

# DUNGEONS & DRAGONS<sup>®</sup>

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Unique magic armors and  
shields of Mystara

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Volume 3

# INTRODUCTION

This short volume is my collection of magic armors and shields that can be found around Mystara, with their description and their powers. All of the items described here only exist in one piece: 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 a protection they would need to think about before selling out to merchants.

For every piece in this booklet, there is an image of the armor or shield, 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 armors and shields, I think there's no need to wait and get there directly.

# Plate Mail of the Lions

Plate mail +3

Polymorph self once per day

Cats and big cats empathy

This armor used to belong to Marcus Terentius Iulius, a Thyatian commander that served the Empire during the occupation of Ylaruam. Marcus disappeared in the desert during a sandstorm, and the armor itself was lost. Currently, it is owned by one of the generals of Barimoor's army.

This magic armor gives the owner the power to polymorph himself into a great silver lion (with HD equal to the character's level, up to 12 HD), with stats similar to other lions, but with AC -1. The effect lasts up to 3 hours, or until the owner of the armor decides to go back to his original shape.

While wearing the armor, the wearer only gets friendly reactions from any feline creature, including all of the big cats. The creatures are not charmed nor controlled by the wearer, but if he is in danger, they will do their best to protect him and may fight at his side. However, the cats may always be scared away and won't just follow the wearer in adventures or dangerous places.

If the wearer attacks any feline creatures, harms them or traps them, the armor will punish him by cursing him into the body of a common lion for a whole year, and will fall from him, together with the rest of his equipment.



# Virtue Shield

Shield +4 of the Dragon Hunter  
Intelligent (Int 9, Ego 5, Will 16, Lawful)  
Communicates through empathy  
Detect lies

The Virtue Shield is a magic shield made only for very good paladins and knights. It will hurt any neutral or chaotic character trying to use it, exactly like a Lawful sentient sword would. When the user of this shield is hit by the breath of a dragon, he may roll the saving throw twice, and the damage will be halved once per every successful save.

Moreover, this shield may be used at will to detect lies, but has the downturn that the user may never lie, otherwise the shield will punish him or her with a magic blast that deals to the holder 1d6+1 points of damage.

The Virtue Shield always tries to talk his owner to fight to protect the weak, the poor and against the evil. If a character holding this shield tries to ignore some abuses, it will try to take control of his or her body to go and bring justice. If the holder often refuses to protect people in need, the shield may also decide to use its magic blast to punish him or her.

The legend says that a powerful knight of Thyatis was the first owner of this magic shield, and he used it to protect the weak and the poor. During his last battle, the knight used his own body to protect some children from a huge monster and was slain, but the children were



saved. His soul was then absorbed by the shield, which became fond of protecting others even at the cost of its holder's life. However, the shield doesn't know anything of its own genesis, and doesn't think of himself as a human soul reincarnated into an item.

The last known owner of this shield was a Thyatian knight who fought against the Alphatian Empire in the Isle of Dawn, and died, but currently nobody knows where this shield is to be found.

# Crimson Mail

Chain mail +2 of Berserk

Bloodlust

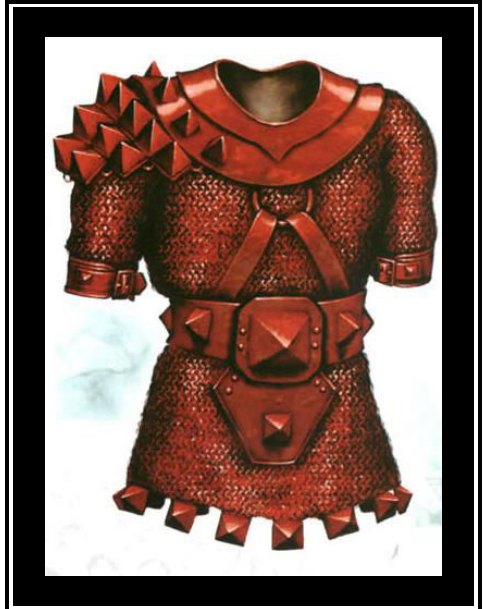
Alignment change

This mail was crafted by Atzanteotl during his mortal life in Aengmor, and for a long time it belonged to shadow elves. However, recently it was conquered by orcs in a battle where its former owner was killed, and now it belongs to Hool, the Supreme of Red Orcland.

