Gathering Ingredients

The first step in upgrading weapons with monster parts is gathering suitable parts. After a battle, the PCs can spend 10 minutes gathering the monsters' parts (a PC can instead take their time to gain a greater value of parts, see Gathering More from Monsters on page 181). The time it takes to gather normally does not depend on how big or numerous the monsters were, though the GM might determine that a battle with particularly enormous or numerous monsters require multiple 10 minute increments to gather all the parts. Gathering parts automatically succeeds without a check. Monster parts vary in Bulk based on the original monster, but they generally tend to be extremely bulky. While the Bulk is at the GM's discretion, typical Bulk values are light Bulk for the parts of a Small creature, 1 Bulk for Medium, 2 Bulk for Large, 4 Bulk for Huge, and 8 Bulk for Gargantuan. As such, it is usually a good idea for PCs to use the parts quickly to upgrade their items via refining and imbuing.

While many monster parts are gathered by harvesting them directly from monsters, most campaigns will include opponents that are not sources of parts (such as human foes). These foes might instead carry refined items that the PCs can break down for useful parts for their own equipment, or even unrefined monster parts. The PCs can keep track of monster parts by their value,

as well as the monster that provided them (for instance, "12 gp of giant crab parts"). This represents a variety of parts from those creatures, and the PCs can split the value of parts as needed. For instance, if the PCs used 10 gp of those giant crab parts to refine a weapon, they would have 2 gp of giant crab parts remaining.

It's recommended that the PCs be allowed to allocate and spend monster parts shortly after earning them, to avoid needing to drag along bulky materials and keep track of a large list of parts from different creatures and values (see Refining below for a discussion on how to allocate these quickly). As the GM, you determine the value of the monster parts the PCs find. To determine how much value in monster parts, as well as other treasure, PCs should be earning over the course of a level, use the appropriate Party Treasure by Level table: **Table 1A** for the Light variant, **Table 1B** for the Hybrid variant, or **Table 1C** for the Full variant. These tables replace the Table 10-9: Party Treasure table of the *Pathfinder Second Edition Core Rulebook*.

For GMs looking to select treasure for a single encounter, use the tables of monster parts per monster: **Table 2A** for the Light variant, **Table 2B** for the Hybrid Variant, or **Table 2C** for the Full variant. These tables work on the same encounter building assumptions used in the *Pathfinder Second Edition Gamemastery Guide* Treasure by Encounter

table. This means they provide approximately the right amount of monster parts for the level if the GM uses about 640 XP worth of monsters that grant monster parts, with the rest of the XP from hazards and achievements and the rest of the wealth from "Extra Treasure" (as indicated in the final column in the *Gamemastery Guide's* table) found in caches, treasure chests, and other such locations. The GM can supply some or all of the Extra Treasure in the form of monster parts given as rewards for the PCs' accomplishments. In the Full variant, if the GM wants to have more monster battles than normal for each level, she can just use 800 XP worth of monsters instead of giving Extra Treasure (with the rest of the XP from hazards and achievements).

GMs can also use the monster parts per monster table to adjust a prepublished adventure to use this system. Simply add the listed monster parts by level for each opponent, and then subtract the appropriate amount of other treasure elsewhere (just currency for Light, coin and half the permanent items for Hybrid, and everything for Full).

Because treasure doesn't vary at exactly the same rate as experience, it is possible that if your group's encounters are particularly skewed towards single opponents above the party's level or many weak opponents; these situations might wind up giving a value of monster parts that is above or below expectations. This is especially true with very low level monsters and with monsters levels 17 through 20, the values for low level monsters have been adjusted slightly to reduce this effect. Because of these factors, the tables for monster parts over the course of an entire level (**Tables 1A** through **1C**) more accurately represent an appropriate amount of treasure than the monster parts value per monster tables (**Tables 2A** through **2C**). However, the parts per monster tables are easier and more convenient to use when building encounters; GMs can use either or both

WHAT MAKES A MONSTER?

