



REFINING

The first step in creating an item out of monster parts is refining the item. At its most basic level, refining monster parts into an item allows you to create a mundane weapon, armor, or shield out of those parts, as well as the basis for an item that will become a Perception item or skill item, like goggles or an anklet. This costs the normal amount for an item of that type. For instance, it would take 1 gp worth of parts to make a longsword, so you could slay a baleful and build a longsword out of its claws with plenty of materials to spare.

Beyond the basics, refining upgrades an item's basic functionality and allows the item to be imbued with additional powers (See Imbuing on page 142). To refine an item, you first gather monster parts that meet the requirements listed in the item's refining entry and combine them into the item. You can't use this process on an item made from a particular material, since you're building and refining it out of monster parts, and you can't use this process on a magic item. A refined shield normally uses the statistics for a steel shield. Because items refined out of monster parts usually aren't metal, it bypasses a druid's restriction against wearing metal armor and shields, which offers a small but noticeable improvement for druids' survivability. If your group wishes to maintain the status quo for druids instead,

limit druids to a base armor that wouldn't contain metal, and have their shields use the Hardness, HP, and BT thresholds listed for bucklers.

It's recommended that GMs allow characters to assign monster parts to refine or imbue items as soon as they collect the monster parts, and then gain the benefits of refining or imbuing during their next daily preparations, without waiting to spend downtime. This keeps things simpler and allows for fast-paced games with plenty of monster part upgrades, and prevents the party from needing to track exactly which monster dropped which parts in what quantities over time.

If the GM prefers, it can be part of the Craft activity using downtime instead. This choice makes a big difference in the value of Crafting in your game. For groups using the Craft activity, Crafting could become mandatory for multiple characters in the group to max out. By contrast, for groups using refinement during daily preparations, particularly those using the Full variant, Crafting is less valuable than it is in a normal game. Discuss with your group and make the decision that works best for the story and pacing you want to tell.

If your party doesn't decide to use the monster parts right after gathering, it's good practice to record the type of monster the parts came from and their value (such as

45 gp worth of elite mimic parts). Later when you wish to refine or imbue a part that requires a specific type of monster ability, you can always reference the monster to ensure the monster parts can be used for your item.

While there's no need to keep track of every monster that provided the parts you used to refine your items, you might want to consider noting particular powerful or memorable monsters whose parts you include in an item by changing the item's name to incorporate the monster's name, typically appended at the end. For instance, if you incorporated jabberwock parts in your greatsword, you might add "of the jabberwock" to the end of the item's name, or if you incorporated ancient red dragon parts, you might add "of the crimson wyrm."

REFINING DETAILS

The five main categories of items you can refine are weapons, armor, shields, Perception items, and skill items. You can refine an item with monster parts, causing the item to increase in value. Refined items level up when the total value of monster parts used to refine them reaches set thresholds, and as you keep refining and leveling up your items, they grant additional benefits. Use **Table 3A** and **Table 3B** to determine the total value of monster parts needed to level up your items. **Tables 4A** through **4E** list the benefits each type of item grants based upon its level. In addition to these specific benefits, increasing an item's level also increases your options when imbuing the item (see page 142). You can't refine an item to a level above your character's level, but you can refine additional monster parts to an item to increase its value towards the next level. If you refine enough parts into an item in which your character level is the only limitation preventing it from leveling up, the item levels up as soon as your character does.

SALVAGING & TRANSFERRING

Sometimes you'll come across refined items during your travels. When you do, you typically have a decision to make: do you salvage the item, or decide to keep it and refine it further? Salvaging an item deconstructs the item into monster parts that can be used for refining or imbuing. However, salvaging can retrieve parts worth at most 50% of the cost of the item's refinement and imbued properties, similarly to selling an item but without the need to return to town and find a shop to use as an intermediary. For example, an axe with 100 gp of parts spent to refine it and 100 gp of parts spent to imbue a fire property has a total cost of 200 gp of parts. Salvaging would recover 100 gp of parts, 50 from each. These salvaged parts can be used for refinement or imbuing as normal.

On the other hand, you might find an item and want to keep its refinement and imbued properties but transfer to another item of the same type. For instance, a rogue might find a greatsword but want to transfer the refinement and imbue properties to a shortsword. To transfer the refinement value or an imbued property from one item of the same type (weapon, armor, shield,

REFINING AND IMBUING VS RUNES

An item is either built and upgraded using this system or the normal rules for magic items with precious materials, fundamental runes, and property runes. Even in the light or hybrid versions, where magic weapons and armor using fundamental runes and property runes still exist, a single item can't use both at once.

Perception item, or skill item) to another with lower value, first choose what to swap, either the refinement value or the value of one of the imbued properties. In order to successfully transfer refinement value, the two items must have compatible requirements for the type of monster parts they need. For instance, you couldn't transfer refinement from a bludgeoning weapon to a slashing weapon because they have different requirements. To perform the transfer, you'll need to provide additional monster parts worth 10% of the difference in values between the two. Finally, you swap



VARIANT: PRECIOUS MATERIALS AND REFINING

Normally a refined item is made out of various monster parts, and so it can't be made out of a precious item. However, it's possible that you might have a situation where you want to mimic the rules of a special material, perhaps for an item made entirely out of dragon scales, or for something made of extremely light monster parts that mimic the effects of mithral. In this case, choose which types of monsters provide parts that can create a special material item, for instance, dragons are a natural choice for the effects of dragonhide. A character can contribute monster parts towards the special material's effects in the same way as refining monster parts into a mundane item. Just like normal for items made out of precious materials, a low-grade precious material item can only be refined up to level 8, and a standard-grade precious material item can be refined up to level 15. A character can improve the grade of a precious material item from low to standard to high by providing an appropriate monster equal to the difference in price.

Using a suit of dragonhide full plate as an example, a character could use 2,240 gp of dragon parts to create a standard-grade suit of dragonhide full plate. Later, to increase to a high-grade suit of dragonhide full plate, they would need to use a total of 44,800 gp of dragon parts. Since they already have a suit of standard-grade dragonhide full plate, they'd need to find 42,560 gp more dragon parts to do so.

the refinement or imbued property value between the two items.

For our example rogue, if they had a +1 striking cold might (4) rapier (6) with a refinement value of 250 gp and an imbued cold property (4) with a value of 100 gp, and they wanted to transfer the refinement from a +2 striking greatsword (10) with a refinement value of 1,000 gp to the rapier, and keep the rapier's imbue property, they would calculate the difference in refinement value (1,000 gp - 250 gp = 750 gp), divide by 10 (for the additional 10%) to then provide 75 gp worth of monster parts to perform the transfer. With the transfer complete, the rapier would become a +2 striking cold might (4) rapier (10) and have a refinement value of 1,000 gp and the greatsword would become a +1 striking greatsword (6) would have a refinement value of 250 gp.

On the other hand, if the barbarian insisted that instead of transferring the refinement value to the rapier, the group should transfer the cold imbued property onto the greatsword, the transfer would require 10 gp of parts (100 gp for the cold imbued property - 0 gp for the greatsword, divided by 10).

TABLE 3A: REFINEMENT COST BY ITEM LEVEL (WEAPONS AND ARMOR)

Item Level	Total Cost
1	20 gp
2	35 gp
3	60 gp
4	100 gp
5	160 gp
6	250 gp
7	360 gp
8	500 gp
9	700 gp
10	1,000 gp
11	1,400 gp
12	2,000 gp
13	3,000 gp
14	4,500 gp
15	6,500 gp
16	10,000 gp
17	15,000 gp
18	24,000 gp
19	40,000 gp
20	70,000 gp

TABLE 3B: REFINEMENT COST BY ITEM LEVEL (SHIELDS, PERCEPTION ITEMS, AND SKILL ITEMS)

Item Level	Total Cost
1	10 gp
2	20 gp
3	35 gp
4	60 gp
5	100 gp
6	160 gp
7	240 gp
8	340 gp
9	470 gp
10	670 gp
11	950 gp
12	1,350 gp
13	2,000 gp
14	3,000 gp
15	4,300 gp
16	6,500 gp
17	10,000 gp
18	16,000 gp
19	25,000 gp
20	45,000 gp



REFINING WEAPONS

To refine a weapon (or *handcrafts of mighty blows*), you need monster parts from a monster with an unarmed attack that matches the weapon's physical damage type (bludgeoning, piercing, or slashing). If a weapon has the versatile or modular traits, you can use monster parts from monsters with unarmed attacks matching any of the weapon's different damage types. Refining a weapon grants the following benefits, as shown on **Table 4A**.

Item Bonus to Attack Rolls The weapon grants you the listed item bonus to attack rolls.

Imbuing You can imbue the weapon up to the listed number of times (see Imbuing on page 142).

Additional Damage Dice The weapon's damage dice increase to the listed amount of weapon damage dice. The italicized name is the equivalent fundamental rune, and you can use it as part of the weapon's name to make it more recognizable to a group used to the core magic item system (i.e. +2 greater striking longsword (12)).

TABLE 4A: REFINEMENT BENEFITS BY LEVEL (WEAPON)

Item Level	Refinement Benefits
1	
2	item bonus to attack rolls (+1), imbuing (1)
3	
4	additional damage dice (2 dice, striking)
5	
6	
7	
8	
9	
10	item bonus to attack rolls (+2), imbuing (2)
11	
12	additional damage dice (3 dice, greater striking)
13	
14	item bonus to saving throws (+2, greater resilient)
15	
16	
17	
18	increased item bonus to AC (+3), imbuing (3)
19	
20	item bonus to saving throws (+3, major resilient)

REFINING ARMOR

You can use monster parts to refine a suit of armor or explorer's clothing. The monster must have suitable materials: hairs, fibers, or silk for explorer's clothing and padded armor, skin for leather and hide armors, or some sort of hard components like bones or horns for armor typically made of metal. Monsters lacking any sort of armored component, such as oozes, do not provide suitable components. Refining a suit of armor grants the following benefits, as shown on **Table 4B**. Just like magic armor created using the normal rules, refined armor has the invested trait.

Increased Item Bonus to AC The armor increases its item bonus to AC by the listed amount.

Imbuing You can imbue the armor up to the listed

number of times (see Imbuing on page 142).

Item Bonus to Saving Throws The armor grants the listed item bonus to all saving throws. The italicized name is the equivalent fundamental rune, and you can use it as part of the armor's name to make it more recognizable to a group used to the core magic item system (i.e. +3 greater resilient leather armor (19)).

TABLE 4B: REFINEMENT BENEFITS BY LEVEL (ARMOR)

Item Level	Refinement Benefits
1	
2	
3	
4	
5	increased item bonus to AC (+1), imbuing (1)
6	
7	
8	item bonus to saving throws (+1, resilient)
9	
10	
11	increased item bonus to AC (+2), imbuing (2)
12	
13	
14	item bonus to saving throws (+2, greater resilient)
15	
16	
17	
18	increased item bonus to AC (+3), imbuing (3)
19	
20	item bonus to saving throws (+3, major resilient)



OTHER ITEMS

Except in the full variant, other magic items exist in the world, using the system from the *Pathfinder Second Edition Core Rulebook* rather than the rules for upgrading items with monster parts. However, if your group is using the full variant, you might still want to include some types of items other than the ones listed, such as potions or talismans. To do that, just decide what type of monster parts apply towards creating a given item, and let the PCs refine that item by paying the item's Price in monster parts. For instance, you might decide that healing potions made out of monster parts require parts from a creature with the positive trait or blood from a creature with regeneration or fast healing, such as a troll. In that case, a PC could use 12 gp of troll parts to refine a *lesser healing potion*. As normal, a character can't use this process to create an item of a level higher than their own.

REFINING SHIELDS

You can typically use monster parts to refine a shield if the monster has Hardness, resistance to physical damage, or resistance to one of the three physical damage types (bludgeoning, piercing, or slashing damage). In some cases, you and the GM might decide together that a monster with resistance to physical damage because it is amorphous or gaseous doesn't provide appropriate parts to refine a shield. Refining a shield grants the following benefits as shown on **Table 4C**. When refining a buckler, reduce the listed Hardness by 2, HP by 12, and BT by 6. You can't refine a tower shield in this way.

Hardness The shield has the listed Hardness.

HP The shield has the listed number of Hit Points.

BT The shield has the listed Broken Threshold.

Imbuing You can imbue the shield once, starting at level 4 (see Imbuing on page 142).



TABLE 4C: REFINEMENT BENEFITS BY LEVEL (SHIELD)

Item Level	Refinement Benefits
1	
2	
3	Hardness 5, HP 30, BT 15
4	imbuing
5	Hardness 6, HP 36, BT 18
6	
7	Hardness 7, HP 42, BT 21
8	Hardness 8, HP 48, BT 24
9	Hardness 9, HP 54, BT 27
10	Hardness 10, HP 60, BT 30
11	
12	Hardness 11, HP 66, BT 33
13	Hardness 12, HP 72, BT 36
14	
15	Hardness 13, HP 78, BT 39
16	Hardness 14, HP 84, BT 42
17	Hardness 15, HP 90, BT 45
18	Hardness 16, HP 96, BT 48
19	Hardness 17, HP 102, BT 51
20	Hardness 18, HP 108, BT 54

REFINING PERCEPTION ITEMS

Perception items are worn magic items that enhance Perception, and you can refine them out of monsters with special senses. You can use monster parts to refine a Perception item if the monster has a special sense in its stat block other than low-light vision. Refining a Perception item grants the following benefits, as shown on **Table 4D**. Perception items are worn items, and just like worn items created using the normal rules, refined Perception items have the invested trait.

Item Bonus to Perception The item grants the listed item bonus to Perception checks.

Imbuing You can imbue the Perception item once, starting at level 3 (see Imbuing on page 142).

TABLE 4D: REFINEMENT BENEFITS BY LEVEL (PERCEPTION ITEM)

Item Level	Refinement Benefits
1	
2	
3	item bonus to Perception (+1), imbuing
4	
5	
6	
7	
8	
9	item bonus to Perception (+2)
10	
11	
12	
13	
14	
15	
16	
17	item bonus to Perception (+3)
18	
19	

18

19

20

REFINING SKILL ITEMS

Skill items refer to a category of worn magic items that enhance a specific skill, and you can refine them out of monsters good at that skill. You can use monster parts to refine a skill item if the monster has the skill listed in its stat block. Refining a skill item grants the following benefits, as shown on **Table 4E**. Skill items are worn items, and just like worn items created using the normal rules, refined skill items have the invested trait.

Item Bonus to Skill The item grants the listed item bonus to skill checks with its associated skill.

Imbuing You can imbue the skill item once, starting at level 3 (see Imbuing on page 142).

TABLE 4E: REFINEMENT BENEFITS BY LEVEL (SKILL ITEM)

Item Level	Refinement Benefits
1	
2	
3	item bonus to skill (+1), imbuing
4	
5	
6	
7	
8	
9	item bonus to skill (+2)
10	
11	
12	
13	
14	
15	
16	
17	item bonus to skill (+3)
18	
19	

EXAMPLE OF REFINING

The party's level 7 fighter recently lost their favorite weapon, and so they want to refine an amazing longsword out of the teeth of the tyrannosaurus they just defeated. They're playing using the hybrid variant and have 275 gp of tyrannosaurus parts. Although a tyrannosaurus doesn't have a slashing attack, longswords have the versatile piercing trait, which means the fighter can use the teeth to refine their longsword. They start the refinement by building the tyrannosaurus tooth longsword (0) for 1 gp, and then put the remaining 274 gp into the longsword's refinement. Next, they refine the sword and spend 250 gp, which means the fighter has refined the longsword to item level 6, and it gains the appropriate benefits: a +1 item bonus to hit, a second weapon damage die, and the ability to imbue an imbued

property. The sword is now a +1 striking longsword (6), with 24 gp of monster parts remaining. Finally, the fighter decides they want their longsword to reach level 7 as quickly as possible, so they apply the remaining 24 gp of monster parts to the longsword, which makes the final weapon a +1 striking longsword (6) refined to 274 gp—just 86 gp more of parts for the longsword to reach 7th level! In addition, the fighter is particularly excited about that imbued property, as the group also recently defeated 2 magna scorpions and now they have fiery plans for what comes next for their +1 striking *tyrannosaurus tooth longsword* (6) (to see the fighter's next steps, check out Example of Imbuing on 143).





