

Stormcaller Bracers

Item · Wondrous Item (Wrist) · Rare (Requires Attunement)

Weight: 1 lb

Cost: 4,000 gp on the open market, though these rarely reach it -- Thundarak temples regard them as devotional equipment, not trade goods. Finding a set for sale at all is unusual. A temple would not sell; a private seller who had one and needed coin might.

Magical Properties

Rare. Bracers forged in honor of Thundarak, the god of righteous war and thunder. Favored by orc warriors and Minotaur combat-class members who follow the god of righteous force.

The Stormcaller Bracers are a matched pair of broad iron cuffs, each engraved with a stylized lightning bolt that runs the full length of the outer face. The engraving is deep enough to catch rainwater and shallow enough to never snag on anything. They are heavy for their size and cold until worn, at which point they warm to exactly body temperature and remain there. During thunderstorms they emit a faint vibration that is not quite audible -- more felt than heard, a resonance that martial practitioners describe as the sound of something paying attention.

The Bracers are not produced by any single smith or tradition. They appear independently in cultures that follow Thundarak, across the eastern plains, the orc clans, and the Minotaur grasslands, with sufficient consistency of appearance and property to suggest divine influence in their making rather than a shared craft tradition. Thundarak's clergy regard them as the god's practical gift to those who fight righteously and do not have the luxury of elaborate arcane equipment -- which is most of his followers.

Properties

- **Thunder's Edge:** While wearing both bracers, your unarmed strikes and weapon attacks deal an additional 1d6 lightning damage on a hit.
- **Stormstep:** Once per short rest, when you take the Attack action, you may move up to 15 feet as part of that action without provoking opportunity attacks. This movement leaves a crack of thunder audible within 100 feet.
- **Righteous Thunder (1/long rest):** As an action, you strike the bracers together. Each creature of your choice within 15 feet must succeed on a DC 15 Constitution saving throw or take 4d8 thunder damage and be knocked prone. On a successful save, they take half damage and are not knocked prone. This property can only be used in a fight the GM determines is righteous in nature -- protecting the innocent, opposing tyranny, or honoring a stated bond. In other fights, the bracers strike together and produce no effect.