This system works no matter how you define a monster, but, in most cases, PC ancestries like humans, elves, or orcs aren't a source for parts, except among evil groups that might wear leather armor made of tanned human skin and the like. Similarly, while killing an angel for parts would work following these rules, most groups would likely balk at murdering a being of pure good. When it comes to a diplomatic solution, an angel or other creature the PCs befriend might be willing to offer some shed feathers, scales, or so on to use in item crafting. The way magic works, an angel's feather freely given to a worthy ally after a quest might have as much potential for crafting as many feathers as those taken from the corpse of a murdered angel. Since the system only measures the value of the parts and not the volume, you are free to make the decisions that work for your situation.

sets of tables to suit their style of running games.

For example, a group of 4 level 10 PCs using the full variant just defeated a level 13 purple worm. According to **Table 1C**, the GM should give out a total of 8,000 gp of monster parts for level 10 PCs, and the purple worm was worth 120 XP, representing a little over 1/5 of the total XP of monsters the party will face at this level, so the GM decides to give the PCs 1,750 gp worth of monster parts. If the GM needed an answer quickly and hadn't planned out the treasure for the entire level, they could instead use **Table 2C**, which says to give out 1,560 gp worth of monster parts since the monster was level 13.

TABLE 1A: PARTY TREASURE BY LEVEL (LIGHT VARIANT)

Level	Total Value	Permanent Items (By Item Level)	Consumables (By Item Level)	Monster Parts (Value)	Monster Parts per Additional PC (Value)
1	175 gp	2nd: 2, 1st: 2	2nd: 2, 1st: 3	40 gp	10 gp
2	300 gp	3rd: 2, 2nd: 2	3rd: 2, 2nd: 2, 1st: 2	70 gp	18 gp
3	500 gp	4th: 2, 3rd: 2	4th: 2, 3rd: 2, 2nd: 2	120 gp	30 gp
4	860 gp	5th: 2, 4th: 2	5th: 2, 4th: 2, 3rd: 2	200 gp	50 gp
5	1,350 gp	6th: 2, 5th: 2	6th: 2, 5th: 2, 4th: 2	320 gp	80 gp
6	2,000 gp	7th: 2, 6th: 2	7th: 2, 6th: 2, 5th: 2	500 gp	125 gp
7	2,900 gp	8th: 2, 7th: 2	8th: 2, 7th: 2, 6th: 2	720 gp	180 gp
8	4,000 gp	9th: 2, 8th: 2	9th: 2, 8th: 2, 7th: 2	1,000 gp	250 gp
9	5,700 gp	10th: 2, 9th: 2	10th: 2, 9th: 2, 8th: 2	1,400 gp	350 gp
10	8,000 gp	11th: 2, 10th: 2	11th: 2, 10th: 2, 9th: 2	2,000 gp	500 gp
11	11,500 gp	12th: 2, 11th: 2	12th: 2, 11th: 2, 10th: 2	2,800 gp	700 gp
12	16,500 gp	13th: 2, 12th: 2	13th: 2, 12th: 2, 11th: 2	4,000 gp	1,000 gp
13	25,000 gp	14th: 2, 13th: 2	14th: 2, 13th: 2, 12th: 2	6,000 gp	1,500 gp
14	36,500 gp	15th: 2, 14th: 2	15th: 2, 14th: 2, 13th: 2	9,000 gp	2,250 gp
15	54,500 gp	16th: 2, 15th: 2	16th: 2, 15th: 2, 14th: 2	13,000 gp	3,250 gp
16	82,500 gp	17th: 2, 16th: 2	17th: 2, 16th: 2, 15th: 2	20,000 gp	5,000 gp
17	128,000 gp	18th: 2, 17th: 2	18th: 2, 17th: 2, 16th: 2	30,000 gp	7,500 gp
18	208,000 gp	19th: 2, 18th: 2	19th: 2, 18th: 2, 17th: 2	48,000 gp	12,000 gp
19	355,000 gp	20th: 2, 19th: 2	20th: 2, 19th: 2, 18th: 2	80,000 gp	20,000 gp
20	490,000 gp	20th: 4	20th: 4, 19th: 2	140,000 gp	35,000 gp

