

DUNGEONS & DRAGONS[®]

Unique magic jewels
of Mystara



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Volume 4

INTRODUCTION

This short volume is my fourth collection of magic items that can be found around Mystara, with their description and their powers. All of the items described here only exist in one piece: they can look extremely cheap or precious, but they all are unique magic items, with peculiar powers and characteristics.

The material in this booklet is intended to be used by Masters in their own campaigns to introduce in the game some particular and unusual twist to the story or to give the characters an item they would need to think about before selling out to merchants.

For every item in this booklet, there is an image, a description and all of the statistics needed in the game. The images are taken from internet and are copyright of their authors. The images are used here only to give an idea of how the magic items may look like and, if their use breaks any kind of copyright, I will be happy to remove them any moment from this booklet.

As the whole rest of this booklet is devoted to the description of the items, I think there's no need to wait and get there directly.

Feather Earring



Angelic Wings

+1 to Charisma score and related skills

This cheap-looking silver earring has a small turquoise stone on it, and a pendant in the shape of a feather. It is a single item, and doesn't belong to a pair. It may be worn by any creature that has an ear (which excludes nagpas). It is not known who made it, but the last time it was seen, it belonged to a seaman in Minrothad.

As long as the user wears this earring, his or her charisma score increases by +1 point, up to a maximum of 18 points. The same bonus applies to every general skill of the wearer that is based on Charisma, up to a maximum of 25. This effect only lasts until the item is worn at the ear, and disappears when the earring is taken off.

Once per day, for up to 2 hours, the user may summon angelic wings, which appear at his or her back. The wings have a span of 8 m and allow the user to fly as for the third level spell. Moreover, the user may carry one person while flying. The wings may not be cut off or hurt: they are made of pure magic and are not part of the body of the user.

Crown of King Arno



-2 AC, +2 bonus to saving throws

+1 to Intelligence and Wisdom scores and connected skills

Made of Platinum, diamonds, gold and spheres of jade from Ethengar, this crown was crafted in the Flaem Kingdom of Braejr for the crowning of King Arno. It is lined in red velvet and is the first real crown of the kings of Braejr. As a jewel, it is already extremely precious, but it also has some magical powers. The crown was lost centuries ago, in the battle during the construction of the Fortress of Nyra, where king Otmar died, probably stolen by some monster from the Broken Lands. Someone thinks that this is now the crown of Thar, the orc king.

The crown is a protective magic item that improves AC and saving throws of anyone who wears it by +2. In addition to that, it raises Intelligence and Wisdom scores of whoever wears it by 1 point each, up to a maximum of 18. The same bonus applies to every general skill of the wearer that is based on Intelligence or Wisdom, up to a maximum of 25. This effect only lasts until the item is worn on the head, and disappears when the crown is taken off. This power helps the King to focus on the really important matters of the government, and always take the right decision.

Aquamarine Ribbon Bangle



Entangle

Charm any person

This bangle was crafted a long time ago, but its only recorded appearance was for the wedding of an Ylari Malik, about 40 years ago, as a gift for his beautiful wife. It was lost 21 years later, when the daughter of the Malik, wearing the jewel, was travelling to reach the town of her future husband for her own wedding. The girl and her whole convoy, including the guards and the uncle who was taking her there, never reached their destination. Someone thinks that they were caught in a sandstorm, while someone else thinks that a big monster, maybe a dragon, swiped them away.

The bangle was crafted by a witch who gave it two powers. The power to entangle can be used up to three times per day. It only works within a range of 6 m from the user, and may affect a single creature not bigger than an ogre. From thin air, light blue ribbons appear and wrap around the target. The victim must save vs. paralysis with a -3 penalty: if the save fails, the silky ribbons tie him up completely, and he cannot move or attack. If the save succeeds, the victim is only partially blocked, gets a -3 penalty on saving throws, attack rolls, AC, and general skills, while his wrestling rate and movement rate are halved. The entangle effect lasts 1d6+6 rounds, and the ribbons cannot be cut. At the end of the time, they just disappear.

