



Bazaar of the Bizarre: Legendary Items of Krynn

By Daniel Helmick

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During the turbulent period known eventually as the Fourth Age, the gods of the realm removed themselves from the affairs of the mortal races after a great Cataclysm that devastated the landscape of Krynn. This event destroyed Krynn's civilized lands and threw the entire world into chaos.

After an absence of more than 300 years, the dark goddess Takhisis rose to prominence and threatened the world with a vast, seemingly unstoppable army that boasted mighty dragons in its vanguard. City after city fell to the onslaught of the goddess's minions. The mortal races marshaled troops to fight against the encroaching wave of conquest, but the terrible presence of the dragons paralyzed the defenders with fear. More often than not, the armies of Takhisis slaughtered their foes to a man, and more and more flocked to the banners of the Dark Queen. Thus was the Fourth Age of Krynn dubbed the Age of Despair.

The turn of the tide came unexpectedly and in the most inauspicious of locations: an inn, built in the boughs of a mighty vallenwood tree. A group of friends and adventuring companions had pledged an oath to meet there after going their separate ways to discover more about the evil plaguing the land. At the appointed time, the knightly Sturm Brightblade entered the Inn of the Last Home in the company of

two barbarians of the Plains—one of whom held the hope of the future and the return of the gods, quite literally, in her hands. These few adventurers, born from humble origins, would come to be known as the Heroes of the Lance.

Although rarities are assigned to all the items in this article, each of them except the dragonlance is unique.

Brightblade

In the dark times following the Cataclysm, the once-admired Knights of Solamnia fell into great disfavor among their people. Monsters—fell creatures awakened by the fury of the gods' assault—had overrun Solamnia. The Knights of Solamnia fought against these creatures of darkness, but without the blessings of their patron gods, Paladine and Kiri-Jolith, they could not help but falter. In time, the people of Solamnia lost faith in the Solamnic orders and even came to blame the Cataclysm on the knights.

Born to a long and illustrious legacy of knighthood, the young cadet Sturm Brightblade—son of Angriff Brightblade—was sent with his mother to the distant town of Solace during a particularly dangerous time. Starved and destitute, the peasants of the

Brightblades' lands had gone mad and were threatening open revolt. Sturm carried himself as a knight, adhering to the chivalric Code and the Measure, and growing the symbolic mustaches of the Knights of Solamnia, despite the scorn these practices often earned him. Sturm returned to his childhood home years later to find it burned and his father missing. He received his father's armor and the sword *Brightblade* as his birthright before returning to Solace.

Crafted by dwarves and presented to Berthal Brightblade two millennia before the War of the Lance, *Brightblade* is the ancestral sword of the famed Brightblade family of Solamnic Knights. Members of this family have wielded the sword for hundreds of years, generation after generation. According to legend, *Brightblade* is invulnerable to harm as long as its wielder stays true to the code. The Oath of the Knights of Solamnia (*Est Sularis Oth Mithas*, or "My honor is my life.") exemplifies that code for the Brightblade clan.

Brightblade Level 15 Rare

This splendid sword, crafted in the old dwarven style, is as deadly and beautiful as when it was first forged.

Weapon: Greatsword 25,000 gp
Enhancement Bonus: +3 to attack rolls and damage rolls
Critical: +3d10 damage

Properties

- ◆ You gain a +3 bonus to passive Perception checks to avoid being surprised.
- ◆ You gain a +3 item bonus to Diplomacy checks.

⚔ **Attack Power** ⚔ **Daily** (Free Action)

Trigger: An enemy reduces you to 0 or fewer hit points with an attack.

Effect (Free Action): You move up to your speed, then make an at-will weapon attack with this weapon against the triggering enemy.

⚔ **Utility Power** ⚔ **Daily** (Minor Action)

Effect: You and each ally who is within 10 squares of you and can hear or see you gain a +1 bonus to all defenses, saving throws, and attack rolls until the end of the encounter.

Rabbitslayer

Few heroes have had a more profound impact on Krynn's history than the infamous adventurer, Tasslehoff Burrfoot. A member of the childlike kender race, Tas has been at the center of three wars, befriended gods and dragons, fought powerful adversaries, and helped to save the world on more than one occasion. Like most kender, he had a fearless curiosity coupled with light fingers, and this combination landed him and his companions in a great deal of trouble from time to time. Despite these widely perceived flaws, he was a loyal companion with a true heart, and he eventually acquired a sense of responsibility to his friends that was virtually unique to the kender race.

