

TREASURES OF THE SEA

BY CHRISTOPHER WALZ

A treasure trove of items for seafaring adventurers.



INTRODUCTION

This product came about as I was preparing for a lengthy seafaring portion of a campaign and kept going back to the drawing board for magic items. *Stormwrack*, a supplement for the 3rd edition of *Dungeons & Dragons*, became an indispensable resource. Some of these items are conversions of that content, updated to fit nicely into the 5th edition. Others are original items that came about as I flipped through those pages. I hope you find these items interesting enough to have a place among the next pirate ship the players raid or sunken treasure they discover.

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ARMOR

ARMOR OF THE DEPTHS

Armor (any), rare (requires attunement)

This suit of armor is dull black and adorned with wavelike motifs. It is thought to have been created by a Netherese artificer who sought out secrets long lost to the unforgiving depths.

While attuned to this armor, you can breathe water and are immune to the extreme cold and pressure found in deep waters. Additionally, while submerged in water, you gain darkvision out to a radius of 60 feet. If you already have darkvision, wearing the armor while submerged in water increases its range by 60 feet.

ELECTRIC EEL HIDE

Armor (hide), very rare (requires attunement)

This gray and black hide armor is form fitting and covered in a slimy membrane. Favored by aquatic druids, this armor is created from a giant electric eel's hide that has been treated in an alchemical mixture of sea salt, dead coral, and a powdered lodestone.

You have a +1 bonus to AC while wearing this armor. The armor has 3 charges and regains 1d2 + 1 charges daily at dawn. When you are struck with a melee weapon attack, you can expend 1 charge as a reaction to deal 2d6 lightning damage to the creature that hit you. While in water, you can use your action to expend 1 charge to create an electric burst. Any creature within 5 feet of you that is also in the same body of water takes 2d6 lightning damage.

MARINE'S ARMOR

Armor (medium or heavy), uncommon

Warriors accustomed to fighting on land are often reluctant to forego heavier armor while traveling at sea. A Purple Dragon Knight of Cormyr had this armor commissioned before undertaking an extended tour on the Sea of Fallen Stars. Many suits of *marine's armor* still emulate the color and style of the Purple Dragon Knights.

While wearing this armor, you can use your reaction when you fall into water to speak the command word and gain the ability to move across water as if it were solid ground for 1 minute. You cannot use this property again until you finish a long rest.

TIDAL SHIELD

Armor (shield), rare (requires attunement)

These shields originated among Umberlee's high clerics, who gifted them to disciples after destroying a ship at sea. The face of this driftwood shield is painted with a swirling image of a cresting wave.

While attuned to this shield you can cast the *shape water* cantrip. Additionally, you can use your action to cast *tidal wave* (save DC 15). You cannot use this property again until you finish a short or long rest.

WINDRUNNER'S CHAIN

Armor (chain shirt or chainmail), uncommon

At times, when the light catches on this gleaming armor, it appears as if the wearer has spectral wings under their arms. Favored by island nations such as the Moonshae Isles, this armor allows couriers to carry messages to other islands without the need for a ship and crew.

While wearing this armor, you can use a bonus action to speak the command word and cause saillike spectral membranes to appear from your wrists to your knees. For the next hour, you can sail along the surface of the water at a movement rate of 60 feet. If wind conditions would allow you to move faster, this speed is doubled. If you take any actions or stop moving, the effect ends and you fall into the water. You must finish a long rest before using this property again.



WEAPONS

AQUATIC ARROW

Weapon (arrow), uncommon

The Alu'Tel'Quessir, or aquatic elves, are said to have invented these arrows. After seeing their landwalking cousins repel orc hordes using longbows, the sea elves' wizards set to work on a solution for their wars against the sahuagin.

Any attack you make with these magical arrows does not suffer the penalties for using ranged weapons underwater. Once it hits a target, the arrow is no longer magical.

HULLBANE WEAPON

Weapon (any piercing or slashing), rare

These weapons are treasured by aquatic raiders and pirates with access to water breathing magic. A small team armed with hullbane weapons can scuttle a ship quickly, picking off the crew as they repair the damage.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, you have advantage on attacks made against a ship's hull and ignore any damage resistances, immunities, and threshold it may have.

PEARLSTEEL WEAPON

Weapon (any metal melee weapon), uncommon

Pearlsteel is a rare magical material created by the aventi, a sea-dwelling humanoid race distantly related to humans. This shining material has a blue-white sheen and is made from high quality steel and magical pearls found in the deep reaches of the ocean. Master smiths work the material in underwater volcanic vents. Pearlsteel is highly valued by aquatic races and serves as the aventi's primary export.

