# Attunement:

In order to unlock the magical properties of a magical item, you must create a magical bond with the item by concentrating on it for one hour. This process is called attunement.

Without attuning to an item, you are only able to use it’s mundane properties. Almost any type of wearable armor or usable weapon/tool can be imbued with magic. Once attuned to one of these items, no one else can benefit from their magical properties.

Additionally, in canon D&D, you may only attune to 3 items at a time. We are going to increase that to 5. You MUST specifically state what items you want to attune to and spend 1 hour breaking a current attunement and another hour creating a new one to use the magical properties of an item.

Some items give benefits but don’t need attunement. For example, armor that is created in a specific fashion may offer +1 to strength because it helps to support your joints when you swing. This is not a magical property, therefor, this armor does not require attunement.

# Enchantments

For fun, customizable weapons, we are going to include enchanting. Enchantments are runes that can be combined with armor, weapons, and tools to give bonuses. Not all weapons, armor, and tools can combine with all enchantments. For example, it would not make sense for a pair of scissors to give +2 to AC or strength. A full suit of armor cannot increase your speed. Weapons that are already magical may have been enchanted, and, therefore, do not have runes. To add custom magic to your weapons, however, you will need to 1) add an enchantment slot to the target item, 2) create a rune from class appropriate material, 3) get the rune enchanted, 4) combine the rune with the item.

# Slots

|  |  |
| --- | --- |
| **Item** | **Slots** |
| Light Armor | 1 |
| Medium Armor | 2 |
| Heavy Armor | 2 |
| Light Weapons | 1 |
| Normal Weapons | 2 |
| Heavy Weapons | 3 |
| Small tools | 1 |
| Large Tools (pickaxe, etc) | 2 |

# Crafting Professions

We will not discuss here how crafting works. There is a guide for it that I can give you. But here is the crafting professions guide:

**Crafting Professions:**

Alchemist (Apothecary or Chemist)

Blacksmith (Armorsmith or Weaponsmith)

Brewer (Brewmaster, Vinter, or Distiller) (may also make potions, sort of)

Carpenter (Shaper\* or Woodcarver) \*uses magic, oils and heat to change wood. Better for druids

Enchanter (Creation or Enhancement)

Jeweler (Gemcutter or Metalcraft)

Leatherworker (Armorer or Tanner)

Scribe (Writer or Scrawler\*) \*writes spell scrolls and such

Tailor (Loomist or Weaver)

Tinkerer (Demolitionist or Engineer)

# Crafting and Enchanting

1. Have a Blacksmith, Carpenter, Jeweler, Leatherworker, or Tailor make an item that you’d like to be enchanted. This could be a breastplate, sword, wooden ring, necklace with a gem amulet, leather armor, a cloak, or whatever you want.
   1. Alternatively, find items that have already been created
2. Create the Rune
   1. Have a carpenter or jeweler make a mundane rune.
   2. Have an Enchanter (Creation) create the rune with magic (wood runes only).
3. Enchant the rune
   1. If you choose option 2a: Have an Enchanter (Enhancement) add magic to the rune. They will also be able to fuse the rune with an item.
4. Install the rune
   1. Have an Enchanter (Enhancement) fuse the rune with an item.

Once the rune is installed in an item, it cannot be changed. It may be removed from the item, but it will be destroyed. Masters and Grand Master Enchanters have a change of adding a second enchantment to a rune (masters = 5% = 1d20 crit success, GM = 10% = 1d20 19 or 20).

You may learn one of these professions if you’d like.