

ACID

Type Focus, handwraps, or weapon

Parts The monster must have resistance or immunity to acid damage, or an attack or ability that deals acid damage.

Effect You imbue your item with corrosive acid.

PATH MAGIC

Imbuement 1 You can cast the *acid splash* cantrip at your level from the item.

Imbuement 2 The item gains 2 charges. You can cast *acid arrow* from the item.

Imbuement 3 The item gains 4 charges (6 total).

Imbuement 4 The item gains 4 charges (10 total).

Imbuement 5 The item gains 6 charges (16 total). You can cast *cloudkill* from it. When you cast *cloudkill* in this way, the spell deals acid damage instead of poison damage.

Imbuement 6 The item gains 6 charges (22 total). You can cast *disintegrate* from it. When you cast *disintegrate* in this way, the spell deals acid damage instead of force damage.



PATH MIGHT

Imbuement 1 The item gains the ability **Acid Critical**. **Acid Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals acid damage, the target takes an extra 1d6 acid damage.

Imbuement 2 The item gains the ability **Acid Strike**. **Acid Strike** When you hit with this item or deal acid damage with a spell, the target takes an extra 1 acid damage.

Imbuement 3 A target subjected to **Acid Critical** also takes 1d6 acid damage at the end of its next turn.

Imbuement 4 The extra damage from **Acid Strike** increases to 1d4.

Imbuement 5 The damage from **Acid Critical** increases to 2d6 immediately and 2d6 at the end of the target's next turn.

Imbuement 6 The extra damage from **Acid Strike** increases to 1d8.

PATH TECHNIQUE

Imbuement 1 Attacks and acid spells from this item deal double damage to inanimate objects. You can use an action to weaken a nonmagical object with acid. Attempts to break a weakened item are made with advantage.

Imbuement 2 The item gains the ability **Acid Spray**. **Acid Spray** When you hit with this item or cast a spell that deals acid damage, you can choose up to two additional creatures within 5 feet of the initial target. Those creatures are sprayed with acid and take 2d4 acid damage. You can use **Acid Spray** three times per day, but only once per turn.

Imbuement 3 You gain resistance to acid damage. Acid damage dealt by this item ignores resistance to acid damage.

Imbuement 4 When you use **Acid Spray**, you can spray all creatures of your choice within 10 feet of the initial target, and the damage those creatures take increases to 4d4.

Imbuement 5 You can use **Acid Spray** five times per day, but only once per turn.

Imbuement 6 When you use **Acid Spray**, the initial target and all creatures you spray with acid must also make a successful Constitution saving throw or be blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that fails the saving throw three times before the effect ends is permanently blinded.

BANE

Type Handwraps or 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 bane against fiends.

Effect You imbue the item 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 item particularly effective against a specific type of creature. When you create a bane item, choose aberration, beast, celestial, construct, dragon, elemental, fey, fiend, giant, monstrosity, ooze, plant, or undead. Hereafter, this entry refers to the type of creature you chose as the item's "bane type."

Imbuement 1 While you are touching the item, it pulses when a creature of the bane type is within 30 feet of you, warning you of their presence. This is a magical divination effect, and it might be fooled by a creature using magic to conceal its true nature.

Imbuement 2 The item gains the ability Bane Slayer. **Bane Slayer** When you hit with this item, the target takes an extra 2d6 damage of the item's type. You can use Bane Slayer three times per day against creatures not of the bane type, and an unlimited number of times against creatures of the bane type, but not more than once per turn in either case.

Imbuement 3 You have advantage on saving throws against spells and effects imposed by creatures of the bane type. Damage dealt by this item to a creature of the bane type ignores the creature's damage resistances.

Imbuement 4 The extra damage from Bane Slayer increases to 4d6.

Imbuement 5 You can use Bane Slayer five times per day against creatures not of the bane type.

Imbuement 6 The extra damage from Bane Slayer increases to 6d6. The first time each turn a bane creature takes damage from Bane Slayer, it must succeed on a Constitution saving throw or also be stunned until the end of its next turn.



on extra psychic damage from Chaos Strike, the target takes an additional 1d4 psychic damage.

Imbuement 3 When you subject a target to Chaos Critical, the target's defenses are also weakened.

The next attack made against the target before the end of your next turn is made with advantage.

If the target is a celestial, construct, or devil, all attacks against it before the end of your turn are made with advantage.

Imbuement 4 The item gains the ability Improved Chaos Strike.

Improved Chaos Strike When you hit with this item or deal damage with a spell, you deal an extra 1 psychic damage, or an extra 2d4 psychic damage if the target is a celestial, construct, or devil. Each time a 4 is rolled on extra psychic damage from Improved Chaos Strike, the target takes an additional 1d4 psychic damage.

Imbuement 5 The damage from Chaos Critical increases to 2d6, or 4d6 if the target is a celestial, construct, or devil.

Imbuement 6 The damage from Improved Chaos Strike increases to 1d4, or 4d4 if the target is a celestial, construct, or devil.

CHAOTIC

Type Focus, handwraps, or weapon

Parts The monster must be an aberration, demon, or fey creature.

Effect You imbue your item with anarchic chaos to defeat orderly foes. You cannot imbue an item with this property if your alignment is lawful or if the item already has a lawful imbue.

PATH MAGIC

Imbuement 1 Choose either *eldritch blast* or *sacred flame*. You can cast this cantrip at your level.

Imbuement 2 The item gains 2 charges. You can cast *bane* from it.

Imbuement 3 The item gains 4 charges (6 total). You can cast *hypnotic pattern* from it.

Imbuement 4 The item gains 4 charges (10 total). You can cast *confusion* from it.

Imbuement 5 The item gains 6 charges (16 total).

Imbuement 6 The item gains 6 charges (22 total). You can cast *prismatic spray* from it.

PATH MIGHT

Imbuement 1 The item gains the ability Chaos Critical. **Chaos Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals damage, the target takes an extra 1d4 psychic damage, or 2d4 psychic damage if it is a celestial, construct, or devil.

Imbuement 2 The item gains the ability Chaos Strike. **Chaos Strike** When you hit a celestial, construct, or devil with an attack, or deal damage to a celestial, construct, or devil with a spell, the target takes an extra 1d4 psychic damage. Each time a 4 is rolled

PATH TECHNIQUE

Imbuement 1 You have advantage on all saving throws against magic that allows other creatures to determine whether you are lying, know your alignment, or punish you for breaking an oath or geas.

Imbuement 2 The item gains the ability Chaos Curse. **Chaos Curse** When you hit with the item or deal damage with a spell, you can force the target to make a Wisdom saving throw. On a failure, the target must use its reaction to make a melee attack against a randomly determined creature (other than you) within its reach. If the target is a celestial, construct, or devil, the saving throw is made with disadvantage and the attack is made with advantage. You can use Chaos Curse three times per day, but only once per turn.

Imbuement 3 While holding this item, you can use a bonus action to teleport to an unoccupied space you can see within 5 feet of you. The destination space can't be concealed from you, and there can't be more than half cover between you and space.

Imbuement 4 When you use Chaos Curse to force a celestial, construct, or devil to make an attack and the attack hits, the hit is a critical hit.

Imbuement 5 You can use Chaos Curse five times per day, but only once per turn.

Imbuement 6 A target that fails its saving throw against your Chaos Curse is charmed by you for 1 minute. The effect ends early if the target takes damage. You are immune to magic that allows other creatures to determine whether you are lying, know your alignment, or punish you for breaking an oath or geas.



