and damage immunities/resistances.
- You have +3 bonus to attack and damage rolls made against it with non-magical ranged weapons and ammunition.
- Your ranged weapon attacks and spells that target a single creature have all their damage converted to a different type of your choice. You may choose between cold, lightning, fire and acid damage.

Additionally, as a reaction to an ally being targeted by a ranged weapon attack or ranged spell attack within 120ft of Phase you may move it to the affected creature and change the type of damage dealt to cold, lightning, fire or acid damage. Doing so removes lock-on from the initial target.

**Riptide.** As a bonus action, you can point Hone in any direction and fly 30 feet in that direction, creatures you pass through must make a DC 18 Dexterity saving throw, taking 3d10 lightning damage and is knocked prone on a failed save, or half as

much damage as is not knocked prone on a successful one. If you pass through a creature affected by lock-on, Phase expands and allows you to pass through it, and you may choose to change the damage type of Riptide.

## PHASE

*Weapon (ring-blade), artifact*

*1d8 slashing — finesse, thrown (120/240 ft.)*

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you make an attack with this weapon you can choose to deal cold, lightning, fire or acid damage instead.

Additionally, attacks can be made with this weapon without you physically touching it. While you are attuned to Hone, you can throw this weapon by directing it towards an enemy similarly to your lock-on ability. The range of this weapon is determined based on it's current location, not the location of it's wielder.

## PERFIRE'S ENIGMA

Macey Perfire was renowned as a profoundly intelligent inventor, celebrated for his groundbreaking work in levitation and the foundational research that led to the development of the Immortal Interlink. More significantly, he was the cherished king of the Halfling people, embodying their true essence—not just of innovation but also of home and community. His relic was crafted to honor these values. He frequently journeyed across the nation, engaging in philanthropic efforts, building homes for the underprivileged, and educating the young on the basic principles of artifice.

*Wondrous item, artifact (requires attunement)*

As an action or a bonus action you can touch a face on the Puzzle Box, each bearing a different carving associated with it's use, doing so allows you to use one of the following effects:

**Implement.** Select any instrument, weapon or tool, the Puzzle Box then produces and ethereal version of the chosen item, it can be used for any action that could normally be performed with the chosen item. While using an item produced by this item you are considered proficient with the selected tool.

**Surface.** You cause 5 cubic feet of viscous stone-like material to spew forth, allowing you to cast *wall of stone* without expending a spell slot, requiring no components, concentration or solid foundation to originate from. The walls created by this version of *wall of stone* are only half the regular width and height.

Additionally, on each of your turns you can re-arrange the walls from this spell requiring no action from you.



**Structure.** You can cast the *creation* spell without expending a spell slot, requiring no components and only using stone as the material.

**Control.** You fire a magical seal from the puzzle box, you can choose one construct that you can see within 60 feet of you for the seal to latch onto. That creature must make a **DC 10 Charisma** saving throw. If it succeeds, you can't use this feature on it again. If it fails, it becomes friendly to you and obeys your commands until you use this feature again. Intelligent constructs are harder to control in this way. If the target has an Intelligence of 6 or higher, it has advantage on the saving throw. If it fails and has an Intelligence of 10 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

**Machinarium.** You cause the Puzzle Box to completely unfold over 1 minute, revealing your Machinarium. Your Machinarium is a small 15-by-15-by-10 foot study complete with desk, writing implements and various tools of artifice. From the outside, the study and all its contents are completely invisible and no sound makes its way out of the area. Each time you summon your Machinarium you choose its appearance, furniture and five divination spells between first and sixth level. While inside the study you may cast these spells without expending a spell-slot. Once you leave the area, the study and any objects left inside vanish and are stored within the Puzzle Box.

**Vault.** While attuned to this Puzzle Box, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type and creatures can telepathically communicate with you only if you allow it.

You can use an action to cause the Puzzle Box to become invisible until you use another action to make it visible, until you unattune to the box, or until you die.

If you die while wearing the box, your soul enters it, unless it already houses a soul. You can remain in the box, or depart for the afterlife. As long as your soul is in the box, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

Additionally, while attuned to this item you have telepathy with a range of 60 feet.

