

TREASURES OF THE DEEP



An Assortment of Nautical Magic Items



CREDITS

Writing, Item Design, Page Layouts: Steve "Jaspor" Orr

Item Design, Writing: Bill Putrino

Magic Items Artwork: Kevin Catalan

<https://www.kevincatalan.com/>

Cover Design: Nathanael Roux

Homebrewery Stain Images and Blending Guide: AeronDrake & QalarValar

Layout Tool: GM Binder

All other images courtesy the DMs Guild Resources.

Version 1.0 - May 14, 2019

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, Ravenloft, Eberron, the dragon ampersand, Ravnica and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright 2019 by Steven Orr, Bill Putrino, and Kevin Catalan and published under the Community Content Agreement for Dungeon Masters Guild.



INTRODUCTION

Adventurers far and near dream of finding magic items that grant them wondrous powers and abilities. The skill to harness such magic within items is a secret few possess, and even fewer are capable of performing. The rarity and uniqueness of such objects make them incredibly valuable and highly sought after. They are also often passed down from generation to generation and kept well guarded. Entire armies have been sent in search of legendary items. Finding such items is a cause for celebration, and those who come to possess them may soon consider them among their most prized possessions.

Treasures of the Deep presents twenty original magic items that fit the nautical theme. Inspired by the official Dungeons & Dragons adventure *Ghosts of Saltmarsh*, this product supplements that content by providing additional rewards and ideas for players and Dungeon Masters. These are the types of items adventurers might find inside a shipwreck at the bottom of the ocean, locked away in a chest found in a pirate cove, wielded by a kua-toa shaman, hidden in an underwater cave, or guarded by a legendary sea creature. The items are meant to enhance the immersion of sea based adventures and inspire players to connect more with the nautical theme.

Ahoy! I hear ye be wanting to know more about the kinds of treasure ye might be finding in the ocean. I can help ye with that for sure! But be warned, most of these items are not something that their current owners will part with willingly. I hope yer ready to fight for yer loot!

Captain Stelvon "Skully" Cortez is an old sea dog who has lived most of his life sailing the oceans. He has served as first mate on the infamous ship, the *Planeshifter*, as well as being part of countless other crews, some of which weren't exactly operating within the boundaries of the law. Skully has survived catastrophic typhoons, escaped from the clutches of insidious sahuagin, and fought valiantly in many fabled sea battles. He has also found his share of treasure. Throughout this book, Skully provides commentary and offers history lessons on some of the more interesting magic items. He's certainly seen a thing or two in his time, and his notes could help adventurers understand the best ways to make use of their newly acquired treasures.



AMPHIBIOUS ARMOR

Armor (light, medium, or heavy), rare (requires attunement)
You have a +1 bonus to AC while wearing this armor and you have a swimming speed of 40 feet. While wearing this armor underwater, it will automatically create a magical air pocket around your head, allowing you to breathe normally. The air pocket exists until the armor is removed or you are no longer underwater.



ANCHOR OF TRANSFERENCE

Wondrous item, very rare
This metal anchor measures about 3 feet tall and 2 feet wide. While touching the anchor, you can use an action to speak its command word and change its weight. The anchor can be transformed to weight as little as 1 pound, as much as 10,000 pounds, or any weight in between. A creature may use an action to move the anchor if it weighs 1,000 pounds or more, with a successful DC 23 Strength check moving the anchor 10 feet. The DC of the Strength check increases by one for each additional 1,000 of weight, up to a DC of 32 to move a 10,000 pound anchor. The weight of the anchor can be modified in this way twice a day, with the charges restored daily at dawn.



CLOAK OF THE KRAKEN

Wondrous item, legendary (requires attunement)
While wearing this cloak, you may use an action to make a Tentacle Attack. A tentacle sprouts from the cloak, does damage, and has a chance to grapple the target if you choose to. Tentacle Attack can only be used once per long rest.

Tentacle Attack. *Melee Weapon Attack:* +6 to hit, reach 30 ft., one target. *Hit:* 3d6 bludgeoning damage.

Grapple. Target makes a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check. If the target fails, it becomes grappled and restrained.



COMPASS OF SEEKING

Wondrous item, rare
This compass has 5 charges. While holding it, you can use an action and expend 1 charge to cast the *locate object* spell from it. The compass regains 1d4+1 expended charges daily at dawn.



The Cloak of the Kraken, made from real Kraken skin! Of course, finding and killing a Kraken ain't easy, so these things are pretty hard to find. But if ye can get yer hands on one, that tentacle attack is something that will surprise yer enemies. And it can also be useful for reaching that rare bottle of whiskey off the top shelf behind the bar!

CONCH OF BOOMING VOICE

Wondrous item, rare

You can use an action to speak into this conch. The conch magically amplifies your voice, increasing its volume and allowing you to influence creatures within a 60 foot radius. The conch has 3 charges and regains 1d4 - 1 charges daily at dawn. The charges may be used to activate the following effects:

Amplified Message. Words spoken through the conch using this effect can be heard clearly by all creatures within 300 feet. The sound can penetrate most barriers, but it is blocked by 1 foot of lead or any magical barriers.