Tasslehoff found the knife that would eventually be known as *Rabbitslayer* in the ruins of Xak Tsaroth while on the run from the Red Dragonarmy. Caramon Majere, disdainful of the small blade, teased Tasslehoff, saying that the dagger would be suitable only for slaying rabbits. Despite Caramon's assertions, the blade served Tas well for the remainder of his career.

Curiously, no matter where the irrepressible kender left the dagger, he always found it on his person whenever he needed it.

Rabbitslayer Level 19 Uncommon

Even the most absent-minded adventurer always finds this knife in its sheath.

Weapon: Dagger 105,000 gp
Enhancement Bonus: +4 to attack rolls and damage rolls
Critical: +4d6 damage, or +4d10 damage if the attack was a Sneak Attack

Property

If unattended, the weapon can be attuned, over an extended rest, to a character. Once the weapon is attuned, it returns to its sheath immediately if unintentionally dropped or within 1d8 hours if otherwise lost. The weapon becomes unattended only when freely given to another or when the owner dies.

Kender Spoon of Turning

During the Summer of Flame, Tasslehoff and his companion Usha were imprisoned in a chamber in the Tower of High Sorcery at Palanthis, guarded by a fearsome specter. After turning out his pouches in search of anything useful, Tas found this spoon, which he immediately identified as the famous *Kender Spoon of Turning*—a powerful kender tool for dealing with the undead. Dubious about the spoon's magical powers, Usha remarked that the utensil resembled one of the spoons they had used during supper with Dalamar, the Master of the Tower, and



pointed out a smear of strawberry jam on the handle. Tas would not be dissuaded, however, insisting that the spot was the blood of an undead vanquished by the object. The brave kender went on to confront the specter armed only with the spoon.

No one except members of the kender race has ever confirmed the holy properties of this object. Some speak of the spoon in hushed tones, claiming it to be a holy symbol of Branchala, the god of music and poetry. Others scoff at the notion of a piece of silverware being a holy object, but Tas and Usha did somehow escape from the specter and, ultimately, from the Tower of High Sorcery.

Kender Spoon of Turning Level 14 Uncommon

Whether this item is truly a kender holy symbol or simply a piece of tableware, the spectacle of a diminutive kender waving a spoon at an undead monster is usually well worth the price of admission.

Implement: Holy symbol 21,000 gp

Enhancement Bonus: +3 to attack rolls and damage rolls
Critical: +3d10 damage, +3d10 radiant damage to undead creatures

Requirement: You must be a kender to use this item.

↩ **Attack Power (Radiant)** ♦ **Daily** (Standard Action)

Attack: Close burst 2 (undead creatures in the burst); Charisma or Wisdom + 5 vs. Will.

Hit: 2d10 + 3 + Charisma or Wisdom modifier radiant damage, and you push the target a number of squares up to 3 + your Charisma or Wisdom modifier. The target is immobilized until the end of your next turn.

Wyrmslayer

The history of Tanis Half-Elven, born Tanthalas Kanan, began in tragedy. During a raid on the elven community of Qualinesti, a band of human brigands captured and impregnated his mother, killed her husband, and then left her for dead. Though she was eventually recovered and nursed back to health in the household of her deceased husband's brother Solostaran, the Speaker of the Sun, she gradually wasted away, finally succumbing to death after the birth of her half-human son.

The circumstances of Tanis's conception and birth, as well as his mother's untimely death, affected how the other youths of Qualinesti viewed him. Despite his gift for archery and his charismatic nature, he was forever branded as an abomination in the eyes of many. The Qualinesti regarded full-blooded humans as backward savages, but Tanis by his very existence represented a betrayal, and even elves raised alongside him grew to resent him.

After befriendng the dwarf woodcarver Flint Fireforge, Tanis left Qualinesti to pursue a life on the road. His natural charm and quiet integrity drew others to him, and he eventually became the unofficial leader of his group of companions. It was in this role that he came to the forefront in the War of the Lance.