IMBUING

Once you've refined an item to a high enough level, you unlock the ability to imbue the item. The necessary level to unlock imbuing varies from item to item; see **Tables 4A** through **4E** for more details. Imbuing an item follows a similar process as refining: add monster parts that meet the requirements for the imbued property you want to add to the item. You can't use monster parts if they do not meet the requirements for the imbued property.

For example, if you are imbuing a cold property, you can't use parts from a monster that doesn't have any cold abilities. Track this value separately from the monster parts you use to refine the item, and if the item is high enough level and of the right type to be imbued multiple times, track the value for each imbued property separately. Continue adding value to the imbued property as you use more parts to imbue the property, just like with refining.

When you reach the values specified in **Table 5A** (if imbuing a weapon or suit of armor) or **Table 5B** (if imbuing a shield, Perception item, or skill item), the imbued property levels up, potentially granting increased benefits to the item. Just like with refining, the value and benefits are cumulative, and you can keep adding value to increase the imbued property's level further and gain more benefits. An imbued property's level can never be higher than the item's level or your level, whichever is

lower. Much like in refining, you can keep contributing monster parts and imbuing the property past that point, and in that case, the imbued property's level increases immediately once you refine the item enough to increase the item's refining level. Unlike refining, which only has a single option depending on the type of item, you can choose from several options when you imbue an item, and some of them have multiple upgrade paths, allowing you to customize your item to match your personal playstyle.

TABLE 5A: IMBUING COST BY ITEM LEVEL (WEAPONS AND ARMOR)

Item Level	Total Cost
1	20 gp
2	35 gp
3	60 gp
4	100 gp
5	160 gp
6	250 gp
7	360 gp
8	500 gp
9	700 gp
10	1,000 gp
11	1,400 gp
12	2,000 gp

TABLE 5B: IMBUING COST BY ITEM LEVEL (SHIELDS, PERCEPTION ITEMS, AND SKILL ITEMS)

Item Level	Total Cost
1	10 gp
2	20 gp
3	35 gp
4	60 gp
5	100 gp
6	180 gp
7	240 gp
8	340 gp
9	470 gp
10	670 gp
11	950 gp
12	1,350 gp
13	2,000 gp
14	3,000 gp
15	4,300 gp
16	6,500 gp
17	10,000 gp
18	16,000 gp
19	25,000 gp
20	45,000 gp

EXAMPLE OF IMBUING

The party's level 7 fighter just refined a level 6 longsword out of tyrannosaurus parts (see Example of Refining on page 141). Realizing they could also imbue a property, they decided the only thing better than a tyrannosaurus tooth longsword is one that's on fire! Fortunately, the group recently defeated 2 magna scorpions, gaining 280 gp worth of parts. Since the magna scorpions have the fire trait or an attack or spell that deals fire damage (they have both!), the fighter imbues all the parts into their longsword, choosing to imbue the property of fire. The fighter has three choices of path for this imbued property and chooses the path of might. Imbuing 250 gp of parts increases the imbued property's level to 6 (the current maximum, since the item level of the longsword is 6), and lights the tyrannosaurus tooth longsword aflame, allowing it to deal 1d4 additional fire damage! The final weapon is a *+1 striking fire might (6) tyrannosaurus tooth longsword (6)* refined to 274 gp!

IMBUED PROPERTIES

The following imbued properties are available when imbuing items with different kinds of monster parts. Sometimes an imbued property lists that the item gains either a specific spell, or a chosen spell that follows

VARIANT: RELIC IMBUING

Relic aspects and gifts, originally created to support relics in the *Pathfinder Second Edition Gamemaster Guide*, are a natural fit for crafting with monster parts. Is the weapon refined with parts from aquatic and water monsters on one side and fiends on the other? That could lend itself well to a relic with the fiend and water aspects. In general, relics keep the refining process but replace imbuing for an item, using the relic rules to grant gifts instead. If you're interested in mixing and matching, you might consider creating imbued properties based on relic gifts or relic gifts based on imbued properties!

certain criteria. In this case, the item gains a command and Interact activation the same number of actions as the listed spell, with an effect of casting the listed spell. The item's DC for any effects is based on its item level, using the value from the Magic Item DCs table, found in the *Pathfinder Second Edition Gamemaster Guide*. If the item needs to make a spell attack roll or counteract check, its modifier is equal to its DC - 10.

Some imbued properties, especially for weapons, have multiple upgrade paths, reflecting the different ways you can adjust the imbuing process. These paths are magic (emphasizing thematic spells), might (emphasizing direct damage), and technique (emphasizing special effects and damage over time). If the weapon is capable of holding multiple imbued properties, you can apply the same imbued property to the weapon multiple times as long as you choose a different path each time.

To use an activated ability of an imbued property on a held item, such as a weapon, you must be wielding the item. Any effects are cumulative. For instance, if you wanted to make the ultimate fire sword, you could imbue the sword with fire from each of the magic, might, and technique paths. You would combine the fire damage and persistent fire damage from all three paths to determine the weapon's total effects, meaning you would eventually deal 5d10 persistent fire damage on a critical hit!



GATHERING MORE FROM MONSTERS

Regardless of the variant your group is using, a PC with an appropriate Lore skill (such as Dragon Lore when gathering dragon parts) can spend downtime carefully foraging from a monster corpse to increase the value of scavenged parts, using Earn Income with a task level equal to the monster's level. On a critical failure, or once they have doubled the value of the monster parts, the PC has garnered everything they can from this monster's corpse. A PC particularly interested in this task can also take the skill feat below.

MONSTER SCAVENGER

GENERAL | SKILL

Prerequisites trained in Survival

You are particularly adept at using every part of the creatures you defeat. You can use Survival to Earn Income scavenging monster parts. If you choose to use an appropriate Lore skill instead, you gain a +1 circumstance bonus to the check. The bonus increase to a +2 circumstance bonus if you're a master in Survival.

FEAT 1

TRADING MONSTER PARTS

Monster parts typically aren't sold on the open market, and they sell for half of their listed value if selling them is possible. If a monster's parts are inappropriate for any item the entire party wants to refine or imbue, the GM might allow the PCs to trade their findings with other adventurers for parts they can use.

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IMBUED PROPERTY STAT BLOCKS

An imbued property stat block reads as follows.

IMBUED PROPERTY'S NAME IMBUED

TRAITS

Type This entry lists the types of item you can imbue with this property (weapon, armor, shield, perception item, or skill item)

Parts If present, this entry lists the requirements for monster parts you can use to imbue this property.

Effect These are the effects of the imbued property. While a few properties, like sturdy, have a scaling effect explained in text, most properties have a list of imbuing levels and the benefits the item gains when the imbued property reaches each of those levels, separated by semicolons. These effects are cumulative. If an imbued property has multiple paths, each path is separated by a divider. Some imbued properties have activated abilities. To use an activated ability of an imbued property on a held item, such as a weapon, you must be wielding the item.

Path If present, this entry provides the name of the path; any mechanical notes that apply to the entire imbued property or path are noted here

2nd The effect the imbued property provides at level 2

4th The effect the imbued property provides at level 4 (and so on)

ACID

ACID IMBUED

ACID | EVOCATION | MAGICAL

Type Weapon

Parts The monster must have the acid trait or an attack or spell that deals acid damage.

Effect You imbue the weapon with vitriolic acid.

Path Magic: Choose when you first imbue the weapon for the granted spells to be either arcane or primal

2nd The weapon can cast *acid splash* as a cantrip, heightened to half the item's level rounded up

4th The weapon can cast *acidic burst* once per day

6th The weapon's *acidic burst* heightens to 2nd level and it can cast either *acid arrow* or *acidic burst* once per day, but not both

8th The weapon's *acidic burst* heightens to 3rd level, and it can cast *acid arrow* and *acidic burst* each once per day

10th Strikes with the weapon deal 1 additional acid damage

12th The weapon's *acid arrow* heightens to 4th level, and the weapon can cast *acid storm* once per day

14th The additional acid damage increases to 1d4

16th The weapon's *acid arrow* heightens to 6th level and *acid storm* heightens to 7th level

18th The additional acid damage increases to 1d6

20th The weapon can cast *storm of vengeance* once per day but you can only choose the acid rain effect. You can choose the acid rain effect twice in a row

Path Might

4th Strikes with the weapon deal 1 additional acid damage

6th The additional acid damage increases to 1d4

8th The additional acid damage increases to 1d6. On a critical hit, the target's armor (if any) takes 3d6 acid damage (before applying Hardness); if the target has a shield raised, the shield

takes this damage instead

12th The acid damage dealt by this imbued property ignores resistances

14th The acid damage dealt to armor or shield on a critical hit increases to 6d6

16th The additional acid damage increases to 1d8

20th On a successful Strike with the weapon, before applying acid damage, the target gains weakness 1 to acid until the beginning of your next turn

BANE

BANE IMBUED

EVOCATION | MAGICAL

Type Weapon

Parts The monster must be of the same type as the type you chose for bane, or at the GM's discretion, of a type anathematic to the type you chose for bane, such as using celestial parts to make a weapon bane against fiends.

Effect You imbue the weapon with energies spawned by your previous defeat of the creatures whose parts reside within it, or from energies anathematic to a certain type of creature, in order to make the weapon particularly effective against a specific type of creature. When you create a bane weapon, choose aberration, animal, astral, beast, celestial, construct, dragon, dream, elemental, ethereal, fey, fiend, giant, monitor, negative, ooze, positive, spirit, time, or both fungus and plant. Hereafter, this entry refers to the type of creature you chose as the weapon's "bane type".

Path Might

2nd Strikes with the weapon deal 1 additional damage of the weapon's base damage type to creatures of the bane type

4th The additional damage against the bane type increases to 1d4

6th The additional damage against the bane type increases to 1d6. On a critical hit, you sap the strength of a creature from the bane type, causing it to be enfeebled 1 until the end of your next turn

10th Against a creature of the bane type, the weapon's base damage ignores the first 5 points of the target's resistance

14th The weapon can outright slay creatures of its bane type. On a critical hit, instead of being enfeebled 1 until the end of your next turn, a creature of the weapon's bane type must attempt a

Fortitude save. On a critical success, it's enfeebled 1 until the end of your next turn, on a success, it's enfeebled 2 until the end of your next turn, on a failure, it's enfeebled 3 until the end of your next turn, and on a critical failure, it's destroyed. This effect has the incapacitation trait

16th The additional damage against creatures of the bane type increases to 1d8

20th The additional damage against creatures of the bane type increases to 1d10

PATH TECHNIQUE

2nd Strikes with the weapon cause external or internal bleeding in creatures of the weapon's bane type. Against such creatures, Strikes with the weapon deal 1 persistent bleed damage

4th Strikes with the weapon deal 1 additional damage of the weapon's base damage type to creatures of the weapon's bane type

6th The persistent bleed damage increases to 1d6. On a critical hit, you sap the strength of a creature of the bane type, causing it to be enfeebled 1 until the end of your next turn

10th Against a creature of the bane type, the weapon's base damage ignores the first 5 points of the target's resistance and the persistent bleed damage from this property ignores the target's resistance

12th The persistent bleed damage on a hit against a creature of the bane type increases to 1d8

14th The weapon can outright slay creatures of its bane type. On a critical hit, a creature of the bane type is enfeebled 2 until the end of your next turn. It must also attempt a Fortitude save. On a failure, it's enfeebled 3 until the end of your next turn instead of enfeebled 2, and on a critical failure, it's destroyed. This effect has the incapacitation trait

16th The persistent bleed damage on a hit against a creature of the bane type increases to 1d10

20th The blood loss continues to sap strength from creatures of the weapon's bane type. The enfeebled condition from a critical hit lasts as long as the persistent bleed damage lasts, or until the end of your next turn, whichever is longer



4th The weapon can cast *protection* once per day, protecting against lawful only

8th The weapon can cast *searing light* once per day, except the base damage is acid instead of fire, it deals additional chaotic damage to lawful celestials, monitors, and fiends instead of dealing additional good damage to fiends and undead, and it has the acid and chaotic traits instead of fire and good

10th The weapon can cast *divine wrath* (chaotic only) once per day

12th Strikes with the weapon deal 1 additional chaotic damage

14th Roll a DC 11 flat check when dealing additional chaotic damage. On a success, the damage increases from 1 to 4

16th The weapon can cast *divine decree* (chaotic only). The weapon's *divine wrath* heightens to 5th level

18th On a successful flat check when dealing additional chaotic damage, the damage increases to 6 instead of 4

20th The weapon can cast *divine aura* (chaotic only), the weapon's *divine decree* heightens to 8th level, and the weapon's *divine wrath* heightens to 7th level

PATH MIGHT

6th Strikes with the weapon deal 1 additional chaotic damage

8th Roll a DC 11 flat check when dealing additional chaotic damage. On a success, the damage increases from 1 to 4

10th On a successful flat check when dealing additional chaotic damage, the damage increases to 6 instead of 4

12th On a critical hit against a lawful creature, you befuddle it. It becomes stupefied 1 until the end of your next turn

14th The chaotic damage dealt by this imbued property ignores resistances

16th On a successful flat check when dealing additional chaotic damage, the damage increases to 8 instead of 6

20th On a successful Strike with the weapon, before applying chaotic damage, a lawful target gains weakness 1 to chaotic until the beginning of your next turn

CHAOTIC

CHAOTIC IMBUED

CHAOTIC | EVOCATION | MAGICAL

Type Weapon

Parts The monster must have a chaotic trait or an attack or spell that deals chaotic damage.

Effect You imbue the weapon with anarchic chaos to defeat orderly foes.

Path Magic: The spells granted by this imbued property are always divine

2nd The weapon can cast *divine lance* as a cantrip, dealing chaotic damage only, heightened to half the item's level rounded up

CHARISMA

CHARISMA

ENCHANTMENT | **MAGICAL**

Type Skill Item (Charisma-based skill)

Parts The creature must have Charisma as its highest or second-highest ability modifier.

Effect You imbue the item with dazzling charisma.

8th The item can cast *heroism* once per day as an occult spell, as your inner Charisma inspires you or an ally to greatness

14th The item's *heroism* spell heightens to 6th level

17th When you invest the item, you either increase your Charisma score by 2 or increase it to 18, whichever would give you a higher score. The item gains the apex trait

20th The item's *heroism* spell heightens to 9th level

IMBUED

COLD

COLD

COLD | **EVOCATION** | **MAGICAL**

Type Weapon

Parts The monster must have the cold trait or an attack or spell that deals cold damage.

Effect You imbue the weapon with chilling cold.