Howl of Terror. A loud terrifying howl is emitted from the conch. Each hostile creature that can hear within a 60 foot radius must succeed on a DC 13 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it cannot willingly move to a space within 30 feet of you. It also cannot take reactions.

Command of Inspiration. Loud words of motivation are emitted from the conch, encouraging your allies in battle. Each friendly creature that can hear within a 60 foot radius has advantage on its next attack roll.

EYE PATCH MAP

Wondrous item, very rare (requires attunement)

This eye patch has 2 charges. While you wear this eye patch, you can use an action to speak its command word to activate an effect that allows you to see the layout of the surrounding area. You can detect walls, hallways, and doors. You cannot detect any creatures, items, or traps. This effect has a range of a 100-foot-cube area centered on you. The effect lasts for one hour. The effect can penetrate most barriers, but it is blocked by 10 feet of stone, 1 foot of common metal, a thin sheet of lead, or 20 feet of wood or dirt. The eye patch regains all its charges daily at dawn.

FIGURINE OF WONDROUS POWER - CORAL SEA HORSE

Wondrous item, very rare (requires attunement)

This statuette of a sea horse is made of a light pink coral material and is small enough to fit in your pocket. Using an action to speak its command word transforms the figurine into a living giant sea horse that obeys your commands. It can become a giant sea horse for up to 6 hours and can be ridden as a mount while in water. Once it has been used, it can't be used again until 2 days have passed.

GIANT SEA HORSE

Large beast, unaligned

Armor Class 13 (Natural Armor)

Hit Points 16 (3d10)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+0)	2 (-4)	12 (+1)	5 (-3)

Senses passive Perception 11

Challenge 1/2 (100 XP)

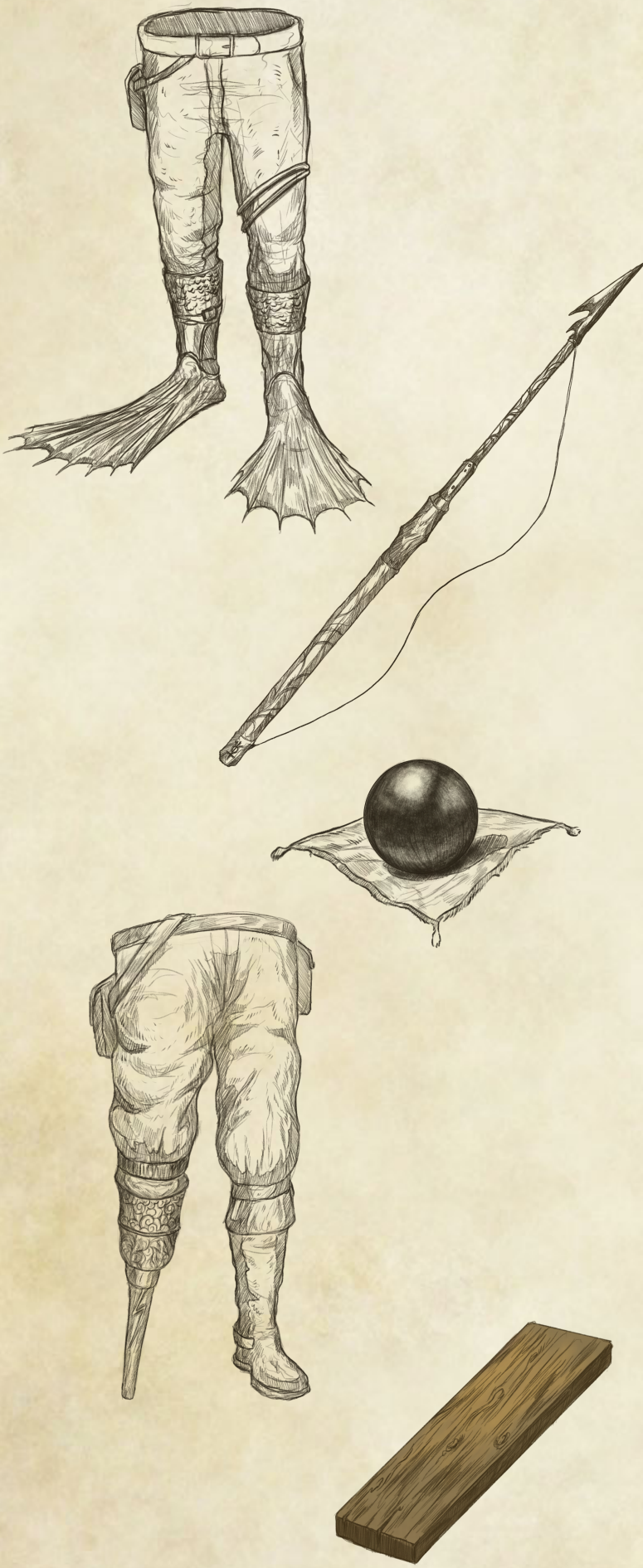
Charge. If the sea horse moves at least 20 ft. straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Water Breathing. The sea horse can breathe only underwater.

