

Lightwand

(from Polyhedron Newszine #26)

A lightwand produces soft light to a 30' radius when struck against a hard object. This effect lasts for one turn per strike. The wand can be used as often as desired, and uses no charges. A lightwand can also be fitted with a special ring, about 2 inches across. The ring focuses and amplifies the light, creating a damaging beam when the ring is slid along the wand. The maximum rate of fire is two shots per turn. The ray has a range of 120 feet and can inflict 2d8 points of damage to a target creature with a successful attack roll. Any target is treated as AC 10, modified only for magic and Dexterity bonuses. The victim may make a saving throw vs. wand for one-half damage. There are no class restrictions, but weapon proficiency applies. Fog or other obscurement cuts the range to 10 feet or less. The ring uses one charge per shot (whether hit or miss), and has 20 charges when new.

	XP Value	GP Value
Ring:	200	2,000
Wand:	30	300