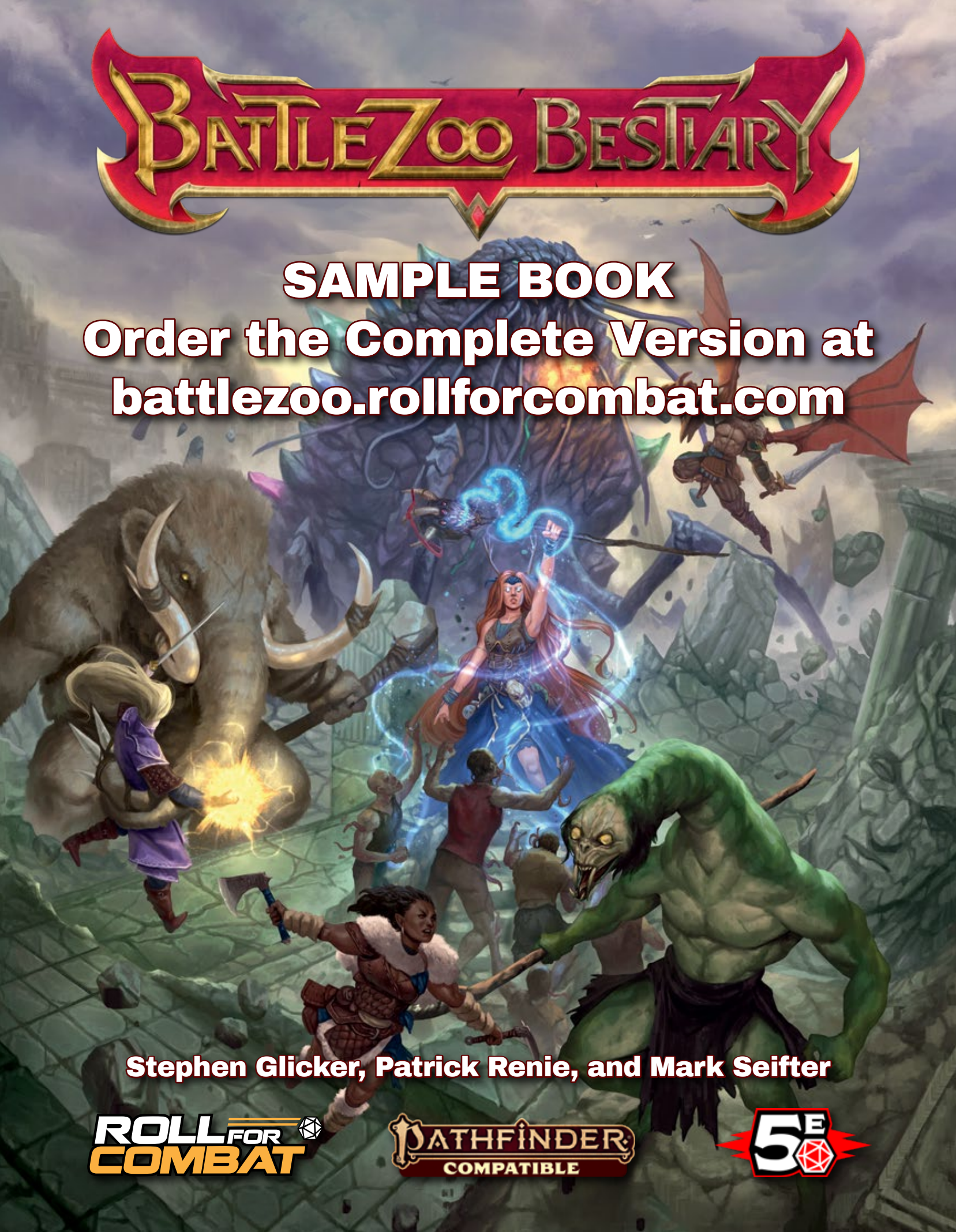
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Battle Zoo Bestiary

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ON THE COVER

The monster mage Zara and the vestige hunter Kruger battle alongside their friends to survive an arena full of battlezoo beasts, including a venomous snakedead, a dundrath gorger, parasite husks, and a titanic shale behemoth. Illustrated by Sebastian Rodriguez.

ON THE COLLECTOR'S EDITION COVER

The monster mage Zara and the vestige hunter Kruger take a much-needed rest before they begin the process of refining and imbuing their newly gained monster parts. Illustrated by Ameur Makhloufi.

