

Artifacts and Magical Items of Dragonlance

By John Rhyne

For nearly 30 years, the world of Krynn has leapt from the pages of Dragonlance novels and game books, inspiring readers with a unique blend of epic storytelling, colorful (and sometimes dangerous) characters, and one-of-a-kind locales. Perhaps more intriguing than any of these things, though, is the fact that the swords, staves, and other magical items carried by both heroes and villains all had a history, a story, of their own. Some of these items have histories as long as, or even longer than, the existence of the ancient elven nation of Silvanesti. Do you dare to handle one or more of these items yourself, and perhaps add another chapter to the item's already written history?

THE WORLD OF KRYNN

Krynn is a world rich in its own history. Hundreds of stories have been told about the people, places, and even the things of Krynn over the decades since its introduction.

In the several millennia since the gods created Krynn, there have been vast wars, soaring triumphs, and utter failure and despair spread across the lands of men, elves, ogres and every other race known.

Nations have been born, and nations have fallen. Twice, there have been world shattering Cataclysms that changed the very landscape of the world. Twice, the peoples of the world have had to adapt in order to survive. Twice, the gods have disappeared from the world of the mortals that worshipped them, only to return decades, or even centuries later.

Through all of these times, beings of every race have created remarkable items of power through incredible rituals of the arcane, or from their faith in the divine. The gods themselves also have created such items for their mortal followers to use. Perhaps, with enough personal emotional investment, some items gain their power from the absolute faith and will of their wielders to be something...more. But, then again, the item's powers may be nothing more than your average kender tale.

Here now, are items large and small; epic artifacts, powerful blades, and minor trinkets. No matter how great or how insignificant the item is, in the world of Krynn, each item has a history and a deep meaning to someone.

ITEM DESCRIPTIONS

Several items, from minor magic items to powerful artifacts that have altered the course of history, are described below. Along with each item, some of the known, and perhaps some lost, history of the item is described. Some of the items below are examples of, or are the most famous of that type of item, but others exist with similar powers. Yet others are one-of-a-kind items that can never be reproduced.

MAGICAL ITEMS

Brightblade

Brightblade was crafted by the dwarf Romgar Firesteel in the Age of Dreams. It was created for, and given to, Berthal Brightblade at his knighting ceremony,

in service for defending Romgar and his village against hordes of goblins and hobgoblins. Nobody can say for certain whether the sword was named for the family, or if the family was named for the blade. It was passed from father to son for generations, until lost and later recovered by Sturm Brightblade before the onset of the War of the Lance. Sturm carried it with him until his death at the High Clerist Tower.

Brightblade is a bastard sword, with a long silver blade. Dwarven runes of peace and friendship run the length of the blade, which shows no signs of rust, nicks, or even the slightest scratch. It has a golden crosspiece and handle, and a red gem on the blade.

Brightblade	Level 9 Rare
<i>This long-bladed sword shines brightly, a beacon of hope for those honorable enough to wield it. The runes upon the blade convey peace to all. Sturm Brightblade was known for saying "My sword will only break if I do".</i>	
Lvl 9 +2 4,200 gp	
Weapon: Bastard Sword (silver)	
Enhancement Bonus: Attack rolls and damage rolls	
Critical: +2d8 damage	
Properties	
◆ Brightblade will never rust, tarnish, or be similarly blemished.	
◆ Brightblade is immune to all damage, as long as its wielder has at least 1 hit point remaining.	
◆ The wielder has a +2 on Diplomacy checks.	
Utility Power ◆ At-Will (No Action)	
<i>Effect:</i> Brightblade pulses in your hands, letting you know when a chaotic evil creature is near. Brightblade guides you toward which creatures are chaotic evil.	
<i>Trigger:</i> A creature of chaotic evil alignment comes within 5 squares of the sword's wielder.	
Attack Power ◆ Encounter (Standard Action)	
<i>Target:</i> Each evil or chaotic evil enemy in the burst you can see.	
<i>Attack:</i> Close burst 1; Strength vs. AC	
<i>Hit:</i> 1d10 + Strength damage against evil, or 2d10 + Strength against chaotic evil creatures and the target is weakened (save ends).	
<i>Miss:</i> Half damage and the target is weakened until the end of your next turn.	

