



## Wand of Ray of Enfeeblement(CL1){HM-A8}

A coruscating ray springs from your hand. You must succeed on a ranged touch attack to strike a target. The subject takes a penalty to Strength equal to 1d6. The subject's Strength score cannot drop below 1. Penalties do not get added together (ie if a target was hit for 2 and then 3 they do not take 5 points). However the highest value does get taken. So in the example above the target would take a Strength penalty of 3.

- **Range:** 25ft
- **Damage:** 1d6 (Strength Penalty)
- Faint Necromancy(DC15); Price 420gp

**Charges(28):**

