

ARTIFACTS OF WINTER

The following items, some of which have appeared in other sources, enhance the play experience of *Dragons of Winter*.

The *dragon orb* is a powerful artifact whose abilities may be beyond the heroes, initially, but which will prove critical in the battle of the High Clerist's Tower. Two of them may be located in this adventure (in Icewall, and in the Tower of the High Clerist). Although **Chapter Seven** provides instructions on using the item in that battle, the material provided below (taken from *Dragons of Krynn*) supplements those rules.

The *Shield and Sword of Huma* are priceless artifacts housed in the **Shrine to Huma** in **Chapter Six**. Although the heroes will face a powerful curse if they remove them from the Shrine, you may decide that their inclusion in the campaign is important (or the heroes may just not care about the curses). As such, information about these relics is provided.

DRAGON ORB (MAJOR ARTIFACT)

These powerful artifacts were created when members of all three Orders of High Sorcery gathered together to work their magic in order to fight the power of the Dark Queen's forces. Five *dragon orbs* were the result—each one containing the essence of the five different chromatic dragons: red, white, black, green, and blue. These five *dragon orbs* contain the essence of good and evil, bound together by neutrality. (For more information on *dragon orbs*, see the *Towers of High Sorcery* sourcebook.)

Each *dragon orb* is intelligent, self-aware, and contains a distinct personality (AL N, Int 19, Wis 12, Cha 19; Ego 25). The full extent of each *dragon orb's* powers is not known, even to the Orders of High Sorcery, and an *orb* may very well have properties in addition to those described here.

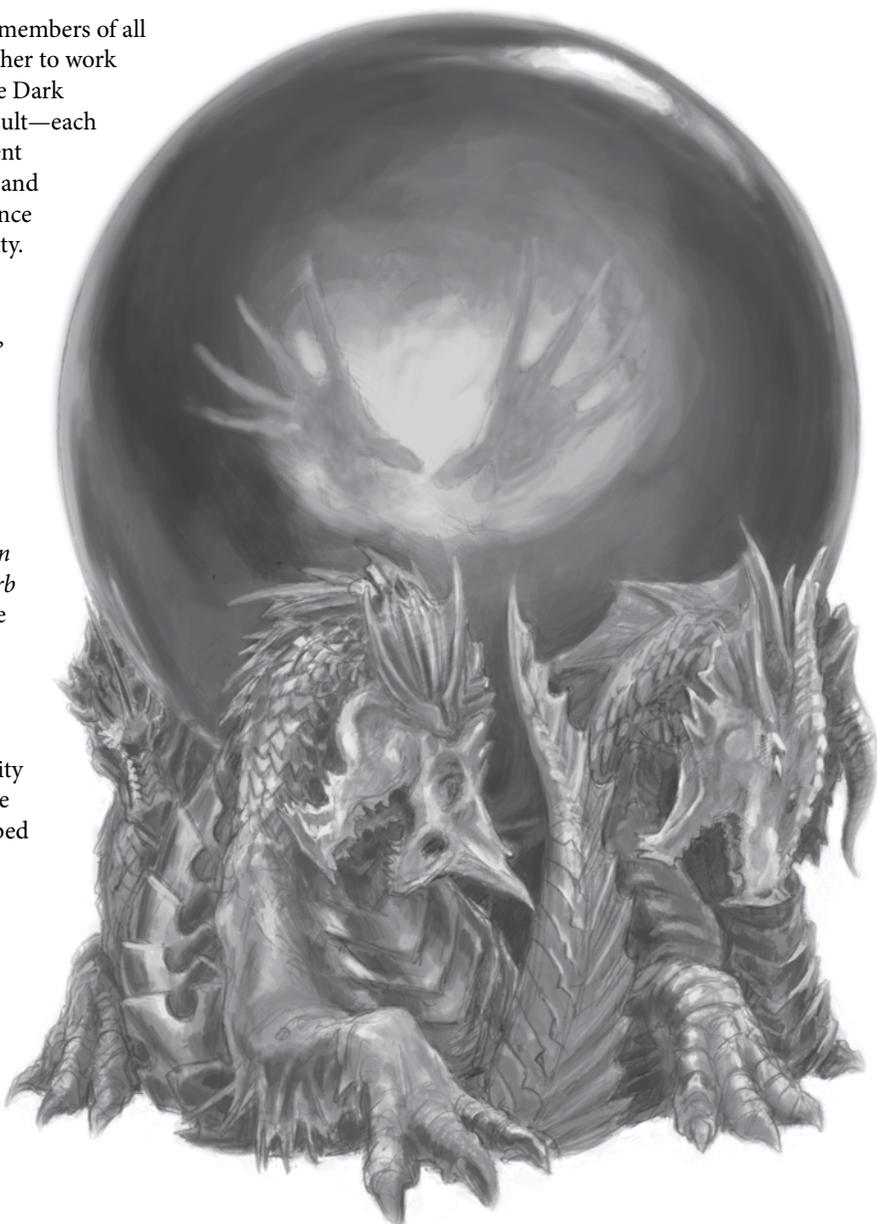
Anyone who attempts to control a *dragon orb* must defeat the personality within the *orb* via a dream-like form of mental combat. The user lapses into a state of apparent catatonia as her mind enters the *orb*. Creatures otherwise immune to mind-affecting effects are still brought into the *orb's* mindscape if they attempt to control it. The *orb's* personality manifests as an adult chromatic dragon. (Use the mature adult blue dragon sample described in the *Monster Manual*, but the "dragon" can be any chromatic dragon. Adjust the dragon's subtype, spell-like abilities, and/or the form of energy produced by its breath weapon to match the color it assumes.)

