

Mirror-Shield of Rheddrian +6

(from "Wrath of the Immortals")

This device is a bright mirror, a shiny disk-shaped shield, 2 feet in diameter. The straps attached to the back are not artifact-quality. This shield grants a +6 bonus to AC. This device has the following powers:

- *Immortal life-trapping* once per month. (Note that unwilling victims are not affected).
- *Teleport* twice a day. Users can teleport to any scene projected onto the mirror.
- *Legend lore* once a day. The information gained is restricted to Beagle-type technology.
- *Monster Summoning I* through *VII* once a day. This power may be used to create sprackles, ploppeds, and lightning zombies only.

Handicaps and Penalties: Mortal users of the mirror-shield begin to glow the first time they evoke one of the artifact's powers. The second time the same mortal uses the artifact, he or she loses $\frac{1}{4}$ of his or her Constitution and begins to suffer amnesia; roughly one quarter of his or her memory will be gone. The third usage reduces the Constitution score and memory by another quarter and gives a distinct grey pallor to the wielder's skin. A fourth use turns the character into a lesser lightning zombie; a fifth into a greater lightning zombie. These effects can only be reversed by a *wish* spell cast by a magic-user of at least 25th level.

XP Value: -

GP Value: -