



BAZAAR OF THE BIZARRE

The Treasures of Ashardalon

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FEW CAN IGNORE the legacy of the mighty red dragon Ashardalon. Ancient even by the standards of dragonkind, he was a force for evil in the world—his ferocity and greed was unmatched by any of his kin. Even when the great druid Dydd put down the beast, ending his reign of terror, Ashardalon rose from the ashes of his grave once more, bolstered by his wickedness and by fell pacts made with dread abominations. Although we can rest easy in the knowledge that the menace posed by this beast is no more (or so we hope), Ashardalon remains a

cause of wonder and speculation. Aside from his many exploits, the dragon was a great collector of magic relics, trinkets, and items of considerable power.

The items presented here include some of the more famous treasures recovered from his lair at one time or another. Of these items, many Ashardalon seized during his life, but most are the leavings of those adventurers who sought to test their mettle against the beast . . . but were found wanting.

ARMOR

Ashardalon's hoard included a wide range of armors, most of which were collected from adventurers he slew. Although he had little use for the armor, he did enjoy arranging them, with the corpses still inside, around his lair in dramatic poses.

Dragonclaw Armor Level 4+

Sharp talons curl out from between the folds of this suit of armor.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Armor: Leather, Hide
Enhancement: AC

Power (Daily): Immediate Interrupt. Use this power when another creature grabs you. You immediately use the escape action with a +5 bonus to escape the grab and deal 5 damage to the creature that grabbed you.

Level 14 or 19: You deal 10 damage and gain a +10 bonus to your escape attempt.
Level 24 or 29: You deal 15 damage and gain a +10 bonus to your escape attempt.

Dragonrider Armor Level 11+

Woven from old dragon scales, this armor is lightweight and warm to the touch.

Lvl 11	+3	9,000 gp	Lvl 21	+5	225,000 gp
Lvl 16	+4	45,000 gp	Lvl 26	+6	1,125,000 gp

Armor: Scale
Enhancement: AC

Property: When mounted on a dragon, you gain the dragon's resistances.

Power (Daily): Immediate Interrupt. Use this power when you fall. You take no damage from the fall, regardless of the distance fallen, and you are not prone at the end of the fall.

Fortified Armor Level 9+

This armor is of dwarven make and bears runes of strength and power.

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

Armor: Plate
Enhancement: AC

Property: You gain a bonus to saving throws against fear equal to the armor's enhancement bonus.

Power (Daily): Immediate Reaction. This power triggers when you are hit by a power with the fear keyword that can be ended with a save. Roll a saving throw against that effect with a +5 bonus. Regardless of the outcome of the saving throw, you also gain a +2 power bonus to all defenses until the end of your next turn.

Immolating Armor Level 7+

The steel components of this heavy armor are chased in red enamel, with tints of yellow and orange swirled throughout it.

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
Lvl 17	+4	65,000 gp			

Armor: Chain, Scale
Enhancement: AC

Power (Daily ♦ Fire): Immediate Reaction. Use this power when you are marked. End this condition and the creature that marked you takes 5 fire damage.

Rimewrought Armor Level 12+

Fashioned from blue-tinted steel, this armor is cool to the touch.

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

Armor: Scale, Plate
Enhancement: AC

Property: Resist 10 cold.

Level 22 or 27: Resist 15 cold.

Property: Ignore difficult terrain caused by ice or snow.

WEAPONS

Many would-be slayers of Ashardalon entered his lair, armed with fabulous swords, axes, and a myriad of other weapons. Although few of these dragonslayers found these tools of use in their doomed battles against the red wyrm, Ashardalon thought enough of them to pluck them from their smoking corpses and preserve them for study.

Final Word Weapon Level 5+

Etched into the weapon's blade are profound curses and dire threats.

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
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

Weapon: Axe, Heavy Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Immediate Reaction. You can use this power when an enemy hits you with a melee attack. Make a melee basic attack with this weapon against the target that triggered this power.

