Dragonshard Attunement

Before reading, please note that this is designed to supplement the *Dragonshard Values* handout I created, which can be downloaded on Dropbox here:

https://www.dropbox.com/s/vmi5eqrwo8w3ck0/DragonshardValues.pdf?dl=0

Dragonshards can be attuned to artisan's tools, weapons, and arcane focuses in order to make them magical, thereby granting them powerful modifiers. The following table outlines which item each dragonshard type can attune to:

DRAGONSHARD ATTUNEMENT BY TYPE		
Type Can Attune to		
Eberron	Artisan's Tools	
Khyber	Weapon	
Siberys	Arcane Focus	

The power of dragonshards are finite. In the same way dragonshard dust can be used to replace spell components for a singular spell, whole dragonshards can only express their magic so many times before they expire. Thus, their longevity is based on their weight as outlined in the following table:

DRAGONSHARD LONGEVITY		
Weight	Uses	
1 oz.	5	
1 lb. (<i>i.e.</i> , 16 oz.)	80	

A 'use' is defined as any single action that incorporates the respective clarity modifier (see below) of the item the dragonshard is attuned to (e.g., one day of crafting with dragonshard-attuned artisan's tools; an attack made with a dragonshard-attuned weapon; a spell cast using a dragonshard-attuned arcane focus). If you (or your players) prefer not to track uses of the attuned item in question as a denomination of longevity, you could also equate its weight to a specific duration of time (e.g., 1 oz. = 2 days, 1 lb. = 32 days, etc.) or any other denomination that suits your fancy.

The cut of the dragonshard (see *Dragonshard Values* handout referenced above) directly relates to what item it can attune to. This should be at the DM's discretion, but for sake of example, you might inform your players that the blacksmith tools they just found has an empty attunement socket that will only fit an oval-cut Eberron dragonshard; or a longsword whose hilt has an asscher-shaped indentation; or an adamantine rod with a head where a marquise-cut Siberys dragonshard once sat. By limiting the cut of dragonshard that any item can use, it should help maintain the rarity of finding (or purchasing) the right dragonshard, but greatly reward players if they do.

Finally, the clarity of the dragonshard defines the potency of its power as outlined in the following tables:

EBERRON DRAGONSHARD CLARITY MODIFIERS		
Clarity	Modifier	
Poor	+5 gp/day crafting progress using attuned artisan's tools	
Fair	+10 gp/day crafting progress using attuned artisan's tools	
Good	+15 gp/day crafting progress using attuned artisan's tools	
Exceptional	+20 gp/day crafting progress using attuned artisan's tools	
Brilliant	+35 gp/day crafting progress using attuned artisan's tools	
Flawless	+45 gp/day crafting progress using attuned artisan's tools	

KHYBER DRAGONSHARD CLARITY MODIFIERS		
Clarity	Modifier	
Poor	Once per combat, you may perform an additional attack with attuned weapon	
Fair	+1 to attack and damage rolls made with	
	attuned weapon	
Good	+2 to attack and damage rolls made with	
	attuned weapon	
Exceptional	Advantage on attack and damage rolls made	
	with attuned weapon	
Brilliant	+3 to attack and damage rolls made with	
	attuned weapon	
Flawless	+4 to attack and damage rolls made with	
	attuned weapon	

[Siberys Dragonshard Clarity Modifiers table on following page]

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SIBERYS DRAGONSHARD CLARITY MODIFIERS		
Clarity	Modifier	
Poor	Once per combat, you may cast a spell using attuned arcane focus without expending a spell slot	
Fair	+1 to spell attack and damage rolls/+1 spell save DC for spells cast with attuned arcane focus	
Good	+2 to spell attack and damage rolls/+2 spell save DC for spells cast with attuned arcane focus	
Exceptional	Advantage on spell attack and damage rolls for spells cast with attuned arcane focus	
Brilliant	+3 to spell attack and damage rolls/+3 spell save DC for spells cast with attuned arcane focus	
Flawless	+4 to spell attack and damage rolls/+4 spell save DC for spells cast with attuned arcane focus	

Please note that this has yet to be play-tested, but I would love to receive feedback from those of you that do give this system a whirl (DM me on reddit at u/marksayre)!