It has three powers. The first: its owner gets the same effects of the berserker's rage in combat. When fighting against humans or humanoids, he gets a +2 to the attack rolls and, once in combat, they fight until death or until the death of all the enemies. In this blind rage, the wearer will always try to attack the closest target, even if it is a friend. When the enemies are all dead, the wearer must successfully save vs. Spells to stop his rage. The save can be repeated at every round, but until a save is not achieved, the wearer keeps murdering any creature that gets close to him.

The second power of the mail allows the wearer to restore  $1d6+1$  HP as for the *cure light wounds* spell by drinking the blood of a slain enemy. This power may only be used once per slain enemy.

Third, as a consequence of the former two powers, the wearer of the mail becomes Chaotic, if he is not already.



## Polar Coat

Fur coat +3 (total protection -4)

Resistance to cold

Control animals once per day

This magic coat may be used by any character, including magic-users, and substitutes any armor that the character may wear. It gives no modifier to the movement rate, and is made of polar bear fur and fangs.

Whoever uses this coat suffers no damage from normal cold and, when hit by frost magic, the damage dealt to the wearer is reduced by 1 point per die of damage, or by 10% if the damage is not rolled with dice.

The user of this coat may also control 3d6 HD of animals once per day. Animals may be normal or giant, but may only be animals that normally live in frozen environments and in the snow. The effect lasts for 1d6+6 turns and, when the effect ends, the animals will be afraid and will leave the area as fast as they can.

This coat was found in the Norwold by some adventurers from Darokin and was taken back to the Republic about 50 years ago. Nobody knows its history, but it's currently among the treasures of House Toney in Akorros. Apparently, some rich merchants in Glantri and Vestland are eager to buy it, but the ruler of House Toney aims at selling it for the highest possible price. Some Ethengar thieves have also set their eyes on this item.



## Zargon's Suit Plate

Full armor +3 of Swimming  
Intelligent (Int 9, Ego 6, Will 16, AL N)  
Communicates through telepathy  
and

Spear +3 +6 vs. sea creatures  
of Returning  
Intelligent (Int 6, Ego 12, Will 19, AL N)  
Communicates through telepathy

Unseparable.

Their will powers add together, bringing it up to Will 35 in total.

This suit of armor and spear set was crafted for Zargon, a great and ancient knight who lost his beloved due to a sea witch. He commissioned this armor to a wizard, so that he could save his beloved and the wizard, thinking that it would make the armor and the spear invincible, used the hearts of two lovers to craft them. Unfortunately, Zargon's efforts were pointless, and he lost his life. The armor was lost in the sea, and the legends say that it still sits in Zargon's sunken ship somewhere in the Sea of Dawn.

The first thing that anyone immediately realizes of this suit of armor is that it is extremely light to wear: it gives the same movement penalty as a simple plate mail and it also allows the wearer to swim as if he was not wearing it.



The spear, above its bonus against sea creatures, also returns to the user everytime it's thrown and doesn't hit the target.

However, as an unwanted consequence of using two lovers' hearts, both the spear and the armor became intelligent weapons, still bound by the same love that tied them in life. Therefore, they will always try to force the user not to divide them and for this, they can actually add up their will powers reaching a total will power of 35. They can also communicate through telepathy with their user, and they will explain that they can't be divided, due to the love that ties them together.

As a consequence of the love bound between armor and weapon, destiny always make them go back together, even if they are divided, no matter what happens in between and why they are divided. The DM may invent any situation to have the spear and the armor go back together, so that it always looks like a coincidence.