## THE ROD OF DIVINE CALLING

The Rod of Divine Calling channels magic from the divine realms of deities residing in the outer planes. It is set in its receptacle on the Isle of Aziraphale, keeping the island buoyant and serving as a guiding

light for young Aasimar, helping them understand their heritage. Unlike most artifacts crafted by Khurdun Steelarm, the Rod of Divine Calling predated the establishment of Verant, its power lifting the land skyward to form a foundation for the capital above the resulting crater.

Over time, Aasimar felt drawn by dreams and inner urges to venture to the levitating isle. Consequently, a small community, named in honor of its founder, Aziraphale, emerged atop the serene elevation. Years into its establishment, a fountain was erected beneath the rod, paying homage to its sustaining energies. This sacred site began to attract Aasimar from all over Negresh, providing a few with mystical passage to their deities' planes. However, return was conditional, reserved only for those bestowed with divine favor. Thus, the rod stands as a mythallar, forging a celestial bond between its true adherents and their divine ancestors.

*Wondrous item, artifact (requires attunement by an Aasimar blessed by their deity)*

Once a creature has returned from their journey it must choose a Cleric's Divine Domain in order to determine the benefits gained from this magical item.

The rod has charges equal to twice the creatures spell-casting modifier for the following properties. It regains all of the expended charges daily at dawn.

**Divine Gift.** Once a creature chooses a Divine Domain, it gains access to its expanded spell list, while attuned to the rod, you can use an action to expend some of its charges to cast one of the spells, the amount of charges expended is equal to the level of the spell cast. The creature also gains the ability to use the chosen Domain's Channel Divinity once per long rest.

Additionally when you are granted this gift, choose a number of spells from the Cleric spell list equal to your proficiency bonus that are of a spell level you are able to cast, no two spells chosen can be of the same spell level. You may cast each of these spells once per long rest without expending a spell slot.

**Radiant Form.** While attuned to this item, your Aasimar sub-race abilities duration becomes 1 hour. Additionally, each form gains the following:

- **Necrotic Shroud.** The radius of this ability becomes 60 feet and any creature effected is forced to use their reaction to move their speed away from you.
- **Radiant Soul.** Your wings now radiate elemental energy when they are released. When you activate this ability choose between the following; acid, cold, fire, lightning, or thunder, when



dealing damage with this ability, you may now add damage of the chosen type equal to half your level.

Additionally, your flight speed becomes 60 feet.

- **Radiant Consumption.** The radius of this ability becomes 60 feet, if a creature dies within the radius of this ability while it's active, you can draw from the last drops of it's life and regain 2d6 hit-points, if the target is undead, you instead deal 2d6 Radiant damage to the nearest enemy.

## THE JUSTICE BRINGER'S HIDE

Iorvull Ikh Gerel, a chromatic dragonborn, spiritual son of Bahamut and King of dragonborn-kind, wore armor made from Silver Dragon scales to symbolize unity between chromatic and metallic dragonborn. His action aimed to transcend ancestral divides and foster peace within dragonkind. The divine barriers placed upon their kind frustrated him so deeply that he spent his life dedicated to uncovering the truths of their respective deities. After considerable time spent in the libraries of Negresh he came to the conclusion the gods are what we make of them, and if enough Tiamat worshipers performed acts of good in her name, she and her people would gradually change.

*Armour (plate), Artifact (requires attunement)*

**Dormant.** The armour grants the following benefits in its dormant state:

- You are permanently under the effects of the *freedom of movement* and *longstrider* spells.
- Once per round, if you move at least 20 feet in a straight line towards an enemy you can forego a melee weapon attack to make a charge attack. This attack is made at advantage and deals an additional 1d8 of the same damage type of the weapon used. If the target is a creature, it must make a contested *Athletics* check or be knocked prone.

