

Mirror of Kukulkan (cursed)

(From "The Hidden Shrine of Tamoachan")

The first character to see the mirror must save vs. petrification. Failure to save will result in the character believing that he or she is in deadly combat with a feathered warrior in the mirror. The DM should take care to isolate this character from the rest of the party. The character will be fighting an imaginary opponent with his or her exact same statistics (AC, HP, etc.). The battle takes place only in the mind of the enchanted character. All rolls to hit for both the character and the imaginary warrior are at -6 and damage is minimal, 1-2 points. The character so enchanted can die in this combat. To the party, it will appear that the enchanted character is just standing there staring into the mirror. Treat the effects as a *hold person* spell: if the character is disturbed, have him or her save vs. spells to break the enchantment.

XP Value: -

GP Value: 2,000

