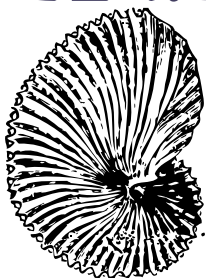


# TREASURES FROM THE DEEP



**T**HE DEEP SEA HOLDS ITS own secrets and hidden civilizations, pieces of which sometimes find their way to the surface in fishermen's nets or carried to shore on the waves. Some of these objects are magical, intended for mysterious creatures that may or may not be like their air-breathing cousins. While they grant powers, such items often have dangerous and unintended side effects for air-breathers.



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The following is a collection of some deep-sea magic items that player characters may come across over the course of their adventures. They may be found half-buried in the sand, forgotten in treasure troves, or even in the hands of the character's seafaring enemies!

## NEW MAGIC ITEMS

### Barnacle Mail

*Armor, uncommon*

When this magically bred cluster of barnacles touches a nonmagical suit of armor, the barnacles cover its surface over the course of 1 minute. While wearing armor covered in *barnacle mail*, you gain a +2 bonus to AC. Usually packaged in fishing nets, they are magically activated when touched by a set of armor.

The barnacles are kept in tightly woven nets, and touching the net to the armor magically compels the barnacles to retreat into the net over the course of 1 minute, removing the armor's +2 bonus to AC. As living creatures, the barnacles are susceptible to attack. Whenever you take damage while wearing *barnacle mail*, the barnacles take an equal amount of damage. They are destroyed after taking 100 points of damage.

### Bracelet of the Deep

*Wondrous item, uncommon (requires attunement)*

This bracelet is made of fish-like scales tied together with seaweed. The exact type of scale is generally unknown, although you may, with a DC 20 Intelligence (Arcana) check, determine that it comes from a deep-sea humanoid like a sahuagin.

When you first wear this bracelet after attuning to it, you take 1d4 slashing damage each round for 1 minute as your skin is transformed, a feeling

not unlike receiving paper cuts all over the skin. This process takes 10 rounds, during which you are poisoned. This applies only to non-scaled creatures; if you normally have scales then you are instantly granted the benefits below without the painful transformation.

Once the transformation is complete, you are completely covered in silver scales that grant you natural armor and resistance to cold damage. Your Armor Class cannot be lower than 13 + your Dexterity bonus.

If your attunement to the bracelet ends and you don't normally have scales, you slough off your scales over the course of 1 minute, taking 1d4 slashing damage each round until your scales are gone.

### Death's Touch

*Wondrous item, very rare (requires attunement)*

This weapon is a gift from an aboleth to its most powerful thralls. When inert, this item resembles a spherical jellyfish about 3 inches in diameter. When held in your hand and attuned, the strands of the item wrap around your forearm and the item dissolves into a jelly-like second skin, remaining there until it is no longer attuned. You may use your hand normally, but anyone touching it will be affected as if you touched them. You also gain the ability to breathe water.

Whenever you hit a creature with an attack, you may secrete a venomous mucous that pours out of your fingers and over any weapon that you carry (including ammunition). The creature struck must make a DC 14 Constitution saving throw. On a failure, the creature grows gills for 2d4 rounds, gaining the ability to breathe water but losing the ability to breathe air. The creature begins to suffocate unless it can find a water source in which to breathe.

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If a dying creature affected by this venom stabilizes while out of water, it remains stable for 1 round and then begins dying once again. It must make a new set of death saving throws. The venom can be cured by *lesser restoration* or any effect that neutralizes poison.

Once you use the secretion, you may not use it again until you've fully submerged this item in water. You may use this item once per round at-will while you are immersed in water.

**Curse.** While you are attuned to this item, any aboleth within 1 mile of you can see and hear through your body as if you were a permanent clairvoyance sensor.

### Fiddler's Grip

*Weapon, rare*

This metallic crab claw has a mechanism inside that allows a humanoid creature to wear it. It magically resizes to fit its wielder. While wearing this claw, your unarmed strikes deal slashing damage equal to 2d6 + your Strength modifier. This damage counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks.

You may not carry or manipulate anything with your hand while you wear the claw. Donning and removing the claw requires an action.

### Luminescent Gum

*Wondrous item, uncommon*

This salty chewing gum is made from the sap of a deep sea plant and is normally stored inside of a clamshell. In order to activate it, you must chew the gum as an action, during which its properties are released into your bloodstream. The center of your forehead forms a slight bump and begins to glow. Any darkness within a range of 120 feet becomes dim light, and any dim light within the same range becomes bright light. The gum has no effect on bright light.