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Introduction

The frost drake came in close with startling speed, but this wasn't my first hunt. The troll claw vestige fastened to my sword began to quiver as the blade leapt at the drake's throat. The drake had good instincts. It took a shallow cut and backed up warily. Just as I expected. I brought up my shield, and the dragon head vestige I built into the shield's boss exhaled an inferno. The drake could do nothing but watch as its doom washed over it in waves of crimson and orange.

—Kruger, Vestige Hunter

I always enjoyed participating in Paizo's annual RPG Superstar contests. Seeing Pathfinder Second Edition fans from around the world contending for the chance to have their name published in an official sourcebook—it's just a wonderful thing. So, like many fans, I was crushed when in 2016 the contest was canceled for the indefinite future.

However, I never fully gave up hope. Time and again at Paizo events, someone in the audience would invariably ask, "When are you going to bring back the contest?" In late 2019, with the Roll For Combat podcast well established, I finally decided it was time to approach Paizo and pitch my idea: What if I ran the contest instead? After a few quick meetings, they gave me the green light, and RPG Superstar 2020 was born!

Originally the contest was going to be something small—perhaps a dozen or so winning entries compiled into a modest softcover. Maybe it came about in marketing talks, or maybe we wanted to give the opportunity for as many winning entries as possible. Whatever the case, I eventually got it in my head that the book should be a hardcover and contain at wide variety of monsters. Before I knew it, the book had grown from a slim volume into a full-fledged tome with well over 100 winning monster entries.

My fun little side-project had become a behemoth, seemingly overnight. This beast, it seemed, was already out of control. Maybe that's why I went ahead and doubled-down on my mad gambit—I decided I wanted to make the book even bigger.

I'd been brewing an idea for quite some time, you see: a rules subsystem that allowed player characters to utilize monster parts—demonic horns, spooky eyeballs, poison-tipped claws, you name it—to craft new equipment. The monsters themselves would become the treasure, in other words, and you could use their body parts to kit out your character in custom-made gear. This book, already chock-full of terrible new monsters rife for slaying, I decided, was the perfect opportunity to develop and publish this system.

Naturally, a new subsystem wouldn't be complete without new archetypes (the monster mage and vestige hunter), so players could integrate monster-hunting and crafting directly into their character build, along with some new backgrounds and monster items to add to your game.

Thankfully, this is where I decided to stop (at least, for this book!). But it was already so much. How would I survive my own hubris? Fortunately, I wasn't alone.

I hired some amazing souls—Paizo creatives who had decades of development and design experience between them—to help me wade through the herculean effort of publishing such a massive RPG supplement. Developer Patrick Renie helped each monster in this book put its best foot, tentacle, or hoof forward, and Designer Mark Seifter carefully carved out and balanced the Monster Parts system so that it meshed seamlessly with the rest of the Pathfinder Second Edition rules system.

Of course, none of this would have been possible if not for the incredible talent of hundreds of fans who submitted monsters and voted on the winners, plus the seven professional judges who weighed in with their expert opinions.

While my kids insist that my doodles looked amazing, I think the dozens of awesome artists who worked on this book not only did the creatures more justice than I ever could have, but brought these monsters to terrifying life in ways none of us could've imagined.

Finally, I owe an incredible debt of gratitude—as well as many sleepless nights—to Erik Mona and the other great minds at Paizo, who gave me the permission, encouragement, and inspiration to undertake this book in the first place.

After almost a year, my little idea of bringing back a fun contest and a small handful of winners has turned into, well, this book! The *Battlezoo Bestiary* includes over a hundred fan- and judge-selected monsters written by dozens of authors, a comprehensive rules subsystem that lets you create gear from any monster within the game, plus a few more surprises.

I know that the winners are excited to see their monsters in print, and I hope you get as much enjoyment from these monsters and the Monster Parts system as we had creating them!

—Stephen Glicker

Blood Mouse

PATHFINDER COMPATIBLE

BY LUCAS SERVIDEO

Prestigious Pet

In certain high society circles, people have tried to domesticate blood mice to serve as pets. To avoid having their blood sucked, some keepers remove their blood mouse's proboscis, in which case the rodent must be hand-fed.