In addition to the love bound, each piece has a particular "mission" that will always be sought after. The armor will always try and force the wearer to find the spear, if they are not together. Moreover, if the wearer knows of any kidnapped girl or person lost at sea, the armor will try and force the user in the search of the lost person.

On the other hand, the spear hates sea creatures, and whenever the user is at the presence of sea monsters, the spear will try and take control of him to attack the monsters, fighting with no fear until the monsters or the user are dead.



# Shield of Gemstones

Shield +5

Summons enemies

Anti-magic aura 75%

This item is an extremely precious item. The materials of which it is made are worth about 200.000 GP alone, but the shield also has some very useful magic powers.

The huge ruby in the center of the shield is one of the "eyes of Arik" (see B3 - Palace of the Silver Princess for details), whose power was fought and defeated by a powerful wizard about 100 years ago. The ruby still preserves a small spark of Arik's evil power, though, and attracts evil creatures. Whenever a character adventures with this shield, the chance of getting random encounters for him and his group is increased of 1 unit per die rolled. For example, if the chance of random encounters is 1 out of 6 normally, when carrying the shield it is 2 out of 6. If a character owns the shield for more than one year, after this time he will start having nightmares where Arik appears like a huge beholder with 100 eyes and haunts him to have his eye back. The nightmares start as a sporadic event, but given time they become more and more frequent, and after three years, every time the owner sleeps, these nightmares will be made. The DM may want to use this peculiarity of this shield to put the character in the middle of a search for the eye of Arik from his followers, who want to use it to summon him in the world,



and end up with a fight with the same Arik in an epic (and most probably Master or Immortal level) fight. If Arik is destroyed, the shield loses the power to summon monsters and enemies and the nightmares stop.

Above this evil power, the shield is still a very remarkable item. The gemstones encased in it are enchanted to protect the user from magic and, whatever spell cast at the holder or on the area including him have a 75% chance of failure. This also includes positive spells and healing spells. However, the user may always drop the shield for the time needed to receive the spells he wants to be cast on him.

# Sematary

Banded mail +3

Of the Un-Death

Absorbs Dark element

Whoever wears this magic armor has a bonus of +2 on reaction rolls towards Undead creatures and, if it is a chaotic cleric wearing it, also has a bonus of +2 on rolls to control undead.

Whenever a spell or an effect of Dark element hits the user, the damage inflicted is added to the HP of the character, and not subtracted, healing him or her. This effect may not take the total HP of the user above his maximum, like any common healing spell or potion.

If the user dies while wearing the armor, in 1d4 rounds he will raise again as an undead. The DM must pick an undead that has a number of HD equal or lower than the character's level and, if the character is a cleric, one who may be a spellcaster, if possible. For example, a 7th level cleric would be turned into a 7HD nosferatu, and an 12th level fighter might turn into a poltergeist. The change is permanent and may not be reverted, not even with a *wish*. If the character turns into an incorporeal undead, he or she will drop the armor. If the DM wants, a special type of undead may be invented for a character whose level does not suit any existing one.

This mail, made of the bones of many men and monsters, was crafted by some cleric of Hel in the Northern Reaches many centuries ago.



It was designed for some High Cleric of the Immortal, so that he or she could keep on serving her even after death. The armor was lost in the recent wars for the unification of Vestland. It is very possible that it is now hidden in some temple or tomb, surrounded by powerful undead creatures.

## Wave Mail

### Plate mail +5 of Swimming Immunity to Water

This magic armor is the stuff of legends. Many people talk about it, but nobody has ever seen it. It is one of the fabled treasures of the Old Man of the Sea, and it's said that it is being guarded by his most fearsome servant: the huge dragon Leviathan.

This magic armor is made of a blue-ish metal that does not exist on Mystara, and nobody knows when or where it was crafted. It has the same weight of any magic plate mail when it is out of the water, but in the water it feels like it was made of water as well: it has no weight and does not interfere with movements at all. Whoever is wearing this armor may swim and breathe in the water as if he was a creature of the sea.