The effect lasts for 1 hour, after which the gum loses its magical properties. The gum itself is a bit of an acquired taste and if you are chewing it for the first time then you must make a DC 10

Constitution check or gain the stunned condition for a round as you vomit. Vomited gum can be retrieved and used again, but its remaining duration is halved every time it is reused.

*Luminescent gum* is generally found in bunches of 6 or 12 clamshells.

### Shark's Endurance

*Wondrous item, rare (requires attunement)*

This is a necklace made of shark teeth. When worn, you are immune to the effects of exhaustion and can't sleep. You can still benefit from the effects of a short or long rest while doing light activity such as standing watch or walking.

Once you remove this item you must immediately take 1 level of exhaustion for every 24 hours that you wore it, up to 5 levels of exhaustion.

**Curse.** You cannot stand still while wearing this object. You are constantly moving and fidgeting, which puts you at a disadvantage on any ability checks that require fine manipulation or holding still. At the GM's discretion, you may also have disadvantage on Charisma checks if the creature that you are interacting with would be bothered or even threatened by your constant movement.

If you are unable to remove the necklace yourself, then someone may attempt to forcibly remove it from you. You forcibly resist any such attempts and have advantage on attack rolls; the necklace may only be removed if you are incapacitated.

### Star Heart

*Wondrous item, legendary (requires attunement)*

This item looks like a bright orange starfish. When attached to your skin over your heart, it acts like a *ring of regeneration*. In addition, any lost body part grows into an entirely new version of yourself, complete with your personality, memory, and abilities. This new clone is independent and sentient, although it is incapable of further duplication. Every time a clone is created, one of the five legs of the *star heart* withers and dies; it only regenerates when its associated clone dies.

If all five legs have grown into clones, then the *star heart* is destroyed.

**Curse.** While some may say that having a clone that believes itself to be just as much “you” as yourself is enough of a curse in and of itself, the star heart has other dangers. It was designed for a

disposable warrior class of drones and isn’t quite compatible with other creatures. Every time the star heart creates a clone, there’s a chance that something may go wrong. Roll 1d20 and consult the Star Heart Clone table. If the result was over 11, then roll again, applying all effects.

#### STAR HEART CLONE TABLE

d20	Effect
1	The clone is an exact copy (unless affected by previous rolls), but it is “born” dead.
2–11	Nothing. The clone is an exact copy of you (if you have acquired scars or other imperfections over the years that regeneration didn’t cure then the clone will still lack them).
12–13	The clone is an exact copy, but its mind has been permanently warped by the regeneration process. It rolls once on the Indefinite Madness table.
14–15	The clone is an exact copy, but something has changed in its personality. It may have a different alignment and/or background characteristics. The clone may even choose to pursue a different class or profession than the original. Whenever the clone can see the original, it needs to make a DC 12 Wisdom check. If the clone fails, then it suffers short-term madness.
16–17	Something is off. The clone may have different colored eyes or hair, new birthmarks or blemishes, or other minor differences (such as a different score in one or two abilities). Such differences are easy to hide and can be difficult to spot. These differences prey on the clone’s mind when near the original. Whenever the clone can see the original, it needs to make a DC 12 Wisdom check. If the clone fails, it rolls once on the Short-Term Madness table.
18	The clone is obviously imperfect. At the GM’s discretion, the clone is a different build (noticeable difference in height and/or weight), ethnicity, or gender than the original. The clone has disadvantage on any attempts to disguise itself as the original. Whenever the clone can see the original, it needs to make a DC 14 Wisdom check. If the clone fails, it rolls once on the Long-Term Madness table.
19	The clone is effectively a reincarnation of the original. Roll on the reincarnate spell table to determine the new race. Whenever the clone can see the original, it needs to make a DC 14 Wisdom check. If the clone fails, then it rolls once on the Long-Term Madness table.
20	There is a darkness within the clone that wants to replace the original. No matter how perfect the copy, the clone will always attack you on sight with intent to kill (at the GM’s option, the clone may delay such an act if it would be immediately beneficial to the clone—once the benefit is gone, the bloodlust returns). The clone also plots against you when not in its presence, hiring assassins or otherwise attempting to vex or destroy you. Particular madness effects do not stack. For example, if the clone has both a personality change and a minor difference, then it only needs to make one DC Wisdom check for short-term madness when it sees the original. If the clone also had indefinite madness, then such madness would still apply in addition to the short-term madness check.