

MANUAL OF MARINE MAGIC, VOLUME 1

18 NAUTICAL MAGIC ITEMS FOR
FASTIDIOUS FISHERMEN, SEASICK SAILORS, AND PLUNDERING PIRATES
by XhangoGames

(For comments, questions, corrections, or critiques, please contact XhangoGames on Reddit, [here](#))



COMMON

TIDEWATCH PENDANT

Wondrous Item, common

This circular silver pendant has a flat front. Different hues of blue play out across the front of the amulet in wave patterns. By taking a few moments to study the pendant you can tell whether it is high or low tide, and relatively how long until the tide starts to change.

HELMSMAN'S HAT

Wondrous Item, common

While wearing this fashionable three-cornered hat (*called a tricorne*), you always know which direction North is.



FLEET MAP

Wondrous Item, common

Fleet maps are carefully guarded treasures and are a significant liability if they fall into enemy hands. A fleet map is an enchanted world map that displays the real-time location of all other linked fleet maps. Each map is designated as belonging to a specific ship. Thus, if you were able to steal a fleet map from a different ship, your ship would still broadcast its location as though it were the original ship, and you could track other ship movements.

UNCOMMON

BROOCH OF THE SEA CUCUMBER

Wondrous Item, uncommon, (requires attunement)

With a beautiful orange hue, this dazzling brooch is the definition of high society fashion. Its effect, less so.

This brooch has 3 charges and regains all expended charges daily at dawn. When a creature within 5 feet damages you, you can use your reaction to expend 1 of the brooch's charges and vomit up bile and non-essential organs (such as your spleen, gallbladder, or appendix) on the attacker. The target must make a DC14 Constitution saving throw. They take 2d10 acid damage on a failed save, or half as much damage on a successful one. Your vomited organs and viscera regrow in a matter of moments.

Additionally, while not using the brooch's other ability, you gain a +2 to Persuasion or Deception checks if the subject at hand is fashion (what looks stylish, what's in fashion, etc.)

ELECTRIC EEL WHIP

Weapon (whip), uncommon

This whip's wooden, insulated handle depicts two eels twisted together. It deals an extra 1d4 lightning damage.

QUARTERSTAFF OF THE FISHER-WARRIOR

Weapon (quarterstaff/whip), uncommon (requires attunement)

This quarterstaff has a fishing line hidden within its core. As a bonus action it can be transformed either into a whip (and fishing rod) or from a whip back to a quarterstaff. You have a +1 bonus to attack and damage rolls made with this magic weapon, and are considered proficient with whips if you are proficient with a quarterstaff.

Additionally, it has the following abilities. Once used, each ability can't be used again until the next dawn:

- **Big catch (whip only):** After hitting a large or smaller creature with an attack, you can attempt to reel them in. You and that creature initiate a Strength contest. If you succeed, the target is pulled up to 10 feet towards you. If you fail, nothing happens.
- **Catch and release (quarterstaff only):** When you hit a creature, you may choose to deliver an extra forceful blow, dealing an extra die of damage. The target must succeed on a DC14 Strength saving throw or be knocked back 5 feet and prone.
- **Belly up:** When you hit a creature with a swimming speed, you may choose to deal an extra 2d10 damage (bludgeoning if quarterstaff, slashing if whip).

UNCOMMON (CONTINUED)

ANGLERFISH HEADBAND

Wondrous Item, uncommon

While wearing this headband, you may speak its command word to manifest or extinguish a small, fist size orb of light that floats just above your head and moves with it. This orb of light sheds 30 feet of dim blue light in a radius around you. As a bonus action, you may concentrate on the light and make it flicker in a hypnotizing pattern. Each other creature within a 30 foot radius must make a DC10 Wisdom saving throw or be charmed. A creature charmed this way must spend its movement on its next turn to move to the light. A creature with 7 or less intelligence has disadvantage on the saving throw. Once used, this ability can't be used again until the next dawn.

