

TIDAL MAGIC

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SPELLS & MAGIC ITEMS OF THE SEA



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ADVENTURERS WHO EXPLORE THE SEAS and coasts know that very specific and customized magic makes the difference between death and glory—and often mere survival. After all, the sea is a dangerous place, full of menace and peril for landwalkers.

In these pages you'll find a selection of magic items and spells to help you navigate the deeps, the shallows, and the borders between. May they help you find fair winds and following seas!

MAGIC ITEMS

The sea is so perilous that many magic items end up remaining when their landwalker users perish. Some work best underwater. Others are more universally useful.

BOOTS OF THE DECKSTRIDER

Wondrous item, rare (requires attunement)

A well-worn set of knee-high black leather boots with thick soles, they're stiff when you first put them on, but when you attune to them they're surprisingly supple and comfortable. The boots always keep your feet warm and dry, and water never leaks into them, even if you stand in water deeper than the boot tops. While you wear them, the boots grant you advantage on ability checks to swim or avoid being knocked prone, and as long as you're wading in or within 30 feet of water (but not swimming), you have advantage on Initiative checks.

In addition, as an action you can use the boots to cast the *crabwalk* spell (see below). Once you use this ability, you can't use it again until you finish a long rest.

CONCH OF THE TIDES

Wondrous item, rare

The inside of this beautiful shell is streaked with rainbows, and the point has been shaped into a trumpet-like mouthpiece. When you blow it, it creates a low-pitched tone that carries for miles when the wind is right. Sailors and shore-men often blow non-magical conch horns to greet each other when a boat comes into port.

A *conch of the tides* gives you advantage on Charisma (Performance) checks you make with it. The conch's true power, though, lies in its ability to summon sea creatures to do your bidding. A conch has 7 charges, and regains 1d6+1 charges daily at dawn. As an action you can sound the conch and expend 1 or more of its charges to summon 2d8 [giant crabs](#) (1 charge), 1d8 [giant octopi](#) (2 charges), or 1 [giant shark](#) (3 charges).

Creatures you summon with the conch remain for 1 hour or until they're reduced to 0 hit points. The creatures are friendly to you and your companions. They understand your languages and obey your spoken commands. If you issue no commands, the creatures defend themselves but take no other actions.

FIGURINE OF WONDROUS POWER (CORAL CRAB)

Wondrous item, rare

A coral crab appears as a miniature statuette of a crab. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living [giant crab](#) for up to 8 hours. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

Once the figurine has been used, it can't be used again until 2 days have passed.

GULL WHISTLE

Wondrous item, rare

This small whistle is carved from a seashell, onto which is inscribed mystic runes. As an action, you can blow the whistle to conjure a single sea gull to your location. The gull flies down to land within 5 feet of you, at which time the whistle casts the [animal messenger](#) spell on you and the gull. Unlike the spell, the recipient of the message can send a reply via the gull, as long as they generate the message within 10 minutes of receiving the message and as long as the recipient of the second message is you. Once you use this ability, you can't use it again until you finish a long rest.

RING OF THE KRAKEN

Wondrous item, rare (requires attunement)

A *ring of the kraken* is made of a chunk of pink coral carved into twisted octopus tentacles. When you attune to it, the tentacles grip your finger so tightly that only you can remove the ring. While you wear it, your limbs become uncannily flexible. You have advantage on checks you make to escape the [grappled](#) and [restrained](#) conditions.

As a bonus action, you can transform the arm on which you wear the ring into a large tentacle. You're proficient with your tentacle, which has the Reach property.



When you score a hit with it, the tentacle deals 1d8 bludgeoning damage. Alternately, you can attempt to grapple your target. If you succeed on the grapple check, you establish a hold and immediately deal 2d10 bludgeoning damage as your tentacle constricts and squeezes the target. At the start of each of your turns, a creature you grapple takes another 2d10 bludgeoning damage.

SELKIE SASH

Wondrous item, very rare (requires attunement)

Said to be crafted from the cloth legends say each selkie carries, this strip of nearly transparent gauze is infused with the fey magic of selkies. You can wear a *selkie sash* either about your waist or around your neck.

While you wear the sash, your Dexterity, Intelligence, and Charisma scores increase by 2, up to a maximum of 20, and you gain a swim speed of 30 feet.

As an action, you can cast the *polymorph* spell on yourself to transform into a seal (use the [crocodile](#) stat block), as long as you're swimming in water when you cast it. You can remain in seal form as long as you like, and can transform into your natural form as a bonus action. You also assume your natural form if you leave the water. Once you use this ability, you can't use it again until you finish a long rest.

STAFF OF THE TIDES

Wondrous item, very rare (requires attunement by a spellcaster)

Made of weathered driftwood, this staff is wrapped with seaweed and has a brightly-colored conch shell affixed to its top.

The staff has 10 charges. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical quarterstaff.

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: *undertow* (see

below) (1 charge), [fog cloud](#) (1 charge), [control water](#) (1 charge), [polymorph](#) (2 charges), [conjure elemental](#) (water elemental only) (3 charges).

TRIDENT OF RED BRINE

Weapon (trident) legendary (requires attunement)

Some say this trident, made of magically-hardened coral, is a prototype of the legendary artifact Wave. Last seen being wielded by the triton champion Kolos Amarath just before he disappeared in a frenzied school of sahuagin, its present whereabouts are unknown.

You have a +2 bonus to hit and damage rolls you make with this magic weapon. In addition, you score a critical hit on a roll of 19–20.

