

STORMRIDER LASH

Weapon (Whip), Very Rare (Requires Attunement)



Listen close for Stormriders as they rumble across the skies, those storm giants daring to pursue and tame their latest prize. What might it be? A roc? A cloud dragon? Or even one of Vordin's Wolves?

You gain a **+1 bonus** to attack and damage rolls made with this magic weapon.

Flash of Lightning. You deal an extra **1d4** lightning damage to targets you hit with this weapon. If you roll a **20** on an attack roll made using weapon, you can immediately use the Peel of Thunder property without expending a use of it (no action required; spell's area originates from the target's space).

Peal of Thunder. While wielding this weapon, you can invoke its rune, cracking the whip and casting *Thunderwave* from it (**save DC 17**). You can choose to have this spell's area originate from (but must encompass) any space within reach of this weapon. This property can be used twice, regaining expended uses of it daily at dawn.

Giants Wake. This weapon gains the following improvements while your size is larger than Medium:

Large. You can also use the *Peal of Thunder* property without expending charges on a roll of **18** or **19** on an attack roll made using this weapon.

Huge or Gargantuan. Your reach with this weapon increases by **5 feet**; you can also use the *Peal of Thunder* property without expending charges on a roll of **17-19** on an attack roll made using it.