The Dragonlance

The fabled Dragonlance, also called the Spear of Paladine by some, was created to destroy the legions of evil dragons during the Third Dragon War. Many were created in these early days, although not too many of the originals remain in the world today. It is said that in order to craft a Greater Dragonlance, the smith must have a supply of dragonmetal, like that at the Silver Dragon Mountain in Foghaven Vale. This metal must be forged by someone that has the Silver Arm of Ergoth, using the Hammer of Kharas. If only two of these three components are present for forging, the Lance is a Lesser Dragonlance. Theros Ironfeld created the first Dragonlances in over millennia for use in the War of the Lance against the flying hordes of Takhisis' evil dragons. They would then be largely unused for three decades. They were used once again, against the forces of Chaos in what came to be known as the Summer of Chaos, or the Second Cataclysm.

There are 2 varieties of Dragonlances--the footman's lance and the mounted lance. The footman's lance uses the base statistics of a spear, and the mounted lance uses the statistics for a lance. Either type of Dragonlance gives off a silvery glow. The head is razor-sharp, and wicked barbs extend along the length of the head. Both are perfectly balanced for stabbing, although unwieldy for throwing.

Dragonlance		Level 8+ Rare	
<i>Dragons fear the mighty Dragonlance, both the footman's lance and the mounted lance, and rightly so. They are the bane of dragon-kind, giving mankind an advantage that very few things can. A Dragonlance of level 18+ is considered to be a greater Dragonlance.</i>			
Lvl 8	+2	3,400 gp	Lvl 23 +5 425,000 gp
Lvl 13	+3	17,000 gp	Lvl 28 +6 2,125,000 gp
Lvl 18	+4	85,000 gp	
Weapon: Spear or Lance			
Enhancement Bonus: Attack rolls and damage rolls.			
Critical: +1d6 damage per plus, +1d12 per plus vs. dragons			
Properties			
◆ All Dragonlances have the High Crit property.			
◆ The Dragonlance deals an extra 1d6 damage to dragons.			
<i>Level 18 or 23:</i> extra 2d6 damage to dragons.			
<i>Level 28:</i> extra 3d6 damage to dragons.			
◆ (Greater Lance only) When a successful attack hits an evil dragon, until the end of that dragon's next turn, it has vulnerable 10 to all damage.			
<i>Level 28:</i> Vulnerable 15 to all damage.			

Kender Spoon of Turning

It is said (by Kender, so keep that in mind) that the Kender Spoon of Turning is the most potent artifact on Krynn when it comes to dealing with the undead, reducing their unliving spirits to quivering mounds of unearthly cold jelly. It is also said that Uncle Trap-springer used it once on the mighty Lord Soth. For the first time since becoming a Death Knight, Soth felt a bit "weird" in the presence of the mystical Spoon, and didn't kill Trapspringer with one word, like he normally would have. This common-looking piece of silver dinnerware has caused quite the debate among the wisest of men whether it is what the Kender claim it to be. Meanwhile, the sages among Kender are adamant about not only the item's existence, but also that it is indeed a powerful relic given to them by the god Branchala, who has a soft-spot in his divine heart for the diminutive folk.

It looks like any other silver spoon, except for the red spot in the center of it. Even though the spot looks like nothing more sinister than strawberry jam, any Kender can tell you that it is indeed the ghostly

innards of some horrible ghost. The kender will then lick the spot clean, smiling as the spot reappears within a couple minutes, proving that it is NOT just jam. Or jelly. Or preserves. Or any other fruit concoction you can think of.

Kender Spoon of Turning		Level 5+ Uncommon	
<i>Holding this extraordinary dinnerware boldly aloft is almost as powerful as having an extra cleric in your pouch...almost.</i>			
Lvl 5	1,000 gp	Lvl 15	25,000 gp
Lvl 10	5,000 gp	Lvl 20	125,000 gp
Wondrous Item			
Properties			
◆ You gain resist 10 necrotic.			
<i>Level 15:</i> Resist 15 necrotic			
<i>Level 20:</i> Resist 20 necrotic			
◆ You gain a +2 item bonus to saving throws against fear.			
<i>Level 15:</i> +3 bonus to saving throws against fear effects.			
<i>Level 20:</i> +5 bonus to saving throws against fear effects.			
Attack Power (Radiant) ◆ Daily (Standard Action)			
<i>Attack:</i> Close burst 2 (Each undead creature in the burst); Wisdom vs. Will			
<i>Hit:</i> 2d10 + Wisdom modifier radiant damage, and you push the target a number of squares up to 3 + your Charisma modifier. The target is immobilized until the end of your next turn.			
<i>Miss:</i> Half damage.			
<i>Level 15 or 20:</i> 2d10 + Wisdom modifier radiant damage.			

Rabbitslayer

This small dagger was found by Tasslehoff Burrfoot in the ruins of Xak Tsaroth during the War of the Lance. It was named by him as Caramon told him it would only be useful against the attacks of ferocious rabbits. It is useful for much more than just the slaying of small mammals, though. Goldmoon seemed to think that the dagger was "Blessed by the gods".