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* (1d6 + 1) bludgeoning damage.





FLIPPERS OF SPEED

Wondrous item, rare (requires attunement)

While you wear these flippers, you can use a bonus action to speak their command word to activate them. Once activated, your swimming speed becomes twice your usual walking speed. The duration of the effect lasts for 10 minutes, after which you return to normal swimming speed. This effect cannot be used again until finishing a long rest.

HARPOON OF TRAVEL

Weapon (spear), very rare (requires attunement)

You gain +1 bonus to attack and damage rolls made with this weapon. The harpoon has 4 charges. While attuned to this weapon, you can use a bonus action to speak its command word and teleport to the harpoon's location as if you had cast the *misty step* spell. The range may be up to 60 feet and you do not have to see the harpoon in order to teleport to it. The harpoon regains all its charges daily at dawn.

MAJESTIC PEARL

Wondrous item, very rare

A gritty looking pearl that allows its holder and party to travel between the Material Plane and the Elemental Plane of Water. Upon speaking the command word, you and any creature touching you will be transported to the opposite plane. This effect only works while you are in the Material Plane or the Plane of Water. The Majestic Pearl's power needs 24 hours to recharge before it can be used again.

PEG LEG OF THUNDER

Wondrous item, very rare (requires attunement)

To attune to the peg leg, you must press the artifact against the stump of your leg severed at the knee. (The leg may have been removed by accident or willingly.) The peg leg attaches itself to your leg and becomes a functioning appendage. If the peg leg is ever removed, you suffer 3d10 necrotic damage and lose attunement. While attuned to the peg leg, your walking speed decreases by 5 feet. The peg leg has 3 charges. While wearing it, you can use an action to stomp the leg and cast the *thunderwave* spell (save DC 15) from it. The peg leg regains all its charges daily at dawn.

POCKET PLANK

Wondrous item, very rare

This pocket sized piece of wood expands into a long and narrow wooden plank when its command word is spoken. If you hold the piece of wood and use an action to speak the command word, the wood grows from a small rectangle of light wood into a 5 foot by 20 foot sturdy wooden plank. The plank can hold up to 1,000 pounds of weight. As a bonus action, you can command the plank to move toward a destination you choose up to 30 feet away. The plank will magically remain in place until another bonus action is used to move it to a new location or an action is used to speak the command word to transform it back to its pocket size.

If the weight on the plank exceeds 1,000 pounds, the effect immediately ends and the plank transforms back to its pocket size. Any creatures or items on the plank when it shrinks are dropped immediately. Creatures take 1d6 bludgeoning damage for every 10 feet they fall. Creatures land prone, unless they avoid taking any damage from the fall.



PRISTINE GRAIN OF SAND

Wondrous item, rare

A single grain of sand that a dying wizard infused with the last of his magic powers. This grain of sand may act as a reagent for any spell regardless of the reagent's price. If the reagent is typically consumed during the casting of the spell, then the grain of sand is consumed as well.

SEAWEED WEED

Wondrous item, common

Upon eating the seaweed weed you become calm and relaxed, healing yourself for $2d6 + 4$ hit points. However, you are incredibly hungry within minutes. You have disadvantage on your next saving throw unless you eat something to satisfy your hunger. You cannot benefit from the weed's healing effect again until 4 days have passed.

SHARK TOOTH SWORD

Weapon (any sword), uncommon (requires attunement)

You gain +1 bonus to attack and damage rolls made with this weapon. When you hit a creature with an attack using this magic weapon, the jagged teeth cause it to bleed for 1d4 rounds. At the start of each of the wounded creature's turns, the creature suffers 1d6 piercing damage for the duration of the effect.

SPEAKING SHELLS

Wondrous item, rare

Speaking shells come in groups of $1d4 + 1$ and have matching coloring and patterns in the shell contours. While you touch one shell, you can use an action to cast the *sending* spell from it to the other shells. Once the shells are used to communicate in this way, they can't be used again until after a short rest.



STAFF OF NETTING

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

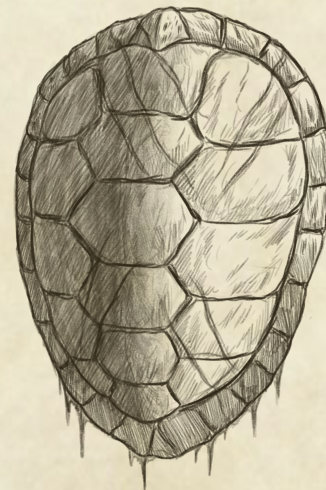
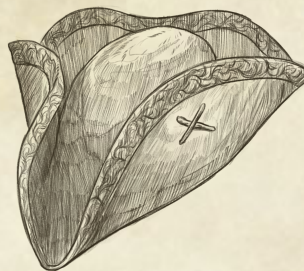
This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. While you hold this staff, magic can neither reduce your speed nor cause you to be paralyzed or restrained. The staff has 4 charges. While holding it, you can use an action to expend 1 charge to cast the *web* spell from it, using your spell save DC. The staff regains 1d4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1 the staff turns to sand and is destroyed.

