Enchanted Armor, (Shield): Reflection

Area of Effect: See: "Explanation".

Avoidance-roll: None.

Charges: Usable 1 time / day.

Command word(s): None.

Damage: None.

Duration: Permanent.

Effect time: Constant, whether shield is being held or not.

Explanation: The Reflection Shield will turn the ability of a creature's gaze-attack back upon itself (i.e., Basilisk, Gazer Bat, Gorgon, Medusa, etc.). Just as a character must win the initiative roll against one of these dreaded creatures, so as NOT be turned to stone (or something other than his or her natural self), so to must a creature roll initiative against its own gaze-attack. If it succeeds, the battle will continue. If it fails, it will fall victim to its own vice.

This shield will not automatically work upon a creature by merely showing it its reflection. A creature must use its ability against the holder of the shield, or the ability of a creature must effect the holder of the shield for the holder of the shield to attempt to reverse the attack. In other words, one cannot just show a Medusa its reflection and expect her to be turned to stone. The Medusa must execute her ability.

To turn such an attack, the holder of the Reflection Shield must successfully show the attackers reflection in the shield's surface as he or she is being assaulted by the gaze-attack. This is done by the successful avoidance-roll Vs. "Vision".

The holder of the Reflection Shield will not be alone in this deadly feat, for the shield itself will lend its aid in times of such an attack (thus the holder of the Reflection Shield will have two chances to succeed the avoidance-roll instead of the normal one).

Hand movement: None.

Healing: See: None.

History: Unknown.

Immunities: None.

Invoke time: Not applicable.

Maximum adjustment: None.

Notes: None.

Preparation: Only that the reflection surface is pointed towards a gaze attack.

Range: Not applicable.

Resting time: None.

Special: None.

Susceptibilities: None.

Value: 500 W.G. per grade + value of shield + 13,000 W.G.