

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.

Amulet of Health

Wondrous item, uncommon (requires attunement)

Your Constitution is 19 while you wear this amulet. The amulet has no effect on you if your Constitution is already 19 or higher.

Bag of Holding

This cloth sack has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents.

Placing an object in the bag follows the normal rules for interacting with objects. Retrieving an item from the bag requires you to use an action.

The bag has a few limitations. If the bag is overloaded, or if a sharp object pierces it or tears it, the bag ruptures and is destroyed. If the bag is destroyed, its contents are lost forever, although an artifact always turns up again somewhere. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. If a breathing creature is placed within the bag, the creature can survive for up to 10 minutes, after which time that creature begins to suffocate.

Placing a *bag of holding* inside a *portable hole* opens a momentary gate to the Astral Plane. Any creature within a 10-foot radius of the gate is drawn to the Astral Plane, the gate closes, and the *portable hole* and *bag of holding* are both destroyed.

If a *portable hole* is placed into a *bag of holding*, a similar gate appears, but it leads to a random plane of existence.

Boots of Striding and Springing

Wondrous item, uncommon

While you wear these boots, your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you jump three times the normal distance.

Gauntlets of Ogre Power

Wondrous item, uncommon (requires attunement)

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

Gloves of Swimming and Climbing

Wondrous item, uncommon (requires attunement)

While wearing both of these gloves, climbing and swimming doesn't cost you extra movement. In addition, you have a +5 bonus to Strength (Athletics) checks you make to climb or swim.

Work in Progress!

This information from the *Dungeon Master's Guide* represents in-progress versions of the rules in that book. Updated information will appear in future versions of the D&D basic rules.

Goggles of Night

Wondrous item, uncommon

While you wear these dark lenses, you have darkvision in a 60-foot radius. If you already have darkvision, wearing the goggles increases its radius by 60 feet.

Headband of Intellect

Wondrous item, uncommon (requires attunement)

Your Intelligence is 19 while you wear this headband. The headband has no effect on you if your Intelligence is already 19 or higher.

Potion of Flying

Potion, very rare

This clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

When you drink this potion, it gives you a flying speed equal to your normal speed for 1 hour. If the potion wears off while you're flying, you must use your movement to descend. If you fail to land before 1 minute passes, you fall.

Potion of Invisibility

Potion, very rare

This potion's container looks empty but feels as though it holds liquid.

When you drink this potion, it makes you invisible for 1 hour. While you are invisible, anything you are carrying or wearing is invisible as long as it remains in contact with you. The effect ends early if you attack or cast a spell.

Potion of Vitality

This crimson liquid regularly pulses with dull light, calling to mind a heartbeat.

When you drink this potion, it removes any exhaustion you are suffering, cures any disease or poison affecting you, and maximizes the effect of any Hit Die you spend to regain hit points within the next 24 hours.

Ring of Evasion

Ring, uncommon (requires attunement)

You have advantage on Dexterity saving throws while you wear this ring. In addition, whenever you make a Dexterity saving throw to take only half damage from an effect, you instead take no damage if you succeed on the saving throw, and half damage if you fail.

Ring of Protection

Wondrous item, uncommon (requires attunement)

Ring, rare (requires attunement)

While you wear this ring, you have a +1 bonus to AC and saving throws.

Ring of Resistance		
<i>Ring, uncommon (requires attunement)</i> You have resistance to one damage type while you wear this ring. The gem set in the ring indicates the type, which the DM chooses or determines randomly from the options below.		
d10	Damage Type	Gem
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

Spell Scroll		
<i>Scroll, varies</i> A <i>spell scroll</i> bears the magical words of a single spell, written in a mystical cipher. Using an action to read the scroll allows you to cast the spell without components. If the spell written on the scroll appears on your class's spell list, and the spell's level is one that you can normally cast, you cast the spell successfully. Otherwise, you must make an Intelligence (Arcana) check to see if you can successfully cast it. The DC equals 10 plus the spell's level. On a failed check, reading the scroll only consumes its magic with no other effect. The level of the spell written on the scroll determines its spell's saving throw DC and attack bonus, as shown on the following table:		
Spell Level	Save DC	Attack Bonus
Cantrip	13	+5
1st	13	+5
2nd	13	+5
3rd	15	+7
4th	15	+7
5th	17	+9
6th	17	+9
7th	18	+10
8th	18	+10
9th	19	+11

Wand of Magic Detection	
<i>Wand, uncommon</i> While you hold this wand, you can cast the <i>detect magic</i> spell at will, without using any components.	

Wand of Magic Missiles	
<i>Wand, uncommon</i> While you hold this wand, you can use an action to expend 1 to 3 of its 7 charges to cast the <i>magic missile</i> spell without using any components. For 1 charge, you cast the spell as if you used a 1st-level spell slot, and you increase the spell slot level by one for each additional charge you spend. The wand regains 1d6 + 1 expended charges each day at dawn. However, if you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.	