When you score a critical hit, the trident deals an extra 2d8 necrotic damage as it sucks blood and water out of the target's body. A creature that suffers this additional damage must also succeed on a DC 14 Constitution saving throw or be [poisoned](#). The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

NEW WEAPON QUALITY

UNDERWATER ACTION

This weapon quality can be magically imparted to weapons as part of the enchantment process. An *underwater action weapon* functions underwater without penalty. Ranged weapons impart this quality upon any ammunition fired from them. A weapon imparted with the *underwater action* quality costs four times as much to enchant and may require rare and costly magical components.

SPELLS

Special Note. The class lists on which a spell might be found are included in the spell's stat block. As always, the existence of any spell, much less which class list it appears on, is up to you as Dungeon Master.

CRABWALK

2nd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a fresh crab's leg)

Duration: Concentration, up to 10 minutes

Class: Bard, Sorcerer, Wizard

Legend says that this unusual spell was created by a gifted (but quite barmy) hedge wizard who lived in a hut on the coast of Chult. This wizard was obsessed with life in tide pools, particularly crabs, and spent his time (and what remained of his wits) researching spells to make his body and limbs function more like those of his beloved pets. Most sages have concluded that he turned himself forever into a crab.

For the duration, the target's walking speed is increased by 20 feet, though it can only move to the left or right, and its movement doesn't provoke attacks of opportunity.



HEALING SURF

4th level evocation (ritual)

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

Class: Cleric

As an additional requirement to cast this spell, you and all targets must stand at least up to the knees in ocean surf.

You and up to six creatures in the area of your choice immediately regain 5d8 hit points. In addition, the spell removes all trace of disease and exhaustion on the targets.

Undead targets in the area must make a Constitution saving throw, taking 5d8 radiant damage on a failed save, or half as much damage on a successful one. Any undead that survive this damage have disadvantage on saving throws to resist your Channel Divinity abilities.

KELPSTRAND

2nd-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a piece of dried seaweed)

Duration: 1 minute

Class: Druid

Three long strands of tough, sinewy seaweed shoot out of your outstretched hands. You can hurl them at one target or several. Make a ranged spell attack for each kelpstrand. On a hit, the target is grappled. A grappled creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by a check you make using your spellcasting ability modifier rather than your Strength (Athletics) check.

You are not grappling while using this spell. If you grapple a creature with your *kelpstrands*, you needn't maintain the effect, but you can't move the grappled creature.

A creature targeted with multiple *kelpstrands* has to make separate Grapple checks against every *kelpstrand* currently grappling it to escape.

If you cast this spell while you're within 300 feet of the ocean shore, the kelp is particularly tenacious, and you have advantage on checks you make to determine the outcome of a *kelpstrand* grapple.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional strand for each slot level above 2nd.

RED TIDE

8th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: Instantaneous

Class: Druid

A 5-foot-high wave of frothing red seawater surges out from a point you can see within range and washes over everything in a 60-foot radius.

All creatures in the area are immediately knocked [prone](#) and must make a Constitution saving throw. Flying or swimming creatures in the area aren't knocked prone, but they have disadvantage on the saving throw.

A creature that makes its save is [poisoned](#) for 1 minute. A creature that fails its save suffers horribly from the poisonous effects of the *red tide*. Such creatures take 3d8 necrotic damage and is poisoned for 1 minute. At the start of each of its turns, the creature takes an additional 3d8 necrotic damage. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

In addition, open flames in the area are extinguished, and creatures of elemental fire take an additional 10d8 cold damage on a failed save, or half as much damage on a successful one.

SALTRAY

2nd-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

Class: Druid, Sorcerer, Wizard

You create three thin beams of salt crystals and hurl them at a target within range. You can hurl them at one target or several.

Make a ranged spell attack for each ray. On a hit, the target takes 2d6 slashing damage.

If you cast this spell within 300 feet of a large body of salt water, a beam deals 4d6 slashing damage.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional ray for each slot level above 2nd.

SIREN'S GRACE

5th-level evocation

Casting Time: 1 standard action

Range: Self

Components: V, S, M (a lock of hair freely given to you by a siren)

Duration: Concentration, up to 1 minute

Class: Bard, Druid

You infuse yourself with the otherworldly grace of the sirens that dwell in the seas of the Feywild.

Your Charisma and Dexterity scores increase by 4, up to a maximum of 22.

For the duration, your AC increases by an amount equal to your Charisma modifier, and you have advantage on Charisma (Performance) checks.

UNDERTOW

2nd-level transmutation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

Class: Druid, Sorcerer, Wizard

Choose a point you can see within range. You cause a sudden and violent current to tear through all liquids in a 20-foot-radius sphere centered on that point. Open containers of fluid automatically splash their contents onto the floor.

The currents created by this spell in larger bodies of liquid are quite strong. A creature within or in contact with the fluid must make a Constitution saving throw or be knocked [prone](#) and [stunned](#) until the start of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the radius of the area increases by 10 feet for each slot level above 2nd.



CREDITS

ART

[Cover template](#) by Matthew Gravelyn. Interior art courtesy of Wizards of the Coast Creator Art Packs.

ABOUT THE AUTHOR

R P Davis is a best-selling freelance writer, editor, and adventure designer. He has been a tabletop RPG player and referee the entire time he's been sentient, and a role-playing addict for more than 30 years. In that time he's written countless things, from simple spells and effects to complete game worlds to complete roleplaying games.

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