CHARISMA

Type Armor, bracers, focus, or shield

Parts The monster must have Charisma as its highest or second-highest ability score.

Effect You imbue the item with dazzling charisma.

Imbuement 1 The item gains 1 charge. You can cast *heroism* from the item.

Imbuement 2 The item gains 1 charge (2 total). You gain a +2 bonus to Charisma (Persuasion) checks.

Imbuement 3 The item gains 2 charges (4 total). You can cast *suggestion* from it.

Imbuement 4 The item gains 2 charges (6 total). If your Charisma score is less than 20, it becomes 20 while you are attuned to this item.

Imbuement 5 The item gains 2 charges (8 total). If your Charisma score is less than 22, it becomes 22 while you are attuned to this item.

Imbuement 6 The item gains 3 charges (11 total). You can cast *mass suggestion* from it.



COLD

Type Focus, handwraps, or weapon

Parts The monster must have resistance or immunity to cold damage, or an attack or ability that deals cold damage.

Effect You imbue your item with chilling cold.

PATH MAGIC

Imbuement 1 You can cast the *ray of frost* cantrip at your level from the item.

Imbuement 2 The item gains 2 charges. You can cast *fog cloud* from it.

Imbuement 3 The item gains 4 charges (6 total).

Imbuement 4 The item gains 4 charges (10 total). You can cast *ice storm* from it.

Imbuement 5 The item gains 6 charges (16 total). You can cast *cone of cold* from it.

Imbuement 6 The item gains 6 charges (22 total). You can cast *wall of ice* from it.

PATH MIGHT

Imbuement 1 The item gains the ability Cold Critical. **Cold Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals cold damage, the target takes an extra 1d6 cold damage.

Imbuement 2 The item gains the ability Cold Strike. **Cold Strike** When you hit with this item or deal cold damage with a spell, the target takes an extra 1 cold damage.

Imbuement 3 The extra damage from Cold Critical increases to 2d6. When you deal cold damage to a target with Cold Critical, the target's speed is reduced by 10 feet until the end of its next turn.

Imbuement 4 The extra damage from Cold Strike increases to 1d4.

Imbuement 5 The extra damage from Cold Critical increases to 3d6. When you deal cold damage to a target with Cold Critical, the target's speed is reduced to 0 until the end of its next turn.

Imbuement 6 The extra damage from Cold Strike increases to 1d8.

PATH TECHNIQUE

Imbuement 1 As an action or bonus action, you can touch the item to the surface of nonmagical liquid, freezing a 5 ft. by 5 ft. area. The ice is solid enough to walk on. It is difficult terrain for everyone but you. The ice melts after 1 minute.

Imbuement 2 The item gains the ability Lingering Cold. **Lingering Cold** When you hit with the item or cast a spell that deals cold damage, you can affect the target with a lingering chill. For the next minute, the target takes 1d6 cold damage at the start of each of its turns. The target must make a Constitution saving throw at the end of each of its turns, ending the effect on a success. You can use Lingering Cold three times per day, but only once per turn. You can't use it on a creature that is immune to cold damage or already under the effect of Lingering Cold.

Imbuement 3 You gain resistance to cold damage. Cold damage dealt by this item ignores resistance to cold damage.

Imbuement 4 A creature affected by Lingering Cold can't use reactions, and its speed is halved. In addition, the creature can use either an action or a bonus action on its turn, but not both. Legendary actions and lair actions are unaffected.

Imbuement 5 You can use Lingering Cold five times per day, but only once per turn.

Imbuement 6 The damage dealt by Lingering Cold increases to 3d6. A creature that fails the saving throw to end Lingering Cold

three times before the effect ends freezes solid and is petrified until freed by the *greater restoration* spell or other magic. While petrified in this way, the target is resistant to all damage except bludgeoning and fire damage.

CONSTITUTION

Type Armor, bracers, shield, or focus

Parts The monster must have Constitution as its highest or second-highest ability score.

Effect You imbue the item with resilient constitution.

Imbuement 1 The item gains the ability Resilience. **Resilience** You can use a bonus action to magically regain 1d8 hit points. You can use Resilience once per day.

Imbuement 2 You gain a +2 bonus to Constitution ability checks and death saving throws. When you use Resilience, you regain 2d8 hit points.

Imbuement 3 You can use Resilience twice per day.

Imbuement 4 When you use Resilience, you regain 4d8 hit points. If your Constitution score is less than 20, it becomes 20 while you are attuned to this item.

Imbuement 5 You can use Resilience four times per day. If your Constitution score is less than 22, it becomes 22 while you are attuned to this item.

Imbuement 6 When you use Resilience, you regain 6d8 hit points. Resilience also ends blindness, deafness, and any diseases affecting you.

DEFENSE

Type Handwraps or melee weapon

Parts The monster must have a reaction that is triggered when it or a nearby creature is (or would be) attacked, hit, or damaged.

Effect You imbue the item with lightning speed for parrying and defense.

Imbuement 1 At the start of each of your turns, you can forego up to +1 of the item's refinement bonus to attack and damage rolls to transfer that amount of your bonus to your Armor Class. The adjusted bonuses remain in effect until you no longer hold the item or until the start of your next turn, whichever comes first. As usual, multiple versions of the same effect don't combine, so you can't gain an AC benefit from more than one item with the defense imbued property.

Imbuement 2 When a creature within 5 feet of you is attacked and you are also within reach or range of the attack, you can use your reaction to make yourself the target of the attack instead.

Imbuement 3 When you transfer your refinement bonus to attack and damage rolls to AC, you can choose to grant the AC bonus to a creature within 5 feet of you instead. If you do, the creature loses the benefits if you and the creature are ever more than 5 feet from each other before the effect ends.

Imbuement 4 You can transfer up to +2 of the item's refinement bonus to attack and damage rolls to AC.

Imbuement 5 You can transfer up to +3 of the item's refinement bonus to attack and damage rolls to AC.

Imbuement 6 When you transfer the item's refinement bonus to attack and damage rolls to AC, you can grant that bonus to up to two creatures within 5 feet of you, or to yourself and one creature within 5 feet of you.

DEXTERITY

Type Armor, bracers, focus, or shield

Parts The monster must have Dexterity as its highest or second-highest ability score.

Effect You imbue the item with deft dexterity.

Imbuement 1 Your walking speed increases by 5 feet.

Imbuement 2 Your jump distance is doubled. You gain a +2 bonus to Dexterity (Acrobatics) checks.

Imbuement 3 A creature that makes an opportunity attack against you has disadvantage on the attack roll. You can make a Dexterity (Athletics) check instead of a Strength (Athletics) check to climb, jump, or swim.

Imbuement 4 You can use a bonus action to make an ability check to escape a grapple. If your Dexterity score is less than 20, it becomes 20 while you are attuned to this item.

Imbuement 5 The item gains the ability Celerity. **Celerity** Once per day, you can give yourself a magical boost of speed. For the next minute, your speed is doubled, you gain a +2 bonus to AC, you have advantage on Dexterity saving throws, and you gain an additional action on each of your turns. That action can be used only to take the Attack action (one item attack only), Dash, Disengage, Hide, or Use an Object action. If your Dexterity score is less than 22, it becomes 22 while you are attuned to this item.

Imbuement 6 You can use Celerity three times per day.





ENERGY RESISTANT

Type Armor, bracers, focus, or shield

Parts The monster must have resistance or immunity to the chosen damage type.

Effect You imbue the item with protective energy.

Imbuement 1 The item gains the ability Damage Ward. **Damage**

Ward Choose one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. The item prevents the first 5 points of damage of that type that you take, after which Damage Ward is depleted until the next dawn.