Moreover, whoever wears this armor is completely immune to any magic and any elemental attack based on water element.



# Shield of Alphaks

## Shield +4 of Terror

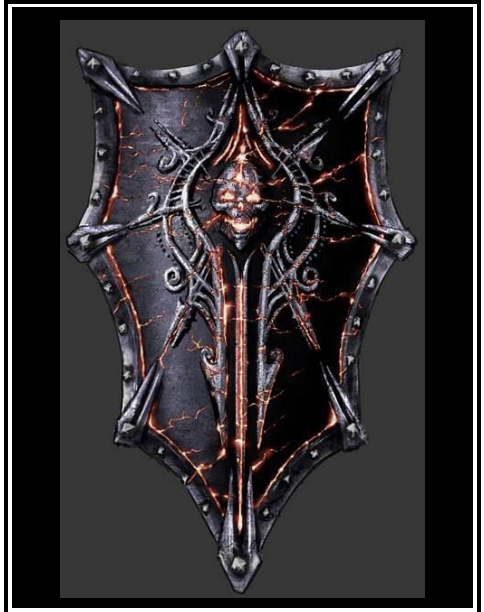
Curse enemies

Very Chaotic

The shield of Alphaks is made out of the wood of an ancient treeman, and of the skin of a lawful patriarch. It is finished with nails and bolts made of the horns of unicorns, and in it is encased the heart of a helion. The item was crafted by the Black King and the Black Queen on Alphaks Volcano more than one century ago, and it is said that it is the shield of their Black General, who is usually sent to murder the most dangerous enemies of the Immortal.

Whoever carries this shield around is permanently surrounded by an aura of terror, that may affect any other creature within 18 m. These creatures must save vs. Paralysis to avoid being scared by the owner of the shield, but the save has a penalty of -3 points. Terror can be handled exactly like the effect of the second level clerical reverse spell "remove fear", but is not to be considered a magic effect.

However, it is the other owner of the shield that is the most fearsome. Once per month, the owner of the shield may use it to cast a curse upon an enemy that is within 3 m from him. The curse cannot be avoided, even with a saving throw, and can be chosen as usual, following the rules for the reverse of the *Remove Curse* spell. The curse of the shield is permanent, but may be cancelled like any other curse on a creature.



The power to curse enemies recharges every month on new moon.

The shield of Alphaks is a very chaotic item, and any Lawful character that is using it will suffer 2d6 points of damage per round. Any Neutral character will turn to Chaotic in 2d8 days after first using it.

## Hunter's Coat

Leather armor +3 of Hiding

Tracking, Aiming, Moving Silently

This leather jacket was made by some Ethengarian shaman for a particularly heroic and famous hunter. It looks like a very common leather jacket, but its powers are very useful both for hunters and for thieves.

First, the coat gives the wearer *Hide* skill with the chance of success of a 20th level thief. The *Hide* skill may be used not only indoors, but also outdoors, wherever a hideout may be found. If the user is a thief and is already above level 20, he may use this power to hide outdoors, while he may use his normal skill to hide in shadows outdoors.

The *Move Silently* power ensures that the user does never produce any noise with his footsteps. However, if he touches something and that thing drops or makes noise, that is normally heard.

The user also learns how to find and follow tracks. If you are using the General Skills system, it gives the user a score of 18 in this skill, or a bonus of +2 points if the user's score is already 18 or higher. If you are not using the general skills, this gives the user a 90% chance of success to find and follow tracks, that may be affected by modifiers decided by the DM.

Finally, the armor allows the character to aim, as explained in the rules, getting only a -2 to hit, instead of the normal -4.

Currently, this coat is owned by a hunter of the Bortaks in the steppes of Ethengar.



# Automatic Jacket

Leather armor +2

## Adapting

Allegedly built by some gnomish inventor on the base of some very old project, partially destroyed, of the Blackmoor era, this item is well known for being owned by someone in the flying city of Serraine.