The second power of the bangle is the Charm person, which may be used only once per day, and only against a person that the user is able to kiss on the lips. Through the kiss, the bangle ties the heart of the other person, who may save vs. spells with a -5 penalty to resist. If the save fails, the victim is treated exactly as for the *charm person* spell, but all of the tests that will be repeated to see whether the charm lasts longer, always have the -5 modifier, as long as the user only has one victim under the charm effect. For every extra victim, everyone who is under the charm has the penalty reduced by -1. For example, if the victims are 2, they both save at -4. If they are three, they save at -3, and so on. This modifier does not affect the initial -5, which is always unchanged. If the victims are more than 5, there is no modifier at all to the following saving throws, no matter how many they are.

The charm of this bangle may affect any person, of any level. However, if the victim's level is higher than the level of the user of the bangle, the victim is allowed a second saving throw for the initial charm.

Amulets of Shamelseth and Amunathon



Amulet of Preservation

There are two of these amulets, both buried into the Necropolis of the Rift, south of the Barony of Adlertum, in the Principalities of Glantri. When the end of Nithia was close, the High Priest Amunathon, and his lover Princess Shamelseth, an enchantress, run to this far away land, and here they made these two amulets, to save their own lives whenever the destruction would come. When the Immortals destroyed Nithia, the bodies of the two lovers were transformed into sand, but their spirits were preserved in these two amulets. In there, they don't age and cannot die.

Each of the amulets has the power to possess the body of any person of the same gender as the spirit that is stored in it. Shamelseth may possess any female body, and amunathon any male one. The spirits preserved in the amulets have all of their memories, but if they possess someone's body they take the body's experience level. The possession is automatic, and there is no possible save against it. Once a soul that is not the one of Shamelseth or Amunathon is trapped in the amulet, that soul dies within one week time, plus one day per level. If, within this time, the magic of the amulet is dispelled, the soul is free to go back to its body, and the soul of the Nithian is destroyed, together with the item. However, a simple *dispel magic* spell wouldn't be enough to destroy this item, but the amulet must be hit by a powerful magic weapon (+3 or higher), which is going to be destroyed as well. If the body possessed by a Nithian dies, the spirit goes back into the amulet, ready to possess another one.

Circlet of Immortal Fame



Entertainment or Art skill +10

Charisma +3

This circlet gives the wearer a +3 bonus on his or her charisma score. In addition to that, any single skill related to entertainment (singing, playing instruments, acting, poetry, craftsmanship, sculpture...) picked by the user is increased by +10 points, up to the maximum score of 25. Once used to enhance one skill, the wearer cannot change the skill, and the bonus will always be limited to that skill only. The bonus is lost when the circlet is not worn. The circlet is made of gold and silver.

A long time ago, on the continent of Alpathia, the Emperor seized the Alatian islands to make them public display of great art and crafts. To help this project, Mylertendal was given the task to produce a magic item that could help developing arts and crafts. She came out with this magic circlet, and sent it to the islands. However, the ship that was carrying it was attacked by the pirates and destroyed. Unfortunately, the project of the item was lost too, in a fire that destroyed Mylertendal's tower.

For a long time, the circlet was thought to be lost in the sea. However, it resurfaced later on in some tales from Ostland, described as the magical leaf crown of arts and crafts. Apparently, it was passed by from the pirates of Ostland to some bards, and then it was stolen and passed by several other times. Nowadays, it is still thought to be somewhere in Ostland.

