

# Wand, Secret Chamber:

When holding this wand in hand, you will have a 5 in 6 chance to find a Secret Chamber on your next encounter.

To successfully locate a Secret Chamber, 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.