During the war, Tanis and his friends volunteered to enter the fortress of Pax Tharkas and rescue several prisoners held by the forces of the Dragon Highlord Verminaard, a powerful cleric of Takhisis. While he and his companions traversed the ancient passage to Pax Tharkas (known to the elves as the Sla-Mori), draconian soldiers in Verminaard's employ ambushed them. Legend holds that during the ensuing melee, the spirit of the long-dead elf hero Kith-Kanan granted Tanis his personal weapon—the ancient sword called *Wyrmslayer*, crafted eons ago in the Second Dragon War.

Wyrmslayer

Level 14 Rare

This blade thirsts after the blood of dragons and dragonkin. When roused, its murderous desire is far from subtle.

Weapon: Greatsword 21,000 gp

Enhancement Bonus: +3 to attack rolls and damage rolls
Critical: +3d10 damage, +3d12 damage against draconians and dragons

Properties

- ♦ A baaz draconian's *stone dead* power cannot trap this weapon.
- ♦ You gain a +3 item bonus to Intimidate checks against draconians and dragons.
- ♦ When within 20 squares of a dragon, this weapon buzzes loudly, automatically alerting the dragon and revealing your location.

Attack Power (Fear) ♦ Encounter (Minor Action)

Attack: Close burst 20 (draconians or dragons in the burst); +17 vs. Will

Hit: The target takes a -2 penalty to attack rolls, saving throws, and all defenses (save ends).

Aftereffect: The target takes a -2 penalty to attack rolls, saving throws, and all defenses (save ends).

† Attack Power ♦ Daily (Free Action)

Trigger: You hit a draconian or dragon with a melee weapon attack using this weapon and do not score a critical hit.

Effect: The triggering attack deals maximum damage to one target.

Staff of Magius

In the long history of Krynn's wielders of magic, no one has yet left behind a legacy to surpass that of Raistlin Majere. Born to a poor family in the village of Solace, Raistlin and his twin brother Caramon proved to be opposites in both demeanor and form. Caramon was a hearty youth, easygoing and athletic. Raistlin, on the other hand, had poor health coupled with a fierce intelligence that drew him to the study of the arcane arts—an area in which he proved extremely gifted, even at a young age.

The exact events of Raistlin's great Test, which is undertaken by anyone wishing to study higher magic, have been the subject of much speculation. The Test is one of survival—a crucible intended to weed



out those unsuited for studying the higher mysteries. Raistlin emerged from his test with his already fragile health shattered, and from that time forward wracking coughs periodically shook his body. In addition, his skin had turned a golden hue, and his eyes resembled twin hourglasses. But Raistlin had gleaned more than just physical changes from the Test—he had also acquired the famous relic known as the *Staff of Magius*.

According to legend, this staff had once belonged to Magius—friend and trusted companion of the legendary knight Huma Dragonsbane, who had fought

in the Third Dragon War. Though not the most powerful item of magic in the Towers of High Sorcery, it nonetheless proved quite useful to Raistlin.

Staff of Magius Level 10 Rare

A perfectly formed crystal sphere, clutched by three carved dragon claws, tops this handsome mahogany staff.

Implement: Staff 5,000 gp

Enhancement Bonus: +2 to attack rolls and damage rolls

Critical: +2d8 force damage

Properties

- ◆ You gain a +2 item bonus to AC.
- ◆ You gain a +2 item bonus to skill checks made for performing rituals.

Utility Power ◆ At-Will (Minor Action)

Effect: The staff sheds bright light out to 10 squares.

Utility Power ◆ Encounter (Free Action)

Trigger: On your turn, you fail to sustain an arcane implement power you could sustain.

Effect: You sustain the effect until the end of your next turn. You can still sustain the effect as normal.

Utility Power ◆ Daily (Free Action)

Trigger: You hit an enemy with an arcane implement attack power using this staff and do not score a critical hit.

Effect: The triggering attack deals maximum damage to one target.

Staff of Mishakal

Goldmoon, Chieftain's Daughter of the Que-shu tribe, was worshiped as a living goddess by her people because of her golden tresses—a hue virtually unknown among the people of the Plains. It was the bravery of the stalwart ranger Riverwind, who pledged to return to the village with proof of the ancient gods, that eventually won her heart. On a dark and restless night, Riverwind returned to the Chieftain's Daughter, half-dead and raving, clutching a blue crystal staff in his fevered hands.