Imbuement 2 Damage Ward prevents the first 15 points of the chosen damage type.

Imbuement 3 Once Damage Ward is depleted, you gain resistance to the chosen damage type until the next dawn.

Imbuement 4 Damage Ward prevents the first 30 points of the chosen damage type.

Imbuement 5 Damage Ward prevents the first 50 points of the chosen damage type.

Imbuement 6 You gain immunity to the chosen damage type.

EVIL

Type Focus, handwraps, or weapon

Parts The monster must be a fiend or celestial.

Effect You imbue the item with vile, corrupt evil to defeat righteous foes. You can't imbue an item with this property if your alignment is good or if the item already has a good imbuement.

PATH MAGIC

Imbuement 1 You can cast the *chill touch* cantrip at your level from the item.

Imbuement 2 The item gains 2 charges. You can cast *hellish rebuke* from it.

Imbuement 3 The item gains 4 charges (6 total). You can cast *fear* from it.

Imbuement 4 The item gains 4 charges (10 total). You can cast *dominate beast* from it.

Imbuement 5 The item gains 6 charges (16 total). You can cast *contagion* from it.

Imbuement 6 The item gains 6 charges (22 total). You can cast *planar ally* (fiends only) from it.

PATH MIGHT

Imbuement 1 The item gains the ability Unholy Critical. **Unholy Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals damage, the target takes an extra 1d4 fire damage, or 2d4 if the target is a celestial or humanoid.

Imbuement 2 The item gains the ability Unholy Strike. **Unholy Strike** When you hit a celestial or humanoid with an attack, or deal damage to a celestial or humanoid with a spell, the target takes an extra 1d3 necrotic damage.

Imbuement 3 The damage from Unholy Critical increases to 1d8, or 2d8 if the target is a celestial or humanoid.

Imbuement 4 The item gains the ability Improved Unholy Strike. **Improved Unholy Strike** When you hit with this item or deal damage with a spell, you deal an extra 1 necrotic damage, or 1d8 damage if the target is a celestial or humanoid.

Imbuement 5 The damage from Unholy Critical increases to 2d8, or

4d8 if the target is a celestial or humanoid.

Imbuement 6 The damage from Improved Unholy Strike increases to 1d4, or 2d8 if the target is a celestial or humanoid.

PATH TECHNIQUE

Imbuement 1 You can cast *find familiar* once per day. When you cast the spell in this way, you gain the service of an imp or quasit (your choice). The familiar must perform one simple task (such as retrieving an item or delivering a message) for you each day. Additional requests are up to the familiar to obey or ignore.

Imbuement 2 The item gains the ability Unholy Intimidation. **Unholy Intimidation** When you hit with this item or cast a spell that deals damage, you can rebuke the target or another creature you can see within 30 feet of you. The target must make a Charisma saving throw. If the target is a celestial, it has disadvantage on this saving throw. On a failure, the target is frightened of you (even if it is otherwise immune to the frightened condition) until the end of your next turn. You can use Unholy Intimidation three times per day, but only once per turn.

Imbuement 3 You gain resistance to radiant damage. Damage dealt to a celestial with this item ignores the target's resistances.

Imbuement 4 A target affected by Unholy Intimidation is also paralyzed while frightened.

Imbuement 5 You can use Unholy Intimidation five times per day, but only once per turn.

Imbuement 6 The item gains the ability Unholy Discord. **Unholy Discord** You can use a bonus action to select one target currently affected by Unholy Intimidation and sow doubt into its mind. The target must make another Charisma saving throw, with disadvantage if it is a celestial. On a failure, choose one of the target's allies that the target can see. The target no longer perceives the chosen ally as friendly. While the effect lasts, the target is frightened of its ally, refuses to assist its ally in any way, and is not a willing target of magic or other helpful effects originating from the ally. At the end of each of the target's turns it must repeat the Charisma saving throw. On a failure, the target takes 8d6 psychic damage, and the effect persists. On a success, the target takes half as much damage, the effect on itself ends, and the target is immune to Unholy Discord for 24 hours. A target can be subjected to only one Unholy Discord at a time.

FIRE

Type Focus, handwraps, or weapon

Parts The monster must have resistance or immunity to fire damage, or an attack or ability that deals fire damage.

Effect You imbue your item with searing flame.

PATH MAGIC

Imbuement 1 You can cast the *produce flame* cantrip at your level from the item.

Imbuement 2 The item gains 2 charges. You can cast *burning hands* from it.

Imbuement 3 The item gains 4 charges (6 total). You can cast *fireball* from it.

Imbuement 4 The item gains 4 charges (10 total). You can cast *wall of fire* from it.

Imbuement 5 The item gains 6 charges (16 total).

Imbuement 6 The item gains 6 charges (22 total). You can cast *fire storm* from it.

PATH MIGHT

Imbuement 1 The item gains the ability **Fire Critical**. **Fire Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals fire damage, the target takes an extra 1d6 fire damage.

Imbuement 2 The item gains the ability **Fire Strike**. **Fire Strike** When you hit with this item or deal fire damage with a spell, the target takes an extra 1 fire damage.

Imbuement 3 The extra damage from **Fire Critical** increases to 2d6.

Imbuement 4 The extra damage from **Fire Strike** increases to 1d4.

Imbuement 5 The extra damage from **Fire Critical** increases to 4d6.

Imbuement 6 The extra damage from **Fire Strike** increases to 1d8.

PATH TECHNIQUE

Imbuement 1 You can use a bonus action to cause magical flames to erupt from this item until you drop or sheathe the item or use another bonus action to extinguish them. The flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. As an action, you can touch the item to an unattended, nonmagical, flammable object (such as a pile of straw or unlit torch) and ignite the object.

Imbuement 2 The item gains the ability **Firestarter**. **Firestarter** When you hit with this item or cast a spell that deals fire damage, you can set the target on fire. While on fire, the target takes 1d6 fire damage at the start of each of its turns. If the target is already on fire, the fire damage increases by 1d6 instead. A creature can extinguish the flames by using its action to make a successful DC 10 Dexterity check. The flames are also extinguished if the target is doused with at least a gallon of water. You can use **Firestarter** three times per day, but only once per turn.

Imbuement 3 You gain resistance to fire damage. Fire damage dealt by this item ignores resistance to fire damage.

Imbuement 4 Creatures have disadvantage on Dexterity checks made to extinguish flames created by **Firestarter**. Dousing the target in water does not extinguish the flames.

Imbuement 5 You can use **Firestarter** five times a day, but only once per turn.

Imbuement 6 As an action, you can select one target currently on fire due to **Firestarter** and magically cause the flames affecting them to flare. To do so, you must be within 60 feet of the target and be able to see it. When the flames flare, the target takes 8d6 fire damage and each creature within 10 feet of the target must make a Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The **Firestarter** effect on the target you select then ends.



FORCE

Type Focus, handwraps, or weapon

Parts The monster must have resistance or immunity to force damage, the **Etherealness** action or **Incorporeal Movement** trait, or an attack or ability that deals force damage.

Effect You imbue your item with impactful force.

PATH MAGIC

Imbuement 1 You can cast the *eldritch blast* cantrip at your level from the item.

Imbuement 2 The item gains 2 charges. You can cast *magic missile* from it.

Imbuement 3 The item gains 4 charges (6 total).

Imbuement 4 The item gains 4 charges (10 total). You can cast *arcane hand* from it.

Imbuement 5 The item gains 6 charges (16 total). You can cast *wall of force* from it.