Path Magic: Choose when you first imbue the weapon for the granted spells to be either arcane or primal

2nd The weapon can cast *ray of frost* as a cantrip, heightened to half the item's level rounded up

4th The weapon can cast *chilling spray* (*Pathfinder Second Edition Advanced Player's Guide*) once per day

6th The weapon's *chilling spray* heightens to 2nd level

8th Strikes with the weapon deal 1 additional cold damage

10th The weapon can cast *ice storm* once per day

12th The weapon's *chilling spray* heightens to 3rd level, and the weapon can cast *cone of cold* once per day

14th The additional cold damage increases to 1d4

16th The weapon's *chilling spray*, *cone of cold*, and *ice storm* heighten to 6th level

18th The additional cold damage increases to 1d6

20th The weapon can cast 9th-level *polar ray* once per day

Path Might

4th Strikes with the weapon deal 1 additional cold damage

6th The additional cold damage increases to 1d4

8th The additional cold damage increases to 1d6. On a critical hit, the target is also slowed 1 until the end of your next turn unless it succeeds at a Fortitude save against the weapon's DC

12th The cold damage dealt by this imbued property ignores resistances

14th On a critical hit with the weapon, the target also takes a -10-foot status penalty to its Speeds for 1 round

18th The additional cold damage increases to 1d8

20th On a successful Strike with the weapon, before applying cold damage, the target gains weakness 1 to cold until the beginning of your next turn

Path Technique

4th Strikes with the weapon deal 1 persistent cold damage

6th On a successful Strike with the weapon, the target takes a -5-foot status penalty to its Speeds for 1 round

8th On a critical hit, the target is also slowed 1 until the end of your next turn unless it succeeds at a Fortitude save against the weapon's DC. The status penalty to a target's Speeds increases to -10

12th The persistent cold damage dealt by this imbued property ignores resistances

14th A creature with their Speeds decreased by the imbued property thaws more slowly. The penalty lasts as long as the persistent cold damage does

16th Foes adjacent to a surface who critically fail the save against the slow effect freeze to that surface (usually the ground), becoming immobilized until they Escape against the item's DC

18th The persistent cold damage on a hit increases to 1d4

20th The status penalty to a target's Speeds increases to -15

CONSTITUTION

CONSTITUTION

MAGICAL | **NECROMANCY**

Type Skill Item

Parts The creature must have Constitution as its highest or second-highest ability modifier.

Effect You imbue the item with resilient constitution.

8th The item can cast 3rd-level *heal*, on you only, once per day as a divine spell

14th The item's *heal* spell heightens to 6th level

17th When you invest the item, you either increase your Constitution score by 2 or increase it to 18, whichever would give you a higher score. The item gains the apex trait

18th The item's *heal* spell heightens to 7th level and each day you can choose to instead have the item cast *regenerate* on you once per day, instead of *heal*

20th If you rest for 10 minutes, you recover 100 Hit Points

DEXTERITY

DEXTERITY

MAGICAL | **TRANSMUTATION**

Type Skill Item (Dexterity-based skill)

Parts The creature must have Dexterity as its highest or second-highest ability modifier.

Effect You imbue the item with deft dexterity.

8th Once per day, you can use a single action Interact activation to gain a +10-foot status bonus to all your Speeds for 10 minutes

14th The item bonus to your Speeds from the activation increases to +20 feet and while activated, you gain the effects of *water walk*

17th When you invest the item, you either increase your Dexterity score by 2 or increase it to 18, whichever would give you a higher score. The item gains the apex trait

20th The item bonus to your Speeds from the activation increases to +30 feet, and while activated, you gain the effects of both *air walk* and *water walk*

ELECTRICITY

ELECTRICITY

ELECTRICITY | **EVOCATION** | **MAGICAL**

Type Weapon

Parts The monster must have the electricity trait or an attack or spell that deals electricity damage.

Effect You imbue the weapon with shocking electricity.

Path Magic: Choose when you first imbue the weapon for the granted spells to be either arcane or primal

2nd The weapon can cast *electric arc* as a cantrip, heightened to half the item's level rounded up

4th The weapon can cast *shocking grasp* once per day

6th The weapon's *shocking grasp* heightens to 2nd level

8th The weapon can cast *lightning bolt* once per day

10th Strikes with the weapon deal 1 additional electricity damage

12th The weapon's *lightning bolt* heightens to 4th level, and the weapon can cast *lightning storm* (*Pathfinder Second Edition Advanced Player's Guide*) once per day

VARIANT: AUTOMATIC BONUS PROGRESSION AND IMBUING

What if your campaign uses the automatic bonus progression subsystem? You can still use imbuing, replacing refining with the automatic bonus progression. This works in a simple way for weapons and armor: bonuses happen automatically per the automatic bonus progression rules. Use monster parts to imbue weapons and armor, gaining the ability to imbue the item at the same levels as normal on Tables 4A and 4B.

For shields, either use the normal refining and imbuing rules, or you might consider adding the shield refining rules as an “automatic shield progression” for 1 shield per character since those are the only items that have refinement and aren't part of the automatic bonus progression.

For Perception and skill items, there's one decision you need to consider: imbued properties for skill items and Perception items are intentionally a much lower cost than imbued properties for weapons and armor, to encourage imbuing these items with additional abilities. This works in much the same way that skill and Perception items in the normal magic item rules have extra abilities built in, while weapons and armor only add abilities with property runes. With the automatic bonus progression, a character eventually receives six different skill potencies, but you probably don't want this to mean the character can gain up to six imbued properties allowing them cast six spells per day for not much more than the cost of six scrolls of the same spells. You can easily avoid this by disallowing imbuing of skill and Perception items, but for a middle ground, you might only allow one or two imbued skill items, increase the cost of imbuing these items to double the listed cost, or both. In any case, due to apex items being baked into automatic bonus progression, the apex imbued properties shouldn't be available.

14th The additional electricity damage increases to 1d4

16th The weapon can cast *chain lightning* but can no longer cast *lightning bolt*. The weapon's *shocking grasp* and *lightning storm* heighten to 6th level

18th The additional electricity damage increases to 1d6

20th The weapon's *chain lightning* heightens to 9th level, and *lightning storm* and *shocking grasp* heighten to 7th level

Path Might

4th Strikes with the weapon deal 1 additional electricity damage

6th The additional electricity damage increases to 1d4

8th The additional electricity damage increases to 1d6. On a critical hit, electricity arcs out to deal an equal amount of electricity damage to up to two other creatures of your choice within 10 feet of the target

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12th The electricity damage dealt by this imbued property ignores resistances
14th The two additional creatures that take electricity damage on a critical hit can be up to 20 feet away from the target
18th The additional electricity damage increases to 1d8
20th On a successful Strike with the weapon, before applying electricity damage, the target gains weakness 1 to electricity until the beginning of your next turn

Path Technique

4th Strikes with the weapon deal 1 persistent electricity damage
6th Strikes with the weapon deal 1 additional electricity damage
8th The persistent electricity damage increases to 1d6. On a critical hit, electricity arcs out to deal an equal amount of electricity damage and persistent electricity damage to up to two other creatures of your choice within 10 feet of the target
12th The electricity damage dealt by this imbued property (including persistent electricity damage) ignores resistances
14th The persistent electricity damage on a hit increases to 1d8
16th On a critical hit, the electricity arcs out to up to four other creatures of your choice within 20 feet of the target
18th The persistent electricity damage on a hit increases to 1d10
20th Creatures suffering persistent electricity damage from this imbued property become magnetized, attracting metal weapons. Strikes with metal weapons gain a +1 circumstance bonus to hit them as long as they have the persistent electricity damage



ENERGY RESISTANT

ENERGY RESISTANT

ABJURATION | MAGICAL

Type Armor or Shield

Parts The monster must have resistance or immunity to the energy type you choose.

Effect You imbue the armor or shield to protect yourself from a particular type of energy. Choose acid, cold, electricity, fire, force, negative, positive, or sonic damage. While wearing the armor, or wielding the shield, you gain resistance to the chosen energy damage type equal to this imbued property's imbuing level. Additionally, the armor or shield itself gains the same resistance. If the imbued item is a shield, you can use Shield Block any time you would take the chosen damage type, in addition to its usual trigger. For example, suppose you had a 12th level shield with 11 Hardness, granting you 12 fire resistance. If you took 40 damage from a *fireball*, you'd reduce the damage to 28 from the fire resistance. If you then used Shield Block, you would take 17 fire damage, and your shield, which had 12 fire resistance of its own, would take only 5 fire damage. You can imbue a suit of armor with this property multiple times, though each time you do, you must choose a different type of energy damage, and each one counts separately against the armor's imbuing limit.

EVIL

EVIL

EVIL | EVOCATION | MAGICAL

Type Weapon

Parts The monster must have an evil trait or an attack or spell that deals evil damage.

Effect You imbue the weapon with vile corrupt evil to defeat virtuous foes.

Path Magic; The spells granted by this imbued property are always divine

2nd The weapon can cast *divine lance* as a cantrip, dealing evil damage only, heightened to half the item's level rounded up

4th The weapon can cast *protection* once per day, protecting against good only

8th The weapon can cast *chilling darkness* once per day

10th The weapon can cast *divine wrath* (evil only) once per day

12th Strikes with the weapon deal 1 additional evil damage

14th The additional evil damage increases to 1d4

16th The weapon can cast *divine decree* (evil only). The weapon's *divine wrath* heightens to 5th level

18th The additional evil damage increases to 1d6

20th The weapon can cast *divine aura* (evil only), the weapon's *divine decree* heightens to 8th level, and the weapon's *divine wrath* heightens to 7th level

Path Might

6th Strikes with the weapon deal 1 additional evil damage

8th The additional evil damage increases to 1d4

10th The additional evil damage increases to 1d6

12th On a critical hit against a good creature, you deal 1d10 persistent bleed damage

14th The evil damage dealt by this imbued property ignores resistances

18th The additional evil damage increases to 1d8

20th On a successful Strike with the weapon, before applying evil damage, a good target gains weakness 1 to good until the beginning of your next turn

Path Technique

4th Strikes with the weapon deal 1 persistent evil damage

6th Strikes with the weapon deal 1 additional evil damage

10th The persistent evil damage increases to 1d6

12th On a critical hit against a good creature, the creature also takes 1d10 persistent bleed damage

14th The damage dealt by this imbued property (including persistent bleed damage and evil damage) ignores resistances

16th On a critical hit against a good creature, they become frightened 1

18th The persistent evil damage on a hit increases to 1d10

20th The property's persistent evil damage keeps good foes frightened. As long as they are affected by the persistent evil damage, a good creature can't reduce its frightened condition below 1 at the end of its turn

FIRE

FIRE

EVOCATION | FIRE | MAGICAL

Type Weapon

Parts The monster must have the fire trait or an attack or spell that deals fire damage.

Effect You imbue the weapon with burning fire.

Path Magic; Choose when you first imbue the weapon for the granted spells to be either arcane, divine, or occult

2nd The weapon can cast *flame* as a cantrip, heightened to half the item's level rounded up

4th The weapon can cast *burning hands* once per day

6th The weapon's *burning hands* heightens to 2nd level

8th The weapon can cast *flaming sphere* and *fireball* each once per day, but no longer can cast *burning hands*

10th Strikes with the weapon deal 1 additional fire damage

12th The weapon's *fireball* and *flaming sphere* heighten to 4th level, and the weapon can cast *wall of fire* once per day

14th The additional fire damage increases to 1d4

16th The weapon's *fireball*, *flaming sphere*, and *wall of fire* heighten to 6th level

18th The additional fire damage increases to 1d6

20th The weapon can cast *meteor swarm* once per day

Path Might

4th Strikes with the weapon deal 1 additional force damage

6th The additional force damage increases to 1d4

8th The additional force damage increases to 1d6

10th On a critical hit, you can choose to force the target to succeed at Fortitude save or be pushed 5 feet away from you

12th The force damage dealt by this imbued property ignores resistances

16th On a critical hit and a failed Fortitude save, you can push the foe 10 feet away from you

20th On a successful Strike with the weapon, before applying fire damage, the target gains weakness 1 to fire until the beginning of your next turn

Path Technique

4th Strikes with the weapon deal 1 persistent fire damage

6th Strikes with the weapon deal 1 additional fire damage

8th The persistent fire damage increases to 1d6. On a critical hit, the weapon deals 1d10 additional persistent fire damage. (The additional persistent fire damage on a critical hit is cumulative with the regular persistent fire damage, and as normal you add it in only after doubling the regular persistent fire damage)

12th The fire damage dealt by this imbued property (including persistent fire damage) ignores resistances

14th The persistent fire damage on a hit increases to 1d8

16th Foes currently affected by persistent fire damage from the imbued property are distracted as they burn, making them flat-footed

18th The persistent fire damage on a hit increases to 1d10

20th At the end of a burning foe's turn, when they take damage from the imbued property's persistent fire damage, all foes adjacent to that foe are set on fire as well, taking the same amount of persistent fire damage

FORCE

FORCE

EVOCATION | FORCE | MAGICAL

Type Weapon

Parts The monster must have the force trait or an attack or spell that deals force damage.

Effect You imbue the weapon with pure force.

Path Magic; Choose when you first imbue the weapon for the granted spells to be either arcane, divine, or occult

2nd The weapon can cast *shield* as a cantrip, heightened to half the item's level rounded up

4th The weapon can cast *magic missile* once per day

6th The weapon can cast either *magic missile* or *spiritual weapon* once per day, but not both

8th The weapon's *magic missile* heightens to 3rd level and it can cast both *magic missile* and *spiritual weapon* once per day

10th Strikes with the weapon deal 1 additional force damage

12th The weapon's *spiritual weapon* heightens to 4th level, and the weapon can cast *spiritual guardian* once per day

14th The additional force damage increases to 1d4

16th The weapon's *magic missile* heightens to 5th level, *spiritual guardian* heightens to 6th level, and the weapon can cast *spirit blast* once per day, but it can no longer cast *spiritual weapon*

18th The additional force damage increases to 1d6

20th The weapon can cast 9th-level *spirit song* once per day

Path Might

4th Strikes with the weapon deal 1 additional force damage

6th The additional force damage increases to 1d4

8th The additional force damage increases to 1d6

10th On a critical hit, you can choose to force the target to succeed at Fortitude save or be pushed 5 feet away from you

12th The force damage dealt by this imbued property ignores resistances

16th On a critical hit and a failed Fortitude save, you can push the foe 10 feet away from you



18th The additional force damage increases to 1d8
20th On a successful Strike with the weapon, before applying force damage, the target gains weakness 1 to force until the beginning of your next turn

Path Technique

4th Strikes with the weapon deal 1 persistent force damage

6th Strikes with the weapon deal 1 additional force damage

8th On a critical hit, you can choose to force the target to succeed at Fortitude save or be pushed 5 feet away from you

10th The persistent force damage increases to 1d6

12th The force damage dealt by this imbued property (including persistent force damage) ignores resistances

14th On a critical hit and a failed Fortitude save, you can push the foe up to 10 feet away from you

16th Foes currently affected by persistent force damage from the imbued property are knocked about in all directions, making them flat-footed

18th On a critical hit and a failed Fortitude save, you can push the foe up to 20 feet away from you

20th At the end of a foe's turn, if it fails to remove the persistent force damage from the imbued property, it must succeed at a Fortitude save or be knocked prone

FORTIFICATION

FORTIFICATION

ABJURATION | **MAGICAL**

Type Armor (must be medium or heavy)

Parts The monster must have resistance or immunity to precision damage or critical hits.