That staff of netting is something to look out for. I was once caught in that by an angry group of kuo-toa who somehow got the idea I was trying to steal a sacred idol from their village. It was quite the tangle, and for once, they were the fishermen and I was the fresh catch of the day! Har!

TRICORN HAT OF INFLUENCE

Wondrous item, uncommon (requires attunement)

This hat has 5 charges. As a bonus action, you may touch the brim of the hat to expend a charge and activate its effect. While activated, the hat gives you advantage on Charisma (Persuasion) checks and Charisma (Intimidation) checks. The effect lasts for 10 minutes. The hat regains 1d4 + 1 expended charges daily at dawn.



TURTLE SHELL SHIELD

Armor (shield), rare (requires attunement)

While holding this shield, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. While holding this shield, you can speak its command word as a bonus action to cause it to extend. The outer rim of the shield expands, providing additional protection and an additional +2 bonus to AC. The shield remains expanded for 10 minutes, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the shield contracts back to its original size. The shield can't be used this way again until the next dawn.

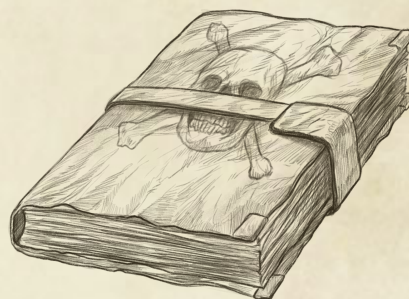
THE CAPTAIN'S LOG

Wondrous item, artifact (requires attunement)

This leather-bound journal contains 100 pages recounting the stories and exploits of Captain James Murgan. Reading a story aloud may inspire those around you. Roll a 1d100 and refer to the table on the following page to select the title of a chapter within the book. One or more players may tell an original story inspired by the title. At the DM's discretion, they may award inspiration to each player that told a tale worthy of legend. This book cannot be used again in this way until 3 days have passed.

Captain's Insight. The Captain's Log has magically inherited much of the experience and knowledge that Captain Murgan gained during his years at sea. While attuned to the Log, you gain proficiency in the Intelligence (History) skill and with navigator's tools.

Ghost Ship. While attuned to the Captain's Log, you can use an action to speak its command word to transform it into a ship. When the word is spoken, the book opens and a ghostly fog pours out in a 30-foot radius from the book. The fog's area is heavily obscured. Once the fog has filled its entire 30-foot radius area, the ship appears. The ship is 40 feet long, 15 feet wide, and 8 feet deep. The ship has a deck, rowing seats, six sets of oars, a rudder, an anchor, a deck cabin, and a mast with a rectangular sail. The ship can hold twenty Medium creatures comfortably. When the book becomes the ship, its weight becomes that of a normal vessel its size. An action can be used to speak its command word, causing the boat to transform back into the book, provided that no creatures are aboard. The ghostly fog surrounds the boat as it changes shape. Any objects in the vessel appear outside the book after it transforms.



Curse of the Drowned Sailor. The Captain's Log has witnessed more than a few sailors fall overboard and drown, and those events have left an impression on the book. When you first become attuned to the artifact, you feel the sense of dread of the countless sailors who have drowned in the book's vicinity and you take 4d10 psychic damage.

While attuned to the artifact and you are more than 10 feet away from it, your ears and lungs are filled with the sensation of rushing water and you feel as if you are drowning. You can hold your breath for a number of minutes equal to 1 + your Constitution modifier (minimum of 1 minute). When you run out of breath, you can survive for a number of rounds equal to your Constitution modifier (minimum of 1 round). At the start of your next turn, you drop to 0 Hit Points and are dying, and you cannot regain Hit Points or be stabilized until you are within 10 feet of the Log and can breathe again. If you remain out of range of the book, you begin dying from this drowning effect and must roll death saving throws. On your third success, you become stable, end the drowning effect, and lose your attunement to the Log. On your third failure, you die, and your soul is consumed by the Log. You cannot be restored to life by any means while your soul remains imprisoned. Destroying the Log will release your soul.

Destroying the Log. Destroying the Captain's Log requires it be left in direct sunlight for 100 consecutive days. At the end of the 100th day, the book shrivels into an unreadable mass and loses its powers. If the book is destroyed while a creature is attuned to it, that creature dies. Any souls that were trapped inside the Log are set free. Submerging the book in salt water for 1d20 + 1 years will repair its condition and restore its powers.

