



# PRINT-AND-PLAY

PATHFINDER 2E COMPATIBLE



The image shows a dark blue item card for 'Howl of the Storm'. At the top left is the Legacy Forge logo and '1/2'. At the bottom left is the item name 'HOWL OF THE STORM' and 'ITEM 9'. The central image is a golden horn with intricate carvings, emitting a blue and white storm effect.



**LEGACY FORGE**

2E

## HOWL OF THE STORM

ITEM 9

MAGIC

EVOCATION

AIR

INVESTED

ELECTRICITY

**Usage** held in 1 hand; **Bulk** 1

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 evocate a turbulent storm in a 30-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.

While the storm is active, once per turn you can Interact with the horn to unleash one of the following effects:

◆ **Raging Gust.** All creatures within the storm's radius must make a DC 25 Fortitude saving throw.

1/1



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2/2



HOWL OF THE STORM

• ITEM 9



2E

## HOWL OF THE STORM

ITEM 9

**Critical Success.** The creature stands firm, suffering no effect.

**Success.** The creature withstands the gust, but takes 1d6 bludgeoning damage.

**Failure.** The creature takes 2d6 bludgeoning damage and is knocked prone.

**Critical Failure.** The creature is thrown 10 feet in a random direction, taking 3d6 bludgeoning damage and being knocked prone.

◆ **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 25 Reflex saving throw.

**Critical Success.** The creature fully dodges the lightning, taking no damage.

**Success.** The creature partially evades, taking only half the damage from 1d12.

**Failure.** The creature is struck by the lightning, taking 3d12 electrical damage.

**Critical Failure.** The creature is severely struck, taking 5d12 electrical damage.

Activate ◆◆◆ interact; **Frequency** Once per day