

# Arms Against the Dragonlords

## Magical Weapons for the Heroes of Krynn

by Edward Gioffre

These magical weapons which follow are designed for the DRAGONLANCE™ campaign setting, but they can be used in any world.

The values of the weapons are listed in steel pieces, the standard unit of currency on Krynn. If they are used in other settings, simply substitute gold pieces for steel pieces.

### Pathfinder

**Background:** This sword was given to Sir Andrew Pathwarden by the grateful inhabitants of towns in Estwilde, which had suffered for years under constant raids of savage ogres from the nearby mountains.

A local dwarf crafted the weapon, an elven artist engraved extensive ornamentation, and a human wizard cast powerful spells on the blade.

Eventually, Andrew passed the sword to his son, Galen Pathwarden, who in time handed it to his son, Agion Pathwarden.

The blade was lost with the death of Lord Agion Pathwarden, betrayed by one of his fellow knights (as chronicled in *The Oath and the Measure*, by Michael Williams.)

Several years later, Pathfinder was sold to a dwarven merchant by a nameless female Silvanesti elf.

The merchant, realizing it was the blade of a Solamnic Knight, sent word that he would deliver the blade to the High Clerists Tower within a fortnight.

The dwarf was slain by a Dragonarmy patrol before the blade could be delivered. Currently, Pathfinder may be wielded by the mysterious leader of the Red Dragonarmy in Nordmaar, or perhaps it remains undiscovered in an abandoned temple to a heathen god in Neraka, where the Dragonarmies stockpiled weapons during the War of the Lance.

**Description:** Pathfinder is a long sword with a white steel blade, gold

plated hilt, and a cured leather handle. Both sides of the blade have the engraved design of ivy twirled around a blooming rose. On one side, in cursive, ancient Solamnic, are the names "Andrew" and "Galen." The reverse side bears the word "Agion." The hilt is engraved with ivy and the feathers of a Kingfisher, the symbol of the Solamnic Knights.

**Abilities:** Pathfinder is +2 to hit and damage. When used by someone of good alignment, the sharp blade bestows direction sense (as the nonweapon proficiency); if the wielder already has the direction sense proficiency, then Pathfinder grants a +2 bonus to any direction sense checks. Pathfinder's wielder is immune to spells which attempt to disguise land (such as *hallucinatory terrain*).  
XP: 5,000      Value: 20,000

### Ground Breaker

(aka Earthshaker, Tremor, and Thunderstrike)

**Background:** This war hammer was created for the minotaur Savigl by a captive wizard. The hammer was used by the minotaur as he led a series of pirate attacks against other powerful minotaur clans. In no time, Savigl became the most powerful member of the Ocean Guilders, and he traveled to Kothas to challenge the Emperor in arena combat. A human assassin employed by the Emperor murdered Savigl prior to the combat. The weapon then became the possession of Sakil, the eldest son of Svigl. Sakil used the wealth and resources of his father to chase the assassin

from Kothas to the port town of Flotsam. Sakil and a boat load of raiders went on a destructive rampage of killing and burning until they found the assassin. The assassin's fate is unknown, but the following morning when the fires were put out, the body of Sakil was found dead, his body twisted from the blows of a huge hammer. Groundbreaker was nowhere to be found.

The hammer is then known to have somehow turned up in the possession of a barbarian tribe on the Plains of Dust. This tribe, whose name is lost to history, grew suddenly to be the most powerful in the desert, their leader wielding the powerful Groundbreaker. Almost as quickly as the tribe grew in power, it was destroyed by a raging sandstorm which lasted a full month. Because of the tragedy which has befallen the owners of the hammer, many people believe the weapon to carry a hidden curse formed by the wizard who created it.

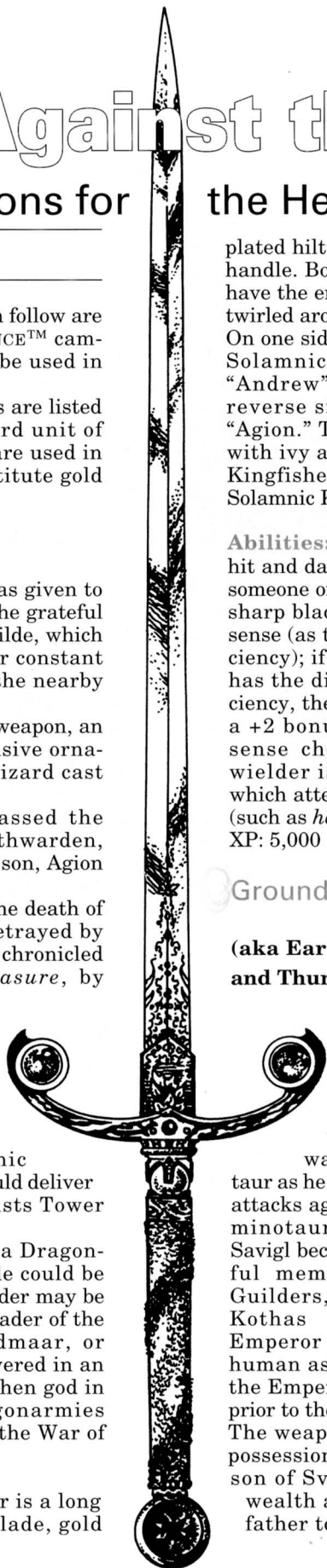
**Description:** Groundbreaker is unique in that the weapon is made entirely of carved and polished white marble with black veins. The weapon is so well made that the haft and head appear to be a single piece of stone. The handle of the handle is wrapped in silver wire, and the butt is capped in gold inscribed in a little-known ancient language—this inscription is rumored to be a warning about the curse.

**Abilities:** Groundbreaker is a hammer +1, +2 vs. minotaurs. When struck upon the ground, it creates a tremor which causes all man-sized or smaller creatures within a 20 feet radius to save vs. spell or fall to the ground for one round.  
XP: 2,000      Value: 5,000

### Honor's Face

(aka Honor's Fame or Honor's Fate, due to inaccurate translation of ancient Dwarven)  
(As described in *Kaz the Minotaur*, by Richard A. Knaak)

**Background:** Much of this ancient battle axe's history has been lost to time. What is known is that the weapon





was created by a dwarven smith as his masterpiece.

The dwarf gave the weapon to a mysterious elven wizard named Sardal Crystalthorn before going to fight in the Second Dragon War. Sardal kept the weapon for several years before finally passing it on to Kaz, the famed renegade minotaur and honorary Knight of Solamnia. Kaz held the weapon for many years. From that time, no mention of the axe appears in any history, until 150 years before the Cataclysm. Then, a group of bandits killed and robbed an old retired warrior, taking Honor's Face from him.

The thieves sold the weapon, now called Honor's Fate, to a dwarven collector. The weapon was used by the collector's son (who called it Honor's Fame) in what came to be known as the Dwarfgate War.

Since that time, no other mention of the weapon has appeared.

**Description:** The handle is crafted from thick oak in which the axe's name

is expertly carved in ancient dwarven runes. The blades are so well polished that they reflect images like a mirror. The weapon is balanced for throwing.

**Abilities:** Honor's Face is known to have several special abilities beyond its +2 bonus to hit and damage.

The weapon will appear in the hand of its owner upon command, or if the owner travels more than 100 miles from the axe.

Furthermore, the mirror-like blades of the weapon reflect the images only of honorable people, typically characters of Lawful Good, Lawful Neutral, Neutral Good, or Neutral alignments, though the DM should be the final arbiter of the effect, since honor and alignment don't always go hand-in-hand.

XP: 6,000

Value: 25,500

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