These weapons weigh half their normal amount and are well-suited to underwater combat. Attacks made with these magical weapons while underwater do not have disadvantage, regardless of its wielder.

THE AVENTI

The aventi are an amphibious humanoid race native to the Forgotten Realms. They appear much like humans, except with pale blue, green, and white skin tones, often with a pearlescent sheen.

Generally a good-aligned race, the aventi are descended from a once-powerful underwater kingdom that has been nearly forgotten. While they predominantly reside under water, some aventi venture on land to serve as emissaries or as adventurers.

Most aventi revere the ocean god Aventurenus, who is said to have saved a land dwelling race from a great natural disaster, casting them into the sea and gifting them the ability to live on either land or under the waves.

For more information on the aventi, see *Stormwrack*.

PIRANHA DAGGER

Weapon (dagger), rare (requires attunement)

The hilt of this polished bone dagger is fashioned to look like a piranha, it's knifelike maw pulled back into a sinister grin. The blade itself is fashioned from a giant piranha's jaw bone, enchanted with the same bloodlust of the savage fish itself. These knives are highly sought after by infamous pirates, who do most of their killing in the cramped spaces of ships, crowded taverns, or back alleyways.

When you make a successful attack with this magical dagger, its ability to cause pain increases. Every time you hit the same target with consecutive attacks, add a +1 bonus to damage rolls you make with this dagger, to a maximum of +5. This bonus to damage resets to 0 if you attack another target or miss an attack.

SHARKDOOM PIKE

Weapon (pike), rare (requires attunement)

This heavy solid iron pike is topped with a flanged head and little adornment. These weapons are prized by aquatic monster hunters, who look to spear leviathans from the safety of the ship, immobilizing their prey. You gain a +1 to attack and damage rolls made with this magic weapon. If you hit a creature with a natural swimming speed, it must succeed on a DC 15 Constitution saving throw or its swimming speed is reduced by 30 feet until the start of your next turn.

SHARKTOOTH SCIMITAR

Weapon (scimitar), rare (requires attunement)

A row of shark teeth are fused into this sword's blade, creating a wickedly serrated edge. Legends say that a particularly warlike tribe of aquatic elves made the first sharktooth scimitars as a mockery of the sahuagin and their shark-god, Sekolah.

You gain a +1 to attack and damage rolls made with this magic weapon. Additionally, you can use a bonus action to activate the weapon's magic. For the next minute, you have advantage on attack rolls you make against creatures you have damaged with the scimitar within the past minute. You must finish a long rest before using this property again.

SINKING NET

Weapon (net), uncommon

Small iron weights hang from this thick-corded net. An old sailor's story tells of a particularly cruel captain who had these nets crafted. The captain, always suspicious of the crew, would throw potential mutineers overboard draped in one of these nets. If they had the heart and cunning to escape before finding the bottom of the sea, they were welcomed back onboard.

When you hit a swimming target with this net, its weight magically magnifies and causes the restrained creature to sink 10 feet at the beginning of each of their turns. A creature can use its action to make a DC 13 Strength check, freeing itself or another creature within its reach on a success. Dealing 12 slashing damage to the net (AC 13) also frees the creature without harming it, ending the effect and destroying the net until the next dawn, when it repairs itself.

SWORD OF THE GLORIOUS PEARL

Weapon (any sword), legendary (requires attunement by a good-aligned character)

This masterfully crafted pearlescent sword has a delicate curve in the blade to facilitate underwater combat. The sword's guard is fashioned from coral to resemble flowing kelp. The hilt is a large multicolored pearl that glows with a warm light. These swords are crafted by the Order of the Glorious Pearl, a group of paladins sworn to protect the aventi and all good aquatic creatures. The knights of the order relentlessly hunt down these sacred swords if stolen from aventi lands. An outsider possessing such a blade is nearly unheard of unless they have proven themselves dedicated to the aventi people and the purity of the seas.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. This weapon is a *pearlsteel weapon* (see above) and has all of the benefits of such a weapon. When you hit an aberration, fiend, or undead with it, that creature takes an additional 2d10 radiant damage.

You may use your action while underwater to create a burst of healing energy. Allies within a 10-foot-radius sphere of you regain 3d8 + your Charisma modifier hit points and recover from one of the following conditions: blinded, deafened, paralyzed, or poisoned. If you have 17 or more levels in the paladin class, the area increases to 30 feet. You must finish a short or long rest before using this property again.

TASKMASTER'S WHIP

Weapon (whip), uncommon

Although unadorned and difficult to discern from a mundane whip, these items are essential tools for stopping a mutiny before it starts or press ganging enemies into service.