Effect You imbue the armor with powerful fortifications to ward off deadly attacks. This imbued property thickens the armor, increasing its Bulk by 1 and the Strength required to reduce its penalties by 2. When the imbued property is at least 6th level, each time you're critically hit while wearing the etched armor, attempt a DC 20 flat check. On a success, it becomes a normal hit. The flat check's DC decreases by 1 at 8th level and every 2 levels thereafter, to a minimum of DC 13 at 20th level.

GOOD

GOOD

EVOCATION | **GOOD** | **MAGICAL**

Type Weapon

Parts The monster must have a good trait or an attack or spell that deals good damage.

Effect You imbue the weapon with pure and virtuous good to defeat wicked foes.



Path Magic: The spells granted by this imbued property are always divine

2nd The weapon can cast *divine lance* as a cantrip, dealing good damage only, heightened to half the item's level rounded up
4th The weapon can cast *protection* once per day, protecting against evil only

8th The weapon can cast *searing light* once per day

10th The weapon can cast *divine wrath* (good only) once per day

12th Strikes with the weapon deal 1 additional good damage
14th The additional good damage increases to 1d4

16th The weapon can cast *divine decree* (good only). The weapon's *divine wrath* heightens to 5th level

18th The additional good damage increases to 1d6

20th The weapon can cast *divine aura* (good only), the weapon's *divine decree* heightens to 8th level, and the weapon's *divine wrath* heightens to 7th level

Path Might

6th Strikes with the weapon deal 1 additional good damage

8th The additional good damage increases to 1d4
10th The additional good damage increases to 1d6

12th On a critical hit against an evil creature, you protect others from the evildoer's attacks. They take a -2 status penalty on attack rolls against creatures other than you until the end of your next turn

14th The good damage dealt by this imbued property ignores resistances

16th The additional good damage increases to 1d8

18th On a successful Strike with the weapon, before applying good damage, an evil target gains weakness 1 to good until the beginning of your next turn

Path Technique

6th Strikes with the weapon deal 1 additional good damage

8th Strikes with the weapon deal 1 persistent good damage

10th The persistent good damage increases to 1d6

12th On a critical hit against an evil creature, you protect others from the evildoer's attacks. They take a -1 status penalty on attack rolls against creatures other than you until the end of your next turn

14th The good damage dealt by this imbued property (including persistent good damage) ignores resistances

16th On a critical hit against an evil creature, you protect others from the evildoer's attacks. If they attack and damage a creature other than you before the end of your next turn, they become flat-footed against your attacks with the imbued weapon until the end of your next turn

18th The persistent good damage on a hit increases to 1d10

20th Damaging innocents accelerates the pace of an evil creature's persistent damage from the weapon. Each time it attacks and damages a creature other than you, it takes the imbued property's 1d10 persistent damage and then attempts the flat check to remove the persistent damage that normally happens at the end of its turn

INTELLIGENCE

INTELLIGENCE

DIVINATION | **MAGICAL**

Type Skill Item (Intelligence-based skill)

Parts The creature must have Intelligence as its highest or second-highest ability modifier.

Effect You imbue the item with brilliant intelligence.

8th The item can cast *hypercognition* once per day as an occult spell, as your inner Charisma inspires you or an ally to greatness

12th The item can cast *hypercognition* once per hour instead of once per day

17th When you invest the item, you either increase your Intelligence score by 2 or increase it to 18, whichever would give you a higher score. The item gains the apex trait

20th The item can cast *hypercognition* once per minute instead of once per hour

LAWFUL

LAWFUL

EVOCATION | **LAWFUL** | **MAGICAL**

Type Weapon

Parts The monster must have a lawful trait or an attack or spell that deals lawful damage.

Effect You imbue the weapon with rigid law to defeat unruly foes.

Path Magic: The spells granted by this imbued property are always divine

2nd The weapon can cast *divine lance* as a cantrip, dealing lawful damage only, heightened to half the item's level rounded up

4th The weapon can cast *protection* once per day, protecting against chaotic only

8th The weapon can cast *searing light* once per day, except the base damage is electricity instead of fire, it deals additional lawful damage to chaotic celestials, monitors, and fiends instead of dealing additional good damage to fiends and undead, and it has the electricity and lawful traits instead of fire and good

10th The weapon can cast *divine wrath* (lawful only) once per day

12th Strikes with the weapon deal 1 additional lawful damage

14th The additional lawful damage increases to 2

16th The weapon can cast *divine decree* (lawful only). The weapon's *divine wrath* heightens to 5th level

18th On a successful flat check when dealing additional lawful damage, the additional lawful damage increases to 3

20th The weapon can cast *divine aura* (lawful only), the weapon's *divine decree* heightens to 8th level, and the weapon's *divine wrath* heightens to 7th level

Path Might

6th Strikes with the weapon deal 1 additional lawful damage

8th The additional lawful damage increases to 2

10th The additional lawful damage increases to 3

12th On a critical hit against a chaotic creature, you restrict its motions, making it clumsy 1 until the end of your next turn

14th The lawful damage dealt by this imbued property ignores resistances

16th The additional lawful damage increases to 5

20th On a successful Strike with the weapon, before applying lawful

damage, a chaotic target gains weakness 1 to lawful until the beginning of your next turn

Path Technique

6th Strikes with the weapon deal 1 additional lawful damage

8th Strikes with the weapon deal 1 persistent lawful damage

10th The persistent lawful damage increases to 3

12th On a critical hit against a chaotic creature, you restrict its motions, making it clumsy 1 until the end of your next turn

14th The lawful damage dealt by this imbued property (including persistent lawful damage) ignores resistances

16th On a critical hit against a chaotic creature, they become clumsy 2 until the end of your next turn instead of clumsy 1

18th The persistent lawful damage increases to 5

20th On a critical hit, you impose order upon chaos. You can command the target to approach you, run away (as if it had the fleeing condition), release what it's holding, drop prone, or stand in place. It can't Delay or take any reactions until it has obeyed your command. The effects depend on the target's Will save. On a success, the creature is unaffected. On a failure, for the first action on its next turn, the creature must use a single action to do as you command. On a critical failure, the target must use all its actions on its next turn to obey your command. This is an auditory, enchantment, linguistic, and mental effect





MENTAL

MENTAL

EVOCATION | **MAGICAL** | **MENTAL**

Type Weapon

Parts The monster must have the astral or mental trait or an attack or spell that deals mental damage.

Effect You imbue the weapon with psychic power.

Path Magic: Choose when you first imbue the weapon for the granted spells to be either arcane or occult

2nd The weapon can cast *daze* as a cantrip, heightened to half the item's level rounded up

4th The weapon can cast *phantom pain* once per day

6th The weapon's *phantom pain* is heightened to 2nd-level, and the weapon can cast either *phantom pain* or *warrior's regret* once per day, but not both

8th The weapon's *phantom pain* and *warrior's regret* each heightens to 3rd level and it can cast both *phantom pain* and *warrior's regret* once day

10th Strikes with the weapon deal 1 additional mental damage

12th The weapon's *phantom pain* and *warrior's regret* heighten to 4th level, and the weapon can cast *phantasmal killer* once per day

14th The additional mental damage increases to 1d4

16th The weapon's *phantom pain* and *phantasmal killer* heighten to 6th level, and the weapon can cast *phantasmal calamity* once per day, but it can no longer cast *warrior's regret*

18th The additional mental damage increases to 1d6

20th The weapon can cast *weird* once per day

Path Might

4th Strikes with the weapon deal 1 additional mental damage; 6th The additional mental damage increases to 1d4

8th The additional mental damage increases to 1d6

10th On a critical hit, the target is stupefied 1 for 1 round

12th The mental damage dealt by this imbued property ignores resistances

16th On a critical hit, the target is stupefied 2 for 1 round

18th The additional mental damage increases to 1d8

20th On a successful Strike with the weapon, before applying mental damage, the target gains weakness 1 to mental until the beginning of your next turn

Path Technique

4th Strikes with the weapon deal 1 persistent mental damage

6th Strikes with the weapon deal 1 additional mental damage

8th On a critical hit, the target is stupefied 1 for 1 round

10th The persistent mental damage increases to 1d6

12th The mental damage dealt by this imbued property (including persistent mental damage) ignores resistances

14th The persistent mental damage on a hit increases to 1d8

16th On a critical hit, the target is stupefied 2 for 1 round

18th The persistent mental damage on a hit increases to 1d10

IMBUED

MENTAL

Type Weapon

Parts The monster must have the astral or mental trait or an attack or spell that deals mental damage.

Effect You imbue the weapon with psychic power.

Path Magic: Choose when you first imbue the weapon for the granted spells to be either arcane or occult

2nd The weapon can cast *daze* as a cantrip, heightened to half the item's level rounded up

4th The weapon can cast *phantom pain* once per day

6th The weapon's *phantom pain* is heightened to 2nd-level, and the weapon can cast either *phantom pain* or *warrior's regret* once per day, but not both

8th The weapon's *phantom pain* and *warrior's regret* each heightens to 3rd level and it can cast both *phantom pain* and *warrior's regret* once day

10th Strikes with the weapon deal 1 additional mental damage

12th The weapon's *phantom pain* and *warrior's regret* heighten to 4th level, and the weapon can cast *phantasmal killer* once per day

14th The additional mental damage increases to 1d4

16th The weapon's *phantom pain* and *phantasmal killer* heighten to 6th level, and the weapon can cast *phantasmal calamity* once per day, but it can no longer cast *warrior's regret*

18th The additional mental damage increases to 1d6

20th The weapon can cast *weird* once per day

NEGATIVE

NEGATIVE

EVOCATION | **MAGICAL** | **NEGATIVE**

Type Weapon

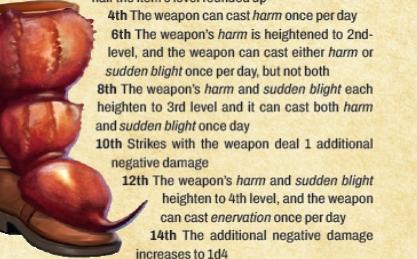
Parts

Effect

Path Magic:

Path Might:

Path Technique:



IMBUED

NEGATIVE

EVOCATION | **MAGICAL** | **NEGATIVE**

Type Weapon

Parts

Effect

Path Magic:

Path Might:

Path Technique:

20th While the foe has persistent mental damage from the imbued property, the stupefied condition from a critical hit lasts until the persistent damage ends or for 1 round, whichever is longer

Path Might: You imbue the weapon with negative energy, cosmological destruction.

Path Technique: Choose when you first imbue the weapon for the granted spells to be either divine or primal

2nd The weapon can cast *chill touch* as a cantrip, heightened to half the item's level rounded up

4th The weapon can cast *harm* once per day

6th The weapon's *harm* is heightened to 2nd-level, and the weapon can cast either *harm* or *sudden blight* once per day, but not both

8th The weapon's *harm* and *sudden blight* each heightens to 3rd level and it can cast both *harm* and *sudden blight* once day

10th Strikes with the weapon deal 1 additional negative damage

12th The weapon's *harm* and *sudden blight* heightens to 4th level, and the weapon can cast *swarming wasp stings* once per day

14th The additional negative damage increases to 1d4

16th The weapon's *harm* heightens to 6th level, and the weapon can cast *purple worm sting* once per day

18th The additional negative damage increases to 1d6

20th The weapon can cast *linnorm sting* once per day

Path Might: You imbue the weapon with toxic venom.

Path Technique: Choose when you first imbue the weapon for the granted spells to be either divine or primal

2nd The weapon can cast *puff of poison* as a cantrip, heightened to half the item's level rounded up

4th The weapon can cast *spider sting* once per day

6th The weapon can cast 2nd-level *noxious vapors* or *spider sting* once per day

8th The weapon's *noxious vapors* heightens to 3rd level and it can cast *noxious vapors*, *imp sting*, and *spider sting* each once day

10th Strikes with the weapon deal 1 additional poison damage

12th The weapon's *noxious vapors* heightens to 4th level, and the weapon can cast *swarming wasp stings* once per day

14th The additional poison damage increases to 1d4

16th The weapon's *noxious vapors* heightens to 6th level, and the weapon can cast *purple worm sting* once per day

18th The additional poison damage increases to 1d6

20th The weapon can cast *linnorm sting* once per day

Path Might: You imbue the weapon with negative energy, cosmological destruction.

Path Technique: Choose when you first imbue the weapon for the granted spells to be either divine or primal

2nd The weapon can cast *harm* once per day

4th The additional negative damage increases to 1d4

6th The additional negative damage increases to 1d6

8th The additional negative damage increases to 1d8

10th The additional negative damage increases to 1d10

12th The negative damage dealt by this imbued property ignores resistances

14th On a critical hit, the target is enfeebled 2 for 1 round

16th The additional negative damage increases to 1d8

18th On a critical hit, the target is enfeebled 2 for 1 round

20th The persistent negative damage on a hit increases to 1d10

Path Might: You imbue the weapon with negative energy, cosmological destruction.

Path Technique: Choose when you first imbue the weapon for the granted spells to be either divine or primal

2nd The weapon can cast *spider sting* once per day

4th The persistent negative damage on a hit increases to 1d8

6th The persistent negative damage on a hit increases to 1d10

8th The persistent negative damage on a hit increases to 1d12

10th The persistent negative damage on a hit increases to 1d14

12th The persistent negative damage on a hit increases to 1d16

14th The persistent negative damage on a hit increases to 1d18

16th The persistent negative damage on a hit increases to 1d20

18th The persistent negative damage on a hit increases to 1d22

20th While the foe has persistent negative damage from the imbued property, the enfeebled condition from a critical hit lasts until the persistent damage ends or for 1 round, whichever is longer

POISON

POISON

EVOCATION | **MAGICAL** | **POISON**

Type Weapon

Parts The monster must have the poison trait or an attack or spell that deals poison damage.

Effect You imbue the weapon with toxic venom.

Path Magic: Choose when you first imbue the weapon for the granted spells to be either arcane or primal

2nd The weapon can cast *puff of poison* as a cantrip, heightened to half the item's level rounded up

4th The weapon can cast *spider sting* once per day

6th The weapon can cast 2nd-level *noxious vapors* or *spider sting* once per day

8th The weapon's *noxious vapors* heightens to 3rd level and it can cast *noxious vapors*, *imp sting*, and *spider sting* each once day

10th Strikes with the weapon deal 1 additional poison damage

12th The weapon's *noxious vapors* heightens to 4th level, and the weapon can cast *swarming wasp stings* once per day

14th The additional poison damage increases to 1d4

16th The weapon's *noxious vapors* heightens to 6th level, and the weapon can cast *purple worm sting* once per day

18th The additional poison damage increases to 1d6

20th The weapon can cast *linnorm sting* once per day

Path Might: You imbue the weapon with the cleansing power of positive energy in order to damage undead.

Path Technique: Choose when you first imbue the weapon for the granted spells to be either divine or primal

2nd The weapon can cast *heal* once per day

4th The weapon's *heal* heightens to 2nd level

6th The weapon can cast 3rd-level *disrupting weapon* once per day

8th Strikes with the weapon deal 1 additional positive damage

10th The weapon's *heal* heightens to 4th level, and the weapon can cast *breath of life* (*Pathfinder Second Edition Advanced Player's Guide*) once per day

12th The additional positive damage increases to 1d4

14th The weapon's *heal* heightens to 6th level, and the weapon can cast *regenerate* once per day

16th The additional positive damage increases to 1d6

18th The additional positive damage increases to 1d8

20th On a successful Strike with the weapon, before applying poison damage, the target gains weakness 1 to poison until the beginning of your next turn

Path Technique: You reapply the persistent poison damage from this property, these conditions immediately end. If you reapply the poison later, you must start again from condition values of 0

18th The persistent poison damage on a hit increases to 1d10

20th On a critical hit, the poison eats away at your foe's ability to resist further poisoning. They are drained 1

POSITIVE

POSITIVE

EVOCATION | **MAGICAL** | **POSITIVE**

Type Weapon

Parts The monster must have the positive trait or an attack or spell that deals positive damage.