TABLE 1B: PARTY TREASURE BY LEVEL (HYBRID VARIANT)

Level	Total Value	Permanent Items (By Item Level)	Consumables (By Item Level)	Monster Parts (Value)	Monster Parts per Additional PC (Value)
1	175 gp	2nd: 1, 1st: 1	2nd: 2, 1st: 3	95 gp	24 gp
2	300 gp	3rd: 1, 2nd: 1	3rd: 2, 2nd: 2, 1st: 2	165 gp	40 gp
3	500 gp	4th: 1, 3rd: 1	4th: 2, 3rd: 2, 2nd: 2	280 gp	70 gp
4	860 gp	5th: 1, 4th: 1	5th: 2, 4th: 2, 3rd: 2	460 gp	115 gp
5	1,350 gp	6th: 1, 5th: 1	6th: 2, 5th: 2, 4th: 2	730 gp	180 gp
6	2,000 gp	7th: 1, 6th: 1	7th: 2, 6th: 2, 5th: 2	1,110 gp	275 gp
7	2,900 gp	8th: 1, 7th: 1	8th: 2, 7th: 2, 6th: 2	1,580 gp	400 gp
8	4,000 gp	9th: 1, 8th: 1	9th: 2, 8th: 2, 7th: 2	2,200 gp	550 gp
9	5,700 gp	10th: 1, 9th: 1	10th: 2, 9th: 2, 8th: 2	3,100 gp	775 gp
10	8,000 gp	11th: 1, 10th: 1	11th: 2, 10th: 2, 9th: 2	4,400 gp	1,100 gp
11	11,500 gp	12th: 1, 11th: 1	12th: 2, 11th: 2, 10th: 2	6,200 gp	1,550 gp
12	16,500 gp	13th: 1, 12th: 1	13th: 2, 12th: 2, 11th: 2	9,000 gp	2,250 gp
13	25,000 gp	14th: 1, 13th: 1	14th: 2, 13th: 2, 12th: 2	13,500 gp	3,375 gp
14	36,500 gp	15th: 1, 14th: 1	15th: 2, 14th: 2, 13th: 2	20,000 gp	5,000 gp
15	54,500 gp	16th: 1, 15th: 1	16th: 2, 15th: 2, 14th: 2	29,500 gp	7,375 gp
16	82,500 gp	17th: 1, 16th: 1	17th: 2, 16th: 2, 15th: 2	45,000 gp	10,250 gp
17	128,000 gp	18th: 1, 17th: 1	18th: 2, 17th: 2, 16th: 2	69,000 gp	17,250 gp
18	208,000 gp	19th: 1, 18th: 1	19th: 2, 18th: 2, 17th: 2	112,000 gp	28,000 gp
19	355,000 gp	20th: 1, 19th: 1	20th: 2, 19th: 2, 18th: 2	190,000 gp	47,500 gp
20	490,000 gp	20th: 2	20th: 4, 19th: 2	280,000 gp	70,000 gp

TABLE 1C: PARTY TREASURE BY LEVEL (FULL VARIANT)

Level	Monster Parts (Value)	Monster Parts per Additional PC (Value)
1	175 gp	45 gp
2	300 gp	75 gp
3	500 gp	125 gp
4	860 gp	215 gp
5	1,350 gp	340 gp
6	2,000 gp	500 gp
7	2,900 gp	725 gp
8	4,000 gp	1,000 gp
9	5,700 gp	1,425 gp
10	8,000 gp	2,000 gp
11	11,500 gp	2,875 gp
12	16,500 gp	4,125 gp
13	25,000 gp	6,250 gp
14	36,500 gp	9,125 gp
15	54,500 gp	13,625 gp
16	82,500 gp	20,625 gp
17	128,000 gp	32,000 gp
18	208,000 gp	52,000 gp
19	355,000 gp	88,750 gp
20	490,000 gp	122,500 gp