ASTRALTRAWLER NET

Weapon (net), uncommon

This net has golden filaments interwoven into its silken rope. This, coupled with the enchantments on the net, allow it to hit and restrain ethereal or incorporeal creatures. This net is stronger than a normal net, requiring a creature to make a DC12 Strength check to free itself. If the net is destroyed, it will reknit and repair itself over the course of a week.



FLINTLOCK ROD

Wondrous Item, uncommon

This intricate rod can hold a single rock or metal pellet at a time. When dormant, it is moderately warm to the touch. When fired red runes glow along its wooden handle.

This rod has 3 charges. As an action, you may activate this rod, firing a small metal projectile out of it to attack a target. This attack has a range of (30/60), uses a +5 to hit, and does 3d6 piercing damage.

After being used, the rod is de-activated, and the wielder must spend an action to load another pellet and re-arm the rod. It regains 1d3 spent charges daily at dawn.

BLUE FOOTED BOOTIES

Wondrous Item, uncommon

These fine blue boots are especially fancy with lots of unnecessary frills. As a bonus action, you can activate these boots, letting you walk on water for the next minute. Once this ability is activated, it can't be used again until the next dawn.



RARE

FEATHER TOKEN, SEAHORSE

Wondrous Item, rare

This tiny object looks like a feather. Different types of feather tokens exist, each with a different single-use effect.

Seahorse: You can use an action to snap the token in half. When you do, there is a flash of light, and a large, rideable, quasi-real seahorse named Seahorsecephalus appears in front of you. This seahorse has a saddle, bit, and bridle specifically fashioned for it. It floats two feet off the ground, hovering in mid-air. Use the statistics of the *Warhorse* for this creature, with a 60 foot hover speed and swimming speed instead of its movement speed. It can breathe in both air and water. Additionally, Seahorsecephalus is unusually intelligent, and has an intelligence of 6. It can communicate with you telepathically (60 foot range) and knows Common. It can travel 7 miles an hour, or 10 miles if moving at a fast pace.

This seahorse and its equipment lasts 1 hour, or until it drops to 0 hitpoints. After the 1 hour duration, the seahorse gradually slows down and fades, giving the rider 1 minute to dismount. If it reaches 0 hit points, it instantly disappears. The equipment accompanying it also disappears when it does.

BRACERS OF THE MANTIS SHRIMP

Wondrous Item, rare (requires attunement)

These dazzling, multi-color bracers are inspired by the mantis shrimp. A mantis shrimp's punch is so quick that it vaporizes the water around it.

While wearing these bracers, your Unarmed Strikes are incredibly fast. Your Unarmed Strikes cause a shockwave of collapsing air, dealing an extra 1d4 thunder damage.

SUNFISH SHIELD

Armor (shield), rare (requires attunement)

This shield has been crafted to resemble a sunfish (also known as the Mola Mola). While holding this shield, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. Additionally, you are resistant to radiant damage while carrying this shield.

This shield has two charges. Both charges restore each day at dawn if the shield was exposed to sunlight for at least an hour on the previous day. As a bonus action, you may expend one of the charges, shooting a ray of light towards a creature. That creature must make a DC14 Constitution saving throw. On a failed save, that creature takes 1d8 radiant damage and is blinded until your next turn. On a successful save, that creature takes half as much damage and isn't blinded.

A shield is made from wood or metal and is carried in one hand. Wielding a shield increases your Armor Class by 2. You can benefit from only one shield at a time.



VERY RARE

BABEL FISH

Wondrous Item, very rare

This small yellow fish is highly prized by diplomats, kings, and other dignitaries. Once placed in your ear, the fish lives there happily, letting you instantly understand anything said to you as though it were your native language. You cannot read or speak any additional languages.

DRAWMIJ'S INCREDIBLE FISH TIN

Wondrous Item, very rare

This fish tin is enchanted with powerful conjuration magic. As an action, you may open the tin and speak the name of one of the listed fish below. The tin vanishes, and the chosen fish is pulled from a demi-plane and magically appears in your hand.