This nuisance animal is usually found in tightly packed urban areas, though larger specimens have been spotted in wild plains and forests. So named for their predilection for drinking blood through their snout-like proboscises, blood mice also sport strong back legs made for jumping and a long tail with a ball of fur on the end. Tiny glands in the fur ball emit pheromones that the blood mouse can use to dull prey's defenses or distract predators. Either way, the blood mouse's only true means of self-defense is its needle-like proboscis, which it uses to fight with as well as feed.

A single blood mouse is hardly a threat to most larger animals, but it is not uncommon to encounter blood mice in packs of three to five. While not typically aggressive, blood mice defend their dens and offspring ferociously. A short gestation period and high metabolism means that unprotected feeding grounds might become overrun with blood mice in a matter of days. Solitary blood mice usually do not attack larger creatures, preferring smaller prizes such as bugs, small birds, or voles.

BLOOD MOUSE — CREATURE 1

N TINY ANIMAL

Perception +8; darkvision

Skills Acrobatics +6, Stealth +8, Survival +3

Str –2, **Dex** +3, **Con** +1, **Int** –4, **Wis** +0, **Cha** +2

AC 16; **Fort** +3, **Ref** +6, **Will** +3

HP 16

Soothing Aroma (aura, olfactory) 10 feet. The blood mouse is surrounded by an aromatic cloud that emanates from a gland in its tail. The pleasant aroma smells different to each creature, and it fascinates prey and predators alike. A creature that begins its turn in the aura must make a DC 15 Will save.

Success The creature is unaffected.

Failure The creature is fascinated by the blood mouse until the beginning of its next turn. During this time, the creature cannot Stride and cannot attack the blood mouse.

Critical Failure As failure, but the condition doesn't end automatically. The creature can attempt a new save at the end of each of its turns. On a success, the fascinated condition ends.

Speed 30 feet

Melee ❖ proboscis +4 (finesse), **Damage** 1d4+2 piercing plus attach

Leaping Strike ❖❖ The blood mouse uses its strong hind legs to propel itself at its prey and attack. The blood mouse makes a proboscis Strike against a creature up to 10 feet away. On a hit, the Strike deals 2d4+4 piercing damage and the blood mouse attaches to the creature.

Pack Attack The blood mouse's Strikes deal an extra +2 damage to creatures within reach of at least two of the blood mouse's allies.

Proboscis When a blood mouse hits a target larger than itself, its proboscis attaches it to that creature. This is similar to Grabbing the creature, but the blood mouse moves with that creature rather than holding it in place. The blood mouse is flat-footed while attached. If the blood mouse is killed or pushed away while attached to a creature it has drained blood from, that creature takes 1d4 bleed damage. Escaping the attach or removing the blood mouse in other ways doesn't cause bleed damage.

Butcher Booth

A butcher booth is a deadly ambush predator that mimics the appearance of small, grim buildings such as dilapidated cottages, carnival ghost houses, or blood-soaked butcher's shops. In this disguised form, the butcher booth lures prey into its gigantic mouth—the front door—then turns its victims into undead husks for later consumption. Because of their primordial digestive systems, butcher booths can digest only rotten flesh, using its mimic ability to amass a small army of zombies to both protect and sustain them.

BUTCHER BOOTH

Gargantuan aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 217 (15d20 + 60)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	12 (+1)	12 (+1)	12 (+1)

Saving Throws Str +9, Con +8, Wis +5

Skills Athletics +9, Deception +8, Stealth +4

Senses darkvision 90 ft., passive Perception 11

Languages Common, Deep Speech, telepathy 120 ft.

Challenge 12 (8,400 XP)

False Appearance (Object Form Only). While the butcher booth remains motionless, it is indistinguishable from an ordinary object.

Fearsense. The butcher booth is aware of the location of frightened creatures within 60 feet of it.

Innate Spellcasting. The butcher booth's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: *detect magic*

3/day each: *charm person, hallucinatory terrain, major image*

Mimicry. The butcher booth can mimic any sound it has heard, such as the scraping of knives or a merchant's incessant hawking. A creature that hears the sounds can tell they are imitations with a successful DC 18 Wisdom (Insight) check.

Actions

Multiattack. The butcher booth can use its Frightful Presence. It then attacks each creature in its space with its jaws, or attacks once with its jaws and uses Create Husk.

Jaws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 27 (4d10 + 5) bludgeoning damage and the target is grappled (escape DC 19) and pulled up to 5 feet into the butcher booth's space.

Create Husk. A humanoid corpse in the butcher booth's space rises as a skeleton or zombie under the butcher booth's control.