Actually, these blades were crafted in the Age of Might for wizards who feared attacks of the Kingpriest's fanatic followers in the times of the Lost Battles. Even if the blades were taken from them, it was said that they will eventually find their way back to their owners.

Rabbitslayer Level 2+ Uncommon

This small blade is extremely sharp, striking deep in well placed blows. The wielder of one of these daggers never needs to fear being without a weapon for long.

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Dagger

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Property

If this blade is ever lost or stolen, it will return to the owner in 1d20 hours. If freely given, it takes 24 hours to bond with the new owner.

Sheath of Concealment

Raistlin Majere made this item famous and quite sought after, often using it when he found himself in a tight situation. With a flick of the wrist, his dagger would quickly and quietly drop into his waiting hand.

It is a wrist-sheath crafted from supple leather etched with runes of illusion. While big enough to hold a dagger or similar sized weapon, it is able to keep itself magically hidden from both physical and many magical searches.

Sheath of Concealment Level 5 Uncommon

A knife in one of these cunningly crafted sheaths is nearly impossible to find, except through powerful magic.

Arms Slot 1,000 gp

Properties

- ◆ Any dagger or similarly sized weapon placed within a Sheath of Concealment is hidden quite well. A physical search will find neither the Sheath, nor any weapon within it. Only True Seeing or similar magic can find the Sheath and a weapon within it.
- ◆ With a flick of the wrist, the wearer of the Sheath of Concealment can cause the weapon within to drop into his or her waiting hand. Drawing a weapon in this way is a free action, and sliding the weapon back into the Sheath is likewise a free action.

Shield of Breath Absorption (Huma's Shield)

It is told in legends that Huma Dragonbane was equipped with a Shield of Breath Absorption when he faced the Dark Queen, Takhisis in combat and exacted the Oath from her using his epic Dragonlance. Indeed, it seems that Huma must have been very well protected to get so close to Her Dark Majesty and live long enough to wound her.

Many such shields have dragons or symbols of the Solamnic Knights on the face. The ancient Shields crafted during the Third Dragon War, such as the one Huma used, had bright Metallic Dragons emblazoned upon them, along with the Crown, Sword, or Rose symbols of the Knights of Solamnia. They are always heavy shields.

Shield of Breath Absorption Level 14 Rare

This shield seems to hum with power, placing itself in the most advantageous positions to protect its wearer in battle against evil dragons.

Arms Slot: Heavy Shield 21,000 gp

Properties

- ◆ Gain a +3 item bonus to AC during a surprise round and the first non-surprise round of each encounter.
- ◆ When the wearer of this shield is targeted by a dragon's breath weapon, this shield grants him or her a +5 item bonus to defenses against the breath weapon attack.
- ◆ When an area or close attack targeting your AC or Reflex defense misses you but deals damage on a miss, you take no damage from the attack.

Wyrmslayer

The first Wyrmslayer was an elegant longsword forged during the Second Dragon War by the Silvanesti. It was held by the Silvanesti royal family until Kith-Kanan left the elven homeland to found the nation of Qualinesti. The blade was buried with the king in his crypt in the Sla-Mori, where it was given to Tanis Half-Elven by the long-dead elven monarch during the early days of the War of the Lance.

Wyrmslayer weapons are normally swords of elven design. Elven script flows down the blade, with

the crosspiece forged into the likeness of an eagle's beak. As powerful as these blades are in fighting dragons, there is no hiding when a dragon is near. The loud buzzing sound that emanates from the blade itself will wake any nearby sleeping dragon.

Wyrmslayer Level 12+ Rare

This beautiful elven sword is perfectly balanced, with fine script etched into both sides of the blade. When brought within proximity of a dragon, the blade begins to hum and buzz loudly, banishing any hopes of sneaking up on a sleeping wyrm.

Lvl 12	+3	13,000 gp	Lvl 22	+5	325,000 gp
Lvl 17	+4	65,000 gp	Lvl 27	+6	1,625,000 gp

Weapon: Heavy and Light Blades

Enhancement Bonus: Attack rolls and damage rolls

Critical: +1d8 damage per plus, +1d12 against true dragons and draconians.

Properties

- ◆ When brought within 5 squares of a true (metallic or chromatic) dragon, the sword emits a loud buzzing sound. This sound can be heard by dragons, and can awaken them from up to 25 squares away.
- ◆ This weapon also grants an item bonus to your defenses against a dragon's breath weapon equal to its enhancement bonus.
- ◆ A Wyrmslayer blade is immune to the death throes effects of baaz draconians, so the blade will never be caught in the statue-corpse of a baaz.

