



## Wand of Shocking Grasp(CL1){BO-B11}

- Found in the smuggler tunnels below the Glassworks.
- Your successful melee touch attack deals 1d6 points of electricity. When delivering the jolt, you gain a +3 bonus on attack rolls if the opponent is wearing metal armor (or made out of metal, carrying a lot of metal, or the like).
- **Duration:** Instantaneous
- **Range:** Melee Touch
- **Damage:** 1d6 Electricity
- *Faint Evocation[Electricity](DC16); Price: 420gp*

**Charges(28):**