Homing Weapon Level 7+

A clockwork mechanism fitted with lenses, dials, and levers helps your aim.

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
Lvl 17	+4	65,000 gp			

Weapon: Bow, Crossbow

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Your attacks ignore penalties from concealment, though not from total concealment.

Power (Daily): Free Action. Use this power before making the attack. Your attack ignores concealment and cover, but not total concealment or total cover.

Impaling Weapon Level 4+

Scored and scratched as it is, the weapon remains serviceable.

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Weapon: Pick, Spear

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus

Power (Daily): Immediate Reaction. Use this power when you hit with a melee attack using this weapon. You and your target are both immobilized until the start of your next turn.

Mind-Rending Weapon Level 13+

The blade has an unnerving purple hue that seems somehow wrong.

Lvl 13	+3	17,000 gp	Lvl 23	+5	425,000 gp
Lvl 18	+4	85,000 gp	Lvl 28	+6	2,125,000 gp

Weapon: Heavy Blade, Light Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Immediate Reaction. Use this power when you hit with an attack using this weapon. In addition to the attack's normal damage, the target is dazed until the end of your next turn.

Relentless Weapon Level 2+

The weapon thrums in your hands, as if eager to see battle.

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: Flail, Hammer, Mace

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Whenever you score a critical hit with this weapon, the target is also knocked prone.

Vitriolic Weapon Level 3+

Black, scaly hide covers the weapon's grip and the steel has a greenish cast.

Lvl 3	+1	680 gp	Lvl 18	+4	85,000 gp
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

Weapon: Flail, Hammer, Mace

Enhancement: Attack rolls and damage rolls

Critical: +1d6 acid damage per plus

Power (Daily ♦ Acid): Free Action. Use this power when you hit with an attack using this weapon. All creatures adjacent to the target take acid damage equal to the weapon's enhancement bonus.

Symbol of Courage Level 9+

You draw strength from your pious devotion, which allows you to stand fast in the face of any terror.

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: You and all allies within 5 squares of you gain an item bonus to saving throws against fear effects equal to the symbol's enhancement bonus.

Power (Daily): Immediate Reaction. You can use this power when an enemy hits you with a power that has the fear keyword. You can make an immediate saving throw against the effect.

SYMBOLS

Over the centuries of Ashardalon's life, foolish mortals sought out the dragon to kill it—or to worship it. Whether from the dead hands of one seeking the dragon's death or the hands of one who gave up worshiping a deity to follow Ashardalon, these symbols remained behind for the dragon to gloat over when he wished.



Symbol of Excellence Level 2+

Your devotion to your divine patron inspires others to attain the heights of excellence.

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

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Minor Action. Grant one ally within 10 squares of you a power bonus to his or her next attack roll, ability check, or skill check equal to the symbol's enhancement bonus.

Symbol of the Dragon Level 3+

This symbol shields you from dragons' attacks.

Lvl 13 +3	17,000 gp	Lvl 23 +5	425,000 gp
Lvl 18 +4	85,000 gp	Lvl 28 +6	2,125,000 gp

Implement (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Immediate Interrupt. You can use this power when an enemy attacks an ally within 5 squares of you with a power with the acid, cold, fire, lightning, or thunder keywords. The ally gains resist 5 against that keyword until the end of the encounter.

Level 23 or 28: Ally gains resist 10.

ORBS

As a dabbler in the arcane arts, Ashardalon had an interest in magic implements, specifically orbs. When he ranged about the countryside in search of food and plunder, he was sure to include a wizard's tower in his explorations.

Orb of Inexplicable Contention Level 8+

Armed with this orb, you can twist the minds of those who oppose you, causing them to turn against their allies.

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		

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Charm): Free Action. Use this power when you damage an enemy with an attack. The enemy makes a basic attack as a free action with a power bonus equal to the orb's enhancement bonus against one of its adjacent allies.

