

PRINT-AND-PLAY



FROZEN TOOTH OF AZHAQ

Weapon (greatsword), very rare (requires attunement)

This greatsword is made from magic ice from an ancient silver dragon breath, it can't be broken or melted. **You gain a +2 bonus to attack and damage rolls made with this magic weapon.** This greatsword has 6 charges and regains 1d6 charges every day at dawn. When you hit a creature with a melee weapon attack using this greatsword you can choose to expend up to 6 charges.

The attack deals an extra 1d8 cold damage to the target for each charge spent. Additionally, the target must succeed on a DC16 constitution Saving Throw or become restrained in ice for 1 minute. The creature can use its action to make a DC16 Strength Saving Throw to break the Ice. On a success, it frees itself.

The sword regains 1 charge whenever you roll a natural 20 on an attack roll. It can't hold more than 6 charges at the same time.