This leather jacket has insertions of gears that seem to be made of gold, but they move on the jacket and fold with it, always moving and adapting to its shape. The gears on the jacket stop when it's not worn, but start moving once again when someone has it on.

The only extraordinary power of this jacket is that after being hit by some kind of energy, the gears adapt to protect the wearer from that form of energy. This means that, for example, a character wearing this armor that is hit by a poisonous bite and doesn't die, becomes immune to that poison and, if hit again, will suffer no poisoning. If hit by an energy drain, he will not be affected again, and if hit by a fire spell, fire will deal no more damage to him.

However, the immunity granted by the jacket only lasts for 2d12 hours, and after that time it's lost. The jacket doesn't grant immunity from physical attacks, but only from magical, special and energy attacks.



## Robe of Zandar

Alphatian silk tunic +4 of Flying

Omnilanguage

Arcane Memories

Arcane Knowledge

This amazing clothing was made in old Alphatia more than 2.000 years ago, and was owned by many powerful wizards and witches. It belonged to nobles and generals, but its traces got lost with its last owner, General Halzunthram, in the Principalities of Glantri. It was probably buried with him, after Lord Alexander Glantri defeated him, or stolen by some soldier.

The user of this tunic may fly 3 times per day as for the magic-user's spell. Moreover, he may always understand, write and speak any language he hears or reads (except for Immortal languages). However, the reason why many magic-users search this legendary tunic is for its powers on magic.

The owner of the tunic, wearing it while memorizing spells in the morning, has one chance out of 20 every day to recall some arcane memory of a former owner. If it happens, for that day only, he will memorize one extra spell, randomly picked by the DM, of a suitable level of power, that he may not even know. The knowledge of the spell only lasts until the spell is cast, and doesn't allow the user to write it down in a book and make it permanent. This power may give to the user the knowledge of some new spells invented by the DM.



Last, the owner of the tunic may use its arcane knowledge power once per day to identify any magic item that he touches.

According to some legend, one of the former users of this tunic cursed it so that who kills its user may never be able to recognise its magic powers and its value. If the owner is killed after identifying the item, when the murderer takes the item, he realizes that it is not the real tunic he is after, but just a worthless imitation.

# The Ram

## Shield +1 of Charging

### Damage reduction

This dwarven shield is possibly not one of the strongest in terms of the AC bonus it gives. However, it is surely a very remarkable one and a very unique, due to its powers.

The shield itself is very heavy, because it is completely made of brass, and may only be used by a character whose Strength is 15 or higher. It was forged in Rockhome for a Torkrest adventurer, and it's thought to be owned by some other dwarf of the same clan. It is considered a very precious treasure by the dwarfs.

Whoever carries this shield gains the ability to charge even when not on horseback. The character needs to run for at least 12 m before attacking, and then the attack is resolved like a normal charge on horseback, for the attack modifiers and for the damage dealt. However, it is possible to charge with any kind of weapon, using this shield's power.

The second power of this shield is the damage reduction: whenever the owner of this shield is hit by any physical attack, the damage taken is immediately reduced by 1, no matter what's the source of the attack. Magical attacks and elemental attacks are not affected by this power.





# Paladin Mail

Plate mail +3

Protection from curses

Holy power

This armor was crafted in Thyatis for a paladin, but since when he died, it passed down in his family and to other knights, and now it is owned by some adventurer that is travelling around the nations of the Known World with his companions. He and his group are quite famous and are gathering treasures and followers in their travel.

The armor has two special powers. The first one is a protection from curses, that may block up to 5 curses cast against the user. When a curse hits the user, the emerald on the front of the armor shines. When all of the charges are used, the emerald cracks.

The holy power of this armor can only be used by a character given one of the following three conditions:

- 1 - User is a cleric
- 2 - User is a paladin, knight or avenger
- 3 - User is lawful

The holy power of the armor allows the user to cast one first level clerical spell per day. The spell does not need to be memorized, and may be picked whenever the user needs it. The spell may be any first level clerical spell, but may not be a spell from a special list, like the ones for druids, shamans and the likes.



