

# APPENDIX A: MAGIC ITEMS

Every adventure holds the promise—but not a guarantee—of finding one or more magic items. *Lost Mine of Phandelver* contains an assortment of magic items that hints at the wider variety of magic items waiting to be found in the worlds of D&D. See the *Dungeon Master's Guide* for many more items.

## USING A MAGIC ITEM

A magic item's description explains how the item works. Handling a magic item is enough to give a character a sense that something is extraordinary about the item. Casting the *identify* spell on the item then reveals its properties. Alternatively, a character can concentrate on the item during a short rest, while being in physical contact with the item. At the end of the rest, the character learns the item's properties. Potions are an exception; a little taste is enough to tell the taster what the potion does.

Certain magic items require a user to **attune** to them before their magical properties can be used. Attuning to a magic item requires that you spend a short rest concentrating on it (this can't be the same short rest used to learn an item's properties). Depending on the nature of the item, this concentration can take the form of prayers, weapon practice, or meditation. In any case, the concentration period must be uninterrupted. Once you are attuned to an item, you can use its magical properties.

An item can be attuned to only one creature at a time. A creature can be attuned to no more than three magic items at any given time, and you can attune yourself to only one item during a short rest.

Your attunement to an item ends when the item has been more than 100 feet away from you for 24 hours and when you die. You can also voluntarily end your attunement to an item with another short rest.

## ITEM DESCRIPTIONS

### +1 ARMOR

The most basic form of magic armor is a superb product of physical and magical craft. You have a +1 bonus to your Armor Class while wearing this armor.

A suit of +1 armor never rusts or deteriorates, and it magically resizes to fit its wearer.

### +1 WEAPON

Magic weapons are unmistakably finer in quality than their ordinary counterparts. You have a +1 bonus to the attack rolls and damage rolls you make with this weapon.

Some +1 weapons (swords in particular) have additional properties, such as shedding light.

### BOOTS OF STRIDING AND SPRINGING

Your speed while you wear these boots becomes 30 feet, unless your walking speed is higher, and your speed is not reduced if you are encumbered or wearing heavy armor.

In addition, whenever you jump, you can jump three times the normal distance.

### GAUNTLETS OF OGRE POWER

While you wear these gauntlets, your Strength becomes 19. If your Strength is already 19 or higher, the gauntlets have no effect on you.

### POTION OF FLYING

This potion gives you a flying speed equal to your walking speed for 1 hour. If the potion wears off while you're flying and nothing else is holding you aloft, you must use your movement to descend. If you fail to land before 1 minute passes, you fall.