Power ◆ **Daily** (Minor Action)

Effect: Your next attack with this weapon, if made before the end of your turn against a creature with the dragon keyword, gains a +5 power bonus to the attack roll and automatically ignores any resistance the dragon has.

Attack Power (Thunder) ◆ **Encounter** (Free Action)

Trigger: You hit a true (metallic or chromatic) dragon with this weapon.

Effect: You unleash and amplify the buzzing sound, causing an additional 10 thunder damage with the hit and deafening the dragon (save ends).

Level 16 or 21: 15 thunder damage.

Level 26: 20 thunder damage.

ARTIFACTS

Bloodstone of Fistantantilus

The Bloodstone of Fistantantilus was used by the archmage for hundreds, if not thousands, of years to keep himself alive. He gained the powers of those he consumed in the process, along with their physical bodies. He was confronted some time before the Cataclysm by Raistlin Majere, who had travelled back in time to become Fistantantilus. In an epic battle of will and magic, one mage stood over the other, the Bloodstone pulsing with new energy as the defeated one's spirit further infused with the victor. After this battle, their spirits seemed to be merged with each other even more than ever, as the winner of their battle couldn't figure out which mage he actually was.

Set into a silver setting, hanging from a silver chain, the Bloodstone is a jasper stone, about 3 inches in length. Shaped like a teardrop, it is flecked throughout with scarlet, which is where it got its name.

Bloodstone of Fistantantilus	Epic Level
<i>The evil flowing from this green and red stone is almost tangible. It can extend the life of its user time and time again as he takes on new bodies, overpowering the souls within, and casting them to oblivion.</i>	
Artifact: Neck slot	
Property	
◆ The Bloodstone grants you a +4 item bonus to all defenses.	
Utility Power (Healing) ◆ Daily (Minor Action)	
<i>Effect:</i> You gain hit points as if you spent two healing surges.	
Attack Power (Arcane, Necrotic) ◆ Daily (Standard Action)	
<i>Attack:</i> Close burst 5 (1 creature in the burst); Intelligence vs. Fortitude.	
<i>Hit:</i> 6d8 + Intelligence modifier necrotic damage. If this attack reduces the target to 0 hit points, you regain hit points equal to one-half your level. At that time, you can also attempt to possess the body of the slain target. Both you and the target must make a saving throw. If both fail the save, you take 1d10 +10 points of necrotic damage and the spirit and body of the target is gone forever, destroyed in the struggle and unable to be the recipient of a Raise Dead ritual in the future. If both succeed, then the spirits war with each other and another saving throw is made the following round. If the target makes its saving throw and you fail, you take 1d10 + 10 necrotic damage and the target's spirit is free to join its god in the afterlife, and can be the recipient of a Raise Dead ritual in the future. If you succeed and the target fails, your spirit goes into the target's body and your body of origin immediately crumbles to dust. The target's spirit is destroyed as above. You have the physical ability scores of the new host body, but your own mental scores. You also have new racial powers if possessing a body of a different race other than the one you had before the attack, and you lose your previous racial powers/abilities. Keep in mind, using the Bloodstone in this way is considered an evil act.	
Sustain Standard: The target takes damage again, with no need to roll an attack.	
<i>Miss:</i> Half damage.	

Blue Crystal Staff

Created in the Age of Dreams to come into the world in a time of need, the Blue Crystal Staff--also known as the Staff of Mishakal--was given to the Plainsman, Riverwind in the ruins of the city of Xak Tsaroth when he was on a quest searching for proof of the gods of old. Riverwind returned to his village with the staff, where Goldmoon's father, the Chieftain of their village, demanded that the staff perform a miracle. When it did not, the staff was thrown to Riverwind and he was ordered to be stoned to death. Goldmoon, the Chieftain's daughter, jumped in the way of the deadly hail of stones, the Staff flashed blue, and both disappeared from the village, reappearing on the outskirts of the town of Solace. It was subsequently used in the Inn of the Last Home, after High Theocrat Hederick of Solace suffered a mishap, falling into a fireplace within the Inn. The Staff extinguished his flaming body and healed him of all harm sustained in the hearth-fire accident.

When not in use, the staff appears as a simple wooden quarterstaff, unadorned and unassuming. But when the staff's powers are used, or when viewed under the effects of a True Seeing spell, the staff's true appearance is clear. Nearly six feet long, made of flawless blue crystal, the true form of the staff has a head that resembles two crescents connected with the points facing up and down. A large, perfect sapphire is centered into the headpiece.

