

Wands of Detection

- Identification:** Wands of detection of the same type, from the same culture, will have the same qualities.. Picking one up will give some signal, only following that signal will reveal what it was crafted to detect.
- Use:** Wands of detection are usable by anyone and never run out of power. It is rare for them to have a command word. Some wands are fragile and, unless kept in a case, will break if bumped or dropped.
- Signal:** The default means a wand shows direction is slight, subtle movement in the hands. But wands might give other signals to indicate direction to the target.
- Range:** Range is infinite and will lead the holder by the shortest possible path to the closest target. If two targets are equally close the largest/most numerous will give a stronger signal. No guarantee a path or destination will be safe

Campaign: _____
Culture: _____

Roll	Wand	Detects	Signal	Qualities
1	Association	Touch a lock, leads to the key, touch blood leads to the bleeder, etc	Glyphs on walls/floor	Spun Glass
2	Betrayal	Leads to enemies, Roll Again. Bearer thinks that result is true	?	?
3	Creature	A certain type of creature rat/orc/giant etc	Warmth	Cherry, Walnut, etc
4	Delusion	No Power. Roll Again. Bearer thinks that result is true	?	?
5	Direction	Anything desired, but one thing per day	All dark <i>but</i> path/target	Dragon wishbone
6	Enemies	Those that would do the bearer harm	Subtle smell of smoke	Carved ebony
7	Exit	The sky	Subtle smell of flowers	Brass
8	Hazards	Traps, pitfalls, weak spots, quicksand etc	Anxiety	Twisted thorn wood
9	Illusions	Reveals what is false and meant to deceive	All blurred <i>but</i> target(s)	Quartz set iron
10	Land	Used at sea	Distant Gong	Willow switch
11	Life	Anything alive, fauna before flora	Low mumbling	Oak fork
12	Magic	Items or locations imbued with magic	Blue glow seen by all	Silver set Ivory
13	Metal	Iron, steel, brass, & the precious metals	Deep hum	Steel banded copper
14	Minerals	Mostly for gems	Golden halos	Ruby tipped gold
15	Objects	A specific object: Maric's sword, our torch, etc	Flickering werelight	Whittled redwood
16	Secrets	Anything intentionally hidden: buried chest, secret door, etc	Verbal directions	Rusty iron
17	Tracks	The path of a specific creature or individual	Bell chimes periodically	Pitch tipped pine
18	Unlife	Undead	Screaming	Carved femur
19	Water	Bodies of water, fresh before foul, or salt	Chill	Willow fork
20	Weird	Infernal, Other-planar, or Fey creatures or objects	Static electricity	Dried antenna?