Orb of Fiery Condemnation Level 5+

Enemies you face have a habit of exploding into fire.

Lvl 15 +3	25,000 gp	Lvl 25 +5	625,000 gp
Lvl 20 +4	125,000 gp	Lvl 30 +6	3,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (Daily ♦ Fire): Free Action. Use this power when you deal fire damage to an enemy. That enemy takes ongoing 5 fire damage (save ends).

Orb of Temporal Dissonance Level 13+

You can cause a hiccup in time to give your allies a tactical advantage.

Lvl 13 +3	17,000 gp	Lvl 23 +5	425,000 gp
Lvl 18 +4	85,000 gp	Lvl 28 +6	2,125,000 gp

Implement (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily): Minor action. At the end of your turn, all combatants make initiative checks and the combat proceeds in the new order of initiative. You and all your allies gain an item bonus to the initiative check equal to the orb's enhancement bonus.

Rods

In ancient times, before the empire of Bael Turath fell to the swords and knives of the dragonborn, legend holds of warlocks who forged pacts with dragons, wherein they would serve their draconic masters much in the same way that infernal warlocks bargain with devils, and fey warlocks bind themselves to the spirits of the Feywild. Rumors persist that some of these warlocks roam the lands still, but most dismiss such notions as nonsense.

Rod of Baleful Geas Level 11+

This bronze rod has a greenish hue.

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

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Charm): Free Action. Choose one creature under your Warlock's Curse. Slide the target a number of squares equal to the rod's enhancement bonus and the target takes damage equal to your Warlock's Curse's extra damage.

Rod of Draconic Fury Level 4+

This rod was carved from a mighty red dragon's talon.

Lvl 4 +1	840 gp	Lvl 19 +4	105,000 gp
Lvl 9 +2	4,200 gp	Lvl 24 +5	525,000 gp
Lvl 14 +3	21,000 gp	Lvl 29 +6	2,625,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (Daily): Immediate Reaction. Use this power when an enemy under your Warlock's Curse is reduced to 0 hit points or fewer. Instead of triggering your pact boon, you gain a +1 power bonus to your next attack roll.

Level 14 or 19: Gain a +2 power bonus.

Level 24 or 29: Gain a +3 power bonus.

Rod of the Dragon's Heart Level 23+

An iron rod fitted with a small cage contains a glowing purple stone cut in the shape of a dragon's heart.

Lvl 23 +5 425,000 gp Lvl 28 +6 2,125,000 gp

Implement (Rod)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Fear): Immediate Reaction. Use this power when an enemy under your Warlock's Curse is reduced to 0 hit points or fewer. You push all enemies adjacent to the triggering target a number of squares equal to the rod's enhancement bonus.

STAFF

The only mortal to stand against the full might of Ashardalon was a druid named Dydd, and, if legends can be believed, he owed much of his success to a mysterious staff whose name and function have since been lost. Many builders of magic items have worked to recreate his chosen implement, basing their efforts on tales and myths, while others use such stories for new staffs of their own design.

Staff of Draconic Power Level 5+

Razor sharp teeth emerge all along the length of this staff of fire-scorched wood.

Lvl 5 +1 1,000 gp Lvl 20 +4 125,000 gp

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

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 fire damage per plus

Power (Daily ♦ Fire): Free Action. Use this power when you would use a power with the fire keyword. You gain resist 10 fire until the end of the encounter. After resolving the attack, you deal 1d8 fire damage to all creatures in a close burst 1.

Level 15 or 20: 2d8 fire damage.

Level 25 or 30: 3d8 fire damage.

Staff of Expansion Level 2+

This collapsible pole is fashioned from a corroded copper pipe.

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

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d4 damage per plus

Power (Daily): Minor Action. Before the end of your next turn, the next close or area attack you make that has a burst area of effect gains a 1 square increase to the size of its burst.

