

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

SPIKED

IMBUED

EVOCAION 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 1 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.



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.

MIRRORED

MIRRORED

IMBUED

ABJURATION MAGICAL

Type Shield

Parts The monster must have a status bonus on saves against magic, golem antimagic, or an ability to counter or reflect magic or ranged attacks, such as Counterspell or spell turning.

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

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

IMBUED

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*^{SOM} 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*^{SOM} (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*^{SOM} 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.

18th 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

IMBUED

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 *penumbral 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 *penumbral 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

IMBUED

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 scree*^{SOM} as a cantrip, heightened to half the item's level rounded up.

4th The weapon can cast *pummeling rubble*^{APG} 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.



- 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 break the rocks and 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.

ELONGATING

ELONGATING

IMBUED

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 \blacklozenge 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).



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

IMBUED

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*^{SOM} 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 9th-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.

18th 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.

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 **◆◆◆** 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.

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*^{SOM} 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.



- 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

IMBUED

EVOCAION **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 item's level 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.





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.
- 20th** 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.