Effect You imbue the weapon with the cleansing power of positive energy in order to damage undead.

Path Magic: Choose when you first imbue the weapon for the granted spells to be either arcane or primal

2nd The weapon can cast *heal* once per day

4th The weapon's *heal* heightens to 2nd level

6th The weapon can cast 3rd-level *disrupting weapon* once per day

8th Strikes with the weapon deal 1 additional positive damage

10th The weapon's *heal* heightens to 4th level, and the weapon can cast *breath of life* (*Pathfinder Second Edition Advanced Player's Guide*) once per day

12th The additional positive damage increases to 1d4

14th The weapon's *heal* heightens to 6th level, and the weapon can cast *regenerate* once per day

16th The additional positive damage increases to 1d6

18th The additional positive damage increases to 1d8

20th On a successful Strike with the weapon, before applying positive damage, the target gains weakness 1 to positive until the beginning of your next turn

Path Technique: You reapply the persistent positive damage from this property, these conditions immediately end. If you reapply the poison later, you must start again from condition values of 0

18th The persistent positive damage on a hit increases to 1d10

20th On a critical hit, the poison eats away at your foe's ability to resist further poisoning. They are drained 1



12th The persistent positive damage on a hit increases to 1d8
14th On a critical hit, the undead is enfeebled 2 until the end of your next turn. It must also attempt a Fortitude save. On a failure, it's enfeebled 3 until the end of your next turn instead of enfeebled 2, and on a critical failure, it's destroyed. This effect has the incapacitation trait.
18th The persistent positive damage on a hit increases to 1d10

20th Creatures suffering persistent positive damage from this imbued property have difficulty healing from negative energy due to the coruscating positive energy surging through them. If a negative effect would cause the creature to recover Hit Points, it must first succeed at a counteract effect against the imbued property's level of 20 and DC of 43. Even on a successful counteract check, the Hit Points recovered are reduced by 1d10. On a critical success, the creature recovers the full amount.

SENSORY

SENSORY

IMBUED

DIVINATION | MAGICAL

Type Perception Item

Parts The creature must have the next sense to be granted by the imbued property (low-light vision from levels 1–6, darkvision (6–12), scent (12–16), greater darkvision (16–18), and true seeing (18–20)).

Effect You imbue the item with extraordinary senses.

4th Once per day, you can activate the item as a two-action envision activation to gain low-light vision for 1 hour
6th While investing the item, you gain low-light vision
8th Once per day, you can activate the item as a two-action envision activation to gain darkvision for 1 hour
12th While investing the item, you gain darkvision
14th Once per day, you can activate the item as a two-action envision activation to gain 30-foot imprecise scent for 1 hour
16th While investing the item, you gain 30-foot imprecise scent
18th While investing the item, you gain greater darkvision
20th While investing the item, you constantly gain the effects of 6th-level true seeing

SONIC

SONIC

IMBUED

EVOCATION | MAGICAL | SONIC

Type Weapon

Parts The monster must have the sonic trait or an attack or spell that deals sonic damage.

Effect You imbue the weapon with reverberating sound waves.

Path Might

4th Strikes with the weapon deal 1 additional sonic damage
6th The additional sonic damage increases to 1d4
8th The additional sonic damage increases to 1d6. On a critical hit, the target must succeed at a Fortitude save or be deafened for 1 minute, or 1 hour on a critical failure
12th The sonic damage dealt by this imbued property ignores resistances
14th The deafness is permanent on a failure or critical failure
18th The additional sonic damage increases to 1d8

20th On a successful Strike with the weapon, before applying sonic damage, the target gains weakness 1 to sonic until the beginning of your next turn

Path Technique

4th Strikes with the weapon deal 1 persistent sonic damage
6th Strikes with the weapon deal 1 additional sonic damage
8th The persistent sonic damage increases to 1d6. On a critical hit, the target must succeed at a Fortitude save or be deafened for 1 minute, or 1 hour on a critical failure

12th The sonic damage dealt by this imbued property (including persistent sonic damage) ignores resistances

14th The persistent sonic damage on a hit increases to 1d8
16th The deafness is permanent and the target is also stunned 1 on a failure or critical failure

18th The persistent sonic damage on a hit increases to 1d10

20th The sonic damage and persistent sonic damage create a sonic boom, affecting all creatures adjacent to the target with an AC lower than or equal to your attack roll. On a critical hit, all creatures that take sonic damage in this way must attempt the Fortitude save to avoid being deafened and stunned

SPELL

SPELL

IMBUED

MAGICAL

Type Skill Item

Parts The creature must either possess the skill matching the skill item or be capable of casting the chosen spell.

Effect You imbue the item with a magic spell. You can either use one of the suggested spells for the given skill or work with the GM to determine another spell. The spell shouldn't be one that is particularly long-lasting like *mage armor* and you and the GM should think carefully before granting spells that only affect the caster like *true strike*. Choose a magical tradition that can cast the spell you chose; the item casts the spell using that tradition. At 4th level, you can imbue a 1st-level spell. At 6th level, and every 2 levels thereafter, you can imbue a spell of 1 spell level higher, and if you keep the same spell, the spell's heightens to the new maximum level. Suggested spells for each skill are as follows:

Acrobatics feather fall

Arcana magic missile

Athletics jump

Crafting mending

Deception illusory disguise

Diplomacy charm

Intimidation fear

Lore share lore (Lore associated with the item only)

Medicine heal

Nature summon plant or fungus

Occultism object reading (*Pathfinder Second Edition Advanced Player's Guide*)

Performance enthrall

Religion bless

Society mindlink

Stealth invisibility

Survival endure elements

Thievery knock

4th The spell can be up to 1st level
6th The spell can be up to 2nd level
8th The spell can be up to 3rd level
10th The spell can be up to 4th level
12th The spell can be up to 5th level
14th The spell can be up to 6th level
16th The spell can be up to 7th level
18th The spell can be up to 8th level
20th The spell can be up to 9th level

STRENGTH

STRENGTH

IMBUED

MAGICAL | TRANSMUTATION

Type Skill Item (Athletics)

Parts The creature must have Strength as its highest or second-highest ability modifier.

Effect You imbue the item with ferocious strength.

8th The item can cast *earthbind* once per day as a primal spell, as you drag a foe down to the ground
14th The item can cast *earthbind* once per hour instead of once per day
17th When you invest the item, you either increase your Strength score by 2 or increase it to 18, whichever would give you a higher score. The item gains the apex trait
20th The item can cast *earthbind* once per minute instead of once per hour

STURDY

STURDY

IMBUED

ABJURATION | MAGICAL

Type Shield

Parts The monster must have Hardness, resistance to physical damage, or resistance to one of the three physical damage types (bludgeoning, piercing, or slashing damage). In some cases, you and the GM might decide together that a monster with resistance to physical damage because it is amorphous or gaseous doesn't provide appropriate parts.

Effect You imbue the shield to make it even harder than other shields. A shield with a sturdy imbued property is harder than other shields. As long as this imbued property's level is equal to the item level of the shield it imbues, increase the shield's Hardness by 3; for each level the imbued property is below the shield's item level, reduce this increased Hardness by 1, to a minimum of 0 if the imbued property is 3 or more levels lower than the shield's item level. If this increases the shield's Hardness by at least 1, additionally increase the shield's Hit Points by 2 per Hardness, and the shield's Broken Threshold by 1 per Hardness.

WILD

WILD

IMBUED

EVOCATION | MAGICAL

Type Weapon

Parts There are no requirements; you can use any parts.

Effect Sometimes you just can't find enough parts of the same type

to properly imbue your weapon, but you still want to imbue it with something. From that desperation and the haphazard imbuing of wildly different parts, a wild imbued property is born, inconsistent and lacking a few of the benefits of other imbued properties.

Path Might

4th Strikes with the weapon deal 1 additional damage. Each time you deal damage, roll 1d6: On a 1, the weapon deals acid damage. On a 2, it deals cold damage. On a 3, it deals electricity damage. On a 4, it deals fire damage. On a 5, it deals negative damage. Finally, on a 6, it deals sonic damage
6th The additional damage increases to 1d4
8th The additional damage increases to 1d6
12th The damage dealt by this imbued property ignores resistances
18th The additional damage increases to 1d8
20th On a successful Strike with the weapon, before applying the additional damage, the target gains weakness 1 to that damage type until the beginning of your next turn

WINGED

WINGED

IMBUED

MAGICAL | TRANSMUTATION

Type Armor

Parts The monster must have a fly Speed.

Effect You imbue the armor with wings, which protrude from the armor's back. Choose when you first imbue the armor for the granted spells to be either arcane or primal.
6th The armor casts *feather fall* on you automatically when you fall, this benefit can't trigger again for 1 hour
8th After *feather fall*, the benefit can't trigger for 10 minutes instead of 1 hour
10th The armor can cast *fly* on you once per day
14th The armor can cast *fly* on you once per hour instead of once per day
16th You can choose to have armor cast 7th-level *fly* on you instead of 4th-level *fly*. If you do, you can't use the armor's *fly* spell again for 1 day, instead of 1 hour
18th You can fly constantly, with a Speed equal to your land Speed
20th The armor can cast 4th-level *fly* on an ally once per hour

WISDOM

WISDOM

IMBUED

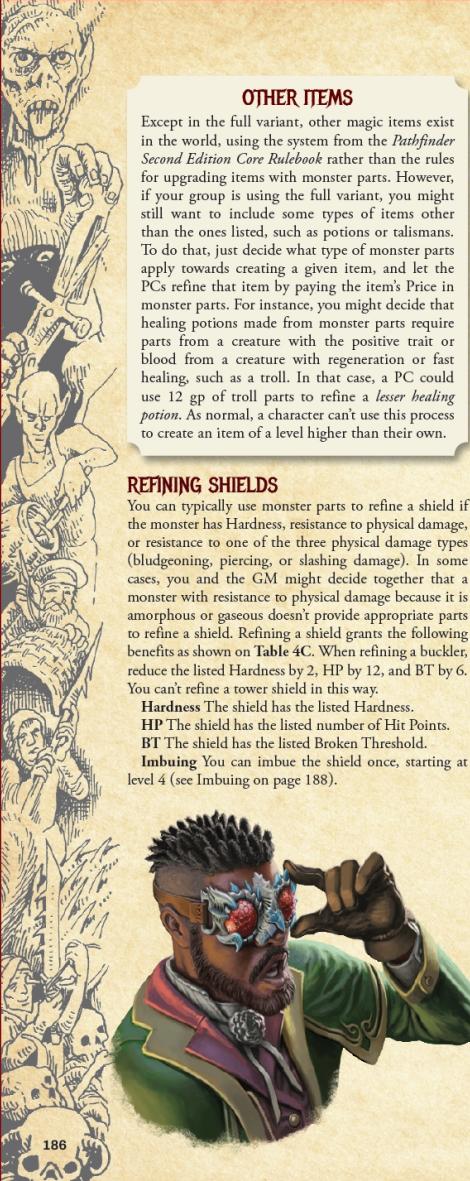
DIVINATION | MAGICAL

Type Perception Item or Skill Item (Wisdom-based skill)

Parts The creature must have Wisdom as its highest or second-highest ability modifier.

Effect You imbue the item with sagacious wisdom.
8th The item can cast *augury* once per day as a divine spell, as you wisely deduce the future through your own instincts rather than an external source
14th The item's *augury* only takes you a single action activation to cast
17th When you invest the item, you either increase your Wisdom score by 2 or increase it to 18, whichever would give you a higher score. The item gains the apex trait
20th You can choose to have the item cast *foresight* once per day instead of *augury*





OTHER ITEMS

Except in the full variant, other magic items exist in the world, using the system from the *Pathfinder Second Edition Core Rulebook* rather than the rules for upgrading items with monster parts. However, if your group is using the full variant, you might still want to include some types of items other than the ones listed, such as potions or talismans. To do that, just decide what type of monster parts apply towards creating a given item, and let the PCs refine that item by paying the item's Price in monster parts. For instance, you might decide that healing potions made from monster parts require parts from a creature with the positive trait or blood from a creature with regeneration or fast healing, such as a troll. In that case, a PC could use 12 gp of troll parts to refine a *lesser healing potion*. As normal, a character can't use this process to create an item of a level higher than their own.

REFINING SHIELDS

You can typically use monster parts to refine a shield if the monster has Hardness, resistance to physical damage, or resistance to one of the three physical damage types (bludgeoning, piercing, or slashing damage). In some cases, you and the GM might decide together that a monster with resistance to physical damage because it is amorphous or gaseous doesn't provide appropriate parts to refine a shield. Refining a shield grants the following benefits as shown on Table 4C. When refining a buckler, reduce the listed Hardness by 2, HP by 12, and BT by 6. You can't refine a tower shield in this way.

Hardness The shield has the listed Hardness.

HP The shield has the listed number of Hit Points.

BT The shield has the listed Broken Threshold.

Imbuing You can imbue the shield once, starting at level 4 (see Imbuing on page 188).



TABLE 4C: REFINEMENT BENEFITS BY LEVEL (SHIELD)

Item Level	Refinement Benefits
1	
2	
3	Hardness 5, HP 30, BT 15
4	imbuing
5	Hardness 6, HP 36, BT 18
6	
7	Hardness 7, HP 42, BT 21
8	Hardness 8, HP 48, BT 24
9	Hardness 9, HP 54, BT 27
10	Hardness 10, HP 60, BT 30
11	
12	Hardness 11, HP 66, BT 33
13	Hardness 12, HP 72, BT 36
14	
15	Hardness 13, HP 78, BT 39
16	Hardness 14, HP 94, BT 42
17	Hardness 15, HP 90, BT 45
18	Hardness 16, HP 96, BT 48
19	Hardness 17, HP 102, BT 51
20	Hardness 18, HP 108, BT 54

REFINING PERCEPTION ITEMS

Perception items are worn magic items that enhance Perception, and you can refine them out of monsters with special senses. You can use monster parts to refine a Perception item if the monster has a special sense in its stat block other than low-light vision. Refining a Perception item grants the following benefits, as shown on Table 4D. Perception items are worn items, and just like worn items created using the normal rules, refined Perception items have the invested trait.

Item Bonus to Perception The item grants the listed item bonus to Perception checks.

Imbuing You can imbue the Perception item once, starting at level 3 (see Imbuing on page 188).

TABLE 4D: REFINEMENT BENEFITS BY LEVEL (PERCEPTION ITEM)

Item Level	Refinement Benefits
1	
2	
3	item bonus to Perception (+1), imbuing
4	
5	
6	
7	
8	
9	item bonus to Perception (+2)
10	
11	
12	
13	
14	
15	
16	
17	item bonus to Perception (+3)

REFINING SKILL ITEMS

Skill items refer to a category of worn magic items that enhance a specific skill, and you can refine them out of monsters good at that skill. You can use monster parts to refine a skill item if the monster has the skill listed in its stat block. Refining a skill item grants the following benefits, as shown on Table 4E. Skill items are worn items, and just like worn items created using the normal rules, refined skill items have the invested trait.

Item Bonus to Skill The item grants the listed item bonus to skill checks with its associated skill.

Imbuing You can imbue the skill item once, starting at level 3 (see Imbuing on page 188).