Imbuement 6 The item gains 6 charges (22 total). You can cast *forcecage* from it.

PATH MIGHT

Imbuement 1 The item gains the ability **Force Critical**. **Force Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals force damage, the target takes an extra 1d6 force damage.

Imbuement 2 The item gains the ability **Force Strike**. **Force Strike** When you hit with this item or deal force damage with a spell, the target takes an extra 1 force damage.

Imbuement 3 When you deal damage to a target with **Force Critical**, you can push the target up to 10 feet and knock it prone. If the target strikes a creature or object, such as a wall, it takes 1d6 bludgeoning damage and stops moving. A creature struck by a pushed creature must succeed on a Dexterity saving throw or take the same damage and be knocked prone.

Imbuement 4 The extra damage from **Force Strike** increases to 1d4.

Imbuement 5 You can push the target of **Force Critical** up to 20 feet. If the target strikes a creature or object, it takes 2d6 bludgeoning damage.

Imbuement 6 The extra damage from **Force Strike** increases to 1d8.

PATH TECHNIQUE

Imbuement 1 You can cast the *mage hand* cantrip.


Imbuement 2 The item gains the ability **Force Shield**. **Force Shield** When you hit with this item or cast a spell that deals force damage, you can create a shield of magical force that protects you or another creature you can see within 30 feet of you. For the next minute, the creature gains 5 temporary hit points and takes no damage from the *magic missile* spell. You can use **Force Shield** three times per day, but only once per turn.

Imbuement 3 You gain resistance to force damage. Force damage dealt by this item ignores resistance to force damage.

Imbuement 4 The temporary hit points granted by **Force Shield** increase to 10.

Imbuement 5 You can use **Force Shield** five times per day, but only once per turn. The temporary hit points granted by **Force Shield** increase to 20.





Imbue 6 Force Shield now grants 40 temporary hit points. The temporary hit points last until they're depleted or the target finishes a long rest; the protection from *magic missile* still lasts only 1 minute.

GOOD

Type Focus, handwraps, or weapon

Parts The monster must be a celestial or fiend. If a celestial, the monster part must be freely given.

Effect You imbue your item with pure and virtuous good to defeat wicked foes. You cannot imbue an item with this property if your alignment is evil or if the item already has an evil imbue.

PATH MAGIC

Imbue 1 The item gains 1 charge. You can cast *detect evil and good* from it.

Imbue 2 The item gains 1 charge (2 total). You can cast *protection from evil and good* from it.

Imbue 3 The item gains 4 charges (6 total). You can cast *branding smite* from it.

Imbue 4 The item gains 4 charges (10 total). You can cast *banishment* from it.

Imbue 5 The item gains 6 charges (16 total). You can cast *dispel evil and good* from it.

Imbue 6 The item gains 6 charges (22 total). You can cast *divine word* from it.

PATH MIGHT

Imbue 1 The item gains the ability Holy Critical. **Holy Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals damage, the target takes an extra 1d4 radiant damage, or 2d4 if it is a fiend or undead.

Imbue 2 The item gains the ability Holy Strike. **Holy Strike** When you hit a fiend or undead with an attack, or deal damage to a fiend or undead with a spell, the target takes an extra 1d4 radiant damage.

Imbue 3 A fiend or undead subjected to Holy Critical is also frightened until the end of its next turn, even if the target is normally immune to the frightened condition.

Imbue 4 The item gains the ability Improved Holy Strike. **Improved Holy Strike** When you hit with this item or deal damage with a spell, you deal an extra 1 radiant damage, or an extra 1d10 radiant damage if the target is a fiend or undead.

Imbue 5 A creature subjected to Holy Critical is frightened for 1 minute. At the end of each of its turns, the target can make a Wisdom saving throw, ending the effect on itself on a success.

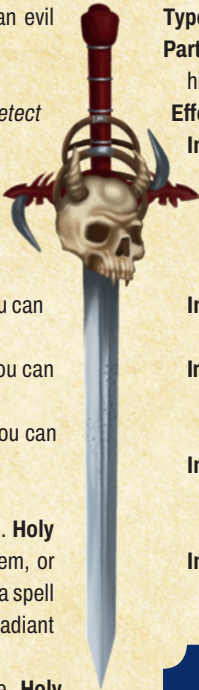
Imbue 6 The damage from Improved Holy Strike increases to 1d4, or 2d10 if the target is a fiend or undead.

PATH TECHNIQUE

Imbue 1 You can speak, understand, and read your choice of Abyssal, Celestial, or Infernal.

Imbue 2 The item gains the ability Celestial Blessing. **Celestial Blessing** When you would make a saving throw against a spell or other magical effect, you can use your reaction to grant yourself advantage on the save. You can use Celestial Blessing three times per day.

Imbue 3 You gain resistance to fire and necrotic damage.



Imbue 4 When a creature within 30 feet of you that you can see would make a saving throw against a spell or other magical effect, you can use Celestial Blessing to grant that creature (instead of yourself) advantage on the save.

Imbue 5 You can use Celestial Blessing five times per day, instead of three.

Imbue 6 When you use Celestial Blessing, you and each creature you choose that you can see within 30 feet of you gain advantage on the saving throw against the triggering effect.

INTELLIGENCE

Type Armor, bracers, focus, or shield

Parts The monster must have Intelligence as its highest or second-highest ability score.

Effect You imbue the item with brilliant intelligence.

Imbue 1 The item gains 1 charge. You can cast *detect magic* and *mage armor* from it.

Imbue 2 The item gains 1 charge (2 total). You can cast *identify* and *magic mouth* from it. You gain a +2 bonus to Intelligence (Arcana) checks.

Imbue 3 The item gains 2 charges (4 total). You can cast *counterspell* from it.

Imbue 4 The item gains 2 charges (6 total). If your Intelligence score is less than 20, it becomes 20 while you are attuned to this item.

Imbue 5 The item gains 2 charges (8 total). You can cast *arcane hand* from it. If your Intelligence score is less than 22, it becomes 22 while you are attuned to this item.

Imbue 6 The item gains 3 charges (11 total). You can cast *arcane sword* from it.

INVULNERABILITY

Type Armor or bracers

Parts The monster must have resistance or immunity to bludgeoning, piercing, or slashing damage (even if this resistance or immunity can be circumvented by magic or adamantite weapons, and so on).

Effect You imbue the item with toughness, making it proof against weapons.

Imbue 1 The item gains the ability Invulnerability. **Invulnerability** You can use a bonus action to gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks until the end of your next turn or until you are no longer wearing the armor. You can use Invulnerability once per day.

Imbue 2 When you use Invulnerability, you gain immunity (instead of resistance) to bludgeoning, piercing, and slashing damage from nonmagical attacks until the end of your next turn.

Imbue 3 Choose bludgeoning, piercing, or slashing. You gain resistance to nonmagical damage of that type.

Imbue 4 Choose a second damage type among bludgeoning, piercing, and slashing. You gain resistance to nonmagical damage of that type.

Imbue 5 The duration of Invulnerability increases to 1 minute.

Imbue 6 You gain resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks, and the duration of Invulnerability increases to 10 minutes.

LAWFUL

Type Focus, handwraps, or weapon

Parts The monster must be a celestial, construct, or devil.

Effect You imbue your item with rigid law to defeat unruly foes. You cannot imbue this property if your alignment is chaotic or if the item already has a chaotic imbue.

PATH MAGIC

Imbue 1 You can cast the *guidance* cantrip at your level.

Imbue 2 The item gains 2 charges. You can cast *command* from it.