Frightful Presence. Each creature of the butcher booth's choice that is within 15 feet of the butcher booth and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the butcher booth's Frightful Presence for the next 24 hours.

Mimic Structure. The butcher booth magically polymorphs into a Large or larger object or into its true form, which is an amorphous fleshy dome. Its statistics are the same in each form. This transformation changes its texture and appearance inside and out. Other creatures can enter the butcher booth's space through any entrances that make up its appearance. Creatures inside the booth's space have total cover. The butcher booth reverts to its true form if it dies.

Reactions

Snap Shut. When a creature moves into the butcher booth's space, the booth attacks the creature with its jaws.

BY RODNEY SLOAN

Inconspicuous Constructions

Butcher booths thrive in either large metropolises or along remote roads, but rarely ever wander into small or medium settlements. Whereas a pop-up seafood stand in a dense marketplace might not attract much attention, and few weary travelers would question a conveniently located roadside inn, a butcher booth that opens shop in a tight-knit village or insular town has all but signed a lease for its own destruction.

Curious Locomotion

A butcher booth's true form resembles a fleshy dome with a massive mouth of sharp fangs and many tiny red eyes dotting the flesh above its upper lip. Ten long, articulated bony spines sprout from the top of this dome, with a translucent, jelly-like membrane spanning the distance between them and forming a larger transparent dome. The butcher booth can alter the consistency of this membrane, allowing its prey to move through it or turn it rigid to allow the butcher booth to fly.

G'MAYUN

PATHFINDER COMPATIBLE

BY JEFFREY ANDERSON

INCONGRUOUS ATTIRE

The g'mayun resemble small and intensely colored humanoid birds without wings. Their feathers range over a broad and bright spectrum. These feathers grow the longest and brightest atop their heads, often standing high into the air or cascading down their backs. Their large and expressive eyes are likewise a swirl of color. This vivid appearance is often offset by their taste for the darkest of clothing, adorned with skulls, spikes, or other elements that are usually more expected of nefarious cults.

G'mayuns are avian humanoids that resemble colorful parrots and other birds native to tropical paradises. Yet for all their beauty and freedom, the great mythos of g'mayuns is studded with sorrow.

There are two sides to every coin—joy and sorrow, peace and violence. This is a universal truth that g'mayuns know all too intimately. Long ago, they led a life of harmony with the world, celebrating beauty in all its forms but especially drawn to song. Their patron deity, a goddess of art and love, filled their hearts with joyous inspiration, and song would fill the air in their treetop jungle homes. But no mortal light nor any form of beauty is entirely safe from the jealous clutches of demonkind.

Corruption was slow and subtle. Demons in disguise made their way into g'mayun enclaves and began to spread their corruptive influence. Slowly, the brilliant light of g'mayuns dimmed, and voices that once lifted in celebration cried out to the darkness in rage. It seemed they were on the edge of being forever lost, another people damned to the status of monsters.

However, miracles happen, even to the most unexpected people and in the most unexpected places, and the g'mayun patron goddess wasn't willing to allow her former devotees to lose themselves completely. As subtly as the corruption spread among g'mayun culture, their patron's redemption was overt, a powerful love extending into their song and offering the hand they needed to pull them back from the brink.

Now, g'mayuns are a people with souls rent between the demonic corruption, now centuries gone but still leaving scars upon their song, and the rainbow, both ancient and new, that slowly soothes them and undoes the sins of the past, generation by generation. But as ever, there are songs in their hearts—songs that, these days, speak to this harsh dichotomy. The loveliest of melodies, expressing the deepest of anguish and anger. Joy and love screamed in bitter anthems. Releasing all malevolence still within their hearts with music and art rather than succumbing to the temptations of wrath.

G'MAYUN PIRATE — CREATURE 0

CN SMALL HUMANOID G'MAYUN

Perception +6; low-light vision, truecolor sight

Languages Abyssal, Auran, Common

Skills Acrobatics +3, Deception +3, Diplomacy +5, Intimidation +5, Performance +6, Religion +3, Society +3

Str +1, **Dex** +3, **Con** +0, **Int** +2, **Wis** +2, **Cha** +3

Items dagger, darts (4), studded leather armor

Truecolor Sight Owing to their divine connections to a goddess of art, g'mayuns can see colors of the visual spectrum that most creatures can't even fathom. A g'mayun can see air, force, negative, and positive effects as easily as most people see fire, even if these effects normally don't create a visual effect. A g'mayun can also see invisible objects and creatures, which are concealed to the g'mayun.