White Rose Cameo



Good luck charm

Cursed

The man who enchanted this silver pendant with a chalcedony and ivory cameo was a powerful wizard who wanted to cancel his bad luck forever. However, the Immortals saw his desire, and decided to teach him that bad luck is impossible to avoid forever by magic. Thus, they cursed the item. The more he was using the pendant, the more he was lucky. However, the ones that were closer to him started being more and more unlucky. His father died in an accident, falling from the rooftop of his house. His brother lost an arm due to the explosion of a potion, and his wife lost their baby, which led to her ditching him. The man was now rich, lucky and healthy, but nobody wanted him around. The people was saying that he was cursed, and that his presence jinxed all of them. Therefore, they attacked his house to kill him, and the man was forced to leave his house and all of his belongings. Finally, he ran into a forest. Here, he met a fairy who was able to tell him what was the source of his trouble. The man took the pendant off his neck, and threw it into a pond, damning the day when he made that stupid magic item. Not long after that, a monster came out of the woods and ate him. This legend is taught by the elves of Alfheim, which may mean that the pendant was lost in a pond in the forest of Canolbarth.

Whenever the user of this pendant rolls a bad score on a die, he or she may decide to use its power and change the fate, by picking the result of the die roll. This power may be used any number of times per day, but the more it is used, the more dangerous it becomes.

Whenever the fate is forced to bring good luck to the user, that same luck is stolen from one of the user's relatives, friends or neighbors. If a character uses this item to force the fate during an adventure, the DM must random pick one of the other characters. Whatever roll that character will have to do, it will be an automatic fail, or the most unlucky outcome that is possible. For example: damage dealt will be minimum, damage taken will be maximum, to-hit roll scores a natural 1, any skill or ability check automatically fails, and so on. If a character keeps using this item out of adventures, the DM may decide the consequences at his will. The unlucky events should be as frequent as much the user uses the lucky charm, and become more and more deadly when the lucky charm is used for longer times.

The way to break the curse of this medallion is very simple. The user must embrace his or her fate and forget about lucky charms. Once he or she did it, the user must gift the lucky charm to a very unlucky person, someone who really needs good luck. It must be a really heartfelt gift, and not just a way to exorcise the bad luck that the pendant takes with it, or to get rid of it. Gifting the pendant to someone else may mean losing money, luck and health, for someone who used it for a long time.

Once the curse is broken, part of the power of the cameo is dissipated as well, and from now on it may only be used three times per day to affect luck, but with no more consequences.

Ring of the Dead



Control Undead

Immunity to energy drain

Udead reaction +3

Chaotic item.

This ring was allegedly forged for a necromancer cleric of Hel, in the Northern Reaches, around year 200 AC. Highly treasured by whoever studies necromancy, it kept appearing and disappearing in history, often in the hands of evil clerics and wizards. The last time it was reported to be seen, it was in the hands of an evil shaman in Ethengar.

This ring grants its user complete immunity to energy drain. However, it also has two other powers, but these can only be used by spellcasters.

If a spellcaster wears this ring, he or she may control undeads exactly as a cleric of the same level. If the user is already a cleric, he or she can control undeads as a cleric of three levels higher.

Finally, if a spellcaster wears the ring, the undead usually have better reactions towards him or her. The wearer gets a +3 bonus on reaction rolls when confronting undead creatures.

This ring is a chaotic item. If worn by a neutral character, it deals 1d6 points of damage per round to the user. If worn by a lawful one, the damage raises to 2d6 per round.

Ring of the Rainbow



Open the Rainbow Path

Light once per day

Protection +2

According to the legends, this magic ring was crafted by seven great elven clanmasters in the Sylvan Realm, and belonged to Mealiden. It was infused with the lymph of the Mother Tree, and has three powers.

First, it is a magic ring of protection +2, and therefore it gives a +2 bonus to AC and saving throws of the wearer. Second, it may be used to cast a light spell once per day, as for the first level spell. It may not be used to cast *darkness*, though.

Finally, it may be used once per month to open the rainbow path. This magic item interferes with the common behaviour of the rainbow path, and after the first use within the same year, there is a cumulative chance of 5% per use that when the rainbow appears, the ring is drained of its power. If it happens, roll 1d6. On a roll of 2-6, the ring regains its powers within 1d12+12 months. If the roll is a 1, the ring is permanently non-magical.

Noone knows where the ring is now. A legend says that an adventurer of the Mealidil clan stole it and took it out of Alfheim, but no other clues are known.