Imbue 3 The item gains 4 charges (6 total). You can cast *zone of truth* from it.

Imbue 4 The item gains 4 charges (10 total). You can cast *banishment* from it.

Imbue 5 The item gains 6 charges (16 total). You can cast *geas* from it.

Imbue 6 The item gains 6 charges (22 total). You can cast *forcecage* from it.

PATH MIGHT

Imbue 1 The item gains the ability Lawful Critical. **Lawful Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals damage, the target takes an extra 3 force damage, or 6 force damage if it is an aberration, demon, or fey.

Imbue 2 The item gains the ability Lawful Strike.

Lawful Strike When you hit an aberration, demon, or fey with an attack, or deal damage to an aberration, demon, or fey with a spell, the target takes an extra 3 force damage.

Imbue 3 When you subject a target to Lawful Critical, the target's attacks are also weakened. The target has disadvantage on the next attack it makes before the end of your next turn. If the target is an aberration, demon, or fey, it has disadvantage on all attacks it makes before the end of your next turn.

Imbue 4 The item gains the ability Improved Lawful Strike.

Improved Lawful Strike When you hit with this item or deal damage with a spell, the target takes an extra 1 force damage, or an extra 6 force damage if the target is an aberration, demon, or fey.

Imbue 5 The damage from Lawful Critical increases to 9, or 18 if the target is an aberration, demon, or fey.

Imbue 6 The damage from Improved Lawful Strike increases to 3, or 10 if the target is an aberration, demon, or fey.

PATH TECHNIQUE

Imbue 1 The item gains the ability Sworn Oath. **Sworn Oath** When a creature, including you, willingly swears an oath while touching the item, the creature takes 2d6 lightning damage the first time it breaks the oath. In addition, all who were present when the oath was sworn know that it was broken. The effect of Sworn Oath then ends. A creature can be under only one Sworn Oath at a time.

Imbue 2 The item gains the ability Voice of Authority. **Voice of Authority** You can use a bonus action to order a creature within 30 feet of you to perform or refrain from a certain action. If it can hear and understand you, it must make a Wisdom saving throw. On a failure, the creature is charmed by you for 1 minute. While charmed, it takes 3d6 force damage the first time it disobeys your order, and the charmed effect ends. The effect also ends if the order is impossible to follow or suicidal, if the creature successfully completes the order (even in a way you don't intend), or if the creature is the target of *lesser restoration*, *remove curse*, or similar spell. You can use Voice of Authority three times per day, but only once per turn.



Imbuement 3 You have advantage on saving throws against being charmed.

Imbuement 4 The damage of both Sworn Oath and Voice of Authority increases to 8d6.

Imbuement 5 You can use Voice of Authority five times per day, but only once per turn.

Imbuement 6 While a creature is under the effect of Voice of Authority, you can use a bonus action each turn to change the orders you have given it. Doing so doesn't change the effect's duration or allow a new saving throw. You are immune to being charmed.

LIGHTNING

Type Focus, handwraps, or weapon

Parts The monster must have resistance or immunity to lightning damage, or an attack or ability that deals lightning damage.

Effect You imbue your item with shocking lightning.

PATH MAGIC

Imbuement 1 You can cast the *shocking grasp* cantrip at your level.

Imbuement 2 The item gains 2 charges. When you cast *shocking grasp*, you can expend a charge to increase the range of the spell to 30 feet.

Imbuement 3 The item gains 4 charges (6 total). You can cast *scorching ray* from it. When you cast *scorching ray* in this way, the spell deals lightning damage instead of fire damage.

Imbuement 4 The item gains 4 charges (10 total). You can cast *lightning bolt* from it.

Imbuement 5 The item gains 6 charges (16 total). You can cast *call lightning* from it.

Imbuement 6 The item gains 6 charges (22 total). You can cast *chain lightning* from it.

PATH MIGHT

Imbuement 1 The item gains the ability Lightning Critical. **Lightning Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals lightning damage, the target takes an extra 1d6 lightning damage.

Imbuement 2 The item gains the ability Lightning Strike. **Lightning Strike** When you hit with this item or deal lightning damage with a spell, the target takes an extra 1 lightning damage.

Imbuement 3 When a target is subjected to Lightning Critical, choose up to two targets you can see within 10 feet of the original target. Each target takes 1d6 lightning damage.

Imbuement 4 The extra damage from Lightning Strike increases to 1d4.

Imbuement 5 The extra damage from Lightning Critical increases to 2d6 to all targets.

Imbuement 6 The extra damage from Lightning Strike increases to 1d8.

PATH TECHNIQUE

Imbuement 1 As an action, you can focus the item's magnetic field on a ferrous metal object you can see within 30 feet of you. If the object weighs 10 pounds or less, you can pull the object to your hand (or into your space, if you don't have a free hand). If the object is being worn or carried by a creature, it can't be pulled in this way.

Imbuement 2 The item gains the ability Lightning Storm. **Lightning Storm** When you hit with this item or cast a spell that deals lightning damage, you can supercharge the air around you with electricity. Until the end of your next turn, whenever a creature within 30 feet of you leaves its space without teleporting, you can use your reaction to deal that target 2d6 lightning damage. You can use Lightning Storm three times per day, but only once per turn.

Imbuement 3 You gain resistance to lightning damage. Lightning damage dealt by this item ignores resistance to lightning damage.

Imbuement 4 When you deal lightning damage to a target with Lightning Storm, the target must also make a Dexterity saving throw. On a failed save, the target's speed becomes 0 until the start of your next turn.

Imbuement 5 You can use Lightning Storm five times per day, but only once per turn.

Imbuement 6 The damage dealt by Lightning Storm increases to 4d6. When you deal damage in this way, each creature you choose within 30 feet of you must also make a Dexterity saving throw. On a failed save, that creature takes 2d6 lightning damage.

NECROTIC

Type Focus, handwraps, or weapon

Parts The monster must have resistance or immunity to necrotic damage, or an attack or ability that deals necrotic damage.

Effect You imbue your item with creeping death.

PATH MAGIC

Imbuement 1 You can cast the *chill touch* cantrip at your level.



Imbuement 2 The item gains 2 charges. You can cast *inflict wounds* from it.

Imbuement 3 The item gains 4 charges (6 total). You can cast *vampiric touch* from it.

Imbuement 4 The item gains 4 charges (10 total). You can cast *blight* from it.

Imbuement 5 The item gains 6 charges (16 total). You can cast *contagion* from it.

Imbuement 6 The item gains 6 charges (22 total). You can cast *finger of death* from it.

PATH MIGHT

Imbuement 1 The item gains the ability Necrotic Critical. **Necrotic Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals necrotic damage, the target takes an extra 1d6 necrotic damage.

Imbuement 2 The item gains the ability Necrotic Strike. **Necrotic Strike** When you hit with this item or deal necrotic damage with a spell, the target takes an extra 1 necrotic damage.

Imbuement 3 When a target takes damage from Necrotic Critical, its life force falters. For the next minute, if the target drops to 10 hit points or fewer, it dies.

Imbuement 4 The extra damage from Necrotic Strike increases to 1d4.

Imbuement 5 A target that takes damage from Necrotic Critical dies if its hit points drop to 20 or fewer.

Imbuement 6 The extra damage from Necrotic Strike increases to 1d8.

PATH TECHNIQUE

Imbuement 1 As an action, you can cause Small or smaller nonmagical plants (such as flowers or shrubs) within 5 feet of you to wither and die.