Level 12 or 17: Increase the burst by 2.

Level 22 or 27: Increase the burst by 3.

The only mortal to stand against the full might of Ashardalon was a druid named Dydd, and, if legends can be believed, he owed much of his success to a mysterious staff whose name and function have since been lost.

Staff of Verdant Growth Level 3+

This gnarled wooden staff grows leafy tendrils along its length when activated.

Lvl 3 +1 680 gp Lvl 18 +4 85,000 gp

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

Implement (Staff)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Power (Daily ♦ Paralysis): Free Action. Use this power when you would use an area power. All creatures (including flying creatures) in the area of the power are slowed until the end of your next turn.

ARMS

Many dragon-hunters swear by the virtues of a solid shield, but the battered devices found in Ashardalon's lair prove what one gets when relying too much on any single item.

Bracers of Escape Level 7+

These bracers can whisk you out of harm's way.

Lvl 7 2,600 gp Lvl 27 1,625,000 gp

Lvl 17 65,000 gp

Item Slot: Arms

Power (Daily): Immediate Interrupt. You can use this power when you are the target of a melee attack. You teleport 2 squares.

Level 17: Teleport 5 squares.

Level 27: Teleport 10 squares.

Dragonscale Shield Level 19+

A heavy shield fashioned from interlocking dragon scales.

Lvl 19 105,000 gp Lvl 29 2,625,000 gp

Item Slot: Arms

Property: Gain cover against all attacks that use a blast or burst area of effect.

Power (Daily): Immediate Interrupt. Use this power when you are in the area of a blast attack. One ally in the area gains cover against the attack.

Level 29: All allies in the area gain cover.

Netherdark Shield Level 14+

The black, scaly hide covering the face of the shield drinks in the light.

Lvl 13 17,000 gp Lvl 23 425,000 gp
Item Slot: Arms

Power (Daily ♦ Zone): Standard Action. You create a zone of darkness in a close burst 1 that lasts until the end of your next turn. The zone moves with you until the end of your next turn. The zone blocks line of sight for all creatures without darkvision or some other way to see in darkness except you. Any creature entirely within the area that does not have darkvision or some other way to see in darkness (except you) is blinded.

Level 23: You create a zone of darkness in a close burst 3.

CLOTHING AND JEWELRY

Rounding out Ashardalon's hoard were numerous chests of gold, mounds of gemstones, priceless statues, fine clothing, and finer jewelry, along with an equal amount of worthless junk. It took a keen eye to separate the treasure from the rubbish, and those who succeeded were rewarded well.

FEET

Earthwalker's Boots Level 23

These heavy boots look to be fashioned from stone, but are as flexible as ordinary leather.

Item Slot: Feet 425,000 gp

Power (Daily): Move Action. You can burrow 5 squares. If you burrow, you gain combat advantage until the end of your current turn against any enemies that you end your move adjacent to.

Quickstride Boots Level 12

Soft, supple boots of blue leather add spring to your step.

Item Slot: Feet 13,000 gp

Power (Daily): Minor Action. Move a number of squares equal to your speed.

HANDS

Far Hand Gloves Level 22

These black leather gloves have oddly long fingers.

Item Slot: Hands 325,000 gp

Power (Encounter): Free Action. Your reach increases by 1 square until the end of your current turn.

HEAD

Eyes of the Dragon Level 23

These black goggles with crystal lenses fit snugly over your face.

Item Slot: Head 425,000 gp

Property: Gain a +6 item bonus to all Perception checks.

Power (Daily): Minor Action. Gain blindsight 5 until the end of the encounter.

Circlet of Clear Thought Level 18

With this item, you can see through falsehoods and tricks with astonishing ease.

Item Slot: Head 85,000 gp

Property: You gain a +2 item bonus to Insight checks.

Power (Daily): Immediate Interrupt. Use this power when you are the target of a power with the charm keyword. You can immediately make a saving throw to negate its effect if it has an effect that ends with a save.