If the user does not fit in any of the three conditions listed above, he may not be able to use the clerical spells, but may still use the armor and the protection from curses effect.

# Armor of the Wounds

## Cursed leather armor -3

### Extra damage taken

This leather armor is cursed, and will be normally identified as a magic leather armor +3. Only a *Truesight* spell may correctly identify it as cursed.

The curse of this armor has two effects. First, the armor cannot be removed from the person that wears it until that person is dead. Second, whenever the character wearing the armor is wounded, he or she takes 1d6 extra points of damage. This damage is magical and cannot be avoided or reduced in any way. A *Wish* spell may block this effect for one day

The armor of the wounds was allegedly created by the elves in the Sylvan Realm, and belonged to the leader of the Feadiel clan. When the Feadiel left the Sylvan Realm to reach Alfheim stealing a branch of the Tree of Life, the treekeeper cursed the armor of the clan leader. In the forest of Alfheim, the clanmaster was later slain by a monster, and since then the armor passed through many hands. They say now it is to be found in Selenica, hidden somewhere.

The curse of this armor may be lifted only if the character wearing it is an elf of the Feadiel clan, and if this elf helps saving the Sylvan Realm from Moorkroft Elvenbane (see module **CM7 - The tree of life** for further details).

If the curse on the armor is lifted, the armor becomes a:



## Leather armor +3 of healing

### Truesight

The healing power of the armor can be used once per day to restore its owner of 3d6+2 lost HP. The *Truesight* power can be used once per day as well, and lasts for one whole turn. This power exactly works like the clerical spell with the same name.

# Castle Suit Armor

## Suit Armor +7

This legendary armor is made of adamantium, taken from the shell of the legendary Adamantart, a giant tortoise whose shell is as hard as diamonds. It is the only known armor in the whole world that is able to give such a powerful protection to a person. The armor has no other powers whatsoever.

The legends say that dwarf-kings and human knights fought and searched for this legendary item for centuries. It was made in the Empire of Millenia and taken to the Known World centuries ago. Some think that it is the armor of the dwarf king of Rockhome, or the king of Ierendi. Some else think that it has been stolen by some powerful thieves' guild or dragon and is now part of a massive treasure, while someone else thinks that it has been taken to the west, into the lands of Sind or Hule.



## Kryll's Mail

Blue dragon scale mail +4

Invisibility

Draconic

Dragon's Shape

This armor was made with the skin of the elder dragon Kryll, who used to live in the desert of Thothia. Enchanted by powerful followers of Akethethi, this armor passed from hand to hand, due to its very special powers. It is now thought to be on the Isle of Dawn, in some big city.

This item is a blue dragon scale mail, and like every dragon scale mail, it protects the user from the breathe of the dragons of the same race. It means that, when the user is hit by the breathe of a blue dragon, the damage is automatically halved, and the user may half it once again by saving vs. breathe weapon.

Once per day, the armor is also able to grant the power of invisibility to the user, who may become invisible for up to 6 turns or until he performs an attack or a spell, like the invisibility spell.

The armor was especially enchanted to preserve part of the soul of the dragon in it. Therefore, whoever wears it is able to understand, read, write and speak draconic with a score of 20.

If the user of this armor is reduced to less than 10% of his or her HP, there's a 10% chance per round that the user becomes unconscious and the soul of the dragon possesses the character.



If this happens, the character with the armor and all of the equipment becomes a blue dragon with a number of HD not higher than the level or the HD of the character. The dragon has 8 HP per HD, and only stays for 2d10 rounds. After this time, the magic ends and the character reverts to his normal self, passed out but not dead. If the character is killed in the dragon form, the character takes immediately his original form again and collapses, remaining with just 1 HP.

It is not possible to transform in dragon willingly, nor to resist the change when it happens. The transformation may only happen once per week.

