

# Rod of Alertness

A rod of alertness is a magic rod found on UA 94.

## Surprise modifier

The +1 to surprise rolls means the possessor's party's [surprise](#) die is improved by one step (see [Surprise](#) for more info). Of course, this magic stacks with any surprise bonus granted from other sources, such as the presence of a weasel familiar or a ranger.

All powers of this rod, including the surprise bonus, are only in effect when the possessor is holding the rod firmly in one hand, and nothing else in that hand.<sup>1)</sup>

## Who gets the prayer spell

It must be noted that the text says that the *prayer* specially targets all allies within 2". Therefore, it functions unlike the *prayer* spell which also targets enemies to give them penalties. Put another way, this rod grants allies the boons of *prayer*, but does not apply the "debuff" to any enemies.

<sup>1)</sup>

Though UA 94 reads "bestows +1 to the possessor's die rolls..." and then later talks about being grasped, this one rod being the single wand/staff/rod that worked when not held would be unprecedented, so we don't think the sentence structure is meant to indicate an exception.

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