**Awakened.** When the armor reaches an awakened state, it gains the following properties:

- You have a +3 bonus AC while you are wearing this armour.
- At the end of each long rest, choose a Metallic Dragon and become immune to the damage type of it's breath weapon.
- If the Dragon you choose has a burrow, swim or climbing speed you also gain that trait in the form of longer claws, a set of gills or stronger limbs.

**Exalted.** When a character reaches an exalted state, it gains the following properties:

- Two draconic wings now protrude from the shoulders of the armour, you gain a flying speed

equal to your walking speed.

- Once per long rest, you may summon a Metallic Dragon Wyrmling of your choice, it follows your commands, and understands you regardless of language spoken. A Wyrmling summoned this

### NOTE:

This item is a reprint from the Draconic Dossier, the lore here is in addition to that and takes place prior to Samuel Eldridge encountering Elevor the Generous Post-Divergence.

way disappears after 8 hours.

## TRUE SIGHT OF THE ELVES

Dreslyn Baratoth, known for his critical role in the early war days, held deep loyalty to his fellow wood elves in Negresh's central territories. Their lands, nestled among human settlements, suffered from invasive human explorations. Sacred sites were desecrated, leading to escalating tensions and skirmishes between the humans and wood elves, setting the stage for war.

Dreslyn valued stealth and intelligence over brute force. He established a network of spies and diviners, using their insights to protect his people and gain advantages. His reliance on espionage was epitomized by his relic, The True Sight of the Elves, which granted him unparalleled knowledge and strategic power. This ability made him a feared figure, capable of dismantling settlements with just his gaze.

Ultimately, Dreslyn's reputation and strategic prowess played no small part in the desperate sacrifice the other monarchs made to stop the war.

*Wondrous item, artifact (requires attunement by a creature with an empty eye socket)*

While wearing this platinum eye-patch you can see through the eye at its front as if it were your own. The eye has 8 charges. You can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *clairvoyance* (2 charges), *blindness/deafness* (1 charge), *mental prison* (4 charges), *mind blank* (5 charges), *eyebite* (4 charges).

The eye regains 1d4 + 4 charges daily at dawn.

**A Kings Eye is All Seeing.** Whenever you introduce yourself to a creature that can understand you while you attuned to this item, a small portion of the creatures essence is stored within it for 24 hours, any time within this period you may use an action to see through the creatures eyes as if they were your own.

The creature makes a Wisdom Saving throw against your Spell Save DC, if it succeeds the crea-



ture becomes aware of the effect they are under.

**None May Hide.** You can spend an action to cast *true seeing* requiring no material components. This ability can be used again after you complete a long rest.

**Walls Can't Hide You.** As an action, you may extend your index finger and touch a surface to outline 5 foot by 5 foot square on it. The surface must be no thicker than 10 feet. Once you complete the outline, the wall or surface becomes transparent for 1 minute, allowing it to be seen through by all creatures as though it were glass. This effect only goes one way that you decide upon when you use this ability. You can use this ability again once you complete a short or long rest.

## THE EVERLASTING CHALICE

Lunar Winlon, ruler of the human domains, was often overshadowed by the long-lived races such as elves, dwarves, and halflings, whose lifespans allowed for profound advancements in magic, craftsmanship, and artifice. Frustrated by the limitations of human longevity, Winlon sought a means to level the playing field.

His answer came in the form of The Everlasting Chalice, a powerful artifact that granted him the ability to extend his life significantly. This relic not only symbolized hope but also rallied the human population under his leadership. Winlon became a symbol of human potential and endurance, inspiring his people to aspire beyond their natural limits.

As the ages passed and conflicts demanded sacrifices from the realms' leaders, Winlon stood as the last of the eight monarchs, sustained by the chalice. Under his enduring rule, buoyed by the artifact's power, humanity entered a golden age, matching and even surpassing the achievements of their age-old rivals.

*Wondrous item, artifact (requires attunement)*

Once you attune to this item, no other creature can attune to it until you die. While attuned to this item you can drink from it to change your age to any age you choose. If you increase your age to beyond your natural life span, you die. If you increase or decrease your age by more than 10 years at a time, you take 1d10 psychic damage for every 10 years you age.

### ACKNOWLEDGEMENT

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