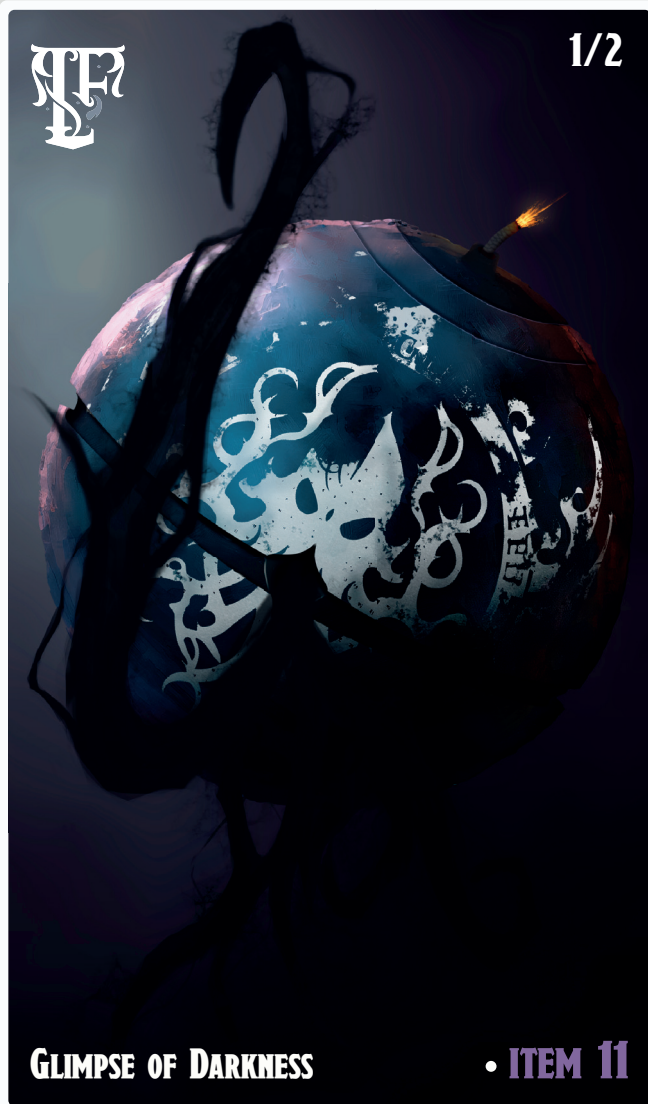




PRINT-AND-PLAY

PATHFINDER 2E COMPATIBLE



2E

GLIMPSE OF DARKNESS

ITEM 11

BOMB CONJURATION DARKNESS

CONSUMABLE

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

This bomb was first crafted by a powerful sorcerer to unleash the power of the Shadow Realm upon the battlefield. With a single detonation, it tears a hole in the fabric of reality and summons forth a fragment of the realm of shadows itself, unleashing its dark and twisted magic upon the mortal world.

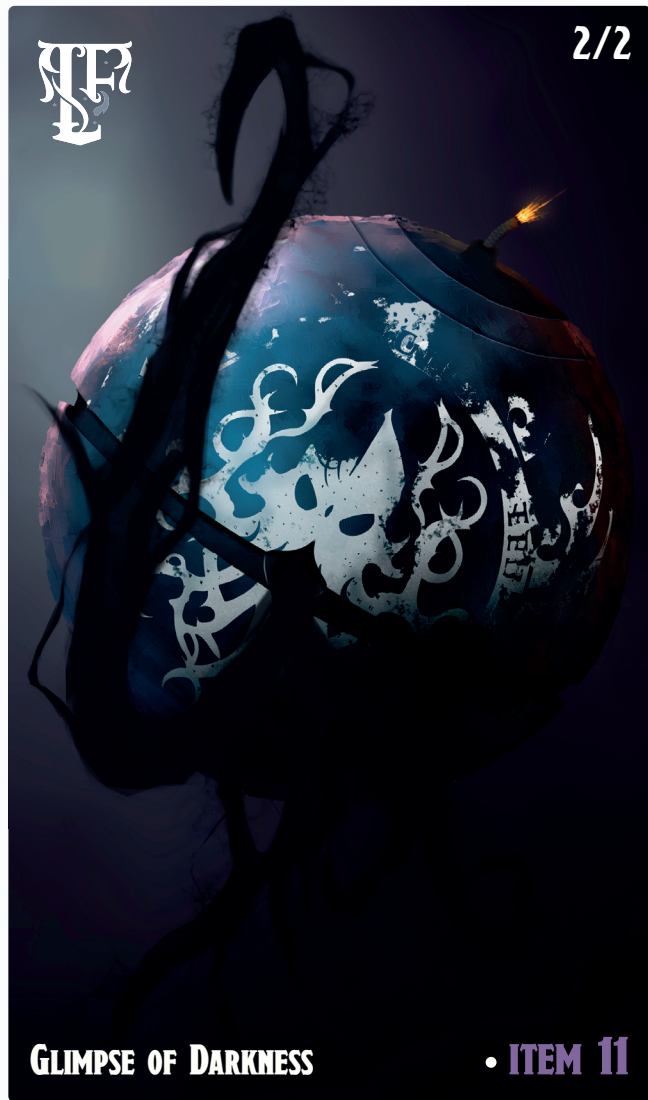
The air grows thick and heavy, and a profound silence descends, broken only by the sound of one's own heartbeat. It's as if the world itself has been swallowed by an endless void, where even light cannot escape. A 20-foot area around the bomb becomes engulfed in magic darkness, and no sound or nonmagical light can be created within or pass through the area.

Within the rift, shadowy tendrils writhe and lash out, seeking to ensnare and drain the life force of



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PATHFINDER 2E COMPATIBLE



**LEGACY
FORGE**

2E

GLIMPSE OF DARKNESS

ITEM 7

any living creature. All creatures in the area when the bomb goes off must succeed on a DC28 Reflex saving throw or become grabbed by a tentacle and takes 3d6 negative damage. Whenever a creature ends its turn in the area, the tentacles attempt to grab that creature if they haven't already, and they deal 1d6 negative damage to any creature already grabbed.

The tentacles have a 28 Escape DC. A creature can attack a tentacle in an attempt to release its grip. Its AC is 20, and it is destroyed if it takes 20 or more damage. Even if destroyed, additional tentacles continue to grow in the area until the duration ends. The effect lasts for 1 minute, after that the darkness slowly dissipates and the tendrils disappear.

Activate **◆◆** Interact, Strike;

Frequency Consumable