



# PRINT-AND-PLAY

PATHFINDER 2E COMPATIBLE



**MACE OF THE ELEMENTAL HUNGER • ITEM 9**



**2E**

## MACE OF THE ELEMENTAL HUNGER **ITEM 9**

**SHOVE** **EVOCATION** **MAGIC**

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

At first sight, this +1 striking mace appears to be made of stained glass, but you are mistaken if you think of it as a fragile weapon. It is built with a material as strong as diamond and is especially susceptible to elemental magic.

This magic weapon is enchanted to be able to absorb elemental damage. Once a day, when you are affected by acid, cold, fire, or electricity damage you can use a reaction to reduce 1d6 from that damage allowing the mace to absorb the elemental energy. After that, for 1 hour, the weapon gains the corresponding rune: **Acid Damage** — Corrosive Rune, **Fire Damage** — Flaming Rune, **Cold Damage** — Frost Rune, or **Electric Damage** — Shock Rune.

**Activate** interact; **Frequency** Once a Day  
**Trigger** You are affected by acid, cold, fire, or electricity damage