

LEGENDARY ADVENTURE 5



TREASURY OF THE FLEET

Jason Nelson, Matt Goodall,
Jim Groves, and Jonathan H. Keith



**TREASURY
OF THE FLEET**

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Special Electronic Features

We've hyperlinked this product internally from the Table of Contents and externally with references to the official System Reference Document (SRD) and [5eSRD](#). If it is in the core 5E rules, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

About Legendary Games

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games and coordinated by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the RPG fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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What You Will Find Inside *Treasury of the Fleet*

This supplement explores magical items of a nautical nature, from admiralty assets to pirate's plunder, all in the name of stuffing treasure chests full of thematic and exciting items that your characters will be pleased to pilfer from their former owners. Gold is gold, and jewels are jewels, so on a certain level pirates and those who pursue them are more than happy to claim any kind of treasure as theirs by rights. That said, much of the fun of playing in a piratical campaign is that it should feel a little different from pillaging orc-holds, dragon dens, and forbidden temples of the elder gods and demon princes far below the earth. A pirate could certainly come across such things in his itinerant wanderings across the briny blue, but in a pirate campaign you'd really much rather find the sort of loot that typifies the tropics and the endless islets where sky, sand, and sea become one. Magical spyglasses and eyepatches, sails and hoisted colors, gunpowder pistols and cruel cutlasses; if it fits in a pirate's kit, you'll find it in these pages. If it's a pirate's life for your PCs, they are going to love what they find in the *Treasury of the Fleet*.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



Treasury of the Fleet

The magic items in this product are designed specifically to fit within a pirate-themed campaign, whether a published adventure path or a nautical campaign of your own devising. Some items may be long-lost relics found on a deserted isle or a desolate shipwreck along jagged rocks or at the bottom of the briny blue. Some may be for sale or trade in the black markets of pirate ports where your PCs go to hoist a flagon and toast and boast their latest plundering exploits. Others may be given as gifts or prizes by wealthy patrons looking to curry favor with the heroes or reward them for a job well done, though canny heroes will be wise to look for a catch or wonder whether their erstwhile gift was pulled from the cold, dead hands of another who failed their patron for the last time. Of course, any of these might be found in a buried chest at the end of a treasure map, just waiting for your PCs to seize Old Grog's lost treasure!

This treasury does include a number of firearms and gunpowder-related items. Such things can be a bridge too far for fantasy gamers, and if they are not your cup of tea feel free to ignore them. Using pirates does result in a kind of genre mash-up in fantasy RPGs, incorporating tropes more suited to the Age of Exploration (and conquest) from Earth's history than the more Dark Ages or early Medieval motifs that form the heart of RPG traditions. Still, genre mash-ups are a trope unto themselves dating from the earliest days of RPGs, and in the spirit of swashbuckling fun we have included a number of things that go boom in the *Treasury of the Fleet*, and we think they are a great addition to the collection. The items are listed by price in **Table: Treasury of the Fleet**,

and their descriptions are broken up by item type thereafter.

ARMOR AND SHIELDS

BULLET BUCKLER

Shield (buckler), very rare

This small shield provides a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. It has a rounded boss of adamantine alloy, often showing scorch marks and powder burns upon its surface. A *bullet buckler* imposes disadvantage on all non-magical range attacks against you including those from gunpowder-based weapons (including siege class weapons) and grenade-based attacks. In addition, it provides a +3 bonus to any Dexterity saving throw against gunpowder-based attacks that allow a saving throw.

CANNONBALL BREASTPLATE

Armor (breastplate), very rare

This lumpy, rough-hammered breastplate provides a +2 bonus to AC as well as resistance to fire. It is forged of sooty black metal spiderwebbed with tiny cracks that glow orange in dim light or darkness. Once per day as a standard action, you can compress the *cannonball breastplate* into the form of a cannonball, which is launched at an opponent within 500 feet as if it were a shot from a cannon (Ranged Weapon Attack: +6



TABLE: TREASURY OF THE FLEET

Item Name	Price
<i>chaining</i>	<i>rare</i>
<i>skimming</i>	<i>uncommon</i>
<i>stormshaft</i>	<i>uncommon</i>
<i>tracer</i>	<i>uncommon</i>
<i>lookout's eyeblack</i>	400 gp
<i>earring of farseeing</i>	<i>uncommon</i>
<i>castaway's flare</i>	<i>uncommon</i>
<i>gloves of certain grip</i>	<i>rare</i>
<i>gullwing cape</i>	<i>rare</i>
<i>treacherous hook</i>	<i>very rare</i>
<i>mutable hook</i>	<i>rare</i>
<i>eyepatch of adjustment</i>	<i>rare</i>
<i>roperunner sandals</i>	<i>rare</i>
<i>sharkskin suit</i>	<i>rare</i>
<i>admiralty parade kit</i>	<i>very rare*</i>
<i>ensign of parley</i>	<i>rare</i>
<i>sails of extinguishing</i>	<i>very rare</i>
<i>shanty shiv</i>	<i>rare</i>
<i>captain's cutlass</i>	<i>uncommon*</i>
<i>raven's perch</i>	<i>very rare</i>
<i>pirate brand</i>	<i>uncommon</i>
<i>whispering wheellock</i>	<i>uncommon*</i>
<i>sharpshooter's carbine</i>	<i>rare</i>
<i>wavebreaker</i>	<i>legendary*</i>
<i>hateful hook</i>	<i>very rare*</i>
<i>bullet buckler</i>	<i>very rare</i>
<i>shadow sextant</i>	<i>very rare</i>
<i>cannonball breastplate</i>	<i>very rare*</i>
<i>sea lord's tricorn</i>	<i>very rare*</i>
<i>spiral saker</i>	<i>rare</i>
<i>spiral saker</i> (fiend's mouth cannon)	<i>rare</i>
<i>hurricane harpoon</i>	<i>legendary*</i>
<i>golden gun</i>	<i>legendary</i>
<i>rod of the ebb tide</i>	<i>legendary</i>
<i>Pirate Queen's pearl</i>	— (artifact)

to hit, range 600/2,400 ft., one target. Hit: 44 (8d10) bludgeoning damage) fired by you. The cannonball dissolves into smoke after dealing damage.

When you activate this ability, smoke pours forth from the *cannonball breastplate* and momentarily forms the semblance of a cannon, exploding as the cannonball is launched into a cloud of smoke in a 10-foot sphere that spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Any creature adjacent to the wearer takes 11 (3d6) points of fire damage and 11 (3d6) points of bludgeoning damage and is [deafened](#) for 1 minute; a successful DC 14 Constitution save negates deafness and reduces damage by half. Your body and gear are turned to smoke in this explosion, leaving you trapped in [gaseous form](#) for 6 minutes, though you can reform your body, by succeeding on a DC 14 Constitution save at the end of your turn. The *cannonball breastplate* reforms on you when your body does.

SHARKSKIN SUIT

Armor (light), rare

This deep blue armor is covered with tiny razor-sharp scales and embedded with petrified shark's teeth. The scales and teeth lie smooth and flat most of the time, but any creature attempting a grapple you takes 1 point of necrotic damage, and a creature beginning its turn grappled with you takes 1 point of necrotic damage (2 (1d4) points of necrotic damage if the wearer is swallowed whole). Whenever you deal damage with a grapple check, you also deal 1 point of necrotic damage. This damage is both ongoing and cumulative and can be halted by any healing spell or a DC 15 Wisdom (Medicine) check. While wearing a *sharkskin suit*, you gain a swim speed equivalent to your normal speed and can sense the presence and location of creatures who have bled in the same body of water and track them to their location with a Wisdom (Survival) check. So long as the target creature is bleeding and in the water you have advantage on this skill check.



SPECIFIC WEAPONS

CAPTAIN'S CUTLASS

Weapon (any one-handed sword), uncommon (requires attunement)

This +1 *scimitar* is typically engraved with the name, rank, and ensign of the flag officer for whom it was forged and is often embellished with gold filigree along its blade and its elaborate basket hilt-guard that resembles interlocking anchors. This guard grants you a +1 AC bonus when using the Disengage action or against opportunity attacks. Additionally, it grants you advantage on Strength (Athletic) checks related to swimming and being underwater imposes no penalties on your movement or attacks.

A *captain's cutlass* retains resonant memories of its original master's nautical savvy, which it imparts upon you once you have attuned to the weapon granting advantage on skill checks while on a seagoing vessel or on any check related to sailing (GM's discretion). Also, you gain an ability identical to the 1st level ranger ability Natural Explorer. The benefits of this trait are only applicable to sea and ocean terrain types.

If a hostile creature creates a wind, weather, or water-based effect (GM's discretion) whose area includes your ship,

once per day as a reaction you can attempt an Intelligence or Dexterity ability check (as appropriate) vs. the caster's spell save DC. If the check succeeds, the effect has no effect within 30 feet of you.

While a *captain's cutlass* is usually crafted as a scimitar, they are sometimes manufactured as rapiers, long swords, shortwords, or any other one-handed weapon the GM deems suitable.

GOLDEN GUN

Weapon (pistol), legendary

This long-handled +1 *pistol* (5th Edition Game Master's Manual pg. 268 but doing 2d10 thunder damage on a hit instead of 1d10 piercing) is engraved with golden lettering on barrel and grip. The weapon's gilded grip contains an extradimensional space which admits only tiny or smaller items crafted of gold, melting them into a repository of enchanted molten gold within the weapon. A *golden gun* can store up to 20 pounds of gold (1,000 gp value), and bullets fired by the weapon are sheathed in 1/2 pound of pure gold (25 gp value), increasing their mass and the damage of the weapon by one die (from 1d10 to 2d10 in this example). Refilling 1/2 pound of gold into the grip's reservoir is an action. The weapon is particularly dangerous against humanoids. When you roll a 20 on an attack roll made with this weapon against a humanoid, the humanoid must succeed on a DC 10 Constitution saving throw or die.



HATEFUL HOOK

Weapon (dagger), very rare (requires attunement)

This jagged hook straps onto your forearm and functions as a +1 weapon. Hit points lost to the *hateful hook's* damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Once per turn, when you hit a creature with an attack using the *hateful hook*, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Finally, a hateful hook is imbued with a spirit of bitter vengeance. When you roll a 20 on your attack roll, the target takes an extra 7 piercing damage against any creature that has attacked the wielder since the end of his last turn. This ability also applies against any creature that has designated the wielder as its prey in some way (GM's discretion, by way of example, via [Hunter's Mark](#) or an Oathbow's sworn enemy ability). If a creature using such an ability has damaged the

wielder since the end of its last turn, the *hateful hook* automatically deals an additional 7 necrotic damage on a successful hit.

A *hateful hook* works best if the wielder has lost a hand; if strapped on over an existing hand, the wielder has disadvantage on attack rolls made with it.

HURRICANE HARPOON

Weapon (javelin), legendary (requires attunement)

This harpoon (treat as a javelin) has a head of mithral and barbs of coral or whalebone, and is a +1 magic weapon with the stormshaft weapon property (see page 11). When you hurl it, and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Make a ranged weapon attack against the target. On a hit, the target takes damage from the harpoon plus 4d6 lightning damage. In addition, each creature in the line excluding you and the target must make a DC 15 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a harpoon when it reaches the target and reappears in your hand.

The *hurricane harpoon* can shroud you in a whirling screen of strong, howling wind. While this effect is active attack rolls against you are at a disadvantage and all melee attackers (including those using reach weapons) must make a DC 15 Strength saving throw or be pushed back 10-feet and be knocked prone. This effect lasts 1 minute.

In addition, once per day you can control winds within 5 miles of you. This acts as a [control weather](#) spell but only effects wind conditions. Any ship upon which you stand are unaffected by this effect unless you wish otherwise.

Finally, if you are targeted with an effect that deals lightning or thunder damage, you become shrouded with gale-force winds riddled with crackling lightning and peals of thunder. The effect provides damage resistance to both lightning and thunder to the triggering attack until the end of your next turn. While so



shrouded, whenever a creature within 5 feet of you hits with a melee attack, the shield erupts with lightning. The attacker takes 2d8 lightning and thunder damage. This effect consumes the wielder's reaction.

Each effect once used can't be used again until the next dawn. In the meantime, the harpoon can still be used as a magic weapon.

SHANTY SHIV

Weapon (dagger), rare

This thin-bladed weapon is a *+1 dagger* that hums menacing pirate war chants, mournful dirges of loss, and muttered imprecations with every stroke, granting advantage on any Charisma (Intimidate) skill check.

If you have the Bardic Inspiration class feature, you can make a DC 15 Charisma (Performance) skill check as part of your bonus action. If you succeed, the melee attacks of those you inspire do an additional 1d4 psychic damage. This damage is increased by 1 for each 5 points you beat the skill check DC by.

In addition, you may make a DC 15 Charisma (Performance) skill check as a bonus action to change shanty shiv's tune to bawdy ballads and jaunty jigs granting allies within 60-feet of you advantage on saving throws against fear effects.

SHARPSHOOTER'S CARABINE

Weapon (musket), rare

This enchanted pistol is a long-handled pistol (treat as a *+1 musket*) that can be held against the shoulder if desired and is constructed with fold-up sights and enchantments that grant it deadly accuracy. It is especially effective when you do not have a clear shot at the target, granting you an additional +1d4 on your attack rolls against targets with cover or concealment. In addition, you can use a move action to steady and brace the *sharpshooter's carabine*, allowing you to double the range of the weapon for your next attack and scoring a critical hit on a 19 or 20, as long as it is completed by the end of your current turn.



If you use tracer bullets in a *sharpshooter's carabine*, the duration of the tracer effect is increased to 1 minute.

SPIRAL SAKER

Weapon (cannon), rare

A *spiral saker* is a *+1 cannon* with double the normal range whose spiraling barrel grooves impart greater accuracy to ammunition and causing it to animate upon impact, drilling into any Large or larger creature or object for 1d4 rounds, inflicting 3 (1d6) points of piercing damage per round and sickening the target with pain imposing disadvantage on the target's attack rolls, skill and ability checks. A successful DC 20 Constitution save negates this pain but not the ongoing damage. Objects take double damage per round, ignoring damage thresholds. Finally, the target takes an additional 1 point of necrotic damage per round the drilling continues; this necrotic damage is cumulative and can be stopped by any heal spell or equivalent effect or a DC 15 Wisdom (Medicine) skill check.

An adjacent creature can attempt to remove the drilling ammunition as an action with a DC 20 Strength check, taking 3 (1d6) points of slashing damage regardless of whether the check succeeds. *Dispel magic* causes the embedded ammunition to cease boring.

A successful critical hit from a *spiral saker* inflicts 1 level of exhaustion but does not drill into the target for ongoing damage. Instead,

it drills completely through the target and continues in a straight line until it hits another target or reaches the limit of its range; if its path intersects another target, the wielder of the *spiral saker* can make another attack roll against that target, which gains the benefits of half-cover against the attack. If this second attack results in another critical hit, the above process repeats itself and a third target could potentially be attacked, though with three-quarters cover against the *spiral saker*. Its movement ends after the third critical hit.

A creature that has been shot through by the drilling ammunition of a *spiral saker* has its AC reduced by 4 to a minimum of 10. Any armor reduced to 10 is ruined. An object shot through loses 4 points of damage threshold and any resistance to bludgeoning damage until it has been repaired.

A *spiral saker* is sometimes built to a larger scale by fiendish armies—in particular devils (or those who serve them). These cannons—sometimes called fiend's mouth due to the cannons aesthetics—are very rare and do twice the amount of damage as a standard *spiral saker* and their damage type is changed from bludgeoning to fire. They are otherwise identical.

WAVEBREAKER

Weapon (heavy crossbow), legendary (requires attunement)

Wavebreaker is a +1 heavy crossbow without the loading trait. It is typically carved from whalebone or the shell of a titanic mollusk or crustacean, decorated with intricate scrimshaw and nacreous inlay and with a bow and mechanism of gilded steel or similar rust-resistant metal. Ammunition shot from a *wavebreaker* is antithetical to any aquatic or watery creature (any creature with a swim speed). If an aquatic creature takes damage from an arrow shot from the *wavebreaker* the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one. This bane effect once used can't be used again until the

next dawn. In the meantime, the *wavebreaker* can still be used as a magic weapon. Additionally, water does not provide any situational benefit (for example extra cover or disadvantage) against attacks made with a *wavebreaker*.

Finally, you can target a creature or spell that is watery by nature within 30-feet as an action. You automatically hit if it is a spell. If the target is a creature you must make a normal attack roll against the creatures AC. On a hit, *wavebreaker* deals no damage but acts as [dispel magic](#) against the spell or a [banishment](#) against non-native creatures (for example a summoned water elemental). You can use this ability as often as desired but a creature or spell that is not dispelled or banished becomes immune to this effect for 24 hours.

WHISPERING WHEELLOCK

Weapon (pistol), uncommon (requires attunement)

A *whispering wheellock* is a +1 pistol of compact construction, with a dull matte black finish. Its slim profile grants you advantage on Dexterity (Sleight of Hand) checks made to hide the weapon on your person. A *whispering wheellock* makes no noise when fired. Bullets fired from it likewise make no sound when they hit, instead drawing sound into them, and this sudden inverted cascade of sonic energy deals an extra 1d8 thunder damage on a critical hit and [deafens](#) the target if it fails a DC 15 Constitution saving throw. You may also target an unattended object within range and fire the *whispering wheellock*, creating an area of magical [silence](#) centred on that location and lasting 1 minute if the target is within 30 feet, or 5 rounds if the target is more than 30 feet away.

WEAPON SPECIAL ABILITIES

CHAINING

Weapon (any thrown), rare

A *chaining weapon* allows you to conjure a metal chain that trails behind a weapon that you hurl. The chain has a maximum length of 30 feet, and the end of the chain is in the hand that was used

to throw the weapon. If the weapon misses, you can retrieve the weapon as a move or bonus action; the chain disappears after the weapon is retrieved. If the weapon hits, the target takes the weapons normal damage and is entangled as if struck by a net (see the *5th Edition Player Character Manual* for details, except the chain has a damage threshold of 10). An entangled target cannot move farther than 30 feet from you unless it succeeds at an opposed Strength check; if it succeeds, you can release the trapped creature as a reaction or can hold onto the chain and allow yourself to be pulled behind the creature.

Escaping a *chaining weapon* follows the rules for escaping a net. The Strength check DC to escape the chaining weapon is increased by an amount equal to the weapon's enhancement bonus. If the chain is destroyed or burst, the chaining weapon falls to the ground and this property is suppressed until the next dawn.

SKIMMING

Weapon (any thrown or ranged), uncommon

A *skimming weapon* skips across the surface of liquid when thrown, or slices cleanly through it when thrown at a target below the surface. Water provides no protection against attacks with a *skimming weapon*, and if you also are fully or partially submerged a *skimming weapon* returns to you after the attack. If there is a liquid surface between you and your target when the weapon is thrown, you can spend a bonus action to skip the weapon off that surface, allowing you to either increase the weapon's range increment by 10 feet for that attack or to alter the weapon's trajectory in mid-flight, allowing you to treat any square of the liquid's surface within range as the weapon's point of origin for the purpose of determining whether the target has cover.

STORMSHAFT

Weapon (any thrown or ammunition), uncommon

Attacks made with a *stormshaft weapon* are not adversely affected by wind effects

(GM's discretion as to what a wind effect is but examples include the effects of the [gust of wind](#) spell or an [air elemental's](#) whirlwind attack), whether natural or magically created. A *stormshaft weapon* deals additional damage in an area of strong or stronger winds, adding +1 damage of the weapons type per category of wind strength above calm (use the [control weather](#) Table: Wind as a guide).

TRACER

Weapon (any thrown or ammunition), uncommon

A *tracer weapon* glows when thrown or shot, creating a streak of light from you to the target. This streak of light fades immediately on a missed attack, but if the attack hits the streak persists until the end of your next turn, though it vanishes if you move. As long as the streak is present, all attack rolls against the target have advantage.

RODS

PIRATE BRAND

Rod, uncommon

This implement of cruel justice is a simple iron rod tipped with a brand. Upon command, the tip of a *pirate brand* grows red-hot, shedding light as a candle. A *pirate brand* can deal 1d4 points of fire damage as a melee attack, but it may also be wielded as a club, dealing 1 point of fire damage in addition to its normal damage on each hit (treat as a mace). Once per day, you can brand a target with a magical mark, stating an action or behavior that will activate the mark. You designate some sort of undesirable behavior that activates the mark, but you can pick any act you please. While typically used to foreswear the target from committing the type of criminal activity for which it was found guilty (piracy most famously, giving the brands their common name), the proscribed activity can be anything you dictate. In cultures with less of a focus on piracy, *pirate brands* are also called *legate brands* and typically feature a royal or imperial symbol, embellished to indicate the type of crime each brand is used to punish.

ROD OF THE EBB TIDE

Rod, legendary

This 2-foot-long baton is constructed of blue coral grown to link 13 large misshapen pearls. The rod grants you a +2 bonus to AC against aquatic creatures (GM's discretion but at a minimum any creature with a swim speed). You can use the rod to send any non-native aquatic creature back to its home plane with a successful attack roll if the creature fails a DC 17 Wisdom saving throw. You can dispel a spell which has a water or aquatic component by touch, as if using *dispel magic* but affecting only the spell effect touched. If you touch a summoned aquatic creature, you can dispel the effect that brought it; if the creature is non-native, it must still succeed at a DC 17 Wisdom save to avoid banishment.

In addition to its above uses, a *rod of the ebb tide* can be used to cast a *hallow* spell. This adds the following additional effects (and restrictions) to the *hallow* spell.

- The range of the spell is increased to 1-mile.
- Only aquatic creatures are affected.
- All creatures within 1 mile of the *rod of the ebb tide* gain a +2 bonus to AC and advantage on saving throws against aquatic effects or effects created by aquatic creatures.
- A creature attempting to use a spell that is related to water (even a harmless effects) must succeed at a DC 20 spell attack check or the effect fails. Even if the effect succeeds, the caster must repeat this check every round at the beginning of its turn



or the effect is dispelled; this does not apply to instantaneous effects.

- Aquatic creatures cannot be summoned into the area of the rod of the ebb tide, and if they enter the area by other means they must succeed on a DC 17 Wisdom save once per minute or be banished. A creature holding the *rod of the ebb tide* automatically succeeds on checks to overcome its power. So long as the *rod of the ebb tide* remains stationary the *hallow* spell's duration is changed to indefinite. It must remain stationary (relative

to its surroundings; it can be used to create this effect while mounted on a ship) while serving as a focus in this way. If it is moved and not replaced within 1 round, the effects are suppressed until it is restored to its position. If not replaced within 1 minute or if the *rod of the ebb tide* is destroyed, these effects end immediately.

WONDROUS ITEMS

ADMIRALTY PARADE KIT

Wondrous item, very rare (requires attunement)

This tailored formal dress uniform includes a woolen long coat, polished buckles and clips, and aiguillettes and epaulettes of golden braid. An *admiralty parade kit* can be worn over light armor, completely concealing the armor's appearance if you wish. While wearing an *admiralty parade kit* you are surrounded by an aura of power and authority, granting advantage on Charisma based skill checks. At the same time, allies that can see and hear you are inspired by your presence, whenever it makes an *attack* roll or a saving throw before the spell ends, your ally can roll a d4 and add the number rolled

to the [attack](#) roll or saving throw. If you are in aquatic terrain or on board a ship and you have an ability that allows the declaration of a quarry, or smite ability (or an equivalent ability, at the GM's discretion), that ability functions as if you had empowered it by casting it one spell level higher than normal (for example [hunter's mark](#) is cast using a 1st level spell slot but it has the effect of being cast using a 3rd level spell slot).

CASTAWAY'S FLARE

Wondrous item, uncommon

This small metallic globe, when activated, shoots up 1,000 feet into the air and glows brightly for 1 hour. It is visible from 25 miles away. At the end of the hour, the light slowly fades as the globe gently falls to the ground. A *castaway's flare* can be reused after the next dawn so long as it was submerged in sea-water the entire time between its last use and the next dawn. If the flare is activated inside, it stops when it reaches the ceiling. The light from the flare illuminates as bright light within 30 ft. and dim light within 60 ft.

EARRING OF FARSEEING

Wondrous item, common

This simple gold hoop earring allows you to discern objects in the far distance. You gain advantage on Wisdom (Perception) checks made to see objects a mile or more away. You can make out symbols and script at a distance of one mile that a person with ordinary vision would be able to make out at 100 ft. You must wear the earring for 24 hours before it becomes effective.

ENSIGN OF PARLEY

Wondrous item, rare

This ensign is as strong as any ship's canvas but has the texture of silk. The highest-ranking officer on board a ship (typically its captain) can alter its colors and design to whatever the captain chooses. Once per day, the captain may send a verbal message to another vessel within sight (even if only sighted through a spyglass). This message must be 25 words or less and can travel as slow as 1 mile in an hour, or as fast as



1 mile in ten minutes. The spoken words can be as soft as a whisper audible in a 10-foot radius from a designated point on the target ship or a declaration in a normal tone of voice to every creature on board the target ship. The message can be used to deliver a single Charisma (Persuasion), Charisma (Deception) or Charisma (Intimidate) against the creatures hearing it; however, because of the brevity of the message the check is made with disadvantage.

EYE PATCH OF ADJUSTMENT

Wondrous item, rare

This simple black eye patch is created in the style of traditional pirate eye patches, which allow you to keep one eye accustomed to darkness when a sudden shift in illumination is required. Once per day, whenever you fail a saving throw against a gaze attack, figment, pattern, blinding or dazzling effect, or sight-based spell or effect (GM's discretion), as a reaction you may attempt a second saving throw. When this power is used,



the eye patch magically switches its position to cover the wearer's other eye.

GLOVES OF CERTAIN GRIP

Wondrous item, rare

These fingerless gloves of sail canvas and hemp twine grant advantage on Strength (Athletics) checks to climb when using a rope as well as on any saving throw granted to avoid falling (for example, if you take damage while climbing). You also can apply your proficiency bonus when using a rope as an improvised weapon (including rope like weapons like a lasso) and creatures you tie up with a rope or net have disadvantage on their escape attempts.

GULLWING CAPE

Wondrous item, rare

This simple cloak is trimmed with gray gull feathers that shed water and wind. You are able to step and fight with exceptional balance and caution, gaining advantage on Dexterity (Acrobatic) checks related to falling and you can [feather fall](#) (self only) once per day. You also gain a +2 bonus on saving throws against water or wind effects, and this bonus also applies to Strength checks (ability, skill and saving throws) to avoid being checked or blown away by strong winds.



LOOKOUT'S EYEBLACK

Wondrous item, uncommon

Smearing this black pigment under your eyes makes you immune to the blindness condition for 12 hours. During this time, you also gain advantage to Wisdom and Intelligence saving throws made to disbelieve illusions, and as an action you may expend the power of the lookout's eyeblick to automatically see through any illusion within 60 feet. This does not dispel the illusory effect. Doing so destroys the lookout's eyeblick, which crumbles and falls from your skin.

MUTABLE HOOK

Wondrous item, rare

This metal hook is a lower arm prosthesis, which cannot be used by a character that still has a hand on that arm. As a move action, you can change the hook to a +1 dagger, a 3-ft. length of chain, an eating utensil, or any other small metallic item. The item remains attached to your stump but can be used as you had the use of a hand. Items that require skilled or fine workmanship such as thieves' tools lockpicks or similar can be duplicated if you have the appropriate tool proficiency.

RAVEN'S PERCH

Wondrous item, very rare

Carved in the likeness of an enormous black carrion bird and trickster totem, a *raven's perch* is a figurehead which must be mounted on the prow of a ship in order to function. Once per day, the captain may command the *raven's perch* to create an illusion over the vessel so that it appears to be another ship of comparable size (DC 17 Wisdom saving throw to disbelieve). The illusion includes audible, visual, tactile, and olfactory elements, as [mirage arcane](#), including the appearance of the vessel's interior, but does not change the appearance of any creature on board. This illusion may be maintained for up to 9 hours, but vanishes as soon as the vessel or any creature aboard it launches an attack upon a target not on the ship itself.

ROPERUNNER SANDALS

Wondrous item, rare

These sandals of braided rope and leather help you to keep your balance in the kinds of precarious and unstable conditions you find aboard a ship at sea. You gain advantage on Dexterity (Acrobatics) checks while aboard a ship.

SAILS OF EXTINGUISHING

Wondrous item, very rare

This lightweight cotton sail draws the air away from shipboard fires and snuffs them out before they can spread. Upon command, twice per day, these sails can extinguish a non-magical fire in a 10-foot cube anywhere on the ship. Alternately, the sails can be used to make a caster level check (1d20+5 vs a DC of 10 + the spell's level) to dispel a magical fire effect on the ship. The ship's captain or any spellcaster designated by the captain that has been on board the ship for at least 24 hours can use a reaction to use this effect to attempt to [counterspell](#) a fire spell or similar magical effect targeting the ship or creatures on board the ship. The sails must be rigged and unfurled in order to function. When the power of the sails is used, the sails fill with air, doubling the the ship's movement for 1 round; this has no effect if the ship is anchored or moored.

SEA LORD'S TRICORNE

Wondrous item, very rare (requires attunement)

This feathered three-cornered hat is typically worn by accomplished sea lords, both naval and piratical. You gain advantage on skill checks related to sailing including checks made to predict the weather, avoid natural hazards, determine direction, and avoid getting lost when on board a ship, and your vision is not impeded by natural or magical fog, mist, smoke, and weather effects. If you are steering a ship, you can attempt a DC 20 skill check to treat storms, sea conditions, and any harmful wind effects as one category less severe (GM's discretion as to what skill is applicable in the particular situation). If you are not in the midst of dangerous weather



conditions, you can instead double your ship's speed for 1 hour with a successful DC 20 skill check.

When you are aboard a ship you command, you gain immunity to fear and any mind-affecting effect that would compel you to leave your ship. You also allow any affected ally on your ship a saving throw against the mind-affecting effect every round if they can see or hear you. If you have a class ability that allows you to inspire allies (like a bard's Bardic Inspiration) this ability functions at the next level of power when aboard your ship (for example, a level 1 bard's bardic inspiration functions as if you are level 5).

SHADOW SEXTANT

Wondrous item, very rare

This black-lacquered navigational device, chased with silver, can be used to plot a course for a ship through the benighted seas of the Plane of Shadow. A ship equipped with the shadow sextant allows the ship to move 50 miles an hour while on the shadowy seas and then reappear in a location on Material Plane (or another connected plane) effectively moving more rapidly between points. A shadow sextant can be used only at night, and charting the ship's course takes 1 hour. Once preparations are complete, you must make a DC 20 Intelligence (Arcana) skill check to shift a vessel into the Shadowfell. The DC increases by 5 each time the ship size increases above that of a carrack (for example, the DC for a carrack would be 25, and a galleon would be 30). If the check fails, no course can be found and the shadow sextant



cannot function until the next dusk. If the check succeeds, the ship and all creatures on it slip into the Shadowfell and can travel through it to other planes or to other locations on the Material Plane. Creatures unwilling to travel into the Shadowfell can elect to remain behind if they succeed on a DC 20 Wisdom saving throw, though if the ship departs they may be stranded at sea. The ship can remain in the Shadowfell until the sun rises in its equivalent location on the Material Plane or for a maximum of 12 hours in any case. After a shadow sextant has been used, a DC 30 Intelligence (Arcana) skill check is required to activate it if at least one night has not passed between uses.

TREACHEROUS HOOK

Wondrous item, very rare

This supple silken sleeve fits over one of your hands like a glove, rendering your hand invisible and replacing it with the illusory appearance of a hook, which may be shabby, ornate, or have any appearance you wish. The illusion includes visual, auditory, and tactile elements (DC 14 Wisdom saving throw to disbelieve if interacted with). Any actions you take with your hand appear to observers to be taken with your hook, but because your hand is not visible you gain advantage on Dexterity (Sleight of Hand) checks and on related skill checks under other

circumstances (for example checks made to steal or to disarm), as long as such checks are made using your invisible hand.

ARTIFACTS

The continent that held the first human empire sank beneath the waves countless millennia ago. The antediluvian people of this great empire were renowned for their mastery of many types of magic, one of the most distinctive being the arcane crystals known today as ioun stones. Long ago, a rare crystalline masterpiece, unheard of by modern scholars, survived the fall of the first empire. It lay buried for untold centuries under an island that was once part of the lost continent. An underwater earthquake dislodged the long-hidden stone and it sank down into the depths of the ocean. The Goddess Queen of Piracy became aware of this remarkable underwater treasure and a giant mollusk swallowed the stone. The divine influence of the Pirate Queen intermixed with the magic of the stone, working to create an odd-shaped pearl of great size.

When the Pearl was fully formed, the Goddess sent holy visions of it to many of her faithful followers. One of these devoted pirates retrieved the blessed pearl, but died bringing it to the surface. The *Pirate Queen's pearl*, a lustrous pearl figurine shaped in the image of the Goddess herself, became a legendary prize of the Pirate Isles, passing from the hands of pirate to pirate, usually with violence. The Pirate Queen does not play favorites and if a pirate cannot keep ahold of a plundered treasure, then that is hardly her concern.

The Pearl eventually ended up in the hands of a pirate captain named Malika who possessed an iridescent spindle ioun stone, which she often used to dive down

to loot sunken ships. The first night Malika held the *Pirate Queen's pearl*, she felt a strange compulsion to orbit her ioun stone around the figurine's head. The stone was absorbed into the statuette, which took on an iridescent shine and conveyed the ioun stone's power to whoever carried the pearl. Excited by this discovery, Malika began looking for more ioun stones in earnest, but only found one more stone—a dark blue rhomboid—to add to the pearl, before being killed and the pearl claimed by a new owner.

PIRATE QUEEN'S PEARL (MINOR ARTIFACT)

Wondrous item, artifact (requires attunement)

Formed from shimmering pearl, this 1-foot tall statuette has the smooth stylized form of a female human (or possibly half-elven) pirate. The *Pirate Queen's pearl* functions as a holy symbol of the Goddess of Piracy, usable for spells and class features requiring a divine focus. If your patron deity is the Goddess of Piracy, then your caster level counts as 1 higher when determining the effects and number of divine spells you may know and cast. You also gain a +1 bonus to spell attack rolls and spell save DCs.

Once per day you can ask whether taking a particular ship by force is worth the effort. If the you and your crew could defeat the ship, and it is a valuable enough prize to be worth the risk, the statue glows a bright white for several seconds. If the ship meets neither of these criteria, then the pearl turns black as pitch for the same length of time, and if the ship only meets one of the criteria then the pearl does nothing. Treat this as a [divination](#) spell with a 10% chance of failure, but if the percentage roll fails then the pearl does nothing, and you don't know whether this was because the percentage roll failed or because one of the conditions of the question wasn't met. If you attempt to orbit an *ioun stone* around the statue's head, the stone spirals inward and sinks into the *Pirate Queen's pearl*. The statuette takes on a color tone reminiscent of the color of the absorbed stone, blending with any other colors

already present. The Pirate Queen's pearl can absorb up to six stones in this manner. Anyone with the statuette on their person gains the benefits of all these ioun stones. The pearl also augments these ioun stones granting the bearer a supplementary power for each stone. See **Table: Known Supplementary Powers** below for a list of known powers.

You can remove an absorbed ioun stone by holding the statuette and touching it to your forehead. The absorbed stone comes out of the pearl and takes up orbit around you. The Pirate Queen's pearl currently has a dark blue rhomboid and a clear spindle inside, giving it a glittering sheen and a cerulean tinge.

Destruction of the Pearl. The *Pirate Queen's pearl* is destroyed if a pirate captain who, of their own free will, truly renounces their piratical ways, surrenders their ship and crew, and gives the pearl to a lawful authority opposed to piracy. The pearl cracks apart when this occurs, releasing any absorbed *ioun stones*.

Random Properties. The *Pirate Queen's pearl* has the following random properties:

- 1 major detrimental property.
- 2 minor detrimental properties



TABLE: KNOWN SUPPLEMENTARY POWERS

Name	Effect
Clear spindle	Grants a +1 bonus to Wisdom (Survival) checks when using the skill to forage for food and water.
Dusty rose prism	Grants a +1 bonus to AC against attacks of opportunity.
Deep red sphere	Grants a +1 bonus to two Dexterity-based skills.
Incandescent blue sphere	Grants a +1 bonus to two Wisdom-based skills.
Pale blue rhomboid	Grants a +1 bonus to two Strength-based skills.
Pink rhomboid	Grants a +1 bonus to Constitution ability checks.
Pink and green sphere	Grants a +1 bonus to two Charisma-based skills.
Scarlet and blue sphere	Grants a +1 bonus to two Intelligence-based skill.
Dark blue rhomboid	Grants a +1 bonus to Wisdom (Perception) and Wisdom (Insight) checks.
Iridescent spindle	Protects against underwater damage caused naturally by terrain effects (for example, water pressure).
Pale green	Once per day you may use the regenerate spell.



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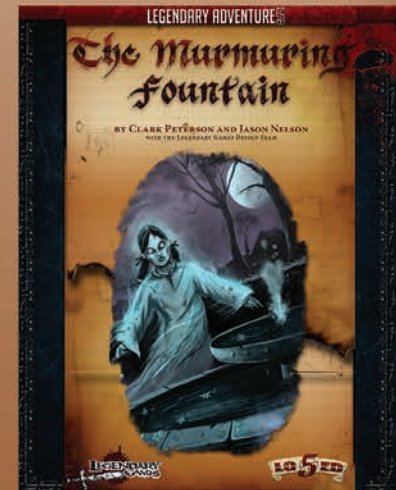


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