TABLE 4E: REFINEMENT BENEFITS BY LEVEL (SKILL ITEM)

Item Level	Refinement Benefits
1	
2	
3	item bonus to skill (+1), imbuing
4	
5	
6	
7	
8	
9	item bonus to skill (+2)
10	
11	
12	
13	
14	
15	
16	
17	item bonus to skill (+3)

REFINING STAVES

Just like any other kind of item from the base crafting system, you can choose to build a magic staff normally using refinement as a single-step process by simply paying the material cost for the base item. However, if your group uses the rules for personal staves from *Pathfinder Secrets of Magic*, you can also refine a personal staff incrementally using the monster part system. Refining staves uses the same costs as weapons and armor, but staves are a little different. They can't accept imbued properties, but they can be refined as weapons in addition to being refined as staves. Doing so gives them two different item levels, one as a weapon and one as a staff, and they use these item levels separately to determine any necessary DCs and other statistics. The level-by-level benefits of refining a staff are summarized on Table 4F. Any time the table lists a number of spells, the staff gains that many spells, all of which must share a single trait that isn't too broad to use (such as incapacitation, spell schools, or traditions).

Spells The staff gains the listed number of spells at the listed spell level.

Imbuing You can't imbue the staff, but you can refine it as a weapon.

TABLE 4F: REFINEMENT BENEFITS BY LEVEL (STAFF)

Item Level	Refinement Benefits
1	
2	
3	1 cantrip
4	
5	2 1st-level spells
6	
7	2 2nd-level spells
8	
9	2 3rd-level spells
10	
11	2 4th-level spells
12	
13	2 5th-level spells
14	
15	2 6th-level spells
16	
17	2 7th-level spells
18	
19	2 8th-level spells

EXAMPLE OF REFINING

The party's level 7 fighter recently lost their favorite weapon, and so they want to refine an amazing longsword out of the teeth of the tyrannosaurus they just defeated. They're using the hybrid variant and have 275 gp of tyrannosaurus parts. Although a tyrannosaurus doesn't have a slashing attack, longswords have the versatile piercing trait, which means the fighter can use the teeth to refine their longsword. They start the refinement by building the tyrannosaurus tooth longsword (0) for 1 gp, and then put the remaining 274 gp into the longsword's refinement. Next, they refine the sword and spend 250 gp, which means the fighter has refined the longsword to item level 6, and it gains the appropriate benefits: a +1 item bonus to hit, a second weapon damage die, and the ability to imbue an imbued property. The sword is now a *+1 striking longsword (6)*, with 24 gp of monster parts remaining. Finally, the fighter decides they want their longsword to reach level 7 as quickly as possible, so they apply the remaining 24 gp of monster parts to the longsword, which makes the final weapon a *+1 striking longsword (6)* refined to 274 gp—just 86 gp more of parts for the longsword to reach 7th level!

In addition, the fighter is particularly excited about that imbued property, as the group also recently defeated 2 magna scorpions, and now they have fiery plans for what comes next for their *+1 striking tyrannosaurus tooth longsword (6)* (to see the fighter's next steps, check out Example of Imbuing on page 189).



IMBUED PROPERTY STAT BLOCKS

An imbued property stat block reads as follows.

IMBUED PROPERTY'S NAME

IMBUED

TRAITS

Type This entry lists the types of item you can imbue with this property (weapon, armor, shield, perception item, or skill item)

Parts If present, this entry lists the requirements for monster parts you can use to imbue this property.

Effect These are the effects of the imbued property. While a few properties, like sturdy, have a scaling effect explained in text, most properties have a list of imbuing levels and the benefits the item gains when the imbued property reaches each of those levels, separated by semicolons. These effects are cumulative. If an imbued property has multiple paths, each path is separated by a divider. Some imbued properties have activated abilities. To use an activated ability of an imbued property on a held item, such as a weapon, you must be wielding the item.

Path If present, this entry provides the name of the path; any mechanical notes that apply to the entire imbued property or path are noted here.

2nd The effect the imbued property provides at level 2

4th The effect the imbued property provides at level 4 (and so on)

ARMOR IMBUED PROPERTY

The following imbued property is available for armor.

SPIKED

IMBUED

EVOCATION | MAGICAL

Type Armor

Parts The monster must have a reaction, free action, or passive ability that deals piercing or slashing damage.

Effect You imbue the armor with vicious spikes.

2nd The armor gains the following activation:

Activate ➡ Interact; Frequency once per day; Effect You cause vicious spikes to protrude from the armor. For 1 minute, adjacent creatures that hit you with a melee attack, as well as creatures that touch you or hit you with an unarmed attack, take 1d6 piercing damage each time they do. If they Grab or Grapple you, the damage increases to 1d4 piercing damage instead.

4th The damage from the activation increases to 1d4, or 2d4 when creatures Grab or Grapple you.

6th The damage from the activation increases to 1d6, or 2d6 when creatures Grab or Grapple you.

8th The damage from the activation increases to 2d4, or 4d4 when creatures Grab or Grapple you.

10th The damage from the activation increases to 2d6, or 4d6 when creatures Grab or Grapple you.



MIRRORED

IMBUED

ABJURATION | MAGICAL

Type Shield

Parts The monster must have a reaction, free action, or passive ability that deals piercing or slashing damage.

Effect You imbue the shield with reflective power.

2nd The shield gains the following activation:

Activate ➡ command; Frequency once per day; Trigger A foe's ranged Strike critically fails against you; Requirements The shield with the mirrored imbued property is raised; Effect You turn a poorly aimed attack back at your foe. Reroll the triggering Strike against the foe who made it, using either the same attack bonus the foe made with that Strike or your most accurate ranged attack bonus with a weapon or unarmed attack, whichever is lower. On a success, the foe suffers the full effect of the reflected attack.

4th The shield's activation gains a frequency of once per hour instead of once per day.

6th The activation uses the higher of the same attack bonus the foe made with the triggering Strike or your own ranged attack bonus, instead of the lower.

10th The trigger changes to "A foe's ranged Strike or ranged spell attack roll critically fails against you," allowing you to use the activation against

12th The armor's activation gains a frequency of once per hour instead of once per day. Even when it isn't activated, adjacent creatures that hit you with a melee attack, as well as creatures that touch you or hit you with an unarmed attack, take 1 piercing damage each time they do. If they Grab or Grapple you, the damage increases to 1d4 piercing damage instead. When activated, the damage from the activation increases this damage; they aren't cumulative.

14th The damage from the activation increases to 3d6, or 6d6 when creatures Grab or Grapple you.

16th The armor's activation takes only a single action, instead of two actions.

18th The damage from the activation increases to 4d6, or 8d6 when creatures Grab or Grapple you. The damage when the armor isn't activated increases to 1d4, or 2d4 when creatures Grab or Grapple you.

20th The armor's activation gains a frequency of once per 10 minutes instead of once per hour. Furthermore, in addition to its one action activation, the armor can be activated as a reaction triggered when a creature Grabs or successfully Grapples you. When you activate the armor in this way, the triggering creature takes the increased damage from the armor. This usage is still subject to the armor's frequency of once per 10 minutes.

SHIELD IMBUED PROPERTY

The following imbued property is available for shields.

spells in addition to Strikes. When reflecting a spell, you can choose to use your spell attack bonus on the reflected attack roll if it's higher than the other two options.

12th The shield's activation gains a frequency of once per 10 minutes instead of once per hour.

16th The shield's activation triggers any time a foe fails with a ranged Strike or ranged spell attack roll against you, instead of only on a critical failure.

20th Once per day, you can use the shield's activation with the trigger of "A foe targets you with a spell" instead of the usual trigger. This still counts toward the shield's frequency. When you use this alternate trigger, the shield can reflect even spells that don't have spell attack rolls, and the reflection happens before determining the attack roll or saving throw, but the shield must succeed at a counteract check (counteract level 10, counteract modifier +33) against the triggering spell or the reflection fails.

WEAPON IMBUED PROPERTIES

The following imbued properties are available for weapons.

AIR

AIR

EVOCATION | MAGICAL

Type Weapon

Parts The monster must have the air trait or an attack or spell with the air trait.

Effect You imbue the weapon with slicing blades of wind.

Path Magic; Choose when you first imbue the weapon for the granted spells to be either arcane or primal.

2nd The weapon can cast *gale blast* as a cantrip, heightened to half the item's level rounded up.

4th The weapon can cast *gust of wind* once per day.

6th Strikes with the weapon deal 1 additional slashing damage from blades of wind; this additional damage has the air trait.

8th The weapon can cast *wall of wind* once per day.

10th The weapon can cast *air walk* once per day.

12th The weapon can cast *elemental gift* (air only) once per day.

14th The additional slashing damage increases to 1d4.

16th The additional slashing damage increases to 1d6.

18th The weapon's *elemental gift* (air only) heightens to 8th level.

20th The weapon can cast 9th-level *whirlwind* once per day.

Path Might

4th Strikes with the weapon deal 1 additional slashing damage from blades of wind; this additional damage has the air trait.

6th The additional slashing damage increases to 1d4.

8th The additional slashing damage increases to 1d6. On a critical hit, you can push the target up to 5 feet away from you.

12th The additional slashing damage dealt by this imbued property ignores resistances. Even if the main weapon deals slashing damage, this benefit only applies to the additional damage.

14th On a critical hit with the weapon, you can push the target up to 10 feet away from you.

16th The additional slashing damage increases to 1d8.

20th On a successful Strike with the weapon, before applying the additional slashing damage, the target gains weakness 1 to air until the beginning of your next turn.

MASTER ALL 13 ELEMENTS

The weapon-imbued properties in this book cover 6 of the 13 elements in *Battlezoo Eldamon*. You can find the other seven elements in the original *Battlezoo Bestiary*: the negative property works for the death element, the positive property works for the life element, and all the rest have properties with names that are clearly connected to the element names.

Path Technique

4th Strikes with the weapon deal 1 persistent slashing damage as blades of wind surround and slash them; this additional damage has the air trait.

6th Strikes with the weapon deal 1 additional slashing damage from blades of wind; this additional damage has the air trait.

8th The persistent slashing damage on a hit increases to 1d6. On a critical hit, you can push the target up to 5 feet away from you.

12th The additional damage and persistent slashing damage dealt by this imbued property ignores resistances (as does the damage from hazardous terrain caused by this imbued property's 16th level effect). Even if the main weapon deals slashing damage, this benefit only applies to the slashing damage from this imbued property.

14th The persistent slashing damage on a hit increases to 1d8.

16th While suffering from the persistent slashing damage, the surrounding blades of air damage the creature the more it moves, slashing at them each time they do. All terrain is hazardous terrain for them, dealing 2 slashing damage for each square through which they move (this includes the movement from being pushed by a critical hit). On a critical hit, you can push the target up to 10 feet away.

18th The persistent slashing damage on a hit increases to 1d10.

20th On a critical hit, you can push the target up to 20 feet away.

DARKNESS

DARKNESS

EVOCATION | MAGICAL

Type Weapon

Parts The monster must have an attack or spell with the darkness trait.

Effect You imbue the weapon with creeping darkness.

Path Magic; Choose when you first imbue the weapon for the granted spells to be either arcane or divine.

2nd The weapon gains a two-action Interact and command activation allowing it to attempt to counteract the light cantrip (but not other light effects) with a counteract level equal to half the item's level rounded up.

4th The weapon can cast *penumbra shroud* once per day.

6th The weapon can cast *darkness* once per day.

8th The weapon can cast *chilling darkness* once per day.

10th Strikes with the weapon deal 1 additional cold damage as the darkness saps warmth; this additional damage has the darkness trait.

12th The weapon's *chilling darkness*, *darkness*, and *penumbra shroud* heighten to 4th level.

- 14th The additional cold damage increases to 1d4.
 16th The weapon's *chilling darkness*, *darkness*, and *penumbral shroud* heighten to 6th level.
 18th The cold damage increases to 1d6.
 20th The weapon can cast 9th-level *eclipse burst* once per day.

Path Might

- 4th Strikes with the weapon deal 1 additional cold damage as the darkness saps warmth; this additional damage has the darkness trait.
 6th The additional cold damage increases to 1d4.
 8th The additional cold damage increases to 1d6. On a critical hit, darkness shrouds the target's vision, causing everything around it to be concealed to it unless it has darkvision.
 12th The additional cold damage dealt by this imbued property ignores resistances.
 14th On a critical hit with the weapon, the target must attempt a Fortitude save against the weapon's DC. On a failure, it's blinded for 1 round by magical darkness unless it has greater darkvision;



- even on a success or critical success, everything around it is concealed to it unless it has greater darkvision.
 18th The additional cold damage increases to 1d8.
 20th On a successful Strike with the weapon, before applying the additional cold damage, the target gains weakness 1 to darkness until the beginning of your next turn.

Path Technique

- 4th Strikes with the weapon deal 1 persistent cold damage as encroaching darkness slowly drains their warmth away; this additional damage has the darkness trait.
 6th Strikes with the weapon deal 1 additional cold damage as the darkness saps warmth; this additional damage has the darkness trait.
 8th The persistent cold damage on a hit increases to 1d6. On a critical hit, darkness shrouds the target's vision, causing everything around it to be concealed to it unless it has darkvision.
 12th The additional damage and persistent cold damage dealt by this imbued property ignores resistances.
 14th The persistent cold damage on a hit increases to 1d8.
 16th While suffering from the persistent cold damage, the shrouding darkness interferes with the target's vision. Everything around it is concealed to it unless it has darkvision. On a critical hit with a weapon, the target must attempt a Fortitude save against the weapon's DC. On a failure, it's blinded for 1 round by magical darkness unless it has greater darkvision; even on a success or critical success, everything around it is concealed to it unless it has greater darkvision.
 18th The persistent cold damage on a hit increases to 1d10.
 20th The persistent darkness devours the light. Each time the target takes the persistent cold damage from this property, the darkness attempts to counteract one light effect on the target or the target's belongings with a counteract level of 10 and a counteract modifier of +33.

EARTH

EARTH

EARTH | EVOCATION | MAGICAL

Type Weapon

Parts The monster must have the earth trait or an attack or spell with the earth trait.

Effect You imbue the weapon with churning earth.

Path Magic: Choose when you first imbue the weapon for the granted spells to be either arcane or primal.

- 2nd The weapon can cast *scatter screem*SM as a cantrip, heightened to half the item's level rounded up.
 4th The weapon can cast *pummeling rubble*^{AOE} once per day.
 6th The weapon's *pummeling rubble* heightens to 2nd level.
 8th The weapon can cast *earthbind* once per day.
 10th Strikes with the weapon deal 1 additional piercing damage from spikes of stone; this additional damage has the earth trait.
 12th The weapon's *earthbind* and *pummeling rubble* heighten to 4th level and the weapon can cast *stoneskin* once per day.

ELONGATING

ELONGATING

MAGICAL | TRANSMUTATION

Type Weapon

Parts The monster must have reach of 10 feet or more on one or more of its Strikes.

Effect You imbue the weapon with the ability to elongate itself:

- 2nd The weapon gains the following activation:
Activate **Interact:** **Effect** You elongate your weapon, increasing your reach. You Strike with the weapon, and you have reach 10 feet for the Strike, or reach 15 feet if the weapon already had the reach trait.
 4th The activation increases the weapon's reach for the Strike to 15 feet (or 20 feet if it had the reach trait).
 6th The activation increases the weapon's reach for the Strike to 20 feet (or 25 feet if it had the reach trait).
 8th The activation increases the weapon's reach for the Strike to 30 feet (or 35 feet if it had the reach trait).



