

Chapter 5: Magic Items

Here, you will find a variety of magic items. Underneath the name of each magic item, it lists the item's rarity, its type, and any special properties, like being cursed or requiring attunement to use.

Bonded Bags of Holding

Wondrous item, rare

Bonded bags of holding function identically to normal bags of holding. The main difference is that a bonded bag shares the same extradimensional space as another bonded bag; the storage space can be interacted with via either bag, regardless of distance or planar locality. While bonded bags typically come in pairs, it is possible to have more than two bags attuned to the same space; a skilled magical craftsman may even be able to synchronize additional bags to a single space, provided they have access to all the bonded bags at the same time.

Bracers of Power

Wondrous item (bracers), varies (requires attunement)

While attuned to these bracers, the wearer gains a bonus to the attack and damage rolls of their nonmagical thrown weapons. This bonus is determined by the rarity of the item. Additionally, weapons that are thrown by the wearer are considered magical for the purposes of overcoming weaknesses and resistances.

Uncommon: +1

Rare: +2

Very Rare: +3

Lucky Charm

Wondrous Item, varies (requires attunement by a Gambler)

This is an item that, through some process, seems to have absorbed luck and channels it in the favor of the attuned person. While attuned to it, you gain a bonus to any of your Gambler-based DCs, determined by the item's rarity, as long as the charm remains on your person.

Additionally, you can use a credit once without expending it. Once this feature of the charm is used, it cannot be used again until the next dawn.

Uncommon: +1

Rare: +2

Very Rare: +3

Mana Surge Bracers

Wondrous item (bracers), rare (requires attunement by a creature capable of casting a spell)

These bracers are capable of channeling the Weave into a mote of condensed magical energy which can be used to cast a spell. These bracers have 5 charges; the user can expend a number of charges equal to a spell's level to attempt to cast that spell without expending a spell slot (or, if the spell comes from a feat or racial trait, without consuming that use). The user rolls a d6. If the spell is 1st or 2nd level, they must roll a 5 or 6; if the spell is higher, they must roll a 6. On a success, they do not expend the spell slot or trait/feat use. The bracers regain 1d4+1 charges at dawn each day.

Ofuda-shoku

Wondrous item, varies (requires attunement)

The ofuda-shoku is a magical variant of the standard holster for skiltanfen. As part of an attack, the user can pull a piece of paper from the ofuda-shoku, creating a skiltanfen of their choice with that paper to attack with. Papers pulled from the ofuda-shoku are magically replaced, as though a paper was never pulled in the first place. An ofuda-shoku also confers a bonus to the attack and damage rolls of skiltanfen made by the ofuda-shoku; this bonus is determined by the rarity of the ofuda-shoku.

Uncommon: +1

Rare: +2

Very Rare: +3

Primal Crystal

Wondrous Item, varies (requires attunement by a Magnus)

This peculiar gemstone, when held up to the light, appears to contain shimmering waves, raging fires, and other peculiar effects within, depending on how the light hits it. The raw magical energy flowing through it can be attuned to by a Magnus to hone in on their particular elemental affinities. While attuned to the item, you gain a bonus to your Augmentation DC for the Magnus class. Additionally, whenever you use your Offensive Component to attack with your element, you gain a bonus to the attack and damage rolls. These bonuses are determined by the item's rarity.

Uncommon: +1

Rare: +2

Very Rare: +3

Ring of Defensive Reallocation

(varies; requires attunement)

The Ring of Defensive Reallocation is nearly identical to a ring of protection in its appearance, but its abilities make use of a curse to increase its potential power. This ring allows its user to shift their defenses. While attuned, the user gains a bonus to their AC, but all of their Saving Throws have a penalty equal to the AC bonus. This bonus is determined by the ring's rarity. As part of the attunement process, or during after completing a short or long rest, the user can call on the ring's magic and reverse the direction of the curse; instead of a bonus to AC at the cost of their saving throws, the user's AC decreases by the ring's amount, while their saving throws all increase by the same amount. This process is reversible, allowing the user to freely shift how their defenses are balanced whenever they have time to rest.

