A LITTLE LESS PREP. A LITTLE MORE WONDER.

Rods

A fixed point in midair, a symbol of authority or a door to a private refuge. Roll for a magical rod.



How to use. Roll d100 and find the matching range. Read 00 as 100. An asterisk (*) means attunement is required. Reminders are abbreviated; open the linked reference for complete rules.

d100	Rods	Price / rarity	Quick reminder
01-17	**Immovable Rod**	Uncommon	Press its button to fix the rod in place; holds up to 8,000 lb.
18-34	**Rod of Absorption** *	Very rare	Absorbs up to 50 total spell levels over lifetime; spending energy does not reset this limit. Eligible spell targets only you and creates no area.
35-51	**Rod of Alertness** *	Very rare	While holding: Advantage on Perception checks and Initiative; spells and protective power on the card.
52-68	**Rod of Lordly Might** *	Legendary	+3 magic Mace with six button-controlled forms and additional powers; follow the card for each use.
69-84	**Rod of Rulership** *	Rare	Wisdom DC 15 or Charmed 8 hours; targets regard you as trusted leader. Harm or contrary-to-nature command ends effect. Once until dawn.
85-00	**Rod of Security**	Very rare	Magic action: transport yourself and up to 199 other willing creatures you can see to a demiplane.

Your table, your treasure. Custom selection odds, independent of value, rarity and challenge rating. Each result has a 16% or 17% chance; earlier rows receive the remaining outcomes. One named profile or its stated bundle per result. Prices are references, not guaranteed resale proceeds.

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