

# INSTRUCTIONS



## (Continued from front)

Some magical items follow additional rules. All page numbers refer to the *Core Rulebook*.

Magical items that are worn, such as armor, often have the *invested* trait, which requires you to *Invest an Item* before you can benefit from it. The *Invest an Item* activity appears on page 531.

Magic items with an *Activate* entry have special abilities that you can use by spending actions. The rules to *Activate an Item* begin on page 532.

Runes must be physically engraved on items through a special process to convey their effects. These rules appear on page 580.

Precious materials each convey a variety of benefits and affect how an item interacts with runes. The full rules begin on page 577.



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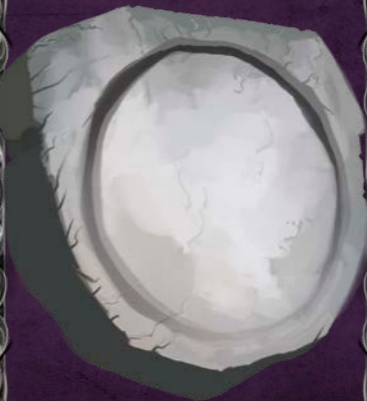




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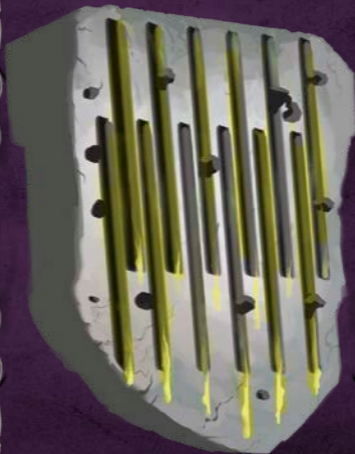
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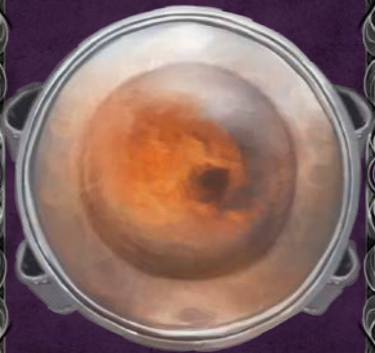
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