- 14th The additional piercing damage increases to 1d4.
 16th The weapon's *earthbind*, *pummeling rubble*, and *stoneskin* heighten to 6th level.
 18th The additional piercing damage increases to 1d6.
 20th The weapon's *stoneskin* heightens to 8th level, and it can cast *earthquake* once per day.

Path Might

- 4th Strikes with the weapon deal 1 additional piercing damage from spikes of stone; this additional damage has the earth trait.
 6th The additional piercing damage increases to 1d4.
 8th The additional piercing damage increases to 1d6. On a critical hit, the piercing rock shards attach the target's feet to the ground, forcing extra effort to move from its current space. As long as it was on the ground, its first 5 feet of movement are difficult terrain, typically preventing it from Stepping. This effect lasts until it moves or for 1 minute, whichever comes first.
 12th The additional piercing damage dealt by this imbued property ignores resistances. Even if the main weapon deals piercing damage, this benefit only applies to the additional damage.
 14th On a critical hit, the rocks connecting the creature to the ground fragment into damaging shards when the creature moves. If the creature breaks the rocks connecting it to the ground by moving, it takes an additional 1d8 piercing damage, which has the earth trait. If the creature instead chooses to wait the effect out for 1 minute without moving, it doesn't take the additional damage.
 18th The additional piercing damage increases to 1d8.
 20th On a successful Strike with the weapon, before applying the additional piercing damage, the target gains weakness 1 to earth until the beginning of your next turn.

Path Technique

- 4th Strikes with the weapon deal 1 persistent piercing damage as stone spikes grow and pierce them; this additional damage has the earth trait.
 6th Strikes with the weapon deal 1 additional piercing damage from spikes of stone; this additional damage has the earth trait.
 8th The persistent piercing damage on a hit increases to 1d6. On a critical hit, the piercing rock shards attach the target's feet to the ground, forcing extra effort to move from its current space. As long as it was on the ground, its first 5 feet of movement are difficult terrain, typically preventing it from Stepping. This effect lasts until it moves or for 1 minute, whichever comes first.
 12th The additional damage and persistent piercing damage dealt by this imbued property ignores resistances. Even if the main weapon deals piercing damage, this benefit only applies to the piercing damage from this imbued property.
 14th The persistent piercing damage on a hit increases to 1d8.
 16th While a target is suffering from the persistent piercing damage, the earth spikes growing on the target transform into an earthen shield that blocks their attacks against you. Whenever they hit you with a Strike, you gain resistance to physical damage (except adamantine) to that Strike with a value equal to the persistent piercing damage.
 18th The persistent piercing damage on a hit increases to 1d10.
 20th Foes suffering from the persistent piercing damage become very partially petrified in their extremities, making fine movements difficult. They are clumsy 1 as long as they have the persistent piercing damage.

VARIANT: AUTOMATIC BONUS PROGRESSION AND IMBUING

What if your campaign uses the automatic bonus progression subsystem? You can still use imbuing, replacing refining with the automatic bonus progression. This works in a simple way for weapons and armor: bonuses happen automatically per the automatic bonus progression rules. Use monster parts to imbue weapons and armor, gaining the ability to imbue the item at the same levels as normal on Tables 4A and 4B.

For shields, either use the normal refining and imbuing rules, or you might consider adding the shield refining rules as an “automatic shield progression” for 1 shield per character since those are the only items that have refinement and aren’t part of the automatic bonus progression.

For Perception and skill items, there’s one decision you need to consider: imbued properties for skill items and Perception items are intentionally a much lower cost than imbued properties for weapons and armor, to encourage imbuing these items with additional abilities. This works in much the same way that skill and Perception items in the normal magic item rules have extra abilities built in, while weapons and armor only add abilities with property runes. With the automatic bonus progression, a character eventually receives six different skill potencies, but you probably don’t want this to mean the character can gain up to six imbued properties, allowing them to cast six spells per day for not much more than the cost of six scrolls of the same spells. You can easily avoid this by disallowing the imbuing of skill and Perception items, but for a middle ground, you might only allow one or two imbued skill items, increase the cost of imbuing these items to double the listed cost, or both. In any case, due to apex items being baked into automatic bonus progression, the apex imbued properties shouldn’t be available.

- 10th The activation increases the weapon’s reach for the Strike to 60 feet (or 65 feet if it had the reach trait).
- 12th The activation increases the weapon’s reach for the Strike to 90 feet (or 95 feet if it had the reach trait).
- 14th The activation increases the weapon’s reach for the Strike to 120 feet (or 125 feet if it had the reach trait).
- 16th The weapon’s elongating activation can be used as only a single action once per hour.
- 18th The weapon’s elongating activation can be used as only a single action once per 10 minutes, rather than once per hour.
- 20th The weapon’s base reach increases to 10 feet if it doesn’t have the reach trait, or to 15 feet if it has the reach trait. This also increases the reach when using the activation to 125 feet (130 feet if the weapon has the reach trait).

LIGHT

LIGHT

EVOCATION | LIGHT | MAGICAL

Type Weapon

Parts The monster must have an attack or spell with the light trait.

Effect You imbue the weapon with shining light.

Path Magic: Choose when you first imbue the weapon for the granted spells to be either arcane or divine.

2nd The weapon can cast *light* as a cantrip, heightened to half the item’s level rounded up.

4th Strikes with the weapon deal 1 additional fire damage as the light warms from within; this additional damage has the light trait.

6th The weapon can cast *faerie fire* once per day.

8th The weapon can cast *searing light* once per day.

10th The weapon’s *searing light* heightens to 4th level.

12th The weapon’s *faerie fire* heightens to 4th level, and it can cast *chromatic ray*SM once per day.

14th The fire damage increases to 1d4.

16th The weapon’s *chromatic ray*, *faerie fire*, and *searing light* heighten to 6th level.

18th The fire damage increases to 1d6.

20th The weapon can cast 8th-level *sunburst* once per day.

Path Might

4th Strikes with the weapon deal 1 additional fire damage as the light warms from within; this additional damage has the light trait.

6th The additional fire damage increases to 1d4.

8th The additional fire damage increases to 1d6. On a critical hit, the target must attempt a Fortitude save against the weapon’s DC. On a failure, it’s blinded by the light for 1 round.

12th The additional fire damage dealt by this imbued property ignores resistances.

14th On a critical hit with the weapon, the target is dazzled for 1 round by the light even on a success or critical success on its Fortitude save.

16th The additional fire damage increases to 1d8.

20th On a successful Strike with the weapon, before applying the additional fire damage, the target gains weakness 1 to light until the beginning of your next turn.

Path Technique

4th Strikes with the weapon deal 1 persistent fire damage as the light continues to sear them; this additional damage has the light trait.

6th Strikes with the weapon deal 1 additional fire damage as the light warms from within; this additional damage has the light trait.

8th The persistent fire damage on a hit increases to 1d6. On a critical hit, the target must attempt a Fortitude save against the weapon’s DC. On a failure, it’s blinded by the light for 1 round.

12th The additional damage and persistent fire damage dealt by this imbued property ignores resistances.

14th The persistent fire damage on a hit increases to 1d8.

16th While suffering from the persistent fire damage, the light limns the creature, outlining it and preventing it from becoming concealed or becoming invisible. A visible creature can’t be concealed while suffering from the persistent fire damage; if the creature is invisible, it’s concealed while suffering from the persistent fire damage, rather than being undetected.

IMBUED

WATER

WATER

EVOCATION | MAGICAL | WATER

Type Weapon

Parts The monster must have the water trait or an attack or spell with the water trait.

Effect You imbue the weapon with flowing water.

Path Magic: Choose when you first imbue the weapon for the granted spells to be either arcane or primal.

2nd The weapon can cast *spout*SM as a cantrip, heightened to half the item’s level rounded up.

4th The weapon can cast *hydraulic push* once per day.

6th The weapon’s *hydraulic push* heightens to 2nd level.

8th The weapon can cast *aqueous orb*^{APG} once per day.

10th Strikes with the weapon deal 1 additional bludgeoning damage from a crashing wave of water; this additional damage has the water trait.

18th The persistent fire damage on a hit increases to 1d10.

20th The persistent light cancels out the darkness. Each time the target takes the persistent fire damage from this property, the light attempts to counteract one darkness effect on the target or the target’s belongings with a counteract level of 10 and a counteract modifier of +33.

THROWING

THROWING

EVOCATION | MAGICAL

Type Weapon

Parts The monster must have a ranged unarmed attack or Rock Throwing or a similar ability.

Effect You imbue the weapon with advantages when thrown, such as the power to return to you when you throw it.

2nd When you make a thrown Strike with this weapon, it flies back to your hand at the end of your turn. If your hands are full when the weapon returns, it falls to the ground in your space.

4th Instead of flying back to your hand at the end of your turn, the weapon flies back to your hand after each Strike is complete, allowing you to use it to make multiple thrown Strikes with it in sequence.

6th The weapon’s range increment increases by 10 feet.

8th After making a Strike with the weapon, instead of having it return to your hand, if your next action is a Strike, you can have the weapon Strike starting from the previous target’s location. If you do, you use this position to determine the distance, cover, and other factors to the new target. You can continue to do so as long as you continue Striking, and when you stop, the weapon returns to your hand as normal.

10th The weapon’s range increment increases by 20 feet, instead of 10 feet.

12th When you throw the weapon, it spins with whirling blades or creates a shockwave nearby, dealing 1 splash damage of the weapon’s normal type to the target and all adjacent creatures. As normal for splash damage, this damage is combined together against the target on a hit, and it also applies on a failed Strike, but not on a critical failure.

14th The weapon’s range increment increases by 30 feet, instead of 20 feet.

16th The weapon gains the following activation:

Activate $\bowtie\bowtie\bowtie$ command, envision; **Frequency** once per day; **Effect** You spin around, launching myriad duplicates of your weapon at foes all around you. Make thrown Strikes against all foes within 30 feet. These Strikes don’t increase your multiple attack penalty until after you’ve finished making all of them.

18th The weapon’s range increment increases by 40 feet, instead of 30 feet.

20th When you make a thrown Strike with the weapon against a foe, instead of having the weapon return to you, you can choose to hold onto the weapon and have it pull you through the air to the nearest available space to your target along the path of the throw.



- 12th** The weapon's aqueous orb and *hydraulic push* heighten to 4th level and the weapon can cast *hydraulic torrent* once per day.
14th The additional bludgeoning damage increases to 1d4.
16th The weapon's *aqueous orb*, *hydraulic push*, and *hydraulic torrent* heighten to 6th level.
18th The additional bludgeoning damage increases to 1d6.
20th The weapon can cast 9th-level *horrid wilting* once per day.

Path Might

- 4th** Strikes with the weapon deal 1 additional bludgeoning damage from a crashing wave of water; this additional damage has the water trait.
6th The additional bludgeoning damage increases to 1d4.
8th The additional bludgeoning damage increases to 1d6. On a critical hit, the target is also knocked prone by the force of the enormous wave unless it succeeds at a Fortitude save against the weapon's DC.
12th The additional bludgeoning damage dealt by this imbued property ignores resistances. Even if the main weapon deals bludgeoning damage, this benefit only applies to the additional damage.
14th On a critical hit with the weapon, if the target is knocked prone, they take 3d6 bludgeoning damage from the hard landing.
18th The additional bludgeoning damage increases to 1d8.
20th On a successful Strike with the weapon, before applying the additional bludgeoning damage, the target gains weakness 1 to water until the beginning of your next turn.



Path Technique

- 4th** Strikes with the weapon deal 1 persistent bludgeoning damage as torrents of water continue to pummel them; this additional damage has the water trait.
6th Strikes with the weapon deal 1 additional bludgeoning damage from a crashing wave of water; this additional damage has the water trait.
8th The persistent bludgeoning damage on a hit increases to 1d6. On a critical hit, the target is also knocked prone by the force of the enormous wave unless it succeeds at a Fortitude save against the weapon's DC.
12th The additional damage and persistent bludgeoning damage dealt by this imbued property ignores resistances. Even if the main weapon deals bludgeoning damage, this benefit only applies to the bludgeoning damage from this imbued property.
14th The persistent bludgeoning damage on a hit increases to 1d8.
16th While suffering from the persistent bludgeoning damage, the target is drenched in water, potentially making their footing slippery. Each turn, they must succeed at a Reflex save against the weapon's DC, or else everywhere they walk, the ground is difficult terrain for them.
18th The persistent bludgeoning damage on a hit increases to 1d10.
20th Foes suffering from the persistent bludgeoning damage have difficulty speaking as long as they have the persistent bludgeoning damage, as the sloshing waves pour into their mouth when it opens. Unless they can breathe underwater or don't breathe, they must succeed at a DC 5 flat check every time they use an action with the linguistic trait or cast a spell with a verbal component or the action or spell is disrupted.

WOOD

WOOD

EVOCATION | **MAGICAL** | **WOOD**

Type Weapon

Parts The monster must have the plant trait or an attack or spell with the plant trait.

Effect You imbue the weapon with growing wood.

Path Magic: The spells granted by this imbued property are always primal.

2nd The weapon can cast *tanglefoot* as a cantrip, heightened to half the level's usual rounded up.

4th The weapon can cast *protector tree*^{SOM} once per day.

6th The weapon's *protector tree* heightens to 2nd level.

8th The weapon's *protector tree* heightens to 3rd level and it can cast *entangle* once per day.

10th Strikes with the weapon deal 1 additional piercing damage from thorns and pointed branches; this additional damage has the plant trait.

12th The weapon's *entangle* and *protector tree* heighten to 4th level and the weapon can cast *petal storm*^{SOM} once per day.

14th The additional piercing damage increases to 1d4.

16th The weapon's *petal storm* and *protector tree* heighten to 6th level and it can cast *tangling creepers* once per day but can no longer cast *entangle*.

18th The additional piercing damage increases to 1d6.

20th The weapon's *petal storm* heightens to 8th level, and it can cast 8th-level *nature's reprisal*^{SOM} once per day.

IMBUED



Path Might

- 4th** Strikes with the weapon deal 1 additional piercing damage from thorns and pointed branches; this additional damage has the plant trait.
6th The additional piercing damage increases to 1d4.
8th The additional piercing damage increases to 1d6. On a critical hit, vines attempt to entangle the target; they must attempt a Reflex save against the weapon's DC. On a failure, they're immobilized, and on a success they take a -10-foot circumstance penalty to their Speeds. Either condition ends after 1 round or if they spend an Interact action to remove the effect, whichever comes first.
12th The additional piercing damage dealt by this imbued property ignores resistances. Even if the main weapon deals piercing damage, this benefit only applies to the additional damage.
14th On a critical hit with the weapon, if the target succeeds at their saving throw, they take a -20-foot circumstance penalty to their Speeds, instead of a -10-foot circumstance penalty.
18th The additional piercing damage increases to 1d8.
20th On a successful Strike with the weapon, before applying the additional piercing damage, the target gains weakness 1 to damage and effects with the plant trait until the beginning of your next turn.

Path Technique

- 4th** Strikes with the weapon deal 1 persistent piercing damage as thorns and vines continue to sprout from within them; this additional damage has the plant trait.
6th Strikes with the weapon deal 1 additional piercing damage from

thorns and pointed branches; this additional damage has the plant trait.

8th The persistent piercing damage on a hit increases to 1d6. On a critical hit, vines attempt to entangle the target; they must attempt a Reflex save against the weapon's DC. On a failure, they're immobilized, and on a success they take a -10-foot circumstance penalty to their Speeds. Either condition ends after 1 round or if they spend an Interact action to remove the effect, whichever comes first.