Mask of Terrors Level 14

This green metal mask has a strip of studs that run down the center and end just above the nose.

Item Slot: Head 21,000 gp

Property: You gain a +2 item bonus to Intimidate checks.

Power (Daily ♦ Fear): Free Action. Use this power when you damage an enemy with a melee attack. You push the target 3 squares.

Ruby Lenses Level 14

These fine gold spectacles feature lenses of cut ruby.

Item Slot: Head 21,000 gp

Property: You gain a +2 item bonus to Perception checks.

Power (Daily ♦ Charm): Free Action. Use this power when you damage an enemy with a ranged or area attack. You pull that enemy 3 squares.

NECK

Amulet of Scales Level 13+

A fetish made from dragon scales and claws.

Lvl 13 +3 17,000 gp Lvl 23 +5 425,000 gp
Lvl 18 +4 85,000 gp Lvl 28 +6 2,125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Immediate Interrupt. Use this power when you are hit by an attack with a keyword. Gain resist 5 against this keyword until the end of the encounter.

Level 23 or 28: Gain resist 10.

RINGS

Ring of Draconic Zeal Level 18

This platinum ring gleams with crimson light.

Item Slot: Ring 85,000 gp

Property: Gain a +2 item bonus to Intimidate checks.

Power (Daily): Free Action. Make one basic attack.

Ring of the Ghost Knight

Level 24

This silver ring is inscribed with symbols of good gods.

Item Slot: Ring 525,000 gp

Property: Gain a +5 item bonus to saving throws against fear.

Power (Daily ♦ Conjuration, Fear): Standard Action.

You gain concealment as billowing clouds of mist emerge from the ring. From these mists, you conjure the ghost knight. It occupies 1 square adjacent to you and moves with you. As a minor action, you can move the ghost knight to another adjacent square. The ghost knight (and the concealment) lasts until the end of the encounter. As a minor action, you can direct the knight to make a melee attack against a target adjacent to it. The attack bonus is equal to your level + 5 vs. Fortitude. On a hit, the attack deals 10 damage and pushes the target 1 square.

WAIST

Belt of Lucky Strikes

Level 8

When wearing this belt, you can hit when you need to.

Item Slot: Waist 3,400 gp

Power (Daily): Free Action. Use this power when you miss with a melee attack. Make a melee basic attack against the same target as the one you selected for the attack that missed.

Belt of Mountain Endurance

Level 18

The steel buckle of this leather belt is engraved with the image of a mountain.

Item Slot: Waist 85,000 gp

Property: When you spend a healing surge, you can add your Strength modifier to the surge value.

Power (Daily): Free Action. You can trigger this power when you spend an action point. You gain a +2 bonus to all defenses until the start of your next turn.

WONDROUS ITEMS

Finally, Ashardalon was keenly interested in unique and unusual treasure—objects many would call



wondrous items. He was ever fascinated by magical ingenuity of mortal wizards and rewarded the cleverest of them with a quick death as he made off with their works.

Flask of the Dragon's Breath

Level 3

This magic flask produces one dose of a fiery elixir each day.

Wondrous Item 680 gp

Power (Daily): Minor Action. Drink the elixir. At any point until the end of the encounter you can breathe fire, making a close blast 3 attack. The attack bonus is equal to your level + 5. On a hit, you deal 1d6 + your Constitution modifier fire damage. ☞

About the Author

Robert J. Schwalb works as a freelance designer for Wizards of the Coast and has contributed design to such books as *Tyrants of the Nine Hells* and *Elder Evils*, and the forthcoming *FORGOTTEN REALMS Player's Guide*, *Draconomicon: Chromatic Dragons*, *Manual of the Planes*, and *Demon Queen's Enclave*, as well as numerous articles for *D&D Insider*. Robert lives in Tennessee with his incredibly patient wife Stacey and his pride of half-dragon werewcats.