



PRINT-AND-PLAY

PATHFINDER 2E COMPATIBLE

 <p>LF 1/2</p> <p>HOWL OF THE STORM • ITEM 4</p>	<p>LEGACY FORGE 2E</p> <p>HOWL OF THE STORM ITEM 4</p> <p>MAGIC EVOCATION AIR</p> <p>ELECTRICITY</p> <p>Usage held in 1 hand; Bulk 1</p> <p>This magic item is forged from a fragment of a blue dragon's horn, adorned with intricately carved runes that channel its immense power into a resounding, thunderous roar. Once per day you can blow the horn to evoke a turbulent storm in a 15-foot radius around you. The tempest churns with fierce winds that pick up and toss aside unattended small objects, and dark storm clouds appear in the sky overhead. The storm rages for 1 minute, making the entire area difficult terrain. The bearer of the Howl of the Storm remains untouched by its effects.</p> <p>While the storm is active, once per turn you can Interact with the horn to unleash one of the following effects:</p>
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 <p>PF 2/2</p> <p>HOWL OF THE STORM • ITEM 4</p>	<p>LEGACY FORGE 2E</p> <p>HOWL OF THE STORM ITEM 4</p> <p>◆ Lightning Strike. You direct a bolt of lightning to a point of your choice within the storm's area. All creatures within a 5-foot radius of the chosen point must make a DC 18 Reflex saving throw.</p> <p>Critical Success. The creature fully dodges the lightning, taking no damage.</p> <p>Success. The creature partially evades, taking only half the damage from 1d12.</p> <p>Failure. The creature is struck by the lightning, taking 3d12 electrical damage.</p> <p>Critical Failure. The creature is severely struck, taking 5d12 electrical damage.</p> <p>Activate ◆◆◆ interact; Frequency Once per day</p>
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