Many a sailor has died looking for Murgan's Captain's Log. Some think its curse is worth it, but I'm not so sure. Spending eternity trapped inside its pages isn't for me!

d100 Chapter Title**d100 Chapter Title**

1	The Dragon Games	51	The Repeating Day
2	Black Sails	52	I've Never Seen The Sea So Calm
3	The Mermaid	53	The Poisoned Eel
4	Walked The Plank But Didn't Get Wet	54	Potion Testing
5	The Drunk And The Skunk	55	The Squeaky Levers
6	The Hanging of Ajgus	55	Mage Asylum
7	Serpent's Tail	56	The Temple Of Boom
8	The Floating Head	57	Of Mimics And Men
9	Where's My Bloody Ship?	58	The Jig Is Up
10	The Painted Man	59	Slaves To The Grind
11	I Found The End Of The World!	60	The Crystal Relics
12	The Missing Rum	61	My Favorite Tavern
13	Loose Lips Sink Ships	62	The Woman With Two Left Feet
14	I Think His Name Was Redondo	63	House Of Mirrors
15	She Was The One That Got Away	64	100 Bottles of Rum on the Wall
16	I Was Only 12 Paces Away From...	65	The Joke's On Him
17	We Want The Redhead	66	The Joke Was On Me
18	X Never Marks The Spot	67	Blood In The Water
19	Marooned	68	The Chase
20	Catman	69	Beer Drinking Fools
21	The Haunted Ship	70	Seven Spells Well Spent
22	The Crow That Roared	71	The Crewless Ship
23	Collateral Damage	72	Stalked
24	Shakey Jake	73	Who's Baby Is That?
25	The Burning Bridge	74	That Time We All Dressed As Wenches
26	My Friend, The Werewolf	75	A Meal at Fudd's
27	The Seed Puzzle	76	The Red Menace
28	Buying A Ladder	78	A Not So Soft Landing
29	The One-Eyed Sir	79	The Devil Inside
30	Disguise Kit Mayhem	80	Burning Windmills
31	The Idiot Pit	81	Catch Of The Day
32	Jail Break	82	It Wasn't My Fault
33	The Colored Cloak Murders	83	Crooked Dice
34	Leap Before You Look	84	Deaf For A Week
35	Dancing In The Pollen	85	Don't Drink The Water
36	The Siren's Song	86	Red Sky In Morning, Take Warning
37	Dark Vendetta	87	I Never Thought I'd Be Smuggling Myself
38	Band Of Bojas	88	The Family Heirloom
39	The Silver Arrow	89	That Island Doesn't Belong There
40	Kidnapped By Hags	90	My Last Port Of Call
41	The Storm To End All Storms	91	The Man With Too Many Scarves
42	The Empty Dingy	92	Does Anyone Speak Giant?
43	Frozen Ocean	93	Rats In The Hallway
44	The Foggy Morning	94	An Ace Up The Sleeve
45	A Dangerous Game Of Cards	95	The Bottom Of A Whirlpool
46	You Wouldn't Believe What We Loaded The Cannons With	96	A Pair Of Brown Eyes
47	The Talking Sharks	97	Streams Of Whiskey
48	Pick Pockets	98	The Sunken Vault
49	This Book Is Going To Kill Me	99	The Woman With The Skull And Crossbones Tattoo
50	Raining Crabs	100	The First Rule of Captain's Log (Inspiration for all)

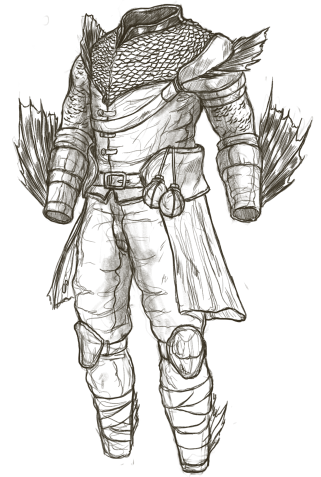
APPENDIX A: MAGIC ITEM HANDOUTS

This appendix provides printer friendly versions of each of the magic items included in *Treasures of the Deep* that can be printed, cut out, and distributed to players at the table for easy reference.

AMPHIBIOUS ARMOR

ARMOR (LIGHT, MEDIUM, OR HEAVY), RARE (REQUIRES ATTUNEMENT)

You have a +1 bonus to AC while wearing this armor and you have a swimming speed of 40 feet. While wearing this armor underwater, it will automatically create a magical air pocket around your head, allowing you to breathe normally. The air pocket exists until the armor is removed or you are no longer underwater.



ANCHOR OF TRANSFERENCE

WONDROUS ITEM, VERY RARE

This metal anchor measures about 3 feet tall and 2 feet wide. While touching the anchor, you can use an action to speak its command word and change its weight. The anchor can be transformed to weight as little as 1 pound, as much as 10,000 pounds, or any weight in between. A creature may use an action to move the anchor if it weighs 1,000 pounds or more, with a successful DC 23 Strength check moving the anchor 10 feet. The DC of the Strength check increases by one for each additional 1,000 of weight, up to a DC of 32 to move a 10,000 pound anchor. The weight of the anchor can be modified in this way twice a day, with the charges restored daily at dawn.



CLOAK OF THE KRAKEN

WONDROUS ITEM, LEGENDARY (REQUIRES ATTUNEMENT)

While wearing this cloak, you may use an action to make a Tentacle Attack. A tentacle sprouts from the cloak, does damage, and has a chance to grapple the target if you choose to. Tentacle Attack can only be used once per long rest.

Tentacle Attack: *Melee Weapon Attack:* +6 to hit, reach 30 ft., one target.

Hit: 3d6 bludgeoning damage.