- **Sawfish:** The sawfish has a long, serrated saw nose. You may use the saw as a +2 sword. After 1 hour, the sawfish loses its magic, and the saw becomes too brittle to use as a weapon.
- **Pufferfish:** As an action, you can throw this pufferfish up to 40 feet. When it hits a creature or hard surface, it lets out a visible, poisonous gas in a 20-foot-radius cloud centered at the point of impact. The cloud lasts for 1 minute, or until a strong wind disperses the cloud. When a creature enters the area for the first time or starts its turn there, it must make a DC18 Constitution saving throw. The creature takes 5d8 poison damage on a failed save, or half on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.
- **Flying Fish:** This diminutive flying fish can be eaten in a single bite. After being consumed, you grow small, silvery wings on your back for one minute. While you have these wings, you have a fly speed of 20 feet, can hover, but have a maximum flight height of 10 feet off the ground.

STAFF OF THE DEEP

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

This staff has been fashioned out of ancient driftwood, preserved underwater at the bottom of the ocean. The top of the staff is capped by a fist sized black pearl.

You have resistance to cold damage while you hold this staff.

This staff has 10 charges. It regains 1d6+4 expended charges each night at midnight. While holding it, you can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: **Magnify Gravity** (1 charge), **Tidal Wave** (3 charges), **Watery Sphere** (4 charges) and **Gravity Fissure** (6 charges).

LEGENDARY

HUNTER-KILLER, THE BLOOD-DRENCHED LEIOMANO

Weapon (leiomano), legendary (requires attunement)

The shark is an apex predator, and its form hasn't needed to evolve for millennia. Similarly, this ancient leiomano continues to be as lethal as the day it was made. The dark, blood-red wood of this club is adorned with sharp teeth from a giant tiger shark.

A leiomano is a club adorned with shark teeth to add blades. The name leiomano means "shark's wreath" and the weapon comes from Polynesian cultures. Use the battleaxe as the base template for this item: 1d8 slashing, versatile (1d10).

Dormant

The leiomano grants the following benefits in its dormant state:

- You gain a +1 bonus to attack and damage rolls made with this magic weapon.
- If you've hit a creature that has blood with the leiomano, you can smell its presence as though you could see it (even if invisible) for the next minute, and you have advantage on checks to track that creature through smell.
- You can smell if there is blood in the air within a half-mile.

Awakened

When the leiomano reaches an awakened state, it gains the following properties:

- The weapon's bonus to attack and damage rolls increases to +2.
- Your teeth become sharp and you can make a bite attack as a natural weapon attack. This attack uses the same statistics as your Unarmed Strike, except it does 1d8 base slashing damage.
- After hitting a creature with the leiomano, you can use your bonus action to attack with your bite.

Exalted

When the leiomano reaches an exalted state, it gains the following properties:

- The weapon's bonus to attack and damage rolls increases to +3.
- When an enemy takes damage you may use your reaction to move up to your move speed to that creature and make an attack against it with the leiomano, if in range.
- You have a swimming speed equal to your walking speed, and you can breathe underwater. You can smell if there is blood in the air or in the water within a mile.

LANCE OF THE NARWHAL

Weapon (lance), legendary (requires attunement)

The elusive narwhal is considered by many experts to be a close relative of the unicorn. This lance has been made from a narwhal's horn, magically enhanced to be a potent weapon. It has the following abilities:

- You have a +3 bonus to attack and damage rolls with this magic weapon.
- You have resistance to cold damage.
- You have a swimming speed equal to your walking speed. While underwater, you can speak a command word to create a bubble of air that surrounds your head, similarly to the *Cap of Water Breathing*.
- If you move 20 feet towards a creature in a straight line and hit it with this weapon immediately after moving, that creature takes an extra 1d12 piercing damage and must succeed on a DC15 Strength saving throw or be knocked prone.
- The lance has 10 charges. 1d10 charges restore each day at dawn. You may spend these charges to cast the following spells: Cure Wounds (1 charge), Lesser Restoration (2 charges), Shield of Faith (3 charges), Greater Restoration (6 charges), and Conjure Elemental (Water only, 8 charges).

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