AC 15; **Fort** +3, **Ref** +6, **Will** +9

HP 14

Speed 25 feet

Melee ❖ dagger +4 (agile, finesse, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Ranged ❖ dart +7 (agile, thrown 20 feet), **Damage** 1d4+1 piercing

Dolent Aria ❖❖ (auditory, emotion, mental) The g'mayun sings a beautiful but mournful melody to inflict sorrow in the hearts of its foes. Each foe within 60 feet must succeed at a DC 13 Will save or become slowed 1 for 1 minute. If the creature is attacked during this time, it can make another Will save to end the effect early. After 1 minute, the creature is immune to the g'mayun's Dolent Aria for 24 hours.

Rending Squall ❖❖ (divine, evocation, sonic) The g'mayun unleashes its pain and rage in a sudden scream targeted at the source of its enmity. Each creature in a 15-foot cone takes 1d6 sonic damage (DC 14 basic Fortitude save).

Dryad Husk

BY MATT CAVANAUGH

Few can look upon the face of a dryad husk and resist the pure fear it instills, and even fewer live to tell of it. Under normal circumstances, dryads are beautiful fey guardians of the forest. They become bound to great trees and rarely venture more than a few hundred feet from their homes. While the loss of its home tree can be devastating, a dryad can, in time, bind itself to a different tree.

The trouble arises, however, when calamity strikes a dryad's forest and yet fails to kill the dryad. Disease, fire, logging—these and other catastrophes can prevent an uprooted dryad from locating a suitable replacement for its lost home. Such dryads wander their destroyed homeland, wracked by pain for years. Over enough time, a treeless dryad can become a dryad husk—a shell of its former self, stuck in a state of perpetual agony, bent on inflicting the same pain on others that it feels every waking moment.

Dryad husks are driven by unbridled rage, particularly toward creatures they see as complicit in the destruction of forest land, which includes just about every kind of humanoid. In combat, they close with their enemies as soon as possible, forcing their foes to stare into their deformed faces in order to impart some of their anguish onto others. For a weapon, dryad husks often carry a corrupted or burned branch, the last remnant of the bound tree they lost.

From a distance, a dryad husk resembles its former self as a beautiful forest nymph. Up close, however, its horrifying visage becomes plain, as does its other monstrous features—skin as dry and cracked as dead logs, tangled hair matted with mud and slime.

Dryad Husk

Medium fey (husk), chaotic evil

Armor Class 11 (16 with *barkskin*)

Hit Points 32 (5d8 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	15 (+2)	12 (+1)	14 (+2)	18 (+4)

Skills Intimidation +6, Nature +3, Perception +4, Stealth +3

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 2 (450 XP)

Innate Spellcasting. The dryad husk's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *darkness, entangle, shatter*

1/day: *barkskin, fear*

Speak With Beasts and Plants. The dryad husk can communicate with beasts and plants as if they shared a language.

Actions

Multiattack. The dryad husk makes two blighted branch attacks.

Blighted Branch. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4+2) bludgeoning damage plus 4 (1d8) necrotic damage. The target must succeed on a DC 12 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Impart Anguish (Recharge 5-6). *The dryad husk twists its face into a visage of utter agony, sharing its anguish with those who gaze upon it. Creatures within 15 feet of the dryad that can see it must make a DC 14 Wisdom saving throw, taking 13 (3d8) psychic damage on a failed save, or half as much damage on a successful one.*

Other Husks

Dryads aren't the only nymphs capable of transforming into a husk-like abomination. Naiad husks appear to be made of fetid, murky water. Similarly, the husks of once–golden-hued hesperides resemble a twilight sky reflected through a shattered mirror.

Wildfire Leshy

PATHFINDER COMPATIBLE

BY DAVID WALKER

Born of Fire

Wildfire leshies aren't the only such plant creatures to emerge from the ashes of a wildfire. Certain varieties of fungus leshies, for instance, can manifest only in the aftermath of a forest inferno, much like morel mushrooms.

Wildfire leshies arise from the charred remains of plants destroyed by wildfires, and they are perhaps as often misunderstood as their terrifying—but wholly natural—conflagratory namesakes. Like wildfires themselves, wildfire leshies are part of the miraculous and mysterious cycle of life, death, and rebirth.

