

Aserin's Sapphire

This ornate gold ring, carved images of billowing clouds and winds is set with a large and flawless sapphire.

It is said that Aserin, a famous priest of Shu and aeromancer of some power, was obsessed with his idea that air permeated all things, even stone and most definitely flesh. His experiments and prayers involved exaggerating the airy nature of things and the idea that "all air touches air" which could lead to near-instantaneous transportation through the elemental plane of air. It is said, he imbued a sapphire with some of his early discoveries.

Aserin was a founder of the short-lived Elementalist's League.

After his death, the sapphire was lost, but word of it always described it as having been set into a gold ring in the Black Islands, where it belonged to a high-ranking member of the Baron's Phantom Guard.

Essence of Shadow: The wearer of the ring can will himself into ethereal form for up to 10 rounds plus their constitution bonus. Activating this ability is a move equivalent action, but coming back from ethereal is a standard action.

Dimensional Slide: Once per day as a move equivalent action, the wearer may do a form of *dimension door* by passing through the elemental plane of air. The maximum range is 180 feet and the wearer must have line of sight of the target location. Upon activation the wearer disappears, and reappears one round later at the target location. If a solid object is occupying the space when the wearer reappears he is shunted over the next closest open spot.

Wind of the Will: The wearer of the ring may make a number of *ghost touch* attacks with a melee attack each day equal to 1 + their Charisma modifier.

Ororon-Thiduil

This golden light flail is banded with obsidian at the top and bottom of the handle. The head of the flail, affixed by a chain of black metal is shaped like a dwarf's head with a beard of black metal and eyes made of two shining rubies.

The name *Ororon-Thiduil*, can be translated to meaning "*Dwarves Golden Pride*", but a more direct translation would be "*unconquerable will of the dwarven people*".

This light flail is enchanted with a +2 enhancement bonus. In addition, while wielding the flail the wielder benefits from the *arrow-cutting feat*.

Arrow-Cutting: Once per round, when you would normally be hit by a missile weapon, you may make a Reflex Save against DC 20 to knock it out of the way with your weapon, if it drawn. You must be aware of the attack and not flat-footed. If the missile is magical, the magical plus is added to the DC. Arquebus fire cannot be deflected; nor can exceptional missiles, such as boulders thrown by a giant or spells like Melf's Acid Arrow.

The First Key

This large metal key is about nine inches long and has a large loop at the turning end that could easily fit a human hand. The key is a corroded blue-green color as if it spent a long time beneath the surface of the ocean.

It said this key is a relic of the Third Age and has its origins in Thricia during the time of Agon the God-King. The enchanting of the key is lost to time, but rumor has it that it was the key to the grand doors to the palace of the God-King, taken by one of Amarantha's fleeing followers.

As long as the key is worn openly somewhere on the person of someone dedicated to the precepts of Nephthys, Goddess of Freedom, he gains the following abilities:

The carrier of the key may cast the *Knock* spell as if an 8th level caster three times per day modified by their Charisma score. However, it has a range of touch. (The key need not touch the door, just the carrier).

Once per month, when used in combination with one the uses of the *knock* spell ability, the key can suppress any traps on any door, lock, gate, portal, etc... for a period of 10 rounds (1 minute). If the trap is magical in nature a level check is made against the caster level of the trap using the caster level of the key (12th level).

The carrier of the key is immune to possession (i.e. *magic jar*) of any kind.

Finally, the when used as a focus of prayer, the carrier may prepare one *empowered* spell per day without it taking up a higher level slot, when the spells are granted by Nephthys.

Wyrm-Raugh (or Ebba- Eadaion)

The name of this silvery bastard sword means "Dragon-Destroyer" in Dwarven, but its name in the tongue of the barbarian people of the [insert name] clan is *Ebb-Eadaion*, which means "Strength of Joyous Friendship". This beautiful broad-bladed sword has an exaggeratedly pointed blade, and black etchings of thunderbolts on the blade, and a bright blue sapphire inset in the pommel. It was forged by the black dwarves of for barbarian paladin Eberwulf of the clan of [insert name]. This clan was the only clan of the human barbarian tribes of Derome-Delem to readily join the dwarves and other races against the

invading Herman-Landers. The rest of the tribes either retreated deeper into their ancestral lands, or believed the promises of Herman Land generals and joined the war on the “human” side. Eberwulf was slain during the siege of Mnorothord-Wyrmraugh by Arextes of Set and his undead minions during a failed attempt to strike right at the leadership of the besieging army. Arextes was later transferred to the siege of [insert name], where he and the sword disappeared.