TABLE 2A: MONSTER PARTS GAINED PER MONSTER (LIGHT VARIANT)

Creature Level	Monster Parts (Value)
-1	1.5 gp
0	2.25 gp
1	3.5 gp
2	5 gp
3	7 gp
4	12 gp
5	18 gp
6	30 gp
7	45 gp
8	64 gp
9	90 gp
10	125 gp
11	175 gp
12	250 gp
13	375 gp
14	560 gp
15	810 gp
16	1,250 gp
17	1,875 gp
18	3,000 gp
19	5,000 gp
20	8,750 gp
21	10,000 gp
22	17,500 gp
23	20,000 gp
24	35,000 gp
25	40,000 gp

TABLE 2B: MONSTER PARTS GAINED PER MONSTER (HYBRID VARIANT)

Creature Level	Monster Parts (Value)
-1	3.5 gp
0	5 gp
1	7 gp
2	12 gp
3	18 gp
4	27 gp
5	45 gp
6	65 gp
7	100 gp
8	140 gp
9	200 gp
10	275 gp
11	390 gp
12	560 gp
13	840 gp
14	1,250 gp
15	1,850 gp
16	2,800 gp
17	4,300 gp
18	7,000 gp
19	12,000 gp
20	17,500 gp
21	24,000 gp
22	35,000 gp
23	48,000 gp
24	70,000 gp
25	96,000 gp

TABLE 2C: MONSTER PARTS GAINED PER MONSTER (FULL VARIANT)

Creature Level	Monster Parts (Value)
-1	6.5 gp
0	9 gp
1	13 gp
2	22 gp
3	30 gp
4	50 gp
5	80 gp
6	125 gp
7	180 gp
8	250 gp
9	360 gp
10	500 gp
11	720 gp
12	1.030 gp
13	1,560 gp
14	2,300 gp
15	3,400 gp
16	5,150 gp
17	8,000 gp
18	13,000 gp
19	22,500 gp
20	30,000 gp
21	45,000 gp
22	60,000 gp
23	90,000 gp
24	120,000 gp
25	180,000 gp

GATHERING MORE FROM MONSTERS

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

MONSTER SCAVENGER   FEAT 1

GENERAL **SKILL**

Prerequisites trained in Survival

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

TRADING MONSTER PARTS

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

HAUNTS AND HAZARDS

PCs can also gather parts or residues from a hazard with a physical manifestation. You can use the value for a creature if it's a complex hazard, or ¼ that value for a simple hazard.

Refining

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

Beyond the basics, refining upgrades an item's basic functionality and allows the item to be imbued with additional powers (See Imbuing on page 188). To refine an item, you first gather monster parts that meet the requirements listed in the item's refining entry and combine them into the item. You can't use this process on an item made from a particular material since you're building and refining it out of monster parts, and you can't use this process on a magic item. A refined shield normally uses the statistics for a steel shield. Because items refined from monster parts usually aren't metal, they bypass a druid's restriction against wearing metal armor and shields, which offers a small but noticeable improvement for druids' survivability. If your group wishes to maintain the status quo for druids instead, limit druids to a base armor that wouldn't contain metal and have their shields use the Hardness, HP, and BT thresholds listed for bucklers.

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

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

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

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

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

REFINING DETAILS

The five main categories of items you can refine are weapons, armor, shields, Perception items, and skill items. You can refine an item with monster parts, causing the item's value to increase. Refined items level up when the total value of monster parts used to refine them reaches set thresholds, and as you keep refining and leveling up your items, they grant additional benefits. Use **Table 3A** and **Table 3B** to determine the total value of monster parts needed to level up your items. **Tables 4A** through **4E** list the benefits each type of item grants based upon its level. In addition to these specific benefits, increasing an item's level also increases your options when imbuing the item (see page 188). You can't refine an item to a level above your character's level, but you can refine additional monster parts to an item to increase its value towards the next level. If you refine enough parts into an item in which your character level is the only limitation preventing it from leveling up, the item levels up as soon as your character does.

