

# INSTRUCTIONS

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## (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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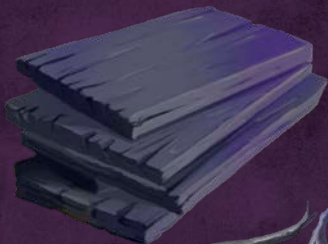
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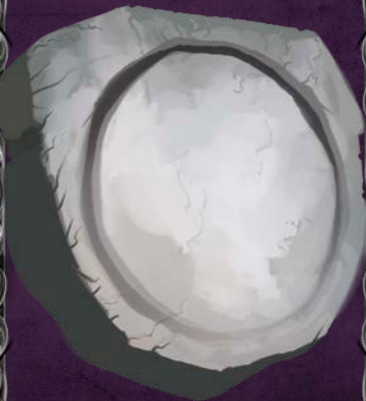




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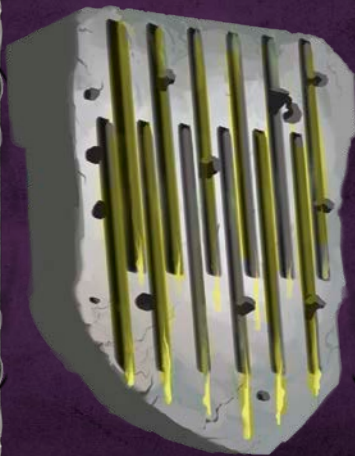
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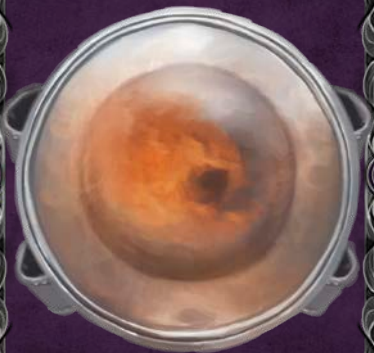
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