Bracelet of Endless Energy



Cast spells using HP

Regenerate 1 HP per turn

Cursed

Initially, this beautiful bracelet was just a pretty jewel made by an Ylari artisan. A witch living in Darokin bought it from a merchant about two centuries later, and enchanted it. She was ugly, but she fell in love with a young and handsome wizard. She showed him the jewel to try and charm him, and the boy accepted to marry her. However, a few days before the wedding, the wizard stole the bracelet and ran away. The witch cursed him and the bracelet, and since then she murdered every young man that came close to her tower.

Whoever wears this bracelet may at any time decide to use his or her HP to cast a spell, at a ratio of 1 HP per level of the spell that is cast. If doing so, the spellcaster doesn't forget the spell and may use it again later. Combined with the regeneration power, the bracelet gives the user almost unlimited firepower, given enough time. However, the bracelet has a curse that prevents the user to take it off the arm, after it's worn, and whoever wears it cannot sleep at all, thus making it impossible to rest and to memorize new spells. The only moment when a new spell can be memorized is when the user gains a new level, and the number of spells that he or she may use increases.

This effect even protects the user from any form of magical sleep, from any source. The curse on this magic item can only be broken if the wearer gets married. If it happens, the bracelet keeps all of its powers, even the one that prevents the user from sleep, but the user may now put it on and take it off at will, to allow him or her to sleep normally.

It is said that the bracelet belonged in the past to a number of adventurers, mainly females, and they all ended up dying or disappearing not long after getting it. Probably it is now lost somewhere in some treasure, but apparently some thieves in the Thyatis guild are aiming to put their hands on it, more for the protection from sleep effect than anything else.

Bracelet of the Snake



Turns into a rattler snake

Hypnotic

This bracelet dates back to old Nithia, and it was stolen from an ancient tomb by a Thyatian explorer during the Ylaruam occupation. Nowadays, it has been acquired by a rich merchant of Tel Akbir who likes to wear it in public, just to show off.

The bracelet has two powers: first, it gives the wearer the general skill *Hypnotism* with a score of 15 or, if the wearer already has that general skill at a score of 15 or higher, it gives a bonus of +3 on its score.

Second, if thrown on the ground pronouncing a command word, it turns into a 6th level rattler snake (7 HD). The snake is mentally controlled by the owner of the bracelet, and in any moment it may turn back into a bracelet, if its master commands so. It also reverts to bracelet form if the snake is killed. The bracelet can be turned into a snake any number of times per day, but if it's killed in snake form, it won't be possible to use it again this way until the new moon, when its power will be restored.

Magnetic Ring



Magnetic

This ring is very old, and nobody knows where it was crafted. It is so old that it may have been made in Blackmoor thousands of years ago. Its power is somehow unusual, and its strength depends on the brainpower of the user. The last known owner of the ring was a halfling juggler and street artist who used it in his magic shows. The ring was stolen from him, together with his money and clothes, while sleeping in a inn in the Five Shires. It is now unclear whether the ring is still in the Shires or it has been taken abroad. The ring can be used up to seven times per day to attract or repel any metallic item like a powerful magnet would do. Each use only lasts 1d4 rounds. However, the strength of the magnetic force depends on the sum of Intelligence and Wisdom of the user. The weight of the items that this ring may attract every round is 1 kg per point between the two scores. The maximum distance is 1 m per point. In a similar way, the ring may be used to repel items thrown at the user which contain a metallic part, sending them back where they came from. It may affect spears, arrows, daggers, hammers, and any other metallic projectile or thrown weapon. If used this way, the one who attacked with that item must roll to hit himself and, if he does, take the damage. Weapons held by someone can resist the attraction if the holder saves vs. spells. Armours worn will not move if the weight of the armour plus the owner overcomes the maximum weight. If the user is using the ring to repel weapons, he also gets a -3 bonus to the AC when attacked in melee combat with metallic weapons.

