Rod of Alertness

Rod · Very Rare

Attunement: Required

Rod, very rare (requires attunement)

This rod has a flanged head and the following properties.

Alertness. While holding the rod, you have advantage on Wisdom (Perception) checks and on rolls for initiative.

Spells. While holding the rod, you can use an action to cast one of the following spells from it: detect evil and good, detect magic, detect poison and disease, or see invisibility.

Protective Aura. As an action, you can

Rod of Alertness

Rod · Very Rare

Attunement: Required

Rod, very rare (requires attunement)

This rod has a flanged head and the following properties.

Alertness. While holding the rod, you have advantage on Wisdom (Perception) checks and on rolls for initiative.

Spells. While holding the rod, you can use an action to cast one of the following spells from it: detect evil and good, detect magic, detect poison and disease, or see invisibility.

Protective Aura. As an action, you can

Rod of Alertness

Rod · Very Rare

Attunement: Required

Rod, very rare (requires attunement)

This rod has a flanged head and the following properties.

Alertness. While holding the rod, you have advantage on Wisdom (Perception) checks and on rolls for initiative.

Spells. While holding the rod, you can use an action to cast one of the following spells from it: detect evil and good, detect magic, detect poison and disease, or see invisibility.

Protective Aura. As an action, you can

Rod of Alertness

Rod · Very Rare

Attunement: Required

Rod, very rare (requires attunement)

This rod has a flanged head and the following properties.

Alertness. While holding the rod, you have advantage on Wisdom (Perception) checks and on rolls for initiative.

Spells. While holding the rod, you can use an action to cast one of the following spells from it: detect evil and good, detect magic, detect poison and disease, or see invisibility.

Protective Aura. As an action, you can

Rod of Alertness

Rod · Very Rare

Attunement: Required

Rod, very rare (requires attunement)

This rod has a flanged head and the following properties.

Alertness. While holding the rod, you have advantage on Wisdom (Perception) checks and on rolls for initiative.

Spells. While holding the rod, you can use an action to cast one of the following spells from it: detect evil and good, detect magic, detect poison and disease, or see invisibility.

Protective Aura. As an action, you can

Rod of Alertness

Rod · Very Rare

Attunement: Required

Rod, very rare (requires attunement)

This rod has a flanged head and the following properties.

Alertness. While holding the rod, you have advantage on Wisdom (Perception) checks and on rolls for initiative.

Spells. While holding the rod, you can use an action to cast one of the following spells from it: detect evil and good, detect magic, detect poison and disease, or see invisibility.

Protective Aura. As an action, you can

Rod of Alertness

Rod · Very Rare

Attunement: Required

Rod, very rare (requires attunement)

This rod has a flanged head and the following properties.

Alertness. While holding the rod, you have advantage on Wisdom (Perception) checks and on rolls for initiative.

Spells. While holding the rod, you can use an action to cast one of the following spells from it: detect evil and good, detect magic, detect poison and disease, or see invisibility.

Protective Aura. As an action, you can

Rod of Alertness

Rod · Very Rare

Attunement: Required

Rod, very rare (requires attunement)

This rod has a flanged head and the following properties.

Alertness. While holding the rod, you have advantage on Wisdom (Perception) checks and on rolls for initiative.

Spells. While holding the rod, you can use an action to cast one of the following spells from it: detect evil and good, detect magic, detect poison and disease, or see invisibility.

Protective Aura. As an action, you can

Rod of Alertness

Rod · Very Rare

Attunement: Required

Rod, very rare (requires attunement)

This rod has a flanged head and the following properties.

Alertness. While holding the rod, you have advantage on Wisdom (Perception) checks and on rolls for initiative.

Spells. While holding the rod, you can use an action to cast one of the following spells from it: detect evil and good, detect magic, detect poison and disease, or see invisibility.

Protective Aura. As an action, you can