Grapple: Target makes a DC 13 Strength (Athletics) or Dexterity (Acrobatics) check.

If the target fails, it becomes grappled and restrained.



COMPASS OF SEEKING

WONDROUS ITEM, RARE

This compass has 5 charges. While holding it, you can use an action and expend 1 charge to cast the *locate object* spell from it. The compass regains 1d4+1 expended charges daily at dawn.



CONCH OF BOOMING VOICE

WONDROUS ITEM, VERY RARE

You can use an action to speak into this conch. The conch magically amplifies your voice, increasing its volume and allowing you to influence creatures within a 60 foot radius. The conch has 3 charges and regains 1d4 - 1 charges daily at dawn. The charges may be used to activate the following effects:

Amplified Message

Words spoken through the conch using this effect can be heard clearly by all creatures within 300 feet. The sound can penetrate most barriers, but it is blocked by 1 foot of lead or any magical barriers.

Howl of Terror

A loud terrifying howl is emitted from the conch. Each hostile creature that can hear within a 60 foot radius must succeed on a DC 13 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it cannot willingly move to a space within 30 feet of you. It also cannot take reactions.

Command of Inspiration

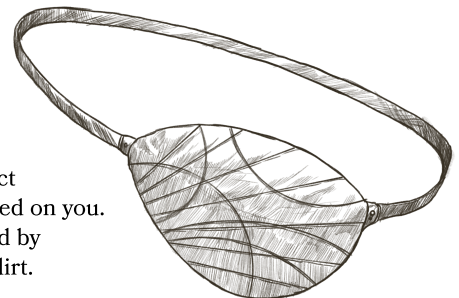
Loud words of motivation are emitted from the conch, encouraging your allies in battle. Each friendly creature that can hear within a 60 foot radius has advantage on its next attack roll.



EYE PATCH MAP

WONDROUS ITEM, VERY RARE (REQUIRES ATTUNEMENT)

This eye patch has 2 charges. While you wear this eye patch, you can use an action the speak its command word to activate an effect that allows you to see the layout of the surrounding area. You can detect walls, hallways, and doors. You cannot detect any creatures, items, or traps. This effect has a range of a 100-foot-cube area centered on you. The effect lasts for one hour. The effect can penetrate most barriers, but it is blocked by 10 feet of stone, 1 foot of common metal, a thin sheet of lead, or 20 feet of wood or dirt. The eye patch regains all its charges daily at dawn.



FIGURINE OF WONDROUS POWER - CORAL SEA HORSE

WONDROUS ITEM, VERY RARE (REQUIRES ATTUNEMENT)

This statuette of a sea horse is made of a light pink coral material and is small enough to fit in your pocket. Using an action to speak its command word transforms the figurine into a living giant sea horse that obeys your commands. It can become a giant sea horse for up to 6 hours and can be ridden as a mount while in water. Once it has been used, it can't be used again until 2 days have passed.



FLIPPERS OF SPEED

WONDROUS ITEM, RARE (REQUIRES ATTUNEMENT)

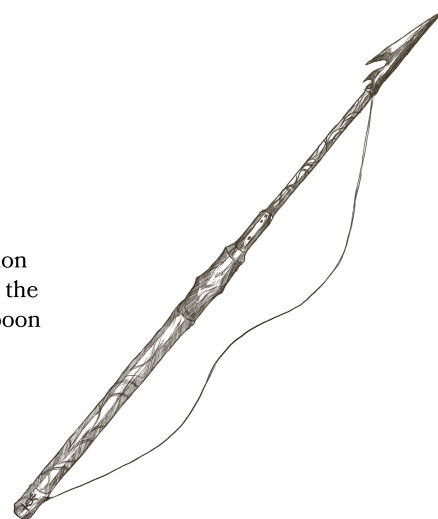
While you wear these flippers, you can use a bonus action to speak their command word to activate them. Once activated, your swimming speed becomes twice your usual walking speed. The duration of the effect lasts for 10 minutes, after which you return to normal swimming speed. This effect cannot be used again until finishing a long rest.



HARPOON OF TRAVEL

WEAPON (SPEAR), VERY RARE (REQUIRES ATTUNEMENT)

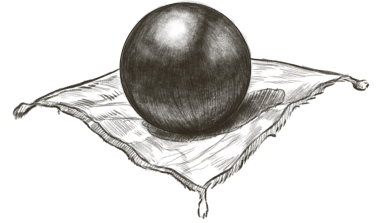
You gain +1 bonus to attack and damage rolls made with this weapon. The harpoon has 4 charges. While attuned to this weapon, you can use a bonus action to speak its command word and teleport to the harpoon's location as if you had cast the *misty step* spell. The range may be up to 60 feet and you do not have to see the harpoon in order to teleport to it. The harpoon regains all its charges daily at dawn.



MAJESTIC PEARL

WONDROUS ITEM, VERY RARE

A gritty looking pearl that allows its holder and party to travel between the Material Plane and the Elemental Plane of Water. Upon speaking the command word, you and any creature touching you will be transported to the opposite plane. This effect only works while you are in the Material Plane or the Plane of Water. The Majestic Pearl's power needs 24 hours to recharge before it can be used again.



