



PRINT-AND-PLAY

PATHFINDER 2E COMPATIBLE



1/2



BOOTS OF THUNDERSTEP AND LIGHTNING • ITEM 8



2E

BOOTS OF THUNDERSTEP AND LIGHTNING ITEM 8

INVESTED MAGICAL EVOCATION

ELECTRICITY TELEPORTATION

Usage worn shoes; **Bulk** L

Crafted meticulously around two large Blue Dragon's shimmering scales, these boots seem as though they've ensnared a tempest within. Each step you take creates faint ripples of static lightning that dance across the ground, while a deep and distant rumble resonates from within.

Activate **◆◆** Interact **Frequency** once per day;
Effect: You harness the boots' energy, swiftly moving in a straight line to an unoccupied space up to 30 feet away. Any creature that occupies a space within this line must attempt a DC 24 Reflex saving throw or take 3d12 electricity damage.

Critical Success: The creature sidesteps your movement entirely, taking no damage.

Success: The creature dodges the worst of the electricity, taking half the damage.



PRINT-AND-PLAY

PATHFINDER 2E COMPATIBLE



2/2



BOOTS OF THUNDERSTEP AND LIGHTNING • ITEM 8



2E

BOOTS OF THUNDERSTEP AND LIGHTNING ITEM 8

Failure: The creature is hit by the electrical force, taking full damage.

Critical Failure: The boots release a booming thunderous energy. The creature takes full damage, is pushed 10 feet away from you and fall prone.

Your movement produces the deafening clap of a roaring thunder and a sharp, crackling sound from a lightning strike, announcing your departure and arrival. The noise can be heard up to 100 feet away.