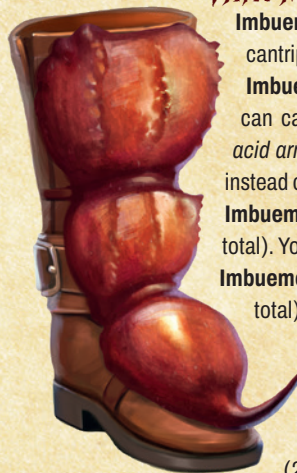
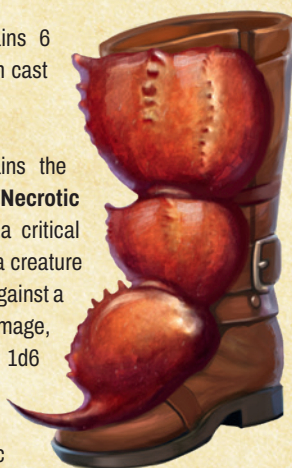
Imbuement 2 The item gains the ability Necrotic Drain. **Necrotic Drain** When you hit with this item or deal necrotic damage with a spell, you can choose to drain the target's vitality. The target takes 1d8 necrotic damage, and you gain temporary hit points equal to the damage dealt. In addition, the target can't regain hit points until the end of its next turn. You can use Necrotic Drain three times per day, but only once per turn. You can't use it on a creature already affected by Necrotic Drain.

Imbuement 3 You gain resistance to necrotic damage. Necrotic damage dealt by this item ignores resistance to necrotic damage.

Imbuement 4 The damage dealt by Necrotic Drain increases to 2d8.

Imbuement 5 You can use Necrotic Drain five times per day, but only once per turn.

Imbuement 6 Necrotic energy permeates creatures killed by the item, causing them to rise after their demise, if only briefly. A humanoid that dies while affected by Necrotic Drain rises as a wraith at the start of your next turn. The wraith obeys your commands until it is destroyed or for 1 minute, at which point it dissipates into nothingness.



POISON

Type Focus, handwraps, or weapon

Parts The monster must have resistance or immunity to poison damage, or an attack or ability that deals poison damage.

Effect You imbue your item with debilitating poison.

PATH MAGIC

Imbuement 1 You can cast the *poison spray* cantrip at your level.

Imbuement 2 The item gains 2 charges. You can cast *acid arrow* from it. When you cast *acid arrow* in this way, it deals poison damage instead of acid damage.

Imbuement 3 The item gains 4 charges (6 total). You can cast *stinking cloud* from it.

Imbuement 4 The item gains 4 charges (10 total).

Imbuement 5 The item gains 6 charges (16 total). You can cast *cloudkill* from it.

Imbuement 6 The item gains 6 charges (22 total). You can cast *prismatic spray* from it. When you cast *prismatic spray* in this way, each target of the spell is affected by the green ray only.

PATH MIGHT

Imbuement 1 The item gains the ability Poison Critical. **Poison Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals poison damage, the target takes an extra 1d8 poison damage.

Imbuement 2 The item gains the ability Poison Strike. **Poison Strike** When you hit with this item or deal poison damage with a spell, the target takes an extra 1 poison damage.

Imbuement 3 A target that takes damage from Poison Critical is also poisoned until the end of its next turn.

Imbuement 4 The extra damage from Poison Strike increases to 1d6.

Imbuement 5 The extra damage from Poison Critical increases to 3d8.

Imbuement 6 The extra damage from Poison Strike increases to 1d10.

PATH TECHNIQUE

Imbuement 1 Three times per day, you can cast *detect poison and disease*. When you cast the spell in this way, you sense poisons and poisonous creatures only (not diseases).

Imbuement 2 The item gains the ability Deadly Poison. **Deadly Poison** When you hit with this item or deal poison damage with a spell, you can choose to subject the target to a potentially lethal poison. The target must make a Constitution saving throw. On a failed save, the target takes 3d6 poison damage and is poisoned for 1 minute. On a success, the target takes half as much damage and isn't poisoned. While the target is poisoned, it must repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can use Deadly Poison three times per day, but only once per turn.

Imbuement 3 You gain resistance to poison damage. Poison damage dealt by this item ignores resistance to poison damage.

Imbuement 4 The poison damage dealt by Deadly Poison increases to 6d6.



Imbuement 5 You can use Deadly Poison five times per day, but only once per turn.

Imbuement 6 Each time a creature fails the Constitution saving throw to end Deadly Poison, it takes 6d6 poison damage.

PSYCHIC

Type Focus, handwraps, or weapon

Parts The monster must have resistance or immunity to psychic damage, or an attack or ability that deals psychic damage.

Effect You imbue your item with psionic power.

PATH MAGIC

Imbuement 1 Choose either *friends* or *vicious mockery*. You can cast this cantrip at your level.

Imbuement 2 The item gains 2 charges. You can cast *charm person* from it.

Imbuement 3 The item gains 4 charges (6 total). You can cast *fear* from it.

Imbuement 4 The item gains 4 charges (10 total). You can cast *confusion* from it.

Imbuement 5 The item gains 6 charges (16 total). Choose each *dominate person* or *telepathic bond*. You can cast the chosen spell from the item.

Imbuement 6 The item gains 6 charges (22 total). You can cast *feeblemind* from it.

PATH MIGHT

Imbuement 1 The item gains the ability **Psychic Critical**. **Psychic Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals psychic damage, the target becomes more susceptible to pain. The next time the target takes damage before the end of your next turn, it also takes 1d10 psychic damage.

Imbuement 2 The item gains the ability **Psychic Strike**. **Psychic Strike** When you hit with this item or deal psychic damage with a spell, the target takes an extra 1 psychic damage.

Imbuement 3 The extra damage from **Psychic Critical** increases to 2d10.

Imbuement 4 The extra damage from **Psychic Strike** increases to 1d4.

Imbuement 5 The extra damage from **Psychic Critical** increases to 3d10.

Imbuement 6 The extra damage from **Psychic Strike** increases to 1d8.

PATH TECHNIQUE

Imbuement 1 While you wield or wear the item, you have advantage on Wisdom (Insight) checks made to determine if a creature is lying.

Imbuement 2 The item gains the ability **Psychic Terror**. **Psychic Terror** When you hit with this item or deal psychic damage with a spell, you can fill the target's mind with terror. The target must succeed at a Wisdom saving throw or be frightened of you for 1

minute. At the end of each of its turns, the target must make a Wisdom saving throw, ending the effect on a success. You can use **Psychic Terror** three times per day, but only once per turn. You can't use it on a creature that is already under the effect of **Psychic Terror**.

Imbuement 3 You gain resistance to psychic damage. Psychic damage dealt by this item ignores resistance to psychic damage.

Imbuement 4 Whenever a creature fails its saving throw against **Psychic Terror**, it also takes 2d6 psychic damage.

Imbuement 5 You can use **Psychic Terror** five times per day, but only once per turn.

Imbuement 6 The target's terror spreads amongst its allies. At the end of each of your turns while a target is affected by **Psychic Terror**, you can select another creature within 30 feet of the target. That creature must make a Wisdom saving throw or be subjected to **Psychic Terror**.

RADIANT

Type Focus, handwraps, or weapon

Parts The monster must have resistance or immunity to radiant damage, or an attack or ability that deals radiant damage. If the monster part came from a celestial, it must be given freely.

Effect You imbue your focus, handwraps, or weapon with brilliant radiance.

PATH MAGIC

Imbuement 1 You can cast the *sacred flame* cantrip at your level.

Imbuement 2 The item gains 2 charges. You can cast *guiding bolt* from it.

Imbuement 3 The item gains 4 charges (6 total). You can cast *moonbeam* from it.