This magical whip has 5 charges. It regains 1d4 + 1 charges daily at dawn. When you make an attack roll against a creature with which you share a language, you may expend 1 of its charges to cast *command* or 2 of its charges to cast *suggestion* (save DC 13). You must expend the charges before you know the result of the attack roll.



RINGS

LIFE PRESERVER RING

Ring, rare (requires attunement)

Fashioned from nautical rope wrapped around a thick iron band, artificers and historians claim that the famed wizard Mordenkainen created the first of these rings while exploring the Elemental Plane of Water.

While wearing this ring you can use an action to form a 10-foot-radius sphere of force around yourself for 1 hour. The sphere pushes out water, harmful gases, and other nonliving matter that would interfere with land dwelling humanoids' ability to breathe. The sphere is filled with enough clean air to support 5 creatures for the duration of the effect. You can use a bonus action to move the sphere at a rate of 60 feet per round. The sphere and its contents are weightless when in water and can be carried on fast moving currents. Unless you command the sphere to move underwater, it floats, rising at a rate of 30 feet per round.

Nothing can physically pass through the sphere. It is immune to all damage and can't be dispelled by dispel magic. A disintegrate spell destroys the sphere instantly, however. The sphere also extends into the Ethereal Plane, blocking ethereal travel through the sphere.

You can't use this property again until you finish a long rest.



RING OF THE FOUR WINDS

Ring, rare (requires attunement)

This thin silver band is surprisingly sturdy, but nearly weightless. Rings of the four winds are thought to have been invented on Zakhara, but adventurers have recently found examples in ancient Netherese dungeons. The ring has 4 charges. It regains 1d3 + 1 charges daily at dawn. Spells cast from the ring have a save DC of 15. You can expend 1 of the ring's charges to cast *feather fall*, 2 to cast *gust of wind*, or 3 to cast *wind wall*. Additionally, you can expend 4 of the ring's charges to bolster the wind around a sailing ship or similarly propelled vessel. Doing so increases the ship's speed by 5 miles per hour for 4 hours.

While the ring has any number of charges remaining, you can cast the *gust* cantrip.

VORTEX RING

Ring, very rare (requires attunement)

These rings are exceptionally hard to craft, requiring the captured essence of a powerful water elemental and a pearl harvested from the Elemental Plane of Water. They are prized by the Cult of the Crushing Wave and often sought out by its most powerful members.

While attuned to this ring, you can use your action to become a magical vortex of water for up to 1 minute. You do not need to be in a body of water to take this form. While in vortex form, you occupy a 10-foot-radius sphere area and may occupy other creatures' spaces. You gain resistance to acid damage and bludgeoning, piercing, and slashing damage from nonmagical weapons. You are immune to poison damage while in this form. Your other statistics remain the same. You cannot move or take actions while in this form.

Each creature in your space must make a DC 17 Strength saving throw. On a failure, a target takes 3d8 + 5 bludgeoning damage. If it is Large or smaller, it is also grappled (escape DC 16). Until this grapple ends, the target is restrained and unable to breathe unless it can breathe water. If the saving throw is successful, the target is pushed out of your space. While in this form, you can grapple one Large creature or up to two Medium or smaller creatures at one time. At the start of each of your turns, each target you are grappling takes 3d8 + 5 bludgeoning damage. A creature within 5 feet of you can pull a creature or object out of the vortex by taking an action and succeeding on a DC 16 Strength check. You can use a bonus action to return to your normal form.

You can't use this property again until you finish a long rest.

RODS AND STAFFS

CAPTAIN'S ROD

Rod, rare (requires attunement)

This rod is crafted from polished wood reclaimed from a hull and adorned with a brass head in the shape of a ship's wheel. Some crews hold to an old tradition in which a retiring captain commissions such a rod, crafted from their ship's own hull, and gifts it to their first mate.

While attuned to this rod, you have advantage on all ability checks made to navigate, maintain, repair, or otherwise operate a ship. Additionally, you may cast *purify food and drink* three times per day and the create version of *create or destroy water* three times per day.

If you submerge the rod in water and use an action to speak its command word, you are able to sense ships in the same body of water within 1 mile. You learn the following information about each ship in the area:

- Direction and range relevant to your location.
- Type of ship (sailing ship, galleon, rowboat, etc.)
- Its current course and speed.
- Any signs of allegiance, such as pirate or national flags. These signs must be clearly displayed on the ship itself and not hidden in any way.

You can't use this property again until the next dawn.

