

Treasures of the Deep

The fun of an underwater campaign relies on the authenticity of the setting. While the rules are easy to adapt to the new environment, imaginations are not so easily transported beneath the waves. The players' features and spells play out mostly as they did before. However, for having a third dimension in combat, only the descriptive tools you apply will remind players they're not in a dryland campaign.

Magic items represent one such tool. Novel items let you reinforce the setting with their uniquely aquatic functions, as the following examples show.

Belt of Legs

Wondrous item, uncommon (or rare with breathing) (requires attunement by a creature with a "humanoid" upper body)

This item has two forms. When you attune to it, it changes to a set of boots if you naturally have legs, or to a girdle if you do not.

You activate this item with an action, transforming your lower body into one of three forms. These replace any natural walking and swimming speeds you had. The changes last until you remove the item, use an action to select another form or revert to your natural state.

Legs. You attain a pair of long legs suitable for treading dry land or riding mounts. You have a walking speed of 30 and no swimming speed. The item takes on the shape of a pair of scaly boots.

Tail. You have a large fish tail from the waist down, giving you a swimming speed of 45 and a walking ("flopping") speed of 5. The item's form is a scaled girdle.

Tentacles. You have set of articulate, octopus-like tentacles below the waist. You have advantage on grapple checks, a swimming speed of 30 and a walking speed of 15. The item takes the shape of a stylish, scaly girdle.

The rare version of this magic item lets you breathe equally well in air and in water, perfect for a mermaid who wants to court a dryland prince, or the musical villain who pursues them.

Boots of Reverse Water Walking

Wondrous item, rare (requires attunement)

These weighted metal boots allow you to walk on water or to travel under water without floating away in the current. They also let you invert yourself while submerged, moving upside down along ceilings or the bottoms of ships. While inverted, you can even treat the surface of the water as if it were solid ground, walking along it upside down, the soles of your feet not quite breaking the surface.

While under water, you cannot be moved against your will by currents or by effects that would push or pull you with magical air or water. You can also invert your alignment relative to the surface:

You can stand on the surface of a body of water and move across it like solid ground, whether your orientation is upright (above the water) or inverted (submerged). While at the surface, you can spend half your movement to reverse your orientation; if you are atop the water, you become submerged, walking inverted on the surface as though it were a ceiling. If you are already below the water, you instead stand upright from it, treading the surface like dry land.

While on or in a body of water, you can use an action to "align" the boots to pull you downward or upward, sinking to walk on the seabed or rising to the surface. You fall at a safe rate of 60 feet per round and you land on your feet. If your fall is upward, you can choose the orientation in which you land on the surface, either inverted and submerged, or upright atop the water.

[ART OF A PAIR OF
GREEN SCALED BOOTS]

Pearl of Speech

Potion, rare

When you swallow this shimmering pearl, you gain the effect of the *tongues* spell for 1 hour. The pearl has a different flavor and texture when consumed, depending on your native language. Many aquatic species have unique languages and don't understand Common. Items like this are essential to diplomacy and trade beneath the waves.

Since liquids are hard to drink while submerged, potions made for aquatic environments are often crafted into "pearls" of this sort. However, some of these pearls form naturally and can be harvested from giant clams where the barrier is weak between the Material Plane and the Feywild.

Ring of Fangs

Wondrous item, rare (requires attunement)

This ring of shaped coral is studded with dozens of tiny teeth. While wearing it in water, you can use your action to cast *polymorph* on yourself, transforming into a **swarm of quippers**. While transformed, you retain your Intelligence, Wisdom, and Charisma scores and you act as a single creature despite your multitudinous form. Individual quippers cannot leave the school, which cannot spread over an area larger than 5 feet wide. Once used, the ring can't be activated again until the next dawn.

[ART OF A RING COVERED IN THORNS]

Scales of the Angler

Armor (scale mail), rare (requires attunement)

This armor is made of the scales of a legendary sea monster, one that lures prey with its luminescent antennae and fins. You gain a +1 bonus to AC while wearing the suit.

When the armor is submerged in water, the scales glitter, shedding dim light in a 20-foot radius.

When you are submerged and are attacked by a creature you can see within 20 feet of you, you can use your reaction to create a blinding strobe. The attacking creature has disadvantage on the triggering attack roll unless it is immune to the blinded condition. Once used, the blinding strobe can't be activated again until the next dawn.

[ART OF A ZANY DWARF WITH AN ORANGE BEARD, SCALED ARMOUR AND A SHOVEL]

Shell of Free Fighting

Wondrous item, uncommon

This small, rainbow-hued shell can be attached to (or removed from) a weapon or spellcasting focus using a 1-hour process. Any weapon the shell is attached to becomes magical and attacks made with it don't suffer penalties for being under water. Normally creatures gain resistance to fire damage when submerged in water, but spells cast using the Shell of Free Fighting ignore that fire resistance.

Quarnzitol's Eye

Ring, Rare (requires attunement)

Submitted by zenzen13

The child fearing the deep end of a swimming pool. A shipwreck survivor praying that the waters do not notice him. A young man not wanting to drift too far from the shoreline. All fear what lies in the depths

This ring made of cool transparent metal holds three black onyx gems arranged in a line. The gems sometimes shift giving the impression that they are looking searching for something.

While a humanoid wears this ring underwater it may as an action, turn invisible (for one minute; once per short or long rest) as the wearers, body becomes translucent and indistinguishable from the surrounding waters. The wearer also gains telepathy up to a range of 60ft.

While wearing this ring, the humanoid's maximum hit points are reduced by 6 (1d12) every day until it spends a long rest submerged in a natural body of water.

Credits

Writer: Randall Right

Proofreading: Heather Bloom

Art: Shaman's Stock Art

Mithril Patrons: Alisha Deckard, Amanda Lee, Annie Monette, Bonbod, Daniel Hidalgo, Dave Holt, Dishon Colston, George Kennedy, Lucas Vienna, Mike Richter, Platypulogist, Rico, SonOfSofaman

Everything Else: Matthew Perkins

Originally published 11/05/2021

Latest version 12/06/2021

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

END OF LICENSE