Imbuement 4 The item gains 4 charges (10 total). You can cast *guardian of faith* from it.

Imbuement 5 The item gains 6 charges (16 total). You can cast *flame strike* from it.

Imbuement 6 The item gains 6 charges (22 total). You can cast *sunbeam* from it.

PATH MIGHT

Imbuement 1 The item gains the ability **Radiant Critical**. **Radiant Critical** When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals radiant damage, the target takes an extra 1d6 radiant damage.

Imbuement 2 The item gains the ability **Radiant Strike**. **Radiant Strike** When you hit with this item or deal radiant

damage with a spell, the target takes an extra 1 radiant damage.

Imbuement 3 When you deal radiant damage to a target with **Radiant Critical**, it is also blinded until the end of its next turn.

Imbuement 4 The extra damage from **Radiant Strike** increases to 1d4.

Imbuement 5 The extra damage from **Radiant Critical** increases to 3d6.

Imbuement 6 The extra damage from **Radiant Strike** increases to 1d8.



PATH TECHNIQUE

Imbuement 1 You can use a bonus action to cause the item to shed bright light in a 60-foot radius and dim light for an additional 60 feet, or deactivate the light. You can also point the illuminated item upward to discern the current position of the sun or moon in the sky.

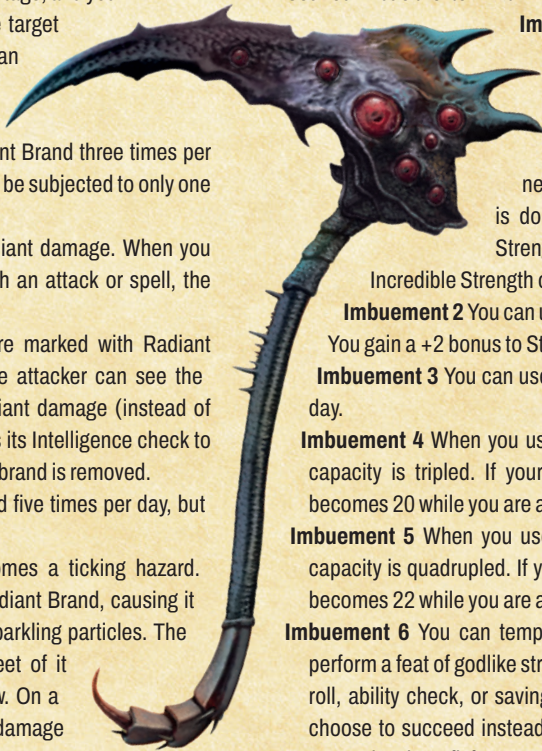
Imbuement 2 The item gains the ability **Radiant Brand**. **Radiant Brand** When you hit with this item or deal radiant damage with a spell, you can brand the target with a magical sigil for 1 minute. The sigil gives off bright light in a 5-foot radius, and the branded target can't benefit from being invisible. While the brand is active, you make Wisdom (Perception) and Wisdom (Survival) checks to locate the creature with advantage, and you deal an extra 1 radiant damage to the target whenever you hit it with an attack. As an action, the target can remove the brand with a successful Intelligence (Arcana or Religion) check. You can use Radiant Brand three times per day, but only once per turn. A target can be subjected to only one Radiant Brand at a time.

Imbuement 3 You gain resistance to radiant damage. When you deal radiant damage to a creature with an attack or spell, the damage ignores resistance.

Imbuement 4 Attacks against a creature marked with Radiant Brand are made with advantage if the attacker can see the target, and you deal an extra 1d3 radiant damage (instead of 1) to a branded target. If the target fails its Intelligence check to remove the brand, it is blinded until the brand is removed.

Imbuement 5 You can use Radiant Brand five times per day, but not more than once per turn.

Imbuement 6 The Radiant Brand becomes a ticking hazard. You can use an action to dismiss a Radiant Brand, causing it to explode in a burst of sunlight and sparkling particles. The target and each creature within 30 feet of it must make a Constitution saving throw. On a failure, a creature takes 4d6 radiant damage and is blinded until the end of its next turn. You deal an extra 1d4 radiant damage (instead of 1d3) to a branded target.



SPELL

Type Focus

Parts The monster must be capable of casting the spell you want to imbue into the item.

Effect You imbue the item with a magic spell known by a creature you defeated.

Imbuement 1 Choose a cantrip from any class's spell list. You can cast that cantrip at your level.

Imbuement 2 The item gains 2 charges. Choose a spell of up to 1st level from the spell list you chose for imbuement 1. You can cast that spell from the item.

Imbuement 3 The item gains 3 charges (5 total). Choose a spell of up to 2nd level from the spell list you chose for imbuement 1. You can cast that spell from the item.

Imbuement 4 The item gains 4 charges (9 total). Choose a spell of up to 3rd level from the spell list you chose for imbuement 1. You can cast that spell from the item.

Imbuement 5 The item gains 4 charges (13 total). Choose a spell of up to 4th level from the spell list you chose for imbuement 1. You can cast that spell from the item.

Imbuement 6 The item gains 5 charges (18 total). Choose a spell of up to 5th level from the spell list you chose for imbuement 1. You can cast that spell from the item.

STRENGTH

Type Armor, bracers, focus, or shield

Parts The monster must have Strength as its highest or second-highest ability score.

Effect You imbue the item with incredible strength.

Imbuement 1 The item gains the ability **Incredible Strength**. **Incredible Strength** As an action, you can magically infuse your limbs with supernatural strength. For the next minute, your carrying capacity is doubled, and you gain advantage on Strength-based attack rolls. You can use

Incredible Strength once per day.

Imbuement 2 You can use **Incredible Strength** twice per day. You gain a +2 bonus to Strength (Athletics) checks.

Imbuement 3 You can use **Incredible Strength** three times per day.

Imbuement 4 When you use **Incredible Strength**, your carrying capacity is tripled. If your Strength score is less than 20, it becomes 20 while you are attuned to this item.

Imbuement 5 When you use **Incredible Strength**, your carrying capacity is quadrupled. If your Strength score is less than 22, it becomes 22 while you are attuned to this item.

Imbuement 6 You can temporarily exhaust the item's magic to perform a feat of godlike strength. When you would fail an attack roll, ability check, or saving throw based on Strength, you can choose to succeed instead. If you do, you can't use **Incredible Strength** or benefit from any of the item's magical properties until the following dawn.

THROWN

Type Weapon (any thrown weapon)

Parts The monster must have a fly speed.

Effect You imbue your weapon with the power of flight.

Imbuement 1 Immediately after making a ranged attack with this item, the weapon flies back to your hand.

Imbuement 2 After you make a ranged attack with the weapon, you can use your reaction to redirect the weapon. If the attack was a miss, you can repeat the attack against the initial target. If the attack was a hit, you can make a second attack against a different target within the weapon's range. The weapon then flies back to your hand. You can redirect the weapon three times per day, but only once per turn.

Imbuement 3 The normal and maximum range of the weapon doubles, and attacking with the weapon at long range doesn't impose disadvantage on your ranged weapon attack rolls.

Imbuement 4 When you redirect the weapon to attack against a second target and that attack hits, as a part of the same reaction





you can make a third attack against a third target within the weapon's range.

Imbue ment 5 You can redirect the weapon five times per day, but only once per turn.