## Mail of Ranwood

Banded mail +4  
of Courage and Light  
Immunity to Light  
Resistance to Darkness  
Damages the Chaotic

This banded mail takes the name from the city of Ranwood, in the Kingdom of Vestland, where it was made by a master armorer. The hero that commissioned it was famous for his courage and for his dedication to Odin and to the Law.

It is one of the most powerful armors that have ever been made by humans, and its powers are huge. Its metal bands are covered in azure topaz, which are almost indestructible.

Whoever wears this armor is immune to every kind of fear and to every magic or attack based on Light element. Moreover, the armor protects the wearer from Dark element as well, allowing a saving throw to half the damage received from any source of that element. If the attack already allows a save, then the user may do two of them, to reduce the damage even more.

When the user needs light, the topaz of the armor may be lit with a command word. The intensity of the light can be changed by the user from a candle-light (which illuminates a 6m diameter area) to a torch light (9 m radius) or a powerful magic light (that illuminates in 18 m radius) at will. This power can be used as many times as the wearer wants, with no limits.



Finally, this armor was made for a Lawful character, who didn't want it to be used for evil deeds. For this reason, whenever a Chaotic character puts this armor on, the armor burns his flesh giving him 1d6 points of damage per round until he takes it off.

At the present moment, the mail of Ranwood is lost. The legends say that its last owner left to explore some dragon-infested mountains and never came back. Someone thinks that it must have been hoarded by some dragon on the Wyrksteeth mountains.

# Mail of the Prophet

Holy Plate mail +4  
of Healing and Speed

Helm +2  
of Truesight and Detect Lies

This armor and helm were allegedly the armor used by Suleiman Al-Kalim during his mortal life, while trying to achieve Immortality. Many imitations have been found, made from people who tried to claim they were the rightful heirs of Al-Kalim. However, the real armor and helm disappeared when Al-Kalim left the world of the living. Legends say that it is now part of the treasure of the Old Man of the Sea, or that he gifted them to a powerful gold dragon that helped him during the search for Immortality, or even that he left them to a hermit, with the instructions to only give them to a lawful hero who proved his strength and honor. It is also possible that the two pieces got split, though.

The armor is blessed with the power of Al-Kalim and whoever wears it is completely immune to damage caused by Holy element. Moreover, if it is used by a cleric or a paladin of lawful alignment, the armor adds +3 to his or her rolls to turn and destroy undead creatures. Who uses this armor may also activate the powers of Healing and Speed, each for no more than once per day. Healing heals the wearer by 2d6+2 HP, while Speed works exactly like *Haste* spell, but its effect lasts for one turn only.



The helm gives a magic protection of 2 points (helms give no protection normally) on AC and enable the wearer to use the powers *Truesight* and *Detect Lies* both once per day and for a maximum of one turn, like the spells with the same name.

Note that if the armor and the helm are not used together, each of them has only a magic bonus of +1 to the AC, losing every other power until they are reunited.

## Armor of the Night

Leather armor +3

Mimetic, Muffling, Faceless

This is the leather armor of the Guildmaster of the thieves' guild in Selenica. He found it in the treasure of a merchant from Akesoli, who bought it from adventurers, who found it in the ruins on Itheldown Island. This armor is combined to a dark blue velvet jacket with a hood.

Above its obvious utility as a protective item, this armor makes the wearer blurry and greyish, which gives him a chance of hiding in shadows of 99% under any conditions. Moreover, it muffles the noises made by the wearer, giving him a bonus of +20% when trying to move silently.

As a last power, if the wearer puts the hood on his head, the whole head disappears, leaving only the image of an empty hood to be seen. This is very useful to avoid being recognised. In addition to that, if the wearer has the hood on, and someone takes it off forcefully to see his real face, the armor produces the illusion of a horribly deformed monster face in its place. The illusion disappears only if the wearer pulls the hood up again.



# *Unique Magic Swords 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.

Written between January and April 2019

Emanuele Betti