STAFF OF THE STORM LORD

Staff, very rare (requires attunement by a cleric, druid, sorcerer, warlock, or wizard)

Large teeth from a kraken, giant sharks, and other deep sea leviathans adorn this simple driftwood staff. These staffs are sacred to Talos, the Storm Lord, and are prized possessions of those favored enough to wield them. Clerics of the Destroyer claim they come from the god himself, crafted in the endless maelstrom of Pandemonium, his divine realm. Artificers who claim to have discovered how to create these staffs are relentlessly hunted and killed by Talos' faithful. This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you gain a swimming speed equal to your walking speed and can breathe underwater.

The staff has 20 charges for the following properties. The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff is destroyed, splintered into tiny pieces in a peel of thunder. A *storm of vengeance* (save DC 20) immediately forms overhead. On a 20, the staff regains 1d8 + 2 charges. If you are outside in stormy conditions when the staff regains charges, it regains an additional 2 charges, up to its maximum.

Storm Lord's Rebuke. When you are hit with a melee weapon attack, you can use your reaction and expend 1 charge force the attack to make a Strength saving throw equal to your spell save DC. On a failure, the attacker takes 2d8 thunder damage and is knocked prone. On a success, they take half as much damage and are not knocked prone.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *call lightning* (5th-level version, 5 charges), *cone of cold* (5 charges), *conjure elemental* (air and water elementals only, 5 charges), *fly* (3 charges), *gust of wind* (2 charges), *ice storm* (4 charges), *lightning bolt* (3 charges), *shatter* (2 charges), *sleet storm* (3 charges), *thunderwave* (1st through 5th-level versions, charges equal to the level chosen).

Destroyer's Fury. You can use an action while outdoors to hold the staff toward the sky and call to Talos. A lightning bolt streaks out of the sky, striking the staff in a bright flash. The staff is destroyed and you cast storm of vengeance using your spell save DC.



WONDROUS ITEMS

ADMIRAL'S BICORNE

Wondrous item, very rare (requires attunement)

Noble admirals and fearsome pirate lords alike prize these elaborately adorned hats, crafted from pressed blue or black felt and embroidered with gold thread. It never gets wet, even in the worst storm the seas have to offer.

While you are wearing this hat, your voice is magically amplified so that anyone within 120 feet can clearly hear you, even in raging storms or over blazing cannons. You have advantage on all Charisma ability checks made against members of your or an allied crew while wearing the bicorne.

Additionally, you can use an action to perform a flourish with the hat. Allies within 120 feet that can see and hear you can add 1d4 to any attack roll or saving throw they make for the next minute. You can't use this property again until you finish a long rest.

BAG OF TEETH

Wondrous item, rare

This thick leather pouch has been sewn and patched many times. Reaching inside, you feel a myriad of tiny, razor-sharp teeth crawl over your skin.

The bag contains 1d6 + 1 handfuls of quipper teeth. You can use an action to reach inside the bag and throw a handful of teeth into a body of water. Upon hitting the water, the teeth become a swarm of quippers. The swarm is not under your control and attacks the nearest creature at all times. The swarm persists for 1 minute or until it is slain.

SWARM OF QUIPPERS

Medium swarm of Tiny beasts, unaligned

Armor Class 13

Hit Points 28 (8d8 - 8)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	16 (+3)	9 (-1)	1 (-5)	7 (-2)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 8

Languages —

Challenge 1 (200 XP)

Blood Frenzy. The swarm has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny quipper. The swarm can't regain hit points or gain temporary hit points.

Water Breathing. The swarm can breathe only underwater.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 0 ft., one creature in the swarm's space. *Hit:* 14 (4d6) piercing damage, or 7 (2d6) piercing damage if the swarm has half of its hit points or fewer.



CAPTAIN'S LANTERN

Wondrous item, rare (requires attunement)

Crafted of beautiful brass decorated with peaceful maritime scenes and delicate blue-green glass, this lantern is always alight with a dim flame. You must attune to this item while onboard a ship. Doing so protects the entire ship with an alarm spell while the lantern remains onboard. If the spell is triggered, an audible alarm can be heard throughout the ship. The lantern may only protect one ship at a time. You must spend 1 hour focusing on the lantern while onboard a different vessel to change the lantern's ward.

While attuned to this item, you may press a copper or similar coin to the bottom of the lantern and speak a command word to create a lantern token. Any creature that carries a lantern token does not trigger the alarm effect. You may create any number of lantern tokens and can deactivate all lantern tokens by holding the lantern and speaking a command word.

