

PRINT-AND-PLAY



TEMPEST TIDE

Weapon (trident), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. You can use a bonus action to hold this magic trident above your head and speak the command word. When you do, a stream of water appears floating around you and remains there for 1 minute, until you dismiss it or no longer hold the Trident.

While the stream surrounds you, you gain a +2 bonus to your AC and a creature hit by this weapon takes an extra 1d6 cold damage. Once this property has been used, it can't be used again until the next dawn.