Key of the Fairies



Fairy sight

Fairy wings

Fairy door

In the forests of Soderfjord, centuries ago, a little girl saved the life of a fairy who was going to be eaten by a spider, by freeing her from the cobweb. That same night, the fairy queen visited the girl in her dreams and, to thank her, she gave her this key as a present. The girl used the key many times from that moment on, to visit her fairy friends, but one sad day she lost the key, and she couldn't find it anymore. Later on, it was found by another girl, who in time lost it again, and then by a boy, who lost it in turn...

This key has three powers. The first one is the Fairy Sight: it allows the owner to see the fairy people. However, the key itself can only be seen by innocent children, and whenever a child who owned it becomes of age, he or she loses the ability to see this item. That's why all of its owners sooner or later lose it.

The second power of the key are the Fairy wings: once per night the owner may summon a pair of multi-coloured, dragonfly-like, translucent wings that allow him or her to fly at a speed of 72 / 24 meters. This power doesn't work by day. The wings are magical and indestructible and last for 2 hours.

The last power of this item is the fairy door. By sticking the key into any hole in a wall, a tree, the ground or any other solid support, and turning it, a door appears. The door is about 1,5 m tall and opens onto the realm of the fairies. The realm of the fairies is a small sub-dimension where the castle of Tir-Nan-Ogh is built. It is an island surrounded by the sea, with mountains and forests, and the castle at its center. Many villages of fairies are built throughout the island.

The fairy kingdom is connected to every place in the world, more or less like the astral plane or the ethereal plane. Here and there around the whole island there are thousands of doors, and by picking the right one, whoever has the key may get out in any place he or she likes.

The key may also be used to permanently lock such a door. It can only be used for this purpose from the fairy realm, and once the door is locked, it disappears and cannot be used anymore. The key may only permanently lock one door per day, though.

Note that the doors and whatever lies behind them, in the Prime Material plane may only be seen by the owner of the key or by special individuals that are able to see the fairies. A kid going through a door would just disappear in a wall, in the eyes of an adult.

Belt of Safety



Armor Class -2

Saving Throws +5

Superior protection once per day

The belt of safety was allegedly forged for a famous Heldannic Knight's wife. The knight had many enemies and he hoped that this belt would keep his wife safe from them. Inherited by their daughter, the belt moved down their family tree until now, and is still thought to be in the lands of Heldann.

The wearer of this belt gets a -2 bonus to the Armor Class and a +5 bonus to all of the saving throw rolls. In addition to that, whoever wears the belt may use a superior protection effect once per day. The wearer can decide to activate the protection when he or she is targeted by any attack or effect that requires a saving throw. Instead of rolling the saving throw, the wearer just declares that the superior protection activates, and the attack deals absolutely no harm and no damage.

For example: a fireball would result in zero points of damage, the stare of a medusa would not turn the wearer into stone, a poisonous gas would not affect the target, and even the bite of a poisonous snake would not deal any damage nor poison the victim. If the effect is long-lasting (like the stare of a medusa), the wearer is immune to it for 1d6+1 rounds.

Screening Prism



Screening

This prism is made of a natural multi-coloured hexagonal crystal of tourmaline, made into a pendant. It was crafted by an ancient witch, Betsabea, who is thought to be the first ever witch to perform the secret craft in Glantri. This item is one of her most valuable creations, even if many don't really understand its power.

By using this item, a magic-user can locate any living creature in the world. To use the prism, you need to brew a special mixture made with wine, divinator herbs and the eye of a giant eagle. Once the potion is boiling, you throw in a piece of the creature you are looking for, or an item that belongs to it, then you dip the prism in the brew for five minutes. The prism will start to shine a faint blue light.

At this point, you place the prism, hanging from a wire or a chain, dangling over a map. If the creature you are looking for is anywhere on that map, the Prism will be attracted to that place. In total, screening takes about three turns, from brewing the potion to the actual screening.

Unfortunately, the prism doesn't work if the target creature is in a place completely coated with lead, or if it's protected from clairvoyance in any way.

