

The following magic items are a set of artifacts that are the keys to Suthat the God of Stagnations prison. Each of the keys has inherited a portion of his powers and can be used by anyone who is holding them.

Obsidian Artifact: First Key
Wondrous Item, (jewel), Artifact (requires attunement)
<p>Protective Field (Recharge 7 Days). For 1 minute, you and creatures of your choice within 30 feet gain resistance to all damage. While the field persists, only you may deal damage.</p> <p>Ritual of Peace (Recharge 60 Days). By conducting a ritual lasting 5 to 60 minutes, you raise a stillness barrier extending 100 to 3,000 feet. Within the barrier, creatures cannot purposefully harm one another. This effect endures for 7 days.</p> <p>Key Effect. When wielded with the other Keys, the artifact shatters, negating the effects of Suthat's prison, freeing the trapped powers.</p>

Pearl Artifact: Second Key
Wondrous Item, (jewel), Artifact (requires attunement)
<p>Stasis Field (Recharge 7 Days). All creatures and objects of your choice within 30 feet must succeed on a DC 18 Constitution saving throw or become restrained by stillness for 1 minute. While affected, they cannot move. You may move freely through the field.</p> <p>Ritual of Stasis (Recharge 60 Days). Over 5 to 60 minutes, you create a barrier spanning 100 to 3,000 feet where no creature or natural force may move: wind dies, rivers halt, even flames freeze. Only you may act within the barrier. This lasts for 1 day.</p> <p>Key Effect. When wielded with the other Keys, the artifact shatters, negating the effects of Suthat's prison, freeing the trapped powers.</p>

Aquamarine Artifact: Third Key
Wondrous Item, (jewel), Artifact (requires attunement)

Gravity's Reversal (Recharge 7 Days). For 1 minute, you and creatures of your choice within 30 feet gain a flying speed of 30 feet, ignoring gravity's direction. Hostile creatures in the area must succeed on a DC 18 Strength saving throw or be pulled helplessly into the air.

Ritual of Separation (Recharge 120 Days). By conducting a 5–60 minute ritual, you erect a barrier spanning 100 to 3,000 feet. Within its borders, the area is cut off from all other planes of existence. This barrier lasts for 30 days.

Key Effect. When wielded with the other Keys, the artifact shatters, negating the effects of Suthat's prison, freeing the trapped powers.

Emerald Artifact: Fourth Key

Wondrous Item, (jewel), Artifact (requires attunement)

Ward Against Death (Recharge 7 Days). As an action, you and creatures of your choice within 30 feet are marked by divine refusal. For 1 minute, none of the chosen can be reduced to 0 hit points. Damage still accrues, but death is forestalled.

Ritual of Unyielding Life (Recharge 90 Days). By performing a 5–60 minute ritual, you create a sanctuary spanning 100 to 3,000 feet where no creature can die. Injuries persist, but death will not come. This state lasts for 3 days.

Key Effect. When wielded with the other Keys, the artifact shatters, negating the effects of Suthat's prison, freeing the trapped powers.

Ruby Artifact: Fifth Key

Wondrous Item, (jewel), Artifact (requires attunement)

Unmaking Pulse (Recharge 7 Days). All weapons and armor within 30 feet shimmer and must succeed on a DC 18 Dexterity saving throw or become shattered (losing magical properties until repaired).

Ritual of Purging (Recharge 30 Days). Over a 5–60 minute ritual, you create a barrier spanning 100 to 3,000 feet. All hostile creatures within are expelled or destroyed. The barrier endures for 10 days.

Key Effect. When wielded with the other Keys, the artifact shatters, negating the effects of Suthat's prison, freeing the trapped powers.