SALVAGING & TRANSFERRING

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

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

Sometimes the story you want to tell is less about building items from monster parts and more about characters who are permanently changed by their adventures and the creatures they encounter. In some cases, this might be visceral and material, such as when a character eats monster parts to gain the monster's power, but often the connection can be magical, emotional, or metaphysical. The undying hatred of the defeated demon lord or fey monarch or the love of the allied nymph queen or vampire count can both be powerful forces that change the character. In fact, these might be preferable to the narrative when it comes to determining rewards for nonviolent encounters.

When using this variant, the characters themselves can be the target for refining and imbuing for unarmed attacks (instead of handwraps), unarmored defense (instead of explorer's clothing), or for a skill item or Perception item (without the item). In that case, decide what part of the character's body, mind, life force, or spirit is being refined or imbued, reduce the character's limit on invested items by 1 (as if they were permanently investing an item), and then otherwise use the normal rules for refining and imbuing.

For example, while playing with hybrid variant of monster parts, blessings from a mated pair of giant eagles might imbue the party ranger's eyes with greater perception. The ranger would mark the investiture, the same as if they were investing eyes of the eagle, and then add 36 gp (the appropriate value for two level 3 creatures in the hybrid variant) to refine the ranger's eyes as a Perception item. As this is enough to bring the ranger's eyes up to a refinement level of 3, the ranger would gain a +1 item bonus to Perception checks.

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

For our example rogue, if they had a *+1 striking cold might (4) rapier (6)* with a refinement value of 250 gp and an *imbued cold property (4)* with a value of 100 gp, and

VARIANT: PRECIOUS MATERIALS AND REFINING

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

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

they wanted to transfer the refinement from a *+2 striking greatsword (10)* with a refinement value of 1,000 gp to the rapier, and keep the rapier's imbue property, they would calculate the difference in refinement value (1,000 gp – 250 gp = 750 gp), divide by 10 (for the additional 10%) to then provide 75 gp worth of monster parts to perform the transfer. With the transfer complete, the rapier would become a *+2 striking cold might (4) rapier (10)* and have a refinement value of 1,000 gp and the greatsword would become a *+1 striking greatsword (6)* would have a refinement value of 250 gp.
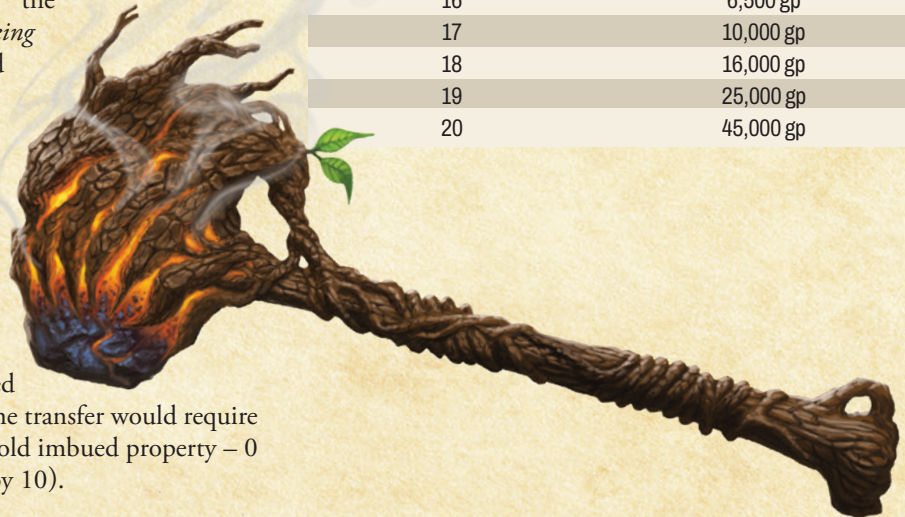
On the other hand, if the barbarian insisted that instead of transferring the refinement value to the rapier, the group should transfer the cold imbued property onto the greatsword, the transfer would require 10 gp of parts (100 gp for the cold imbued property – 0 gp for the greatsword, divided by 10).