Necklace of Gaea



Leaves armour

Vegetable creatures reaction +3

Nature's touch

The Necklace of Gaea is a legendary item made of silver and garnet. In the legend, it was gifted to an elf healer from a dryad, to thank her for saving the dryad's tree and the woods around it. It is said to be somewhere in Alfheim.

Whoever wears this necklace is immediately covered in twigs and leaves that form some kind of decorations on his or her clothes. This gives the wearer a bonus of -1 to the Armor Class.

Moreover, all of the vegetable creatures and monsters recognise the wearer as a woodland creature, and this gives him or her a +3 bonus on all of the reaction rolls of this kind of creatures.

Finally, every time the wearer touches a dead piece of wood or a seed, he or she may decide to make it sprout and come back to life. The plant that is born will immediately dip its roots in the ground, if it touches it. Otherwise, it will wither and die in a few days, if not planted somewhere. This effect immediately makes wooden weapons unusable, and cracks doors and chests open. Magical wooden items are not affected. The user may use this power any number of times per day, at will.

Black Pearl Choker



Water breathing

Swim, Language: Marid

Polymorph self once per day

A legend says that many centuries ago, a prince of the marids fell in love with a human girl after saving her life in a storm. Their love was forbidden, and the two suffered for this reason. However, his strength was so big that they kept meeting in the sea in secret. Moved by their love, the Prince's mother made this necklace infusing in it the magic of the sea, using black pearls, coral and small diamonds found in a sunken ship. Wearing the choker, the girl became a creature of the sea, and the lovers were finally able to get married. They say that the choker is in the treasure of the marids in the Minrothad sea, but there are many tales of this item being owned by this or that girl around the islands.

The one who wears this choker gains *swimming* general skill and *Marid* language both at a score of 15. If the user already has one or both of these at 15 or higher, he or she gets a bonus of +3 instead. Moreover, the user may breath in water without any penalty.

Finally, the user may once per day become a triton or become human, but needs to wait until the next day to revert the change. If the choker is taken off when polymorphed, the change is not reversed.

Casket of Berineke



Stores magic powers

Berineke was an ancient queen of the Flaem, and a very powerful enchantress. She created this magic item and for a long time it was part of the treasure of the Royal Family. Allegedly stolen by the Alphatians during the occupation, it reappeared around year 980 AC in Blackhill. It is now property of the Prince of Blackhill, who keeps it hidden in a secret treasure room in the tower of Sylverston. Only his wife Serena and a handful of very trusted servants have ever seen it, and only Prince Volospin really knows its power.

The casket works more or less like a ring of spell storing, but it's stronger. It comes with a matching key, that's secured to a chain and can be worn as a pendant. It may only be used by a spellcaster.

When the casket is locked, any spell cast directly on it is stored inside, and a faint colourful light can be seen floating around in it. The casket may store up to 10 spells of any level (except *wish* spells). The spells may be of any kind of magic, and even of different kinds of magic (clerical, elven, arcane, druidic, shadow, and so on) and the owner of the casket may use them all. When casting a spell, the user may decide to cast any spell from the casket instead of using one that he or she has memorized. It is possible as long as the caster is wearing the chain with the key on it. The spell does not disappear from the casket, but may be used again and again. However, once a spell has been used, it cannot be used again for a number of turns equal to its level.

For example: if a first level spell is used, it cannot be used again on the next turn. If an eighth level spell is used, it cannot be used for 8 turns thereafter.

All the spells in the casket are cast at the level of the user.

The casket may also store the breath of a dragon, as if it was a spell with a level equal to the HD of the dragon in its "small" form. Only the breath weapon of a single type of dragon can be stored at the same time. The user may use it "breathing" it from his or her mouth to deal 1d8 points of damage per level of the breath. The usual saving throws apply. The size and shape of the breath is the same as for the small dragon of that kind.

The casket may also store the powers of the secret crafts of Glantri, but their level - as used to determine the time needed to recharge, before using them again - is five times the circle of the power. Only powers of circles 1-4 can be stored here, as the fifth circle power cannot be transferred.