This staff proved to be the catalyst in a series of events that would eventually culminate in the gods' return to the world. An exhausted Goldmoon, with her bedraggled escorts Riverwind and Sturm

Brightblade, brought the staff to the Inn of the Last Home. Though the Princess of the Plains would not discover the truth for some time, her blue crystal staff had once been blessed by Mishakal, goddess of healing, and Goldmoon was to become her first cleric since the Cataclysm.

In the subterranean dungeon of Xak Tsaroth, the nascent priestess and her friends came face-to-face with a creature out of myth—a powerful black dragon named Khisanth. After receiving a vision from Mishakal, Goldmoon sacrificed her life by destroying the staff, engulfing both herself and the dragon in blazing, holy fire. The grief of her companions was short-lived, however, because Goldmoon was restored to life in the Temple of Mishakal, elsewhere in the sunken city.

Staff of Mishakal Level 10 Rare

Though it appears as an ordinary wooden staff, this item reveals its true form—a gorgeous blue crystal staff, pulsing with life energy—when its divine powers are activated.

Implement: Staff 5,000 gp

Enhancement Bonus: +2 to attack rolls and damage rolls

Critical: +2d6 radiant damage, +2d12 radiant damage to demons, undead, and devils

Properties

- ◆ This staff can also be used as a holy symbol implement.
- ◆ You gain a +5 item bonus to skill checks made for restoration rituals.

Utility Power (Healing) ◆ Encounter (Standard Action)

Effect: One creature you touch regains hit points as if it had spent a healing surge.

Utility Power (Healing) ◆ Daily (Standard Action)

Effect: You and each ally within 5 squares of you regain hit points as if each of you had spent a healing surge.

Utility Power (Healing) ◆ Daily (Standard Action)

Requirement: You must use this power at the end of a short or extended rest.

Effect: You restore a dead creature to life with 1 hit point. The target takes a -1 penalty to attack rolls, skill checks, ability checks, and saving throws until it has reached three milestones or taken three extended rests.

The Dragonlance

Riding a silver dragon and wielding the mythical dragonlance, the Solamnic Knight Huma defeated the Queen of Darkness in ages long past—or so say the legends. Many Knights of Solamnia learned of Huma’s deeds in the years following the Cataclysm, but few if any lent credence to the tale, dismissing it as nothing more than a story for children.

During the War of the Lance, however, a group of Heroes discovered the truth of this ancient tale. Led by the Kagonesti elf Silvara, the Heroes located Huma’s tomb, wherein lay the silver dragonmetal needed to create the fabled dragonlances.

Arguably the most visible symbols of the long-fought War of the Lance, the dragonlances turned the tide of the war in favor of the forces of good. This weapon is anathema to dragonkind, causing such creatures great harm in the hands of even a relatively unskilled warrior.

About the Author

Daniel Helmick is a software tester, content translator, developer, and consultant for the *D&D Insider* studio at Wizards of the Coast in Renton, Washington. His hobbies outside of roleplaying games include running, complaining about the weather, and tormenting various members of the R&D staff with his horrific singing.

Dragonlance			Level 10+ Rare		
<i>A magnificent dragonmetal lance, shining with the holy light of the Platinum Dragon, is mankind’s ultimate weapon for fighting the Dark Queen’s forces.</i>					
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			
Weapon: Spear					
Enhancement Bonus: Attack rolls and damage rolls					
Critical: +1d8 radiant damage per plus; +1d12 radiant damage per plus against draconians and dragons					
Properties					
◆ You gain resist 5 to all damage a dragon or draconian deals you.					
◆ A baaz draconian’s <i>stone dead</i> power cannot stop this weapon.					
◆ You gain an item bonus to Intimidate checks equal to the enhancement bonus against draconians and dragons.					
⚔ Attack Power (Radiant) ◆ Encounter (Free Action)					
<i>Trigger:</i> You hit a dragon or draconian with a melee weapon attack using this weapon.					
<i>Effect:</i> In addition to the attack’s normal damage, the target takes 3d12 radiant damage and is dazed until the end of your next turn. If the target drops to 0 hit points, you do not expend this power.					
Level 15 or 20: 4d12 radiant damage.					
Level 25 or 30: 5d12 radiant damage.					
⚔ Attack Power ◆ Daily (Free Action)					
<i>Trigger:</i> You hit a dragon or draconian with a melee weapon attack using this weapon, and the d20 roll is 15 or higher.					
<i>Effect:</i> The hit becomes a critical hit. If the target drops to 0 hit points, you do not expend this power.					



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