

# Relics of Divinity

“Witness the tools of creation, divine will made manifest!”

-Elkus, Ascendant of Helm

## Relics in your World

As some of the most powerful beings in existence, Deities are a huge part of most Epic adventures. Epic characters in a world with gods can expect to regularly interact directly with these forces. Players may find themselves often wielding godlike power personally, or challenging divine authority. A part of this relationship can be observed by the presence of Relics, the most powerful magical items in creation, dwarfing the power of even artifacts. While mortals can create these wonders, gods can do so with peerless skill, power, and significance. This means that Relics in a world with Deities are often birthed from them, serving as a dynamic tool to introduce players to the power of gods. Relics may be forgotten pieces of the god’s history, a gift for mortals to reshape reality, or a fragment of divine essence. Whatever form these items take, when they appear in mortal hands it is a sign of great change, danger, and upheaval. For in-game purposes, Relics related by gods can be used to tie your characters to divine forces. It is an excellent tool to make enemies or allies of gods, unleash divine power that dwarfs even Epic might, or afford players a chance to become gods themselves. When implementing such items, it is important to make them more than just powerful magic items; they should be expressions of fundamental forces in your universe, capable of acts beyond even Epic characters, with implications that can stretch an entire campaign. The following Relics are potential additions to your Epic game, or can serve as inspiration for developing your own Relics.

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## Stormcutter

*Scythe (Glaive), Relic*

A weapon of unparalleled natural forces, *Stormcutter* was forged by a god of the sky at the culmination of a contest with a primordial deity of earth. For millennia, the two reveled in contest between the natural ebb and flow of storm against earth. Erosion wore at the mountains of the land, only to be sprung anew from the volcanic core underneath. In response to the earth god’s mocking gestures, the sky deity retreated to its home within a great storm and began a work of incredible power. With its fists, it beat the weapon into shape, imbuing it with the force of 10,000 storms, enough to destroy the earth gods endless mountains. After 99 years, the weapon was revealed. It was *Stormcutter*, and it annihilated the land the way a farmer harvests his wheat. With a single blow, mountains were cut in twain, devastating the land for miles around.

While he was victorious, the sky god's victory was hollow. No longer could their contest continue, for the world had been rent asunder for the sake of ego. Hidden away by devotees of both gods, *Stormcutter* has faded into memory, its legend fragmented and lost to the ages. The weapon is an elegant straight handled scythe made of a black ceramic. The haft is detailed with lightning bolts made of cut diamonds, and its blade is razor sharp adamantine.

### Properties

While unattuned, *Stormcutter* possesses the following properties.

- *Stormcutter* confers a +4 bonus to attack and damage rolls made with the weapon.
- When you spend movement, you can choose to replace your walk speed with an equivalent fly speed for any portion of that movement. If you do so, you fall to the ground at the end of your turn.
- The weather in a 5-mile radius around the weapon is a perpetual storm, thematic to the current location (DM's discretion). The storm's effects reduce visibility within to 120 ft., and cannot be mitigated by means other than Deific.
- As an action, the wielder can make an attack with *Stormcutter* that destroys a 10-ft. cube of inorganic, unliving matter in a colossal explosion. Creatures other than the wielder within 30 ft. must succeed a DC 26 Constitution saving throw or 55 (10d10) points of thunder damage and be deafened. A success halves this damage and prevents being deafened.
- Once per year, the weapon can make a mighty attack of impossible strength, a cataclysmic strike channeling the power of a thousand storms. You use your action to make a single weapon attack against an object. The attack automatically hits dealing damage equal to the struck target's maximum hit points. This damage bypasses immunities and resistances excepting those granted by Deific means.

### Attunement

Attunement to *Stormcutter* is a time-consuming and challenging process, requiring commitment from its wielder over the course of one year. Each day, the wielder must call down a bolt of lightning from the perpetual storm around *Stormcutter* in a one-hour ritual. The lightning bolt strikes the head of the scythe, electrocuting the wielder for 1d10 points of lightning damage for each consecutive day of the ritual. This damage bypasses resistances and immunities excepting those granted by Deific sources. This ritual must be completed every day for a full year, failing to do so forces the wielder to start the entire process again.

In the hands of a wielder attuned to *Stormcutter*, the weapon possesses the following properties instead of those listed when the wielder is unattuned:

- *Stormcutter* confers a +5 bonus to attack and damage rolls made with the weapon, and its weapon damage is 2d10 slashing instead of 1d10.
- The wielder is immune to lightning and thunder damage.
- You gain a fly speed equal to your movement speed.
- You gain perfect control of the weather within a 5-mile radius of the weapon, as the spell *control weather*. When changing the weather as the effects of this spell, such changes occur in 1 minute, instead of 1d4x10 minutes. While you are unconscious, the weather around the weapon reverts to a storm, as the unattuned version of this feature.
- As an action, the wielder can make an attack with *Stormcutter* that destroys a 30-ft. cube of inorganic, unliving matter in a colossal explosion. Creatures other than the wielder within 60 ft. must succeed a DC 32 Constitution saving throw or suffer 110 (20d10) points of thunder damage and be deafened. A success halves this damage and prevents being deafened.
- Once per year, the weapon can make a mighty attack of impossible strength, a cataclysmic strike channeling the power of a thousand storms. You use your action to make a single weapon attack against an object or creature. The attack automatically hits, dealing damage equal to the struck target's maximum hit points. This damage bypasses immunities and resistances excepting those granted by Deific means.