Similar to other leshies, wildfire leshies typically arise when a druid infuses a body of vegetation with a nature spirit, but spontaneously manifested wildfire leshies are far from unknown. Their small, stocky bodies are formed of tightly packed charred wood and twigs, and their sunken eyes and mouth resemble smoldering embers. Druids mesmerized by the power and beauty of fire find a good ally indeed in the form of a wildfire leshy, whose gentle heat can keep their friend warm at night and whose gravelly voice is not dissimilar to the sound of crackling firewood.

Wildfire leshies have an intuitive understanding of the natural balance in highly flammable natural areas such as forests and plains. Although wildfires are anathema to many animals and plants, certain kinds of life—including wildfire leshies themselves—rely on the natural cycle of fire, decay, and regrowth in order to flourish. Wildfire leshies use their preternatural knowledge of this cycle both to fight premature wildfires and to spark the first flames in areas overdue for a fiery cleansing. Whenever possible, wildfire leshies recruit the aid of other wild creatures, including other types of leshies, to usher vulnerable creatures toward a safe refuge before starting their inferno. Since they require little air to breathe and can see through even the thickest smoke with ease, wildfire leshies are also excellent at rescuing creatures caught in a wildfire before it's too late.

WILDFIRE LESHY CREATURE 2

CG SMALL LESHY PLANT

Perception +9; low-light vision, smoke vision

Languages Common, Druidic, Sylvan; *speak with plants* (pyrophytic plants only)

Skills Athletics +8, Nature +7, Survival +7

Str +2, **Dex** +1, **Con** +4, **Int** –2, **Wis** +3, **Cha** +0

Smoke Vision Smoke doesn't impair a wildfire leshy's vision; it ignores concealment from smoke.

AC 16; **Fort** +12, **Ref** +5, **Will** +7

HP 40; **Weaknesses** water weakness; **Resistances** fire 5

Burning Body (evocation, fire, primal) A wildfire leshy is coated in living flame whose touch can burn other creatures. Any creature that hits a wildfire leshy with a melee attack or otherwise touches the leshy must roll a DC 16 Reflex saving throw.

Critical Success The creature is unaffected.

Success The creature takes 1 fire damage.

Failure The creature takes 1d6 fire damage.

Critical Failure The creature takes 2d6 fire damage and 1d4 persistent fire damage.

Water Weakness When the wildfire leshy starts its turn in water or is doused with water (either through a spell or some other effect, such as pouring a bucket of water over it or being caught in the rain), it takes 1d8 damage.

Speed 25 feet

Melee ❖ fist +8 (agile, finesse), **Damage** 1d6+2 bludgeoning

Primal Innate Spells DC 19, attack +11; **1st** *burning hands* (at will); **Cantrips (1st)** *produce flame*; **Constant (4th)** *speak with plants*

Self-Immolate ❖ (evocation, fire, primal) The wildfire leshy wills its own burning embers to flare up, creating a thick plume of opaque smoke where it stands in a 5-foot burst. The wildfire leshy takes 4 points of damage. All creatures within the affected area are concealed, and all other creatures are concealed to them. The smoke persists for 1 minute or until it is dispersed by a strong wind.

Siluvain (Memento Devil)

Memento devils sow discord on the Material Plane by assuming the identities of the dead. So long as it possesses a cherished item (such as a ring, knife, or other memento) buried with the corpse, a memento devil can transform itself into a perfect copy of any deceased mortal. While in this form, the memento devil can access the deceased's memories and use this knowledge to torment the living.

A memento devil's first mission on the Material Plane is to locate a dead person to impersonate. After transforming, the devil hides or otherwise disposes of the deceased's remains, then explains to the deceased's loved ones its "miraculous" return to the ranks of the living. Once it has overcome these obstacles, the memento devil connivingly sets the deceased's loved ones against each other or spurs them into acts of depravity.

BY WILLIAM FISCHER

SILUVAIN

Medium fiend (devil, shapechanger), lawful evil

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	14 (+2)	12 (+1)	12 (+1)	18 (+4)

Saving Throws Dex +5, Cha +6

Skills Deception +8, Insight +3

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The devil's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *dimension door* (self only), *invisibility* (self only)

3/day: *charm person*

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

Actions

Multiattack. The devil attacks twice with its claws.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Assume Identity. If the memento devil is holding a cherished possession (such as a wedding ring, locket, or weapon) that was buried with a Small or Medium humanoid corpse, the devil magically polymorphs into that creature. While in this form, the devil gains the memories of the item's former owner, including languages, proficiencies, and nonmagical class features and traits that don't require spending a resource. Its other statistics are unchanged. Any equipment the devil is wearing or carrying isn't transformed. If the cherished possession is destroyed or the devil loses it, the devil automatically reverts to its true form. The devil also reverts to its true form if it dies.