PEG LEG OF THUNDER

WONDROUS ITEM, VERY RARE (REQUIRES ATTUNEMENT)

To attune to the peg leg, you must press the artifact against the stump of your leg severed at the knee. (The leg may have been removed by accident or willingly.) The peg leg attaches itself to your leg and becomes a functioning appendage. If the peg leg is ever removed, you suffer 3d10 necrotic damage and lose attunement. While attuned to the peg leg, your walking speed decreases by 5 feet. The peg leg has 3 charges. While wearing it, you can use an action to stomp the leg and cast the *thunderwave* spell (save DC 15) from it. The peg leg regains all its charges daily at dawn.



POCKET PLANK

WONDROUS ITEM, VERY RARE

This pocket sized piece of wood expands into a long and narrow wooden plank when its command word is spoken. If you hold the piece of wood and use an action to speak the command word, the wood grows from a small rectangle of light wood into a 5 foot by 20 foot sturdy wooden plank. The plank can hold up to 1,000 pounds of weight. As a bonus action, you can command the plank to move toward a destination you choose up to 30 feet away. The plank will magically remain in place until another bonus action is used to move it to a new location or an action is used to speak the command word to transform it back to its pocket size. If the weight on the plank exceeds 1,000 pounds, the effect immediately ends and the plank transforms back to its pocket size. Any creatures or items on the plank when it shrinks are dropped immediately. Creatures take 1d6 bludgeoning damage for every 10 feet they fall. Creatures land prone, unless they avoid taking any damage from the fall.



PRISTINE GRAIN OF SAND

WONDROUS ITEM, RARE

A single grain of sand that a dying wizard infused with the last of his magic powers. This grain of sand may act as a reagent for any spell regardless of the reagent's price. If the reagent is typically consumed during the casting of the spell, then the grain of sand is consumed as well.

SEAWEED WEED

WONDROUS ITEM, COMMON

Upon eating the seaweed weed you become calm and relaxed, healing yourself for $2d6 + 4$ hit points. However, you are incredibly hungry within minutes. You have disadvantage on your next saving throw unless you eat something to satisfy your hunger. You cannot benefit from the weed's healing effect again until 4 days have passed.



SHARK TOOTH SWORD

WEAPON (ANY SWORD), UNCOMMON (REQUIRES ATTUNEMENT)

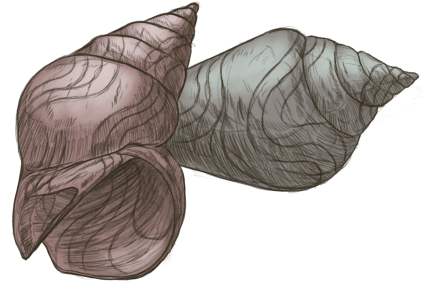
You gain +1 bonus to attack and damage rolls made with this weapon. When you hit a creature with an attack using this magic weapon, the jagged teeth cause it to bleed for 1d4 rounds. At the start of each of the wounded creature's turns, the creature suffers 1d6 piercing damage for the duration of the effect.



SPEAKING SHELLS

WONDROUS ITEM, RARE

Speaking shells come in groups of $1d4 + 1$ and have matching coloring and patterns in the shell contours. While you touch one shell, you can use an action to cast the *sending* spell from it to the other shells. Once the shells are used to communicate in this way, they can't be used again until after a short rest.



STAFF OF NETTING

STAFF, VERY RARE

(REQUIRES ATTUNEMENT BY A BARD, CLERIC, DRUID, SORCERER, WARLOCK, OR WIZARD)

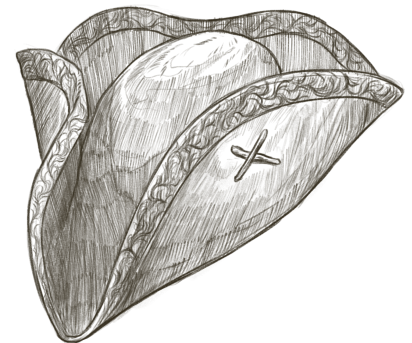
This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. While you hold this staff, magic can neither reduce your speed nor cause you to be paralyzed or restrained. The staff has 4 charges. While holding it, you can use an action to expend 1 charge to cast the *web* spell from it, using your spell save DC. The staff regains $1d4$ expended charges daily at dawn. If you expend the last charge, roll a $d20$. On a 1 the staff turns to sand and is destroyed.