Uncommon: +1/-1

Rare: +2/-2

Very Rare: +3/-3

Rope of Reinforcement

Wondrous Item, varies (requires attunement by a Fighter, Rogue, or Barbarian)

This magical rope is capable of minor movement abilities and is surprisingly resilient. While attuned to the item, the rope uses its resilience and its ability to freely move to assist its attuned user with a variety of physical tasks. When attuned to it, the DC of any of your Fighter, Rogue, and Barbarian features (including subclass-specific ones) is given a bonus, determined by the item's rarity. Additionally, you can apply this bonus to the DC for any of your weapon mastery properties (if you are using the remastered 2024 rules), as well as to attempts to shove or grapple a creature.

Uncommon: +1

Rare: +2

Very Rare: +3

Sanguine Loupe

Wondrous Item, varies (requires attunement by a Biomancer)

This item is a small, round glass disk, often worn around the neck as a necklace. As part of the attunement process, a few drops of your blood are magically pooled in the center of the lens. While attuned, the loupe helps focus the power of your Biomancer spells; your Biomancer DC and spell attack rolls gain a bonus determined by the item's rarity.

Additionally, you can use your blood surge feature one time without expending a use. This property of the loupe cannot be used again until the next dawn.

Uncommon: +1

Rare: +2

Very Rare: +3

Temporal Amulet

Wondrous item (amulet), rare (requires attunement)

This item has 5 charges. When you or a creature you can see fails an ability check, you can expend a charge, allowing the creature to reroll the check with advantage. This recharges 1d4 + 1 uses at dawn each day.

Bottled Element Potion

Common potion

This potion contains a magical essence that emulates a pure version of an element. Consuming the potion deals 1d8 damage of its type to the consumer.

Each individual bottled element potion has a different name, based on the associated damage type. The different variants of this item are Bottled Acid, Bottled Cold, Bottled Fire, Bottled Lightning, Bottled Necrosis, Bottled Poison, Bottled Radiance, and Bottled Thunder.

Potion of Acuity

Common potion

This potion heightens the user's senses and reaction time. For the duration, the consumer can add an additional d4 to their attack rolls and saving throws.

This potion lasts for 1 minute.

Potion of Brittle Strength

Uncommon potion

This volatile potion empowers the consumer, making their blows hit harder while also weakening their defenses. For the duration, the consumer deals an additional 1d4 damage on each weapon attack or unarmed strike, but each time they take damage, they take an additional 1d4.

This potion lasts for 1 minute.

Potion of Disguise

Common potion

This potion grants the user the effects of the spell, *Disguise Self*, whenever they have finished consuming the potion. After consumption, the user takes on whatever appearance they were thinking about while consuming the potion; if they did not think about a particular appearance or person, or if what they thought about is incompatible with the spell, the user instead takes on the appearance of their idealized version of themselves.

This potion lasts for 1 hour.

Potion of Dullness

Common potion

This potion creates a feeling of sluggishness in its user; it is often confused as a fast-acting type of alcohol. The consumer takes a 1d4 penalty to its attack rolls and saving throws for the duration. A creature under this effect can attempt a Constitution saving throw (DC 13) at the end of each turn, ending the effect early on a success.

This potion lasts for 1 minute.

Potion of Elemental Attunement (Type)

Rare potion

This potion attunes its consumer to a particular kind of elemental damage. Once per turn, when the user deals damage with a weapon or unarmed attack, they can add an additional 1d8 damage of the potion's type. Additionally, the user gains resistance to the associated damage type for the duration.

The effects of this potion last for 10 minutes.

This potion comes in the following types: Acid, Cold, Fire, Lightning, Poison, and Thunder

Smoking Bottle

Common potion

This potion contains a mixture that, when exposed to the air, creates a 10-foot radius sphere of smoke that leaves the area heavily obscured. This can be activated by opening or shattering the bottle as an Action; a bottle can be shattered on the ground at any point you can see within 30 feet. If a creature consumes the potion instead, the creature gains the poisoned condition for up to an hour. While poisoned in this way, as a Bonus Action, the creature can exhale a 20-foot cone of smoke and end the poisoned condition on itself. Whether the smoke is exhaled or expelled from the bottle normally, the smoke lasts within the area for 1 minute or until a strong breeze disperses it.

As with all potions, a Smoking Bottle is a consumable that can only be used once, differing it from the magical item, the Eversmoking Bottle.