

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

18th 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

Path Technique

4th Strikes with the weapon deal 1 persistent acid damage

6th Strikes with the weapon deal 1 additional acid damage

8th The persistent 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 (including the persistent acid damage) ignores resistances

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

16th The persistent acid damage from the imbued property eats away at a foe's resistances. Every time a foe or the foe's armor or shield takes damage from the persistent acid damage at the end of their turn, any resistances and Hardness decrease by 1 for 1 minute. This effect is cumulative

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

20th On a critical hit, acid eats away at the foe's innards, and they are drained 1

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, monster, 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

18th 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

Path Technique

6th Strikes with the weapon deal 1 additional chaotic damage

8th Strikes with the weapon deal 1 persistent chaotic damage

10th Roll a DC 11 flat check when dealing persistent chaotic damage. On a success, the damage increases from 1 to 6

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 (including persistent chaotic damage) ignores resistances

16th On a critical hit against a lawful creature, they become stupefied 2 instead of stupefied 1

18th On a successful flat check when dealing persistent chaotic damage, the damage increases to 10 instead of 6

20th On a critical hit, the befuddling effect becomes even more powerful. After becoming stupefied 2, the target must succeed at a Will save or become confused for 1 round

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

IMBUED

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

COLD

COLD

IMBUED

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

IMBUED

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

IMBUED

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

IMBUED

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





- 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

IMBUED

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

IMBUED

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

- 6th Strikes with the weapon deal 1 additional evil damage
- 8th Strikes with the weapon deal 1 persistent 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 or primal

- 2nd The weapon can cast *produce 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 fire damage
- 6th The additional fire damage increases to 1d4
- 8th The additional fire damage increases to 1d6. On a critical hit, Strikes with the weapon deal 1d10 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 critical hit increases to 2d10
- 18th The additional fire damage increases to 1d8

- 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 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



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
- 18th** The additional good damage increases to 1d8
- 20th** 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

FORTIFICATION

FORTIFICATION

IMBUED

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

IMBUED

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 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

IMBUED

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

14th 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

IMBUED

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

18th 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

IMBUED

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

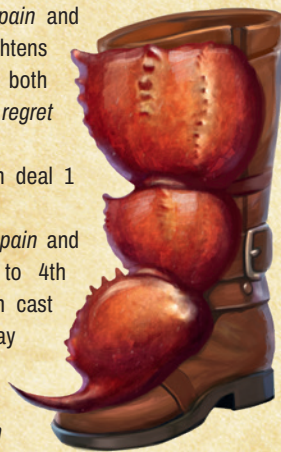
10th The persistent mental damage increases to 1d6

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



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

NEGATIVE

NEGATIVE

IMBUED

EVOCATION MAGICAL NEGATIVE

Type Weapon

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

Effect You imbue the weapon with negative energy, cosmological destruction.

Path Magic; 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 heighten 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* heighten to 4th level, and the weapon can cast *enervation* once per day

14th The additional negative damage increases to 1d4

16th The weapon's *enervation* and *harm* heighten to 6th level, and the weapon can cast *necrotize* once per day, but it can no longer cast *sudden blight*

18th The additional negative damage increases to 1d6

20th The weapon can cast *wail of the banshee* once per day

Path Might

4th Strikes with the weapon deal 1 additional negative damage

6th The additional negative damage increases to 1d4

8th The additional negative damage increases to 1d6

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

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

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

18th The additional negative damage increases to 1d8

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

Path Technique

4th Strikes with the weapon deal 1 persistent negative damage

6th Strikes with the weapon deal 1 additional negative damage

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

10th The persistent negative damage increases to 1d6

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

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

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

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

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

IMBUED

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, but not both

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

4th Strikes with the weapon deal 1 additional poison damage

6th The additional poison damage increases to 1d4

8th The additional poison damage increases to 1d6. On a critical hit, the target takes 1d10 persistent poison damage

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

14th On a critical hit, the persistent poison damage increases to 2d10

18th The additional poison 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

4th Strikes with the weapon deal 1 persistent poison damage

6th Strikes with the weapon deal 1 additional poison damage

8th The persistent poison damage increases to 1d6. On a critical hit, the target takes an additional 1d10 persistent poison damage (As normal, the additional persistent poison damage on a critical hit is cumulative with the regular persistent poison damage, and you add it only after doubling the regular persistent poison damage)

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

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

16th At the end of a creature's turn, if it has failed to remove the persistent poison damage from this imbued property, choose clumsy, enfeebled, or stupefied. The creature gains that condition with a condition value of 1, or increases the condition value by 1 if it already had that condition, to a maximum of 3. If the creature

ever removes 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

IMBUED

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. As normal, positive damage only harms undead and other creatures with negative healing, such as dhampirs.

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

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

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

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

8th The weapon can cast 3rd-level *disrupting weapon* once per day

10th Strikes with the weapon deal 1 additional positive damage

12th 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

14th The additional positive damage increases to 1d4

16th The weapon can cast *regenerate* once per day. The weapon's *disrupting weapon* and *heal* heighten to 5th level

18th The additional positive damage increases to 1d6

20th The weapon's *heal* and *regenerate* heighten to 8th level

Path Might

2nd Strikes with the weapon deal 1 additional positive damage

4th The additional positive damage increases to 1d4

6th The additional positive damage increases to 1d6. On a critical hit, the undead is also enfeebled 1 until the end of your next turn

10th The positive damage dealt by this imbued property ignores resistances

14th On a critical hit, instead of being enfeebled 1 until the end of your next turn, the undead 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 then, on a failure, it's enfeebled 3 until then, and on a critical failure, it's destroyed. This effect has the incapacitation trait

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

2th Strikes with the weapon deal 1 persistent positive damage

4th Strikes with the weapon deal 1 additional positive damage

6th The persistent positive damage increases to 1d6. On a critical hit, the undead is also enfeebled 1 until the end of your next turn

10th The positive damage dealt by this imbued property (including persistent positive damage) ignores resistances





- 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

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

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

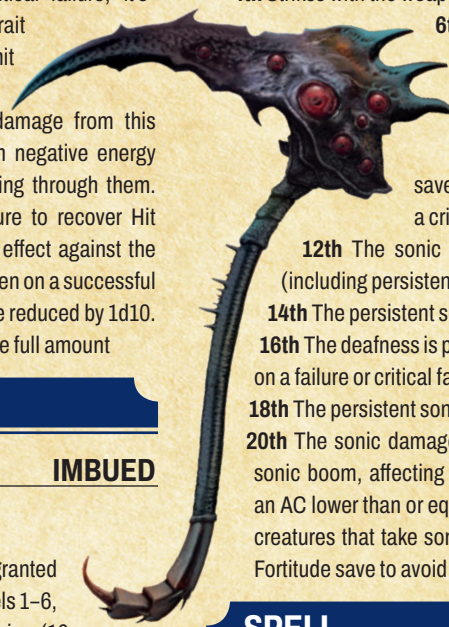
12th The sonic damage dealt by this imbued property (including persistent sonic damage) ignores resistances

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

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 spells 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*