CONCH SHELL OF THE SEA LORD

Wondrous item, rare (requires attunement)

This conch shell horn shimmers with scintillating pearlescent colors. Both the sea elves and tritons claim to have created the first of these items. They are a sign of prestige among aquatic druids and rangers. While holding this conch shell, you have advantage on Wisdom (Animal Handling) checks made against aquatic creatures. Additionally, you may use an action to blow the conch while underwater to summon aid from nearby aquatic beasts. Either two beasts of challenge rating 1 or four beasts of challenge rating 1/2 within 1 mile answer your call. The Dungeon Master decides which beasts are summoned.

The beasts arrive at the beginning of your next turn, gifted momentary supernatural speed by the conch. The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. The creatures follow your commands for 1 hour or until you dismiss them. After the effect wears off, the creatures are still friendly to you but are not under any compulsion to aid you or your companions.

You must finish a long rest before using this property again.

LADY LUCK'S COIN

Wondrous item, uncommon (requires attunement)

An old sea shanty tells of Lady Luck — known as the goddess Tymora in the Realms — staging a grand treasure hunt among the world's greatest explorers. A freebooting captain known simply as Old Jack (later, Lucky Old Jack) won the contest with no shortage of skill, daring, and, of course, luck. Different renditions of the song disagree on the exact nature of Old Jack's prize, but most agree it included a mountain of gold coins from the Lady's own pockets. Maybe these coins are the far-flung remnants of that tale.

You can steal a bit of good fortune for yourself while this coin is on your person. When a creature makes an attack roll with advantage against you, you may use your reaction to negate their advantage. You have advantage on the next attack roll you make before the end of your next turn. You must finish a short or long rest before using this property again.

NOVICE'S COMPASS

Wondrous item, uncommon

Also known as a "landlubber's compass," this compass sits in a polished oak housing.

This compass always points toward the nearest bit of dry land. The compass does not distinguish between barren islands and thriving ports.

OARS OF SPEED

Wondrous item, uncommon

Fashioned from lightweight but sturdy mahogany these oars are of elven artisanship, carved with beautiful scenes of elven rowboats racing across a placid river. Oars of speed were awarded as the grand prize for a boat race held on a day sacred to Tarsellis Meunniduin, the elven god of rivers and mountains.

This pair of oars can be affixed to a rowboat, small keelboat, or other rowed vessel. If all of the vessel's oars are oars of speed, then its speed is doubled.

SAILOR'S SHOES

Wondrous item, uncommon

Made from a water repellent, thick, rubbery leather, these simple shoes help novice sailors find their sea legs.

You have advantage on ability checks and saving throws made to remain standing while onboard a ship. This property works for both natural effects, such as rain, and magical, such as the *grease* spell.

SAILS OF DISPLACEMENT

Wondrous item, very rare

Created from a misty gray cloth, these sails cause the ship to become slightly blurred against the sea. In order to create these valuable canvas sails, an artificer must conduct all of the work on the Ethereal Plane before transporting them back to the Prime Material Plane.

When affixed to a sailing ship or other wind-propelled vessel, these sails cause the ship to appear blurred, occupying many places at once. Attack rolls against the ship, but not creatures or objects onboard the ship, have disadvantage.

SAILS OF FIRE INVULNERABILITY

Wondrous item, rare

These light blue sails are embroidered with watery arcane runes. They feel cold and damp to the touch, even on warm summer days. Captains who have run afoul against a clever evoker would empty their holds to purchase these sails.

These sails are immune to fire damage and cannot catch fire.

STORMRIDER'S CLOAK

Wondrous item, rare (requires attunement)

This windswept gray cloak is decorated with lightning bolts sewn in gold thread. It catches easily on the wind, billowing dramatically behind you. These cloaks are sought after by pirate crews who can magically control the weather, using stormriders to harass their prey before boarding.

When you are outdoors in stormy conditions you gain a flying speed of 60 feet while you wear this cloak.

SOVEREIGN SEALANT

Wondrous item, uncommon

A barrel of this thick, colorless sealant is worth more than its weight in gold in a naval battle. A family of inventive gnomes from Lantan claim to have created this alchemical substance, a direct answer to the destructive power of the island's famous smoke powder.

One barrel of this magical sealant is enough to coat a Huge or smaller ship's hull. A hull coated in sovereign sealant adds 10 to its damage threshold for 30 days, after which the sealant must be reapplied.

WATER WHEELS

Wondrous item, uncommon

Upon closer inspection, these simple wooden wheels have small arcane runes carved into the spokes.

This set of four wheels fits most common land vehicles, such as carts and wagons. Affixing the wheels to such a land vehicle allows it to float on water, regardless of its size, load, or composition. The wheels do not seal large openings, however, and such a vehicle may quickly sink if not properly prepared. A vehicle using these magical wheels does not have an independent mode of propulsion, so it must be rowed, fitted with sails, or have some other means of traveling through the water.

