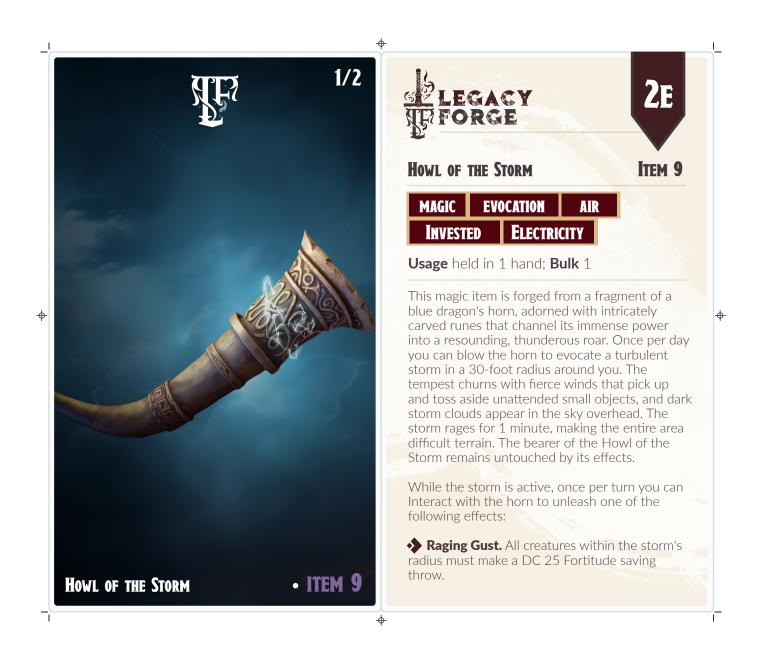


PRINT-AND-PLAY

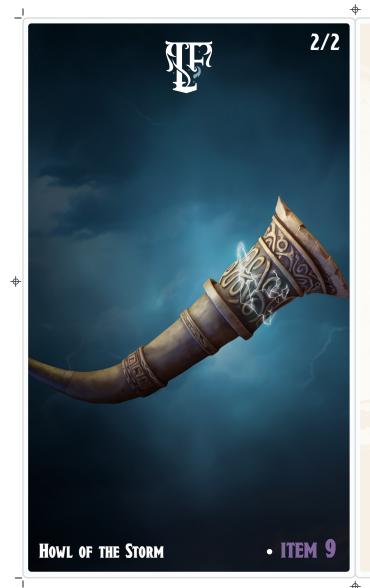
PATHFINDER 2E COMPATIBLE





PRINT-AND-PLAY

PATHFINDER 2E COMPATIBLE





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