

Creepy Doll

A doll that looks an awful lot like the one holding it

When you hit 0 HP, regain all your HP. The doll is destroyed.

Cape of Billowing

A long cape

Can change color at will, and can billow as if in wind at will, with or without actual wind

Buster Ball



A cannonball etched with intimidating runes

Double the weapon dice when firing this cannonball

Whale's Bane

A waterlogged crossbow

A +1 1d6 crossbow
Once per rest, as a bonus action, can transmute a bolt into a 3d6 harpoon

Sword of the Squid

A saber with a black blade

A +1 1d6 saber
Once per rest, as a bonus action or reaction, can blind a foe.

Kraken's Brew



An ornate bottle of rum

Anyone onboard can take a shot and earn advantage on their next roll, as a free action

Cursed Fruit

Orange, red, and prickly

The eater may ignite and extinguish the body's surface area as a bonus action.

Vickers Machine Gun

Deals 1d6+DEX damage
Can multiattack
Can spend a full turn to attack any number of adjacent targets

Big Bertha



An oversized cannon

Deals an additional 1d10 damage

Cursed Fruit

Yellow, long, and smooth

The eater can throw balls of fire up to 60 ft.

1d6+CHA fire damage

Glow-Sword

A metal handle with toggled, brilliantly glowing red blade

+1 (red) 1d10 longsword
Cuts simple material (and flesh) with ease

Chain Ballista



A ballista and metal harpoon with sturdy metal chain

A ship hit by its bolt can be reeled in, slowly but surely.

A Jar of Bees

A jar of bees

A jar of bees

Healing Wand

A priest's finger tied to the end of a butter knife

As an action, causes a creature within sight to regain HP lost that turn, once per rest.

Battering Ram



A reinforced metal figurehead

+2 ship armor
When colliding with another ship, deals 2d20 + the captain's CHA

Throwing Shield

A round red-and-blue shield

+1 AC, and can be used as a thrown weapon. Can travel in a straight line up to 30ft, deals 1d8 + STR damage

Cape of Billowing

A long cape

Can change color at will, and can billow as if in wind at will, with or without actual wind

Lucky Cat



It's Wink the cat

+1 ship armor

Deals 1d6 damage if thrown

L42a1 Enfield

A strangely designed firearm

Deals 1d20+DEX damage
Disadvantage if close

Has 1d6 rounds, total

Sovereign Glue

White paste in a clear vial

Forms a permanent 1x1 ft. bond between two objects, instantaneously

Enchanted Vines



Living vines sourced from a large, pink flower

Your ship can now grapple other ships

Universal Solvent

Clear paste in a white vial

Able to dissolve any glue, or magically untie any knot or binding. Single use.

Cursed Fruit

Small, round, blue, berries

The eater can blink up to 30 ft. as a bonus action, to a place they can see

Fire Spray



A black clay that smells of peppered honey

Deals 1d6+DEX fire damage to all crew on deck of the targeted vessel

Vorpal Saber

Its curved blade shines like shifting opal

+1 1d6 saber
Beheads the target on a critical hit

Feather-Fall Amulet

A silver feather on a dainty silver chain

As a reaction, the wearer can cause the amulet to fall at a reduced speed

Shadow Sails



Spooky black sails which aren't quite there...

Impervious to damage
Intimidating visage

Necro-tonic

A black liquor of unpleasant smell, in a small clay bottle

Splash over a body to raise it to 1 HP

Actual Wings

Big, feathery wings, attached with a simple leather harness

You can fly now
Be careful.

Ethereal Skull



A skull whose eyes and mouth gout a constant stream of vaporous blue mist

Ghostly skeletons bolster your crew

Really Nice Sword

Damn, that's a nice sword

+1 1d6 sword

Really Cool Pistol

Damn, that's a nice pistol

+1 1d8 pistol

A Nice Canon

It's been polished recently

1d20+1 canon

Foreboding Conch

A conch that looks as if it's been partially digested by Satan himself

Blow it, I dare you

Magic Starfish

It looks like a regular starfish

Chests and similarly sized objects weigh nothing when the starfish is adhered to it

Dragon Figurehead

It's made of bronze, with skulls for eyes, with rubies for their eyes, and gold teeth

Deals 2d6 to the crew who fail a DC 13 DEX save

Throwing Star(fish)

They look completely normal

+1 1d6, capable of multiattack

Cursed Fruit

Red and round, with a short and menacing stem

Unoccupied objects within 60 ft. and in view can be summoned to the eater.

Reinforced Hull

Smart use of metal studs and plates offer great protection

+2 ship armor

Wicked Hook Hand

You just can't quite clean all the blood off...

+1 1d8 hook hand
Can multiattack

M416 Assault Rifle

It takes a while to work out

1d6+DEX, range 60/120
Can multiattack
The magazine never seems to run out...

Fancy Furniture

The captain's gonna like this

+1 CHA for the captain

Peg Leg of SPEED

Whoever thought to put a wheel on it is a genius

Your base move speed is now 40 ft.

Shiny Metal Arm

It looks like a human arm just... Metal.

+1 2d8 punch
Can catch vibranium shields

Cleaver of Cleaving

A broad blade that works just as well on live things as dead

+1 1d6+STR
Can attack an additional adjacent target

Long Rifle

Good for long shots

Deals 1d8+DEX damage and has no range limit

Icy Wand of Freezing

Delicate, made of ice, cold

DC 15 CON save or target is helpless until they are struck or the end of their turn

Dolphin Escorts



"Son of a bitch, I'm sick of these dolphins."

+2 on seafaring CHA checks

Pistol of Green Flash

An intricate design, seems to shoot green light

+1 1d12+DEX pistol

Dynamite Stick

Like in the wild west..!

Has a long fuse
Use your imagination

Marbles

They're colorful at least

You drew the worst card in the deck, congratulations!

Hand Grenade

Standard issue

30/70 ft. range
A good deal of damage

Ring of Nope

A black metallic ring with a ruby X on it

Point at a magic item you can see and it and this ring vanish.

Trusty Boots

Unremarkable to look at

You have perfect balance, and cannot be knocked or fall over

Pistol Monkey

He is tiny, white, and fuzzy

This monkey can reload firearms, granting you multiattack with them
He will not fire them, for he is a staunch pacifist.

Exploding Parrot

So colorful!

A normal parrot

Except, if you will it it will explode in a cloud of fire

Saber-leg

Like a peg leg, but also a lethal weapon!

Deals 1d6 damage

Blunderbuss

A wide-barreled hand cannon

Cannot miss if target is within 30 ft.

Deals 1d6 damage

Cursed Fruit

Very large, and orange

As a bonus action you can blow an adjacent target 10 ft. back, if you succeed in a CON vs CON competition

Cursed Fruit

It seems to be a cashew

You can grow hair at will, as fast and as much as you need.