TRICORN HAT OF INFLUENCE

WONDROUS ITEM, UNCOMMON (REQUIRES ATTUNEMENT)

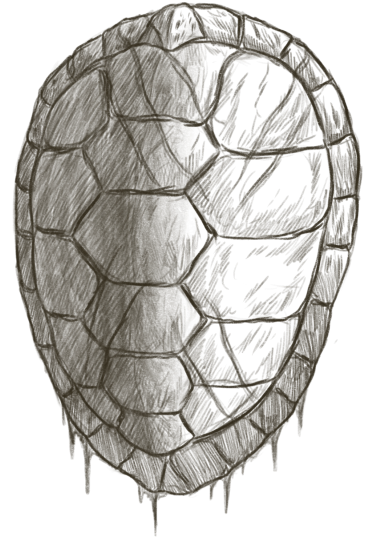
This hat has 5 charges. As a bonus action, you may touch the brim of the hat to expend a charge and activate its effect. While activated, the hat gives you advantage on Charisma (Persuasion) checks and Charisma (Intimidation) checks. The effect lasts for 10 minutes. The hat regains $1d4 + 1$ expended charges daily at dawn.



TURTLE SHELL SHIELD

ARMOR (SHIELD), RARE (REQUIRES ATTUNEMENT)

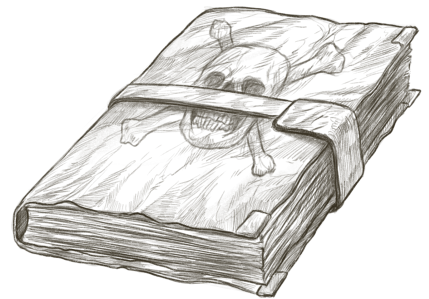
While holding this shield, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. While holding this shield, you can speak its command word as a bonus action to cause it to extend. The outer rim of the shield expands, providing additional protection and an additional +2 bonus to AC. The shield remains expanded for 10 minutes, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the shield contracts back to its original size. The shield can't be used this way again until the next dawn.



THE CAPTAIN'S LOG

WONDROUS ITEM, ARTIFACT (REQUIRES ATTUNEMENT)

This leather-bound journal contains 100 pages recounting the stories and exploits of Captain James Murgan. Reading a story aloud may inspire those around you. Roll a 1d100 and refer to the Captain's Log table to select the title of a chapter within the book. One or more players may tell an original story inspired by the title. At the DM's discretion, he may award inspiration to each player that told a tale worthy of legend. This book cannot be used again in this way until 3 days have passed.



Captain's Insight. The Captain's Log has magically inherited much of the experience and knowledge that Captain Murgan gained during his years at sea. While attuned to the Log, you gain proficiency in the Intelligence (History) skill and with navigator's tools.

Ghost Ship. While attuned to the Captain's Log, you can use an action to speak its command word to transform it into a ship. When the word is spoken, the book opens and a ghostly fog pours out in a 30-foot radius from the book. The fog's area is heavily obscured. Once the fog has filled its entire 30-foot radius area, the ship appears. The ship is 40 feet long, 15 feet wide, and 8 feet deep. The ship has a deck, rowing seats, six sets of oars, a rudder, an anchor, a deck cabin, and a mast with a rectangular sail. The ship can hold twenty Medium creatures comfortably. When the book becomes the ship, its weight becomes that of a normal vessel its size. An action can be used to speak its command word, causing the boat to transform back into the book, provided that no creatures are aboard. The ghostly fog surrounds the boat as it changes shape. Any objects in the vessel appear outside the book after it transforms.

Curse of the Drowned Sailor. The Captain's Log has witnessed more than a few sailors fall overboard and drown, and those events have left an impression on the book. When you first become attuned to the artifact, you feel the sense of dread of the countless sailors who have drowned in the book's vicinity and you take 4d10 psychic damage.

While attuned to the artifact and you are more than 10 feet away from it, your ears and lungs are filled with the sensation of rushing water and you feel as if you are drowning. You can hold your breath for a number of minutes equal to 1 + your Constitution modifier (minimum of 1 minute). When you run out of breath, you can survive for a number of rounds equal to your Constitution modifier (minimum of 1 round). At the start of your next turn, you drop to 0 Hit Points and are dying, and you cannot regain Hit Points or be stabilized until you are within 10 feet of the Log and can breathe again. If you remain out of range of the book, you begin dying from this drowning effect and must roll death saving throws. On your third success, you become stable, end the drowning effect, and lose your attunement to the Log. On your third failure, you die, and your soul is consumed by the Log. You cannot be restored to life by any means while your soul remains imprisoned. Destroying the Log will release your soul.

Destroying the Log. Destroying the Captain's Log requires it be left in direct sunlight for 100 consecutive days. At the end of the 100th day, the book shrivels into an unreadable mass and loses its powers. If the book is destroyed while a creature is attuned to it, that creature dies. Any souls that were trapped inside the Log are set free. Submerging the book in salt water for 1d20 + 1 years will repair its condition and restore its powers.

DISCOVER SUNKEN TREASURE

Forgotten shipwrecks. Underwater caverns. Hidden pirate coves. Haunted lighthouses. These are just a few locations where powerful magic items are waiting to be discovered by adventurers brave and bold enough to explore the savage seas and untamed oceans.

Treasures of the Deep details twenty unique and powerful magic items that characters may find during their nautical themed adventures. From the legendary Cloak of the Kraken to the whimsical Pocket Plank, these items are certain to add some spirit to your adventures at sea.

A Dungeons & Dragons magic items guide for characters of all levels as a supplement to *Ghosts of Saltmarsh*.