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

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

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

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

REFINING WEAPONS

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

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

Imbuing You can imbue the weapon up to the listed number of times (see Imbuing on page 188).

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

TABLE 4A: REFINEMENT BENEFITS BY LEVEL (WEAPON)

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

REFINING ARMOR

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

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

Imbuing You can imbue the armor up to the listed number of times (see Imbuing on page 188).

REFINING AND IMBUING VS RUNES

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

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

TABLE 4B: REFINEMENT BENEFITS BY LEVEL (ARMOR)

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

OTHER ITEMS

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

REFINING SHIELDS

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

Hardness The shield has the listed Hardness.

HP The shield has the listed number of Hit Points.

BT The shield has the listed Broken Threshold.

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

TABLE 4C: REFINEMENT BENEFITS BY LEVEL (SHIELD)

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

REFINING PERCEPTION ITEMS

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

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

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

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

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

REFINING SKILL ITEMS

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

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

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

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

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

REFINING STAVES

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

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

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

TABLE 4F: REFINEMENT BENEFITS BY LEVEL (STAFF)

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

EXAMPLE OF REFINING

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

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

Imbuing

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

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

When you reach the values specified in **Table 5A** (if imbuing a weapon or suit of armor) or **Table 5B** (if imbuing a shield, Perception item, or skill item), the imbued property levels up, potentially granting increased benefits to the item. Just like with refining, the value and benefits are cumulative, and you can keep adding value to increase the imbued property's level further and gain more benefits. An imbued property's level can never be higher than the item's level or your level, whichever is lower. Much like in refining, you can keep contributing monster parts and imbuing the property past that point, and in that case, the imbued property's level increases immediately once you refine the item enough to increase the item's refining level. Unlike refining, which only has a single option depending on the type of item, you can choose from several options when you imbue an item, and some of them have multiple upgrade paths, allowing you to customize your item to match your personal playstyle.

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

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

Item Level	Total Cost
13	3,000 gp
14	4,500 gp
15	6,500 gp
16	10,000 gp
17	15,000 gp
18	24,000 gp
19	40,000 gp
20	70,000 gp

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

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

EXAMPLE OF IMBUING

The party's level 7 fighter just refined a level 6 longsword out of tyrannosaurus parts (see Example of Refining on page 187). Realizing they could also imbue a property, they decided the only thing better than a tyrannosaurus tooth longsword is one that's on fire! Fortunately, the group recently defeated 2 magma scorpions, gaining 280 gp worth of parts. Since the magma scorpions have the fire trait or an attack or spell that deals fire damage (they have both!), the fighter imbues all the parts into their longsword, choosing to imbue the property of fire. The fighter has three choices of path for this imbued property and chooses the path of might. Imbuing 250 gp of parts increases the imbued property's level to 6 (the current maximum, since the item level of the longsword is 6), and lights the tyrannosaurus tooth longsword aflame, allowing it to deal 1d4 additional fire damage! The final weapon is a *+1 striking fire might (6) tyrannosaurus tooth longsword (6)* refined to 274 gp!

IMBUED PROPERTIES

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

VARIANT: RELIC IMBUING

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

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

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

To use an activated ability of an imbued property on a held item, such as a weapon, you must be wielding the item. Any effects are cumulative.

For instance, if you wanted to make the ultimate fire sword, you could imbue the sword with fire from each of the magic, might, and technique paths. You would combine the fire damage and persistent fire damage from all three paths to determine the weapon's total effects, meaning you would eventually deal 5d10 persistent fire damage on a critical hit!