The user must defeat the "dragon" in single combat—anyone who attempts to help the user by touching the *orb* must fight his own individual battle. For purposes of this confrontation, the

user's Intelligence becomes her Strength score, her Wisdom becomes her Dexterity score, and her Charisma becomes her Constitution score. Do not recalculate hit points, but other combat statistics (attack and damage bonuses, Armor Class, Fortitude and Reflex saving throws, etc.) may be very different. The dragon's abilities are unaffected.

If the "dragon" wins the battle, the user remains comatose for 2d12 hours. At the end of this time she must make a DC 25 Will save or remain comatose, effectively trapped within a *mindspin* spell (see *Towers of High Sorcery*) cast by a 25th-level spellcaster, until the user breaks free of the dream, is freed by an outside force, or dies of starvation and thirst (see **Chapter 8** of the *Dungeon Master's Guide*). If the user defeats the personality, she has succeeded in mastering the *orb* and gains access to the powers below.

The foremost power of a *dragon orb* is its ability to send out a telepathic summons to any chromatic dragon. The range of the summons is 5 miles multiplied by the user's Charisma



bonus, if any (minimum 5 miles). Affected dragons who fail a DC 25 Will save will seek to reach the *orb* as quickly as possible. In addition, all creatures of the dragon type (except “true” dragons) within a radius of 1 mile multiplied by the user’s Charisma bonus, if any (minimum 1 mile), must make a DC 25 Will save or suffer from *confusion* (as the spell) for 1 minute per character level of the user.

Instead of sending out a telepathic summons, an arcane spellcaster with 10 or more caster levels can attempt to dominate a single chromatic dragon within 500 feet (as *dominate monster* with a Will save equal to 15 + the caster level of the spellcaster). Spell resistance is ineffective against this type of domination.

The *dragon orbs* can also be used for scrying, enabling the user to cast *greater scrying* as a 25th-level wizard three times per day. A *dragon orb’s* scrying can pierce the River of Time, enabling a user with an Intelligence of 13 or greater to look into the future (10 years multiplied by Intelligence bonus) or the past (100 years multiplied by Intelligence bonus).

Using a *dragon orb* is an extremely taxing process. Every time a *dragon orb* is used, the user must make a DC 25 Fortitude save or suffer 1d3 points of Constitution damage. A *dragon orb* has an AC of 5, a hardness of 5, and 30 hit points, but it is unaffected by magical forces both arcane and divine.

A sixth *dragon orb* was hidden away from the rest of the world in the High Sorcery stronghold of Bastion. Unlike other *dragon orbs*, a cabal of Black Robes that feared the return of the good dragons created this *orb* centuries after the Third Dragon War. The *orb* contains the essence of a gold dragon and may be used to summon and control metallic dragons instead of chromatic ones. This *orb’s* personality manifests as an adult gold dragon (use the gold dragon sample described in the *Monster Manual*). Lord Knight Theo Drawde retrieved the *orb* from Bastion but was flung into the Gray, along with the *orb*, before he had the chance to make use of it.

Overwhelming magic (all schools); CL 25th; Weight 8 lbs.

SHIELD OF HUMA (MINOR ARTIFACT)

Huma’s legendary shield is decorated with the emblem of the Order of the Rose, and Solamnic folklore claims it was tempered in the blood of Paladine. It is a more powerful example of a *shield of breath absorption* (see *Dragons of Krynn*), and thus functions as a +3 *heavy steel shield of arrow catching* in combat until the bearer is subject to the breath weapon of a creature with the dragon type. When making his Reflex save against the dragon’s breath weapon, the bearer gains the evasion ability. If he makes a successful saving throw, he takes no damage from the dragon’s breath weapon.

Strong abjuration; CL 18th; Weight 15 lbs.

SWORD OF HUMA (MINOR ARTIFACT)

This powerful hand-and-a-half sword, attributed to the legendary Solamnic hero Huma Dragonbane, is believed to incorporate a silver dragon’s scale in its construction. It is a +3 *dragon bane bastard sword*; against creatures with the dragon type, the weapon has a +5 enhancement bonus and deals an additional 2d6 points of damage. The sword itself deals no damage to creatures with a good alignment, including good dragons. If used against a good-aligned creature, only the bearer’s Strength bonus and bonuses from sources such as Weapon Specialization count toward damage, and the weapon’s enhancement bonus is considered to be 0. Once per day, the bearer may call upon the power within the sword to cast *heal* upon himself (caster level 18th).

Strong conjuration; CL 18th; Weight 6 lbs.





DRAGONS OF WINTER

BONUS MATERIAL

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This d20 System® game accessory utilizes mechanics developed for the new DUNGEONS & DRAGONS® game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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