12th The additional damage and persistent piercing damage dealt by this imbued property ignores resistances. Even if the main weapon deals piercing damage, this benefit only applies to the piercing damage from this imbued property.

14th The persistent piercing damage on a hit increases to 1d8.
16th Even on a normal hit, the vines on the target grow longer and impede their movement. They take a -5-foot circumstance penalty to their Speeds for 1 round, on until they spend an Interact action pulling off the vines to remove the effect, whichever comes first. On a successful Reflex save after a critical hit, the circumstance penalty increases to a -20-foot circumstance penalty.

18th The persistent piercing damage on a hit increases to 1d10. The pollen, spores, and seeds from the plants growing on your foes when they take the persistent piercing damage spreads between them, growing more and more plants. At the end of a foe's turn, when they take damage from the imbued property's persistent piercing damage, the plants spread to all foes adjacent to the foe not already sprouting plants, and they take the persistent piercing damage as well.

MONSTER MAGE ARCHETYPE

Wizards study dusty tomes in their towers and sorcerers rely on the power they were born to running through their blood, but you forge a different path. You search the world for monsters and defeat them to learn their spells. If you can slay enough monsters, your collection might grow larger than anything those other spellcaster can imagine.

The basis for your magic is a magical process of creating tokens from slain foes to learn one of the spells they could cast. Each token stores a single spell, and as you collect more tokens, the versatility of your magic grows with your collection. Your tokens only work for you, and as long as they remain in your possession, they glow with a faint azure hue. Due to this fact, those who don't understand the process of becoming a monster mage who see the blue glow and think that is the source of the magic sometimes mistakenly call monster mages "azure mages," "cerulean mages," and other such titles.

No one is sure precisely where or when the study of monster mage began, but it's a highly personal journey. The basic principles require teaching, whether from a mentor or self-studied with the use of books, but beyond that, it's up to you to learn the magic that monsters can offer. A monster mage's path to power is not always linear. For every monster mage interested in growing in raw power through dangerous adventures, another monster mage disappears into the wilderness and methodically defeats weak monsters until they return with the knowledge of countless spells.

The monster mage archetype synergizes well with the system of crafting with monster parts, since you have a lot of incentive to hunt down monsters anyway, getting what you want doesn't reduce the value of your monster parts, and keeping track of the spells monsters know is useful both for you and for someone want to add a spell imbued property.

MONSTER MAGE DEDICATION

FEAT 2 ARCHETYPE | DEDICATION

Prerequisites You must defeat a monster with an innate cantrip and preserve a piece to create your first token

You have completed the process to become a monster mage by defeating a monster and creating a token, a small magical receptacle created from a piece of the monster allowing you to store the monster's magic. Choose one of the innate cantrips from the monster you defeated for the prerequisite; you create a token from that monster's body which contains that cantrip, using the same tradition as the monster did. Write down the kind of monster, the spell, the tradition, and a quick description of the token's appearance. You cast spells by

preparing them from your tokens, which you collect from the monsters you defeat using the Create Token activity. Your tokens only work for you, and you can't share spells with other spellcasters, even other monster mages, or use the Learn a Spell activity to learn more monster mage spells. You gain the Cast a Spell activity. You can prepare up to two cantrips each day from the spells in your tokens (though you only start with one initially until you defeat another monster with a different innate cantrip). You're trained in spell attack rolls and spell DCs with the spells you can from your tokens regardless of their tradition, but you don't become trained in spell attack rolls and spell DCs for other spells you cast. Your key spellcasting ability for



monster mage archetype spells is Wisdom, and when you cast them they are monster mage spells cast from spell slots, not innate spells. You gain the Additional Lore skill feat, and must choose a Lore skill associated with a monster. You also gain the Create Token activity.

Special You can't select another dedication feat until you have gained two other feats from the monster mage archetype.

BASIC MONSTER MAGE SPELLCASTING FEAT 4

ARCHETYPE

Prerequisites Monster Mage Dedication

You gain a 1st-level spell slot, which you can use to prepare monster mage spells from your tokens. At 6th level, you gain a 2nd-level spell slot. At 8th level, you gain a 3rd-level spell slot. When you prepare a spell from a token, you can heighten the spell (or reduce its level if the creature's innate spell was heightened above the minimum level); you need not cast it at the same spell level as the creature did. You can prepare a spell from the same token multiple times if you want to cast the spell several times during the day.

TASTE OF THEIR OWN MEDICINE FEAT 6

ARCHETYPE

Prerequisites Monster Mage Dedication

Due to the sympathetic magic connecting you and your tokens, your spells are particularly effective against the creatures whose token you used to cast them. Whenever you cast a monster mage spell against the exact same kind of creature whose token you used to prepare that spell, your target takes a -2 status penalty to their AC and saves against the spell. At the GM's discretion, if the creature is very similar but not the same (for instance, a lamia and a lamia matriarch might be similar enough, but not two creatures whose only thing they share in common is that they are both demons) the target might take a -1 status penalty to their AC and saves against the spell.

MONSTER BREADTH FEAT 8

ARCHETYPE

Prerequisites Basic Monster Mage Spellcasting

You can cast more monster mage spells each day. Increase the spell slots you gain from monster mage archetype feats by 1 for each spell level other than your two highest monster mage spell slots.

EXPERT MONSTER MAGE SPELLCASTING FEAT 12

ARCHETYPE

Prerequisites Basic Monster Mage Spellcasting

You become an expert in spell attack rolls and spell DCs with the spells you can from your tokens regardless of their tradition, but you don't become an expert in spell attack rolls and spell DCs for other spells you cast. You gain a 4th-level spell slot to cast monster mage spells. At 14th level, you gain a 5th-level spell slot, and at 16th level, you gain a 6th-level spell slot.

MASTER MONSTER MAGE SPELLCASTING FEAT 18

ARCHETYPE

Prerequisites Expert Monster Mage Spellcasting

You become a master in spell attack rolls and spell DCs with the spells you can from your tokens regardless of their tradition, but you don't become a master in spell attack rolls and spell DCs for other spells you cast. You gain a 7th-level spell slot to cast monster mage spells. At 20th level, you gain an 8th-level spell slot.

MONSTER TOKENS

As a monster mage, your collection of tokens is as personal and as vital as a wizard's spellbook or a witch's familiar, as you commune with the power of your tokens to prepare your spells. As such, your tokens can take as many different forms as there are customs and conventions among monster mages. If you're focused on the idea that the eyes are the pathways to the will, and to magic, you might preserve the eyes of various creatures inside amber to act as your tokens. Instead, if you were more interested in the way that creatures draw upon the ambient magic of the world around them through their outer bodies, you might create tokens out of scales, plates, feathers, bits of exoskeleton, tufts of hair, or skin.

Your customs when it comes to creating tokens are up to you. However, if multiple people in your group are playing monster mages, vestige hunters, or other characters who might be interested in exactly what pieces of a creature they are able to salvage, be sure to coordinate to make sure you won't block each other from creating tokens, vestiges, or other bits of gear from the same creature. For instance, if another player is playing a monster mage that uses a creature's eyes to make tokens, you probably shouldn't choose to use a creature's eyes as well, or something that includes the eyes like the entire intact head. In general, the more of the creature you are using, the more likely that it'll come into conflict, so keep that in mind when you make your decision. Ultimately, you can always have your character be flexible with their customs for creating tokens to work with your party's needs. The magic works just as well no matter what, and many monster mages, like Zara shown on the left, mix and match tokens of various sorts.

CREATE TOKEN

EXPLORATION

You spend one minute creating a token from the fresh corpse of a creature you or your allies killed that had an innate spell. When you create a token, you learn what innate spells the creature possessed, if you didn't know already. Choose one of those innate spells to reside in the token. Write down the kind of monster, the spell, the tradition, and a quick description of the token's appearance. You can create a token of an innate spell of a level you are not yet able to cast, in anticipation of casting the spell later. Normally, you can only choose spells that are on one of the four traditions' spell lists, but your GM might choose to allow you to create a token from an innate spell that was originally a focus spell (in case you must cast it from your spell slots, rather than as a focus spell), or even a bespoke innate spell that appears only in the creature's innate spells. You can only create one token from a given corpse, even if the creature had more than one innate spell.

VESTIGE HUNTER ARCHETYPE

Adventurers of all stripes defeat and kill monsters as part of their quests and missions, but you've realized that most of them let their foes' remains go to waste. You retain vestiges of your fallen foes, trophies and mementos imbued with a bit of occult magic by the connection you shared during your battle to the death, and the cultural touchstones of myths of heroes and monsters. As you incorporate these vestiges into your gear, they grant you special benefits you can use to fight with the ferocity of your fallen foes.

Like the monster mage archetype, the vestige hunter archetype works well with the system of crafting with monster parts, since you were already hunting down monsters, and retaining a vestige doesn't limit the monster parts you can collect.

VESTIGE HUNTER DEDICATION FEAT 2

ARCHETYPE | DEDICATION

You have learned how to retain vestiges from your foes and incorporate them into your own gear, attaching pieces imbued with meaning from your most important battles. The first vestiges you added have enhanced your senses. Choose to either gain low-light vision and darkvision, or to gain imprecise scent with a range of 30 feet.

Special You can't select another dedication feat until you have gained two other feats from the vestige hunter archetype.

VESTIGE'S SENSES FEAT 4

ARCHETYPE

Prerequisites Vestige Hunter Dedication, you must defeat a monster with low-light vision, darkvision, or scent, as appropriate

You incorporated a vestige from a monster with additional senses, granting you those you had not yet gained from your first vestiges. This often takes the form of the monster's eyes or snouts placed somewhere in your equipment. You gain either darkvision and low-light vision or imprecise scent with a range of 30 feet, whichever you didn't choose for Vestige Hunter Dedication.

VESTIGE'S FINS FEAT 4

ARCHETYPE

Prerequisites Vestige Hunter Dedication, you must defeat a monster with a swim Speed that is either aquatic or amphibious

You subsumed a vestige from an aquatic monster, allowing you to swim or breathe underwater. This usually takes the form of a set of fins and gills built into armor. You gain a swim Speed equal to your land Speed and you can breathe underwater.

VESTIGE'S BREATH FEAT 6

ARCHETYPE

Prerequisites Vestige Hunter Dedication, you must defeat a monster with a breath weapon that deals acid, bludgeoning, cold, electricity, fire, negative, piercing, positive, slashing, or sonic damage in a cone or line

Frequency once per hour
You incorporated a vestige into your gear from a creature with a breath weapon, such as a dragon's head on your shield, and you can make it breathe on your foes. You deal 1d6 damage per level of a type of

VESTIGE HUNTER OR SHAPESHIFTER?

While the vestige hunter archetype is themed around the idea of taking mementos from your slain foes and incorporating them into your gear to use them to create powerful effects, what if your character took a page from myths like the legend of Sigurd, who gained powers by bathing in the blood of the slain dragon Fafnir? You could instead choose to have your character absorb the vestiges into their own body and become less and less human, flavoring the new abilities as inherent shapeshifting rather than physical vestiges performing the attacks!

For example, instead of adding a tentacle to your gear when you gain Vestige's Constrict, you might gain the ability to shapeshift one of your arms into a tentacle in order to constrict your foe after grabbing it, or instead of building wings into your armor or clothing, you could shapeshift a set of wings. You could apply the shapeshifting effects all the time, or have them happen on the fly as you use the feats from Vestige Hunter Dedication.

damage depending on the breath weapon of the monster you chose when you took this feat. The breath weapon affects either 30-foot cone or a 60-foot line, with a basic Reflex save based on your class DC or spell DC, whichever is higher.

Special When you gain this feat, choose a monster with a breath weapon you've defeated and type of damage for the breath weapon from the list of damage types in the prerequisite, based on the monsters you've defeated and the vestiges you've collected. If the monster has a breath weapon that deals multiple qualifying damage types, choose one of them. The breath weapon's shape, cone or line, depends on the monster you chose. Once you choose a monster for the breath weapon, you can't change that choice without retraining this feat.

VESTIGE'S CONSTRICT FEAT 8

ARCHETYPE

Prerequisites Vestige Hunter Dedication, you must defeat a monster with Constrict or Greater Constrict

Requirements You have a foe grabbed.
You grafted a vestige into your gear from a creature known for constricting its foes, often a tentacle, tendril, coil, or other constricting feature. The vestige instinctively crushes your grabbed foe. The foe takes damage equal to your level + your Strength modifier, with a basic Fortitude save, using your class DC or spell DC, whichever is higher.

VESTIGE'S OPPORTUNITY FEAT 8

ARCHETYPE

Prerequisites Vestige Hunter Dedication, you must defeat a monster with Attack of Opportunity

Requirements A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.
You built a vestige into your weapons from a monster that knew how to take advantage of openings, typically a piece of the monster that it used

to make unarmed attacks. The monster's parts twitch slightly during battles, and when a foe drops their guard, they attack. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

VESTIGE'S CLIMB FEAT 10

ARCHETYPE

Prerequisites Vestige Hunter Dedication, you must defeat a monster with a climb Speed

You attached a vestige from a climbing monster to your gear, allowing you to climb. This might be a set of climbing claws, spinnerets, sticky pads, or various other climbing features. You gain a climb Speed equal to your land Speed.

VESTIGE'S FEROCITY FEAT 12

ARCHETYPE

Prerequisites Vestige Hunter Dedication, you must defeat a monster with ferocity

Frequency once per hour
Trigger You would be reduced to 0 Hit Points but not immediately killed.

You incorporated a vestige from a creature with the ferocious tenacity to cling to life. It wasn't enough to protect the creature when you defeated it, but perhaps that ferocious life force will save you now in your time of need. You avoid being knocked out and remain at 1 Hit Point, and your wounded condition increases by 1.

VESTIGE'S GRAB FEAT 14

ARCHETYPE

Prerequisites Vestige Hunter Dedication, defeat a monster with Grab or Improved Grab

Requirements Your last action was a successful Strike, and either you have a hand free or your Strike used a grapple weapon.

You attached a vestige from a grabbing monster either to your weapons or near where you make your unarmed attacks, typically a piece of the monster that it used to grab foes. The vestige lashes out to help you grab an enemy after you distract the foe with your attack. The foe you hit becomes grabbed, as if you had succeeded at an Athletics check to Grapple the foe.

VESTIGE'S WINGS FEAT 16

ARCHETYPE

Prerequisites Vestige Hunter Dedication, you must defeat a monster with a fly Speed

You embraced a vestige from a flying monster allowing you to fly. This is almost always in the form of a set of wings on your back, but it could be something more esoteric from a creature that flies without wings. You gain a fly Speed equal to your land Speed.

VESTIGE'S STAMPEDE FEAT 18

ARCHETYPE

Prerequisites Vestige Hunter Dedication, you must defeat a monster with Trample

You added a vestige from a trampling monster to your leg or footwear, allowing you to trample your foes underfoot. This often

incorporates parts from the monster's own legs and feet, and when you use Vestige's Stampede, your own legs might briefly grow larger and embody the creature's essence more fully. You Stride up to double your Speed and can move through the spaces of creatures at least one size smaller, trampling each creature whose space you enter. You can attempt to trample the same creature only once in a single use of Vestige's Stampede. You deal bludgeoning damage for your foot unarmed attack, but trampled creatures can attempt a basic Reflex save against your class DC or spell DC, whichever is better.

Special When you take this feat, you gain a foot unarmed attack that deals 1d6 bludgeoning damage and is in the brawling weapon group. If you already have a better foot unarmed attack, you can use that instead.

