

Wand, Trap-Finding:

When holding this wand in hand, you will have a 5 in 6 chance to find and disarm a trap that you come upon.

To find and disarm a trap successfully, roll 1-D6. Only a result of 1 will indicate failure (in either case, 1 charge will be expended).

Charges: 20

Note: Once the charges are expended from this wand, it will transform into 1-D6 x3 random gems, at least one of these gems will be an Augmentation Crystal.