Imbue ment 6 When you redirect the weapon to attack a second target, you can continue making attacks against targets within the weapon's range. A creature can't be targeted by the weapon more than once as part of this reaction or the triggering attack. If an attack misses, the weapon stops attacking and immediately returns to your hand. In addition, you can now "throw" the weapon without letting go of it, magically propelling yourself through the air. While holding the weapon, you can use an action to gain a fly speed of 60 feet until the start of your next turn.

THUNDER

Type Focus, handwraps, or weapon

Parts The monster must have resistance or immunity to thunder damage, or an attack or ability that deals thunder damage.

Effect You imbue your item with reverberating sound waves.

PATH MAGIC

Imbue ment 1 You can cast the *vicious mockery* cantrip at your level. When you cast *vicious mockery* in this way, it deals thunder instead of psychic damage.

Imbue ment 2 The item gains 2 charges. You can cast *thunderwave* from it.

Imbue ment 3 The item gains 4 charges (6 total). You can cast *shatter* from it.

Imbue ment 4 The item gains 4 charges (10 total).

Imbue ment 5 The item gains 6 charges (16 total). As an action, you can expend 5 charges from the item to teleport to an unoccupied space you can see within 120 feet of you. When you do so, a thunderclap can be heard within 300 feet of your original location and your destination.

Imbue ment 6 The item gains 6 charges (22 total). You can cast *teleport* from it. When you do so, a thunderclap can be heard within 300 feet of your original location and your destination.

PATH MIGHT

Imbue ment 1 The item gains the ability Thunder Critical.

Thunder Critical When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell that deals thunder damage, the target takes an extra 1d6 thunder damage. A thunderclap can be heard within 300 feet of the target.

Imbue ment 2 The item gains the ability Thunder Strike. **Thunder Strike** When you hit with this item or deal thunder damage with a spell, the target takes an extra 1 thunder damage.

Imbue ment 3 When you deal thunder damage to a target with Thunder Critical, it is also deafened and makes Dexterity ability checks and saving throws with disadvantage until the end of its next turn.

Imbue ment 4 The extra damage from Thunder Strike increases to 1d4.

Imbue ment 5 The extra damage from Thunder Critical increases to 3d6.

Imbue ment 6 The extra damage from Thunder Strike increases to 1d8.

PATH TECHNIQUE

Imbue ment 1 You can magically amplify your voice or a sound you make with the item (by banging it against a shield, for example), allowing it to be heard up to 1,000 feet away.

Imbue ment 2 The item gains the ability Thunder Stomp. **Thunder Stomp** When you hit with this item or deal thunder damage with a spell, you can shake the earth beneath the target's feet. The target and each creature on the ground within 5 feet of it (other than you) must succeed on a Dexterity saving throw or fall prone. You can use Thunder Stomp three times per day, but only once per turn.

Imbue ment 3 You gain resistance to thunder damage. Thunder damage dealt by this item ignores resistance to thunder damage.

Imbue ment 4 Thunder Stomp affects each creature (other than you) within 10 feet of the target. Affected creatures also take 2d6 thunder damage on a failed save, or half as much damage on a successful one.

Imbue ment 5 You can use Thunder Stomp five times per day, but only once per turn.

Imbue ment 6 Thunder Stomp affects each creature of your choice within 30 feet of the target. The thunder damage increases to 4d6 on a failed save, or half as much damage on a successful one.

WILD

Type Focus, handwraps, or 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 item, 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.

Imbue ment 1 The item gains the ability Wild Critical.

Wild Critical Each dawn, roll 1d6 to determine a damage type: 1 acid, 2 cold, 3 fire, 4 lightning, 5 necrotic, 6 thunder. When you score a critical hit with this item, or when a creature rolls a 1 on a saving throw against a spell and takes damage, the target takes an extra 1d6 damage of this type.

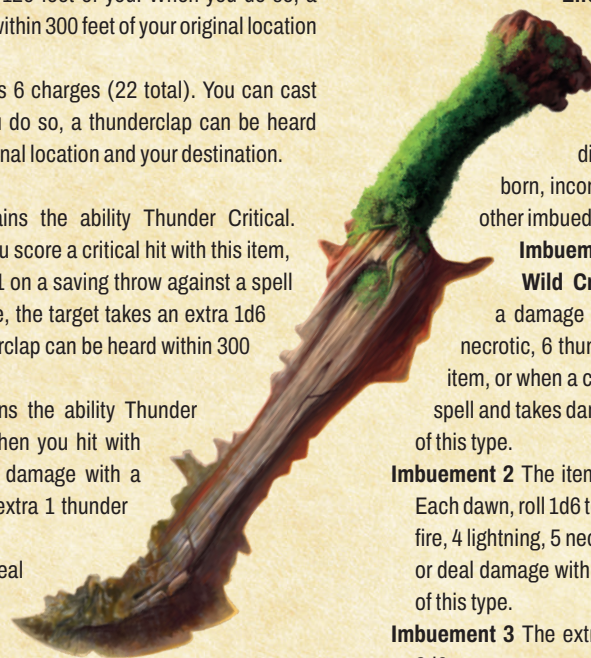
Imbue ment 2 The item gains the ability Wild Strike. **Wild Strike** Each dawn, roll 1d6 to determine a damage type: 1 acid, 2 cold, 3 fire, 4 lightning, 5 necrotic, 6 thunder. When you hit with this item or deal damage with a spell, the target takes an extra 1 damage of this type.

Imbue ment 3 The extra damage from Wild Critical increases to 2d6.

Imbue ment 4 The extra damage from Wild Strike and Wild Critical ignores resistance.

Imbue ment 5 The extra damage from Wild Strike increases to 1d4.

Imbue ment 6 The extra damage from Wild Critical increases to 4d6.



WINGED

Type Armor or bracers

Parts The monster must have a fly speed.

Effect You imbue the item with wings, which protrude from the armor's back or the sides of the bracers.

Imbuement 1 The item gains 1 charge. You can cast *feather fall* from it, targeting yourself only.

Imbuement 2 The item gains 1 charge (2 total). You can cast *jump* from it, targeting yourself only.

Imbuement 3 The item gains 4 charges (6 total). You can cast *levitate* from it, targeting yourself only. Casting *levitate* in this way doesn't require concentration.

Imbuement 4 The item gains 4 charges (10 total). You can cast *fly* from it, targeting yourself only. Casting *fly* in this way doesn't require concentration.

Imbuement 5 The item gains 1 charge (11 total). You gain a fly speed equal to your walking speed, and you don't provoke opportunity attacks when you fly out of an enemy's reach. You can expend 3 charges to increase your fly speed to twice your walking speed for 10 minutes.

Imbuement 6 The item gains 1 charge (12 total).

While using the fly speed granted by this item, you can hover. You can expend 5 charges to increase your fly speed to three times your walking speed for 10 minutes.



WISDOM

Type Armor, bracers, focus, or shield

Parts The monster must have Wisdom as its highest or second-highest ability score.

Effect You imbue the item with sagacious wisdom.

Imbuement 1 The item gains 1 charge. You can cast *detect evil and good* from it.

Imbuement 2 The item gains 1 charge (2 total). You can cast *detect magic* from it.

Imbuement 3 The item gains 2 charges (4 total). You can cast *see invisibility* from it. You gain a +2 bonus to Wisdom (Perception) checks.

Imbuement 4 The item gains 2 charges (6 total). If your Wisdom score is less than 20, it becomes 20 while you are attuned to this item.

Imbuement 5 The item gains 2 charges (8 total). You can cast *commune* from it. If your Wisdom score is less than 22, it becomes 22 while you are attuned to this item.

Imbuement 6 The item gains 3 charges (11 total). You can *true seeing* (on yourself only) from it.