The casket is indestructible and cannot be opened by magic or with weapons, and its magic lock cannot be picked. There are only two ways to open it: with a *wish* or with its key. When the casket is opened, the lid springs up and all of the magic powers stored inside are immediately released, disappearing. The owner may also decide to open it every now and then to change the spells that are stored inside.

Necklace of Prosperity



Increases wealth and experience

This incredible necklace is made of thousands of small gemstones, including tourmalines, diamonds, emeralds, rubies, carnelian, but also of bigger ones, including coral, pearls, more emeralds and amethyst. Its structure is made of gold, and its weight is above one kg. It is possibly one of the most expensive jewels ever, only counting the materials that it's made of. This amazing piece of jewelry was crafted by a master artisan in Selenica, for the wedding of the daughter of the Sultan of Ylaruam. However, the Sultan never paid for it, and the artisan sold it to an extremely rich witch, who enchanted it. It was reportedly stolen in the Republic of Darokin, and many think that the thief took it out of the country. Whoever wears this necklace gains a bonus of +5% on all of the experience gained while wearing it, on top of any other bonus or malus coming from the Prime Requisite.

In addition to that, if the necklace is stored in a box, a chest or a bag together with coins (up to 1.000 in total), after one week sitting among them, the number of coins increases of +10%, evenly divided in proportion with the composition of the treasure. For example, if there are 100 gold and 30 platinum pieces, after one week there are 110 gold and 33 platinum. The magic of the necklace only duplicates metal, but not magic. This means that magical coins, like the Glantrian Crowns, would be non-magical and would only be worth the metal they are made of.

Comb of Memories



Erases memories

Nobody knows the real history of this beautiful silver comb. It was found in a field, in Karameikos, covered in dirt, by a farmer, who sold it at the market for a few coins. Now it is one of the treasures that the wizard Bargle managed to collect and store in his treasure in the Barony of the Black Eagle. He uses it from time to time to cover his misbehaviours. This comb only has one power, but it's very dangerous if used in the wrog way. When the comb is used onto a person, by combing his or her hair, at every round the victim must save vs. spells. If the save succeeds, nothing happens, but if the save fails, the victim feels drowzy and falls asleep. Once the victim is asleep, no more saving throws are allowed. From now on, the user may keep on combing the victim's hair, erasing his or her memories at every passage of the comb on the hair.

After one round of combing, the victim forgets one turn (10 minutes) of memories.

After two rounds of combing, the victim forgets one hour of memories.

After six rounds of combing, the victim forgets one day of memories.

After twelve rounds of combing, the victim forgets one week of memories. Another week is added for every 12 rounds thereafter.

The memories lost cannot be retrieved in any way, and are lost forever.

Brooch of the Oak



Bark, hide in the woods

Polymorph self once per day

This golden brooch with platinum acorns was crafted in Thyatis by a magic-user and a Vyalia elf working together. It is currently owned by a Thyatian Forester who is also an adventurer.

The user of the brooch, as long as he wears it, is covered in bark as if he was a tree. This reduces his charisma by 5 points with humans, but raises it by 3 points when encountering woodland creatures. The bark also gives the user a bonus of -3 points on his Armor Class, and allows him to hide in the woods like a same.level thief who's trying to hide in shadows.

Finally, the user of the brooch may polymorph into a plant or a woodland animal for up to three hours, going back to his human form at the end of this time. Only normal plants and animals can be picked, nothing magical or giant. The user may always decide to go back to his real form before the three hours pass, but if he does so, it still counts for the limit of just one transformation per day.

When polymorphed into a plant, the user may not move. When polymorphed (whether into an animal or a plant), the user cannot talk or cast spells, but keeps his mind and perfectly knows what is happening around him.

Unique Magic Jewels of Mystara

Is a non official game accessory for

Dungeons & Dragons

This product has been developed for personal use only and
must not be commercialized.

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Emanuele Betti