### **Bane**

*Stormcutter* was never meant to be wielded again to its effect. The deities of earth and sky have deep-rooted hatred for the weapon: the former for its destruction, the latter, its remorse. If the weapon is used in a cataclysmic strike (see above), the gods manifest the Deific equivalent of the Epic spells *Obsidian Bombardment* and *Flash Freeze* (Tier 3, DC 32) centered on and targeting the wielder.

## **Nemeton, Staff of the Hierophants**

*Staff, Mythic Artifact*

In ancient times, fey creatures ruled much of the material plane from their twilight courts. Powerful and proud, these creatures perverted nature to suit their own whims and the world suffered greatly for their amusements. However, many beings cared greatly for the plight of the natural world, amongst them a great nature deity who called together those who shared his passion for the wilds. This summit was the beginning of the first druidic circle, and the god grew for them a weapon to drive the fey from the world.

Over the course of 100 years, *Nemeton* was grown, a perfect cherrywood staff with nine blossoms in perpetual bloom at its head. *Nemeton* fulfilled its destiny, laying waste to the fey who had abused the land. As a last punishing act, *Nemeton* was used to create the Feywilde and forever bind the fey to it. This caused the staff to wither and die, but the power of *Nemeton* would grow again. Until the staff chooses to reveal itself, it takes the form of a lithe cherry tree forever blooming, awaiting the next great crisis to reveal itself to a powerful druid or defender of nature. When taken up by a defender of the natural world, *Nemeton*'s power is overwhelming, particularly against fey and other outsiders who would seek to pervert the material plane to their own ends.

## Properties

While unattended, *Nemeton* possesses the following properties.

- While holding the staff you can sense the presence of any creature within 1 mile of you that is not native to the material plane. You can determine a creature's plane of origin, level of power (non-Epic, Epic, Deific), and alignment after sensing it for at least 1 continuous minute.
- While on the material plane with the staff on your person, you may move between trees as if you were always under the effects of the *treestride* spell. This is a Deific effect that cannot be prevented by any means, nor do you need to concentrate to maintain the effect.
- While holding the staff you are immune to the harmful effects of non-magical terrain and damage from natural hazards on the material plane. This includes extreme environments such as the caldera of a volcano, or the crushing pressure at the bottom of the ocean.
- While holding the staff you have Epic advantage on Constitution saving throws you attempt to maintain concentration on spells you have cast.
- The staff has 50 charges. To regain charges, you must bequeath some of your life force to *Nemeton*. At the end of a long rest, you can sacrifice hit dice equal to the number of charges you wish to regain. You do not regain hit dice spent in this fashion until the end of your next long rest. As an action, you can expend charges to perform the following listed effects:
  - **Reclamation.** By expending 5 charges, you undo all damage and harmful effects dealt to the environment in the last 48 hours in a 1-mile radius, centered on you. This effect restores plants to life, heals wounded animals (lower than Challenge 1), removes foreign material and bodies, restoring the area to pristine condition. Allies in this area can recover their class features and spend hit dice as though they had taken a short rest.
  - **Spells.** You expend charges to cast spells from the staff, using either the spell save DC of 26, or your own spell save DC, whichever is higher. You can cast the following spells for the associated number of expended charges.

#### Non-Epic Spells

- *bones of the earth* (3 charges)
- *control weather* (4 charges)
- *earthquake* (4 charges)
- *maelstrom* (2 charges)
- *sunburst* (4 charges)
- *wall of thorns* (3 charges)
- *whirlwind* (3 charges).

#### Epic Spells

- *crown of vermin* (12 charges, Tier 2)
- *megalith* (12 charges)
- *obsidian bombardment* (12 charges).

### **Attunement**

Attunement to *Nemeton* requires an extreme act of xenophobia. You must remove every creature of a single race (the number of which must be greater than 1,000) from the material plane that is native to another plane, either by slaying, deporting, or banishing them. Other methods are also acceptable at your DM's discretion. Once all such creatures are gone from the material plane, you become attuned to *Nemeton*

While attuned, *Nemeton* has the following properties

- While holding the staff you can sense the presence of any creature on the same plane as you that is not native to the material plane. You can determine a creature's plane of origin, level of power (non-Epic, Epic, Deific), and alignment after sensing it for at least 1 continuous minute.
- As long as you are on the material plane and the staff is on your person, you may move between trees as if you were always under the effects of the *treestride* spell, but the range between trees you wish to transport to is increased from 500 ft. to the entire material plane. This is a Deific effect that cannot be prevented by any means, nor do you need to concentrate to maintain the effect.
- While holding the staff you are immune to the harmful effects of non-magical terrain and damage from natural hazards on the material plane. This includes extreme environments such as the caldera of a volcano, or the crushing pressure at the bottom of the ocean.
- While holding the staff you automatically succeed on Constitution saving throws you attempt to maintain concentration on spells you have cast.
- The staff has 50 charges. To regain charges, you must bequeath some of your life force to *Nemeton*. At the end of a long rest, you can sacrifice hit dice equal to the number of charges you wish to

regain. You do not regain hit dice spent in this fashion until the end of your next long rest. As an action, you can expend charges to perform the following listed effects:

- **Reclamation.** You expend 5 charges to undo all damage and harmful effects dealt to the environment in the last year in a 10-mile radius, centered on you. This effect restores plants to life, heals wounded animals, removes foreign material and bodies, restoring the area to pristine condition. Allies in this area can recover their class features and spend hit dice as though they had taken a short rest.
- **Spells.** You expend charges to cast spells from the staff, using either the spell save DC of 32, or your own spell save DC, whichever is higher. You can cast the following spells for the associated number of expended charges.

#### Non-Epic Spells

- *bones of the earth* (3 charges)
- *control weather* (4 charges)
- *earthquake* (4 charges)
- *maelstrom* (2 charges)
- *sunburst* (4 charges)
- *wall of thorns* (3 charges)
- *whirlwind* (3 charges).

#### Epic Spells

- *crown of vermin* (12 charges, Tier 3)
- *hail of deadly blossoms* (12 charges)
- *megalith* (12 charges)
- *obsidian bombardment* (12 charges).

### Bane

The staff, *Nemeton*, withers and dies, losing all power if any of the following events occur:

- *Nemeton* falls into the hands of a creature not native to the material plane.
- *Nemeton* leaves the material plane for a period longer than two weeks.
- An Epic creature you are aware of that is not native to the material plane stays on the material plane for longer than one continuous month.

Furthermore, should any of these events occur, the wielder is forever banished from the material plane, and can never again receive any benefit from wielding *Nemeton*. If the offending creature does not leave the material plane willingly, powerful forces may conspire to remove them. Whenever *Nemeton* withers and dies, it regrows on the material plane over the course of the next hundred years.

## Soul Star

*Wondrous Item, Relic*

A standard of divine power is the ability to forge existence on a cosmic level. Some gods create worlds, others, races, or forces of magic, but once an eon, a god sires a divine child. This infant must be nurtured and grown like no other being can. A relic known as *Soul Star*, contains within its crystal lattice an infant deity, awaiting a parent to raise it. The origin of *Soul Star* is unknown, but scholars believe it to be the orphaned child of a long-dead deity. The potential contained within is extraordinary, allowing mortals the chance to sire a god through extraordinary hard work, patience, and personal strength. *Soul Star* resembles a magnificently cut gem the size of a melon, egglike in shape, with latticed filaments of fine crystal etched across its surface.

### Properties

Effects created by *Soul Star* are Deific effects. *Soul Star* emits an aura of light within 60 feet. Within the aura:

- *Soul Star* and all creatures and objects float, granting creatures a fly speed (hover) equal to their move speed.
- All forms of darkness or vision-obscuring substances (such as fog, though not physical structures), are banished, granting vision through the aura as though the viewer had truesight.
- Dexterity (Stealth) ability check rolls greater than 1 become 1. Wisdom (Perception) ability check rolls less than 20 become 20.
- Dice rolled to recover hit points are treated as though they had rolled their maximum result. This includes both natural and magical healing.

### Attunement

Unlike most Epic Relics, attunement to *Soul Star* is remarkably easy. Simply touching the item while no other creature is attuned to it attunes it to the touching creature. While attuned, the creature gains the following properties in addition to those above:

- As a bonus action, the attuned creature can move *Soul Star* up to 60 ft. in a direction of their choice. *Soul Star* flies (hover), and is immune to all non-Deific impediments, passing harmlessly through them.

### **Bane: Birth of *Soul Star***

For eight hours daily, the attuned creature must attend to the Deific child within *Soul Star*, though meditation, which must be independent of other actions (including rest). Should care for *Soul Star* in this fashion occur daily for three years, *Soul Star* births a new Deity to the world. If another creature attunes to *Soul Star* during this three-year period or a single day is missed, the process begins anew.

If born under proper care, the young god quickly takes its place among the pantheon, but remembers you as a valued friend, and its parent. It grants you any one of the following boons at the time of its birth:

- You gain an Epic level in an Epic Prestige class of your choice.
- You increase an ability score of your choice to 30.
- You gain two Epic Feats of your choice.
- You gain proficiency in all skills and saving throws.
- You gain a single magical item you know of. This can include specific items and artifacts, but cannot include Epic Relics.
- You are granted 10 million gold pieces.
- A single non-Deific creature of your choice is obliterated instantly and cannot be returned to life by non-Deific means.
- You maintain permanent telepathic communication with the young god, granting you the ability to discuss with it always and query it as the spells *augury*, *divination*, and *commune*. There are no limits to the number of times you can use these in each day, the spells never have a chance of failure, and the deity has your best interests at heart when providing you with answers.

If, however, an attuned creature does not provide this care for a full consecutive week during the three-year period, the Deity is born prematurely, and mad – an insane god. If born in this neglect, the insane god does everything in its power to end you and those associated with you, at your DM's discretion.