

Wand of Magical Mirrors

(from "The Magister")

These wands were made by the Archmage Glendar who, though good and noble in life, became a lich and was later destroyed. The knowledge of their construction is now lost. Perhaps 20 were made, and most survive about the Realms in the possession of powerful wizards, or in treasure caches. Elminster has found four known command words in his researches: "Phasral," "Talusta," "Ormduth," and "Resshemma." To which wands these apply; and indeed, where specifically any of these wands are is not known.

Activation of this wand creates an opaque, silvery, and reflective circular shield of force. The shield appears wherever the wand is pointing, 10 feet distant from the wielder of the wand, facing outward. Its surface reflects images (including the gaze of the catoblepas and basilisk) like a mirror; the wand wielder can look through the mirror as though it was a window without suffering any harm from such attacks, and when viewed through the shield, things appear as they truly are: illusions are invisible; creatures or items disguised by magic, mutable form, or invisibility (such as doppelgangers, *shape changed* individuals, leprechauns, farastu gehreleths, and devils) are revealed in their true forms; and so forth.

The mirror-shield lasts for 1d6+2 rounds (at random, not at the wielder's command) and moves as the wielder moves the point of the wand. Each wand can only have one shield created from it in existence at a time (the first shield instantly disappears if the second is activated). The caster need not concentrate on the shield to maintain its existence and can even put the wand down or pass the wand to another (who thereby assumes control of the shield's location) to engage in spellcasting or other activities.

The shield has no tangible physical existence; it can neither ward off attacks nor be used as a weapon. Creatures pass through it as though it does not exist. It does, however, reflect *color spray* spells striking it from any direction directly back at the caster and harmlessly *dispel darkness* and *prismatic spheres, walls*, and sprays upon contact. *Dispel magic, limited wish, wish*, or *alter reality* destroys such a shield; it cannot otherwise be affected.

Each creation of such a shield drains one charge from the wand, and such wands are not rechargeable. Magic-users, illusionists, clerics, and druids may use this wand.

XP Value: 3,000

GP Value: 20,000