Shatter Hope. The memento devil smashes the cherished possession it is carrying, permanently destroying the item and filling the hearts of all around it with painful anguish. Each creature of the devil's choice within 30 feet that can see the devil makes a DC 14 Wisdom saving throw, taking 17 (5d6) psychic damage on a failed save, or half as much damage on a successful one. Creatures charmed by the devil or who knew the destroyed memento's owner in life make this saving throw with disadvantage.

Memento Hunters

Different memento devils seem to seek out different kinds of mementos from the dead. Some prefer to torment widows or widowers and so search for heart-shaped lockets or other love charms, while other memento devils prefer the identities of warriors who bore medals of honor or signet rings.

Hiding in Plain Sight

In its true form, a memento devil appears as a lithe humanoid with matte black skin and smooth, genderless features. Before they find a corpse to impersonate, memento devils avoid contact with the living, preferring to slink into the shadows rather than risk discovery. Once it has adopted a disguise, a memento devil becomes furious if unmasked, hurling itself at the creature who revealed it.

Monster Parts

As the creature leapt from the tree, I called upon my tokens to put up a barrier between us, but it decided to spew fire at me instead. Ah, how fortunate! I recently imbued my clothing to resist any harm from fire. Not only did that mean the blast barely singed me as I ducked to the side, it also meant once I killed the thing that I could use its parts to increase that imbuing even further! The only way this could possibly get better was if it knew some useful fire spells too...

—Zara, Monster Mage

The Monster Parts system allows PCs to upgrade weapons and armor using pieces from foes they defeat. It is a perfect fit for adventures that take place far from civilization, where the PCs need to scrounge and forage for all the gear they need. However, the aesthetics of using the parts of defeated monsters to improve and customize gear can be exciting and rewarding for PCs in all sorts of campaigns. Monster parts can replace some or even all of the standard rewards that PCs would receive, depending upon what works best for your group.

With this system, PCs can gather parts from monsters they defeat and use them to upgrade weapons, armor, and even skill items. The upgrades come in two major types—refinement improves the fundamental abilities of the item, and imbuing adds increasingly powerful special properties, which can sometimes branch along multiple paths. As weapons and armor become more refined, they can eventually be imbued multiple times, becoming truly fearsome armaments. In order to achieve these upgrades, the PCs need to defeat monsters with parts that meet the requirements for the refinement or imbuing.

If you're a player, your next step is to check out the Quick Start Guide for PCs on the next two pages, which will let you know what you need to do to use the new system. In the end it's pretty simple: you kill monsters and use their parts to first create and then upgrade your weapons, armor, and gear, but as with all new things, it can take a little while to get used to the new way of handling treasure.

Next, you might want to check out some of the benefits you can gain on your items by refining or imbuing them, so you can start planning the paths you'll take and potentially aiming to kill specific types of monsters that provide the parts you'll need.

You can enhance your game further with the backgrounds, items, and especially the innovative archetypes at the end of the chapter, which allow a character to learn spells and special abilities from the monsters they defeat in battle.

If you're a GM, you can start instead with the Quick Start Guide for GMs on page 128. You'll need to make a few quick decisions on how you want to use the new system, which you can figure out together with the group.

Don't worry, all the math and extra work has been calculated for you, so once you know what you want to do, you'll find a comprehensive set of tables that do the work for you when it comes to figuring out how much value of monster parts to give the PCs so that they can create awesome new items out of monster parts. If you're midway through your campaign and want to convert midstream, there's also advice for how to swap over to the new system quickly and easily with the minimum amount of friction and time spent updating characters, so you can get right to the action.

There are even extra sidebars throughout the section with all sorts of additional tweaks and tips, as well as ways to combine these rules with other variants like automatic bonus progression and relics. The only limit is your own imagination!

Section Summaries

Battlezoo Bestiary's Monster Parts chapter has 8 sections, each detailing a variety of ways you can use parts from monsters to enrich your game. The first 6 sections are all connected to a brand new system to upgrade your equipment using