

Elemental Divider

Version 1.00 (Feburary 2023)

<https://www.dndbeyond.com/magic-items/6235912-elemental-divider>



Weapon (trident), unknown rarity (requires attunement by a one blessed by Talos)

The original weapon was handmade from the scavenged materials of the forest. The wood from the most robust tree, and the bones of the strongest animals. This weapon is that weapon deep down but blessed by Talos. This magical weapon seems to be able to harness the ability of the elements and control them.

"Obtain the elements and combine them with the weapon that penetrates the world, then present them to the connecting gates of above and below to achieve access to your destiny."

When holding this weapon a message that is written in Primordial appears glowing gold on the hilt of the weapon:

"Obtain the elements and combine them with the weapon that penetrates the world, then present them to the connecting gates of above and below to achieve access to your destiny."

But when obtaining this weapon the Elemental Guardian said this:

"Once you reach the connecting gates there will be a challenge for you and your partners to see if you are all able to beat fate and save the planes."

With the ability to control the Elements, there are a few options. The owner would need to collect a vial of Elemental Essence and place them inside the Trident with a max of 3. Here are the abilities you gain when placing the Essence in the Trident.

- **Elemental Essence of Air:**
 - You gain the ability to cast the *Gust* cantrip whenever you wield the weapon and *Gust of Wind* once per day.
 - You get an extra 1d4 *Slashing Damage* on a successful hit.
- **Elemental Essence of Earth:**
 - You gain the ability to cast the *Mold Earth* cantrip whenever you wield the weapon and *Earthbind* once per day.
 - You get an extra 1d4 *Bludgeoning Damage* on a successful hit.
- **Elemental Essence of Fire:**
 - You gain the ability to cast the *Control Flames* cantrip whenever you wield the weapon and *Scorching Ray* once per day.
 - You get an extra 1d4 *Fire Damage* on a successful hit.
- **Elemental Essence of Water:**
 - You gain the ability to cast the *Create or Destroy Water* cantrip whenever you wield the weapon and *Misty Step* once per day.
 - You get an extra 1d4 *Cold Damage* on a successful hit.

Proficiency with a trident allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Notes: Damage: Slashing, Damage: Bludgeoning, Damage: Fire, Damage: Cold, Bonus:

Magic, one blessed by Talos, Thrown, Versatile