Blue Crystal Staff

Heroic Level

This staff flares to life, becoming beautiful blue crystal when it is activated. Its life-giving powers are legendary, but the appearance of this Staff is sure to foreshadow something greater coming soon.

Artifact: Implement (Staff)

Enhancement Bonus: +2 to attack rolls and damage rolls.

Critical: +2d6 radiant damage, +2d8 vs. evil creatures, +2d10 vs. chaotic evil creatures.

Properties

- ◆ A divine character can use this Staff as a Holy Symbol implement.
- ◆ This staff can also be used as a melee weapon, with statistics of a +2 quarterstaff, with the effects for critical hits as above. Proficiency is granted to you if you are not proficient.
- ◆ The wielder gains a +5 item bonus to the Heal check needed for the Raise Dead ritual.

Utility Power (Divine) ◆ Daily (Immediate Interrupt)

Trigger: You are a target of a dragon's breath weapon.

Effect: The Staff deflects the breath weapon. You take no damage from the breath weapon if the dragon missed with the attack. Even if the dragon hits with its breath weapon attack against you, you only take half damage.

Utility Power (Divine, Healing) ◆ At-Will (Standard Action)

Close burst 5 (you or one ally in the burst)

Effect: The target gains temporary hit points equal to their healing surge value.

Utility Power (Divine, Healing) ◆ Encounter (Minor Action)

Close burst 5 (you or one ally in the burst)

Effect: The target may make an immediate saving throw to end an effect.

Utility Power (Divine, Healing) ◆ Daily (Standard Action)

Close burst 5 (you or one ally in the burst)

Effect: The target is healed as if it used two healing surges.

Dragonlance of Huma

This weapon of legend, the first Dragonlance created, is the actual Dragonlance used by Huma Dragonbane himself to impale the Dark Queen when she was nearly manifested on the mortal plane in the Third Dragon War. The holy pain she experienced was enough to swear an oath to Huma that she and her dragons would leave Krynn, as long as the dragons of light left as well. Huma did not survive after the battle against Takhisis, and the Lance was buried in his tomb with him. It was recovered in the Age of Mortals in an attempt to slay Malystrixx, the Red Ma-

rauder. The attempt failed, and Malys took the lance with her to her lair. Less than a decade later, several months after Malys' death at the hands of Mina and Takhisis, it was recovered by the same group of heroes that earlier had found the Shard of Light.

Huma's Dragonlance is a Greater, mounted variety, with a satin steel tip. The handle is polished brass with gold and silver relief, with images of dragons fighting and wheeling in flight.

Dragonlance of Huma

Paragon Level

This mounted Dragonlance is one of the most holy artifacts on Krynn, given its history and power. Used to drive the Dark Queen back to her home in the Abyss, Huma's Dragonlance is also one of the few things in the world to have ever touched a true god.

Artifact: Weapon (Lance)

Enhancement Bonus: +4 to attack rolls and damage rolls.

Critical: +4d6 damage, +4d10 damage to dragons.

Properties

- ◆ When attacking any true dragon (metallic or chromatic), the Dragonlance of Huma ignores all resistances the dragon has.
- ◆ The Lance grants the *Mounted Combat* feat while wielding it, even if you do not meet the prerequisites for the feat normally.
- ◆ The Dragonlance of Huma has the High Crit property.
- ◆ When a successful attack hits an evil dragon, until the end of that dragon's next turn, it has vulnerable 10 to all damage.
- ◆ Attacks made with the Lance deal an extra 1d8 damage to dragons.

Attack Power (Teleportation) ◆ Daily (Free Action)

Trigger: You hit an evil or chaotic evil elemental or immortal target with a melee attack using the Lance.

Attack: Melee (1 target); Wisdom vs. Will

Hit: The target teleports back to its native plane. The target gets a saving throw, with a -5 penalty to the saving throw. If the target's saving throw is successful, the creature appears the next round in its original square. If the saving throw is failed, the creature may not return automatically. It must find a way back to the mortal plane again through summoning, a portal, or similar means. This power will work on divine entities and servitors as well.

Miceram, the Crown of Power

Whoever wears the Crown, rules. So states an

Istaran proverb from the days of the Kingpriests. The Crown of Power is an ancient artifact, rumored to be worn by ogre rulers in the Age of Dreams. It disappeared more than 6,000 years before the Cataclysm struck. It resurfaced in 280 PC when Symeon I donned it to become the first Kingpriest of Istar. Through its power, the Kingpriests ruled Istar for 160 years when it's wearer at the time, Kingpriest Vasari I, died and the crown disappeared. It was found in 39 PC by Brother Beldyn, a monk from Kharolis. Beldyn donned the Crown, becoming Kingpriest Beldinas Pilofiro, the Lightbringer, the last Kingpriest of Istar. The Miceram once again disappeared when Istar was destroyed in the Cataclysm, until Takhisis granted it to her favored follower, Ariakas, sometime prior to the War of the Lance.

