



## STORM LORD'S FURY

*Adventuring Gear (Gauntlets), Legendary*

*These heavy gauntlets carry the fury of the Storm Lord, a powerful being of thunder and lightning that ascended to godhood.*

To unlock the full power of the gauntlets, the Storm Lord has set trials, that only the strongest can survive. If one complete these trials they are considered worthy of the full power of the gauntlets.

Each trial is necessary to complete for the subsequent one to become available. A creature attuned to the gauntlets isn't necessarily aware of what the next trial is, but may uncover it through research.

### INACTIVE FORM

While equipped and attuned to these gauntlets, damage you deal with your unarmed strikes is equal to 1d4 + your Strength Modifier.

This weapon has 2 charges that it regains daily at dawn, you can expend 2 charges to cast the *misty step* spell.

### 1ST FORM

*Trial: Get the gauntlets struck by lightning while wearing them and survive.*

While equipped and attuned to these gauntlets, your unarmed strikes are considered magical for the purposes of resistances and immunities. In addition, damage you deal with your unarmed strikes is equal to 1d6 + your Strength Modifier.

This weapon has 6 charges that it regains daily at dawn, you can expend 2 charges to cast the *misty step* spell.

Art by 11111

### 2ND FORM

*Trial: Kill an Air elemental or a Behir.*

While equipped and attuned to these gauntlets, you have resistance to lightning damage and your unarmed strikes are considered magical for the purposes of resistances and immunities. In addition, damage you deal with your unarmed strikes is equal to 1d8 + your Strength Modifier.

This weapon has 6 charges that it regains daily at dawn, you can expend 2 charges to cast the *misty step* spell.

While equipped and attuned to these gauntlets, you can cast the *absorb elements* spell against lightning or thunder damage at will, without expending a spell slot.

### 3RD FORM

*Trial: Use absorb elements on an Adult or Ancient Blue Dragon's Lightning Breath.*

While equipped and attuned to these gauntlets, you have resistance to lightning damage and your unarmed strikes are considered magical for the purposes of resistances and immunities. In addition, damage you deal with your unarmed strikes is equal to 1d8 + your Strength Modifier.

This weapon has 9 charges that it regains daily at dawn.

You can cast *misty step* using 2 charges, when you cast the spell, upon reappearing, a deflagration of lightning explodes out from you. Each creature other than you in a 15-foot radius area originating from you must make a Dexterity saving throw. On a failed save, a creature takes 2d8 lightning damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

Alternatively, you can expend 5 charges to smash the gauntlets together and summon the power of the Storm Lord. If you have direct access to the sky, lightning strikes you. For the following 1 minute you are under the effect of the *overcharge* spell.

While equipped and attuned to these gauntlets, you can cast the *absorb elements* spell against lightning or thunder damage at will, without expending a spell slot.

## FINAL FORM

---

**Trial:** Enter the Quasi-Elemental Plane of Lightning and spend 24 hours there without dying.

While equipped and attuned to these gauntlets, you have resistance to lightning damage and your unarmed strikes are considered magical for the purposes of resistances and immunities. In addition, damage you deal with your unarmed strikes is equal to 1d10 + your Strength Modifier.

This weapon has 12 charges that it regains daily at dawn.

You can cast misty step using 2 charges, when you cast the spell, upon reappearing, a deflagration of lightning explodes out from you. Each creature other than you in a 15-foot radius area originating from you must make a Dexterity saving throw. On a failed save, a creature takes 2d8 lightning damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

Alternatively, you can expend 4 charges to smash the gauntlets together and summon the power of the Storm Lord. If you have direct access to the sky, lightning strikes you. For the following 1 minute you are under the effect of the *overcharge* spell and have immunity to lightning damage and are immune to being stunned.

While equipped and attuned to these gauntlets, you can cast the *absorb elements* spell against lightning or thunder damage at will, without expending a spell slot.

## SPELL: OVERCHARGE

3rd level transmutation (Cleric, Sorcerer, Wizard)

**Casting Time:** 1 Action

**Range:** Touch

**Components:** V,S,M (copper wire that you crush)

**Duration:** Concentration, up to 1 minute

Touch one willing ally within range, you infuse them with electric energy. While the spell is active, the target can use a bonus action on each of its turn to teleport up to 15 feet to an empty space that they can see, it also has resistance against lightning and thunder damage. In addition when a creature damages them, they can use their reaction to make a weapon attack against that creature.

Right after the spell ends, the target takes 2d8 lightning damage and is stunned until the end of their next turn, as the electricity escapes their body.