

THE MITHRAL CANVAS

SCOURGE OF THE SEAS



7 SEAFARING TREASURES
FOR DUNGEONS & DRAGONS 5TH EDITION

SCOURGE OF THE SEAS

When sailing the high seas searching for boundless treasure, best be sure you're equipped for the journey. Many a sailor find themselves broken before the trials they face. All that glitters ain't worth yer life, so take me trusty effects and lay claim to what ye be owed. But take heed when sailing on the wake of those before you, for here there be monsters.

BATTLE-READY HOOK

Wondrous item, uncommon (requires attunement)

A prosthetic hook augmented for use in combat.

This item attaches to the end of your arm and replaces a lost limb. You can detach or reattach it as an action and it can't be removed against your will. While attached, you can use the bladed end of the hook to attack as though it were a dagger without the thrown property.

Swordcatcher. You can use your reaction when you are hit by a melee weapon attack to attempt to catch the weapon and reduce the damage by 1d10 + your proficiency bonus. If you reduce the damage to 0, the creature must make a DC 16 Strength saving throw. On a failure, the creature drops the weapon it used to attack you if it is capable of doing so.

BATTLE-READY HOOK



STURDY FLINTLOCK



STURDY FLINTLOCK

Weapon (any single-shot firearm), uncommon

You gain a +1 bonus to attack rolls made with this weapon.

Powder Packing. You can spend a bonus action to imbue your shot with a fiery punch, overpacking the firearm with powder. The next ranged attack you make with this weapon deals an additional 1d8 fire damage. After you make that attack, roll 1d6. On a 1 or 2 the weapon backfires and you cannot use this ability again unless you finish a short or long rest or use an action to make a DC 16 Intelligence or Tinkerer's Tools check to fix the weapon. On a 5 or 6 the weapon retains the heat and the next ranged attack you make with this weapon deals an additional 1d8 fire damage.

POLLY PENDANT

Wondrous item, uncommon

No true pirate is complete without a trusty animal companion by their side.

Once per short or long rest, you can use this pendant to cast the Find Familiar spell without expending a spell slot or requiring components. When you cast Find Familiar while wearing this pendant, you can choose to summon one of the following creatures with additional features instead:

Monkey (cat): The monkey can carry up to 10 pounds. It can cast Mage Hand as an action.

Parrot (raven): The parrot can cast Vicious Mockery with a Spell Save DC equal to 10 + your Charisma bonus as an action.

Chameleon (lizard): The chameleon can use an action to become invisible.

POLLY PENDANT



DEAD MAN'S DRINK

Potion, rare

This bottle of liquor contains 1d4+4 servings of magically-infused rum.

Liquid Courage. The dark-brown liquid leaves a fiery burn in your throat that instills you with fighting spirit. When you drink a serving of this rum, for the next 10 minutes you ignore the effects of being frightened or charmed. During this time when you make your first melee weapon attack each turn, flip a coin. On heads your attack is a critical hit. On tails your attack misses and you fall prone.

FOUR SIGHT PATCH

Wondrous item, rare (requires attunement)

An enchanted eyepatch fitting for those with or without an eye to cover.

One Eye Open. When you take a long rest while attuned to this eyepatch, you can see as normal and remain aware of your surroundings while resting.

Sight Beyond the Horizon. If you remove this eyepatch you gain the ability to change your vision to have one of the following effects: Seeing as normal in the dark and magical darkness, X-ray vision (akin to a Ring of X-Ray Vision), seeing the presence of magic (as if affected by the Detect Magic spell), or a glowing trail to the most valuable object within range. This vision lasts for one minute and extends out to a radius of 60 feet. When you remove the eyepatch, you immediately end your attunement to it and must attune to it again to use this ability.

CAPTAIN'S LUCKY TRICORN

Wondrous item, very rare (requires attunement)

A fashionable hat that has seen some wear, decorated with vibrant plumage.

While wearing this item, you have proficiency with Navigator's Tools and Seafaring Vehicles, as well as advantage on ability checks regarding seafaring such as predicting the weather or reading where fishing is optimal. When you attune to this item, you can choose one vehicle you are in contact with as the designated target of this item. To designate a new vehicle you must re-attune to this item.

Master of Seas. While wearing this hat, you can use an action to cast one of the following spells from it: Control Water, Water Walk, or Maelstrom. Charisma is your spellcasting ability for these spells. Once a spell has been cast using this item, it can't be used to cast that spell again until the next dawn.

Favorable Winds. While riding the designated vehicle you gain the ability to cast the Control Weather spell. Once you do so, you cannot cast it again until the next dawn.

DEAD MAN'S DRINK



FOUR SIGHT PATCH



CAPTAIN'S LUCKY TRICORN

UNDERTOW

Weapon (war pick), legendary (requires attunement)

A glimmering golden anchor found untouched by the seas, unlike the corpse that clung to it.

You gain a +1 bonus to your attack and damage rolls you make with this magic weapon. This weapon has the thrown property (range 35/100) and deals double damage to objects, vehicles, and structures. When thrown an unbreakable spectral chain connects you to the anchor out to a range of 100 feet. As a bonus action you can recall this weapon to your hand. While attuned to this item, you cannot be moved against your will and you can breathe underwater. Any creature that is not attuned to this weapon must succeed on a DC 30 strength check to lift it.

Dead Weight. When you hit a creature with this weapon, you can forgo the damage and have the chain of this weapon wrap around them. If you do, the target becomes restrained. While a target is restrained by this weapon, you can use an action to have the chain tighten around the restrained creature to deal an amount of bludgeoning damage equal to 5 + twice your Charisma bonus or to pull the restrained creature 10 feet towards you. A restrained creature must use an action to make a DC 25 Strength (athletics) check to free itself from the chain.

Clubhaul. If you damage a moving object or vehicle with this weapon, you can force it to come to a sudden and complete stop as an arcane anchor pins it in place. This effect persists until you use a bonus action to dismiss it or you are knocked unconscious. Once you use this feature it can't be used again until you finish a short or long rest.

Curse: Overboard. Once attuned, this item remains attuned to you until you die or the anchor is destroyed. While attuned to this item you cannot swim as you sink to the bottom of any large body of water. Magical effects such as the Water Walk spell or another creature carrying you can bring you to the surface.



UNDERTOW