There are two versions of the Crown. One, worn by the Kingpriests of Istar, dedicated to ruling that realm in the name of Paladine and granted powers of wisdom and blessing. The other version is a twisted version of the original, which was granted to Dragon Emperor Ariakas in the War of the Lance by his dark goddess, Takhisis. This Crown grants its wearer a repertoire of more offensive powers. Dragon Highlord Kitiara received the Crown after Ariakas' death, but it has not been seen since Kitiara's death.

Miceram is bright gold, with a red velvet lining. Its central cap rises to a point, higher than the ten other points spaced around the rim. Each tip has a large ruby set into it, while the ruby in the front center is said to be as large as a hen's egg. Each ruby seems to glow with an inner, silver light.

Miceram, the Crown of Power Epic Level

This beautiful, ancient Crown amplifies the charisma of its wearer, making him an awe-inspiring figure. If the wearer used divine healing while wearing Miceram, the blessings of the gods drive darkness away from the wearer.

Artifact: Head slot

Properties

- ◆ The Crown grants you a +5 item bonus to AC and all defenses, and to Insight checks.
- ◆ If you use a healing power from the Divine power source while wearing Miceram, you shed light in a one square burst per level of the healing power. If you use a healing power from any other power source, the burst is one square per even level of the healing power.

Attack Power (Charm) ◆ Daily (Immediate Interrupt)

Trigger: An enemy moves adjacent to you.

Attack: Charisma vs. Fortitude

Effect: Target is stunned (save ends).

Utility Power (Force) ◆ Encounter (Immediate Interrupt)

Trigger: You are hit by an attack.

Effect: You gain a +4 power bonus to AC and Reflex until the end of your next turn. You are also immune to Magic Missile during this time.

Attack Power (Zone) ◆ Daily (Standard Action)

Attack: Wall 8 within 10 squares (Each enemy in the wall); Wisdom vs. Fortitude

Hit: 2d6 + Wisdom modifier damage, and you can slide the target 1 square.

Effect: The wall creates a zone that lasts until the end of your next turn. The zone grants superior cover against ranged attacks made through it that target AC or Reflex.

Utility Power ◆ Daily (Minor Action)

Target: You or one ally *Range:* Melee 1

Effect: The target gains the following benefits until the end of his or her next extended rest.

- * Low-light vision
- * +1 power bonus to Will
- * +2 power bonus to Wisdom-based skill checks and Wisdom ability checks.

Utility Power ◆ Encounter (Minor Action)

Ranged: 10 *Target:* One or two allies

Effect: Each target makes a saving throw.

Utility Power (Healing) ◆ Encounter (Minor Action)

Ranged: 10 *Target:* One ally

Effect: The target can make a saving throw and spend a healing surge.

Utility Power (Arcane) ◆ Encounter (Standard Action)

Attack: Ranged 10 (one conjuration or zone within range); Intelligence vs. Will defense of the creator of the conjuration or zone

Hit: The conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.

The Crown of Power, Corrupted Epic Level

After the Cataclysm, the Crown of Power became a slightly darker version of the benevolent Miceram. Now, ego and intimidation seethe from the wearer as he commands his subjects, his slaves, to push harder for his own glory. Woe to the subjects that fail to meet their master's demands.

Artifact: Head slot

Property

- ◆ The Crown grants you a +5 item bonus to AC and all defenses, and to Intimidate checks.

Attack Power (Charm) ◆ Daily (Minor Action)

Attack: Range 10 (1 target); Charisma vs. Fortitude

Effect: Target is stunned (save ends).

Utility Power (Force) ◆ Encounter (Immediate Interrupt)

Trigger: You are hit by an attack.

Effect: You gain a +4 power bonus to AC and Reflex until the end of your next turn. You are also immune to Magic Missile during this time.

Attack Power (Charm) ◆ Encounter (Standard Action)

Attack: Ranged 5 (one creature); Wisdom vs. Will. You gain a +2 bonus to the attack roll when using this power against a human.

Hit: The target is dominated (save ends).

Miss: The target is dazed (save ends).

Attack Power (Arcane, Necromancy, Necrotic) ◆ Encounter (Standard Action)

Attack: Ranged 10 (one creature); Intelligence vs. Fortitude

Hit: 1d10 + Intelligence modifier necrotic damage, and the target is weakened (save ends)

Miss: Half damage.

Attack Power (Arcane, Thunder) ◆ Encounter (Standard Action)

Attack: Close blast 5 (Each creature in the blast); Charisma vs. Fortitude

Hit: 2d8 + Charisma modifier thunder damage, and the target is deafened (save ends)

Attack Power (Arcane, Force) ◆ Encounter (Standard Action)

Attack: Ranged 10 (one creature)

Effect: The target takes force damage equal to 8 + your Intelligence modifier.

Attack Power (Arcane, Fire) ◆ Daily (Standard Action)

Attack: Area burst 3 within 20 squares (Each creature in the burst); Intelligence vs. Reflex

Hit: 4d6 + Intelligence modifier fire damage.

Miss: Half damage.

Attack Power (Charm) ◆ Daily (Standard Action)

Attack: Area burst 1 within 10 squares (Each enemy in the burst)

Effect: You slide each target up to 5 squares. Each target then makes a melee basic attack against a creature of your choice as a free action.

Utility Power (Conjuration) ◆ Daily (Minor Action)

Ranged 20

Effect: You conjure a glowing sigil in an unoccupied square within range. Any enemy within 5 squares of the sigil must spend 2 extra squares of movement for each space it moves closer to the sigil.

Sustain Minor: The sigil persists.

The Shard of Light

This short sword is one that has been lost to history for centuries...until recently. Given to a young acolyte of Paladine named Neran after a prayer to his god, he used it to kill Caeldor, High Master of Mishakal, who had betrayed everyone at the Temple of Hurim to an army of ogres. As Caeldor finished a ritual to summon a devil from the Abyss, Neran stabbed Caeldor with the Shard, pinning the Betrayer's body to a stone sarcophagus, where it remained for over 700 years until it was found recently by a party of adventurers.

The blade is made of clear crystal that glows with an inner light. That glow can be made as bright as daylight, harming many undead and blinding any others.

Shard of Light

Heroic Level

The crystal blade of this shortsword glows with an inner divine light, revealing that which lurks in the darkness.

Artifact: Weapon (Sword)

Enhancement Bonus: +2 to attack rolls and damage rolls

Critical: +2d6 radiant damage, or +4d6 damage against undead, demons, and devils

Properties

- ◆ You gain resist 10 necrotic.
- ◆ When unsheathed, the Shard of Light can shed bright or dim light up to a burst 10, centered on the blade. You control the brightness and range of the light.
- ◆ Attacks made with the Shard deal an extra 1d6 damage to undead.

Utility Power (Radiant) ◆ At-Will (Free Action)

Effect: All damage is radiant damage. Another free action returns the damage to normal.

Utility Power ◆ Daily (Minor Action)

Effect: Your next attack with this weapon, if made before the end of your next turn against a target with the undead, devil, or demon keyword, gains a +5 power bonus to the attack roll and automatically ignores any resistances the target has.

Attack Power (Radiant) ◆ Daily (Standard Action)

Effect: You unleash a burst of light that reveals everything hidden, and damages enemies. Until the end of the encounter, you gain darkvision and can see invisible (including hidden) creatures or objects within 5 squares of you, within line of sight. You also gain a +5 bonus to Insight and Perception checks during this time.

Attack: Close burst 5 (enemies in the burst); your level +2 vs. Fortitude.

Hit: 2d6 +Wisdom modifier radiant damage, and the target is blinded (save ends).

The Staff of Magius

One of the most famous items in Dragonlance lore, even though it is not the most powerful, is the Staff of Magius. Created during the First Dragon War in the Age of Dreams by a Silvanesti Elf named Shadra, the staff was passed from her to many powerful wizards, until it came into the possession of Magius during the Third Dragon War. Magius used the staff in battle against the hordes of Takhisis, alongside his friend Huma Dragonbane. When Magius was captured by Galan Dracos, the staff was left with Huma, who used it to shatter the Emerald Orb of Dracos. The staff was then taken by the Solamnic Knights and given to the Wizards of High Sorcery. The staff remained at the Tower of Wayreth until the Test of young Raistlin Majere, who earned the Staff by completing his Test of High Sorcery. Raistlin famously used it for years, until his disappearance into the Abyss, after which the staff was locked up in the Tower of Palanthas. Given to Raistlin's nephew, Palin after his own Test, the staff served the young White Robe well until the Chaos War. At the conclusion of the war, a disguised avatar of Takhisis took the staff. The Staff of Magius has not been seen since.

The Staff of Magius is a long, mahogany wood staff, topped with a 3-clawed dragon's talon clutching a crystal sphere. Its powers are said to change with each user, although this cannot be easily confirmed.

Staff of Magius

Heroic Level

The staff made most famous by Raistlin Majere and in later years his nephew Palin, is crafted of dark mahogany wood, and topped with a golden dragon claw gripping a small crystal orb.

Artifact: Implement (Staff)

Enhancement Bonus: +2 to attack rolls and damage rolls

Critical: +2d6 damage

Properties

- ◆ Grants a +3 item bonus to AC.
- ◆ Spells that can be sustained are automatically sustained for one round after the caster stops sustaining them.
- ◆ Spells that have the Light, Charm, or Air keywords remain active for a round longer than normal.

Utility Power (Arcane) ◆ At-Will (Minor Action)

Effect: Bright light fills your space and all squares within 4 squares of you. Putting out the light is a free action.

Utility Power (Arcane) ◆ Daily (Free Action)

Trigger: You fall more than 1 square.

Effect: You take no damage from the fall and do not fall prone at the end of the fall.

Utility Power ◆ Encounter (Free Action)

Trigger: You hit with a melee attack.

Effect: You deal an extra 1d8 force damage.

Utility Power (Arcane) ◆ Daily (Standard Action)

Attack: Ranged 10 (one conjuration or zone within range); Intelligence vs. Will defense of the creator of the conjuration or zone

Hit: The conjuration or zone is destroyed. All its effects end, including those that normally last until a target saves.

WHERE CAN I READ MORE ABOUT THESE ITEMS?

The items described in this article, and many other unique artifacts and relics can be found in novels and gaming books published dating all the way back to 1984. The following list of sources is not a complete list of every book the item may have appeared in, but will include the item's most important appearances.

Bloodstone of Fistantilus: Dragonlance Legends Vol. 1, 2 & 3--Time of the Twins, War of the Twins, Test of the Twins

Blue Crystal Staff: Dragonlance Chronicles Vol. 1--Dragons of Autumn Twilight

Brightblade: Dragonlance Chronicles Vol. 1 & 2--Dragons of Autumn Twilight, Dragons of Winter Night; The Second Generation; Dragons of Summer Flame

The Dragonlance: Dragonlance Chronicles Vol. 2 & 3--Dragons of Winter Night, Dragons of Spring Dawning; Dragons of Summer Flame; Dragonlance Heroes Vol. 1--The Legend of Huma; Dragonlance War of Souls Vol. 3--Dragons of a Vanished Moon

Dragonlance of Huma: Age of Mortals adventure modules Vol. 1, 2, & 3--Key of Destiny, Spectre of Sorrows, Price of Courage (published by Sovereign Press/Margaret Weis Productions for D&D 3.5)

Kender Spoon of Turning: Dragons of Summer Flame

Miceram, the Crown of Power: Dragonlance Chronicles Vol. 3--Dragons of Spring Dawning; Kingpriest Trilogy Vol. 1, 2, & 3--Chosen of the Gods, Divine Hammer, Sacred Fire

Rabbitslayer: Dragonlance Chronicles Vol. 1--Dragons of Autumn Twilight

Shard of Light: Age of Mortals adventure modules

Vol. 1, 2, & 3--Key of Destiny, Spectre of Sorrows, Price of Courage (published by Sovereign Press/Margaret Weis Productions for D&D 3.5)

Sheath of Concealment: Dragonlance Chronicles Vol. 1--Dragons of Autumn Twilight

Shield of Breath Absorption: Holy Orders of the Stars (published by Sovereign Press/Margaret Weis Productions for D&D 3.5)

Staff of Magius: Dragonlance Chronicles Vol. 1, 2 & 3--Dragons of Autumn Twilight, Dragons of Winter Night, Dragons of Spring Dawning; Dragonlance Legends Vol. 1, 2 & 3--Time of the Twins, War of the Twins, Test of the Twins; The Second Generation; Dragons of Summer Flame

Wyrm Slayer: Dragonlance Chronicles Vol. 1--Dragons of Autumn Twilight

About the Author

John Rhyne is new to the pages of Dragon, but he is a lifetime Dragonlance fan and spends a lot of his free time converting an epic 3.5E Dragonlance game to 4E to play with his group. John would like to thank Margaret Weis, Tracy Hickman, and all that have come since, for developing this world that he has spent untold hours reading about, telling his own stories in, and living the lives of many heroes-great and small. He lives in a small town in IL with his wife, two sons, and 3 cats, along with shelves and shelves of D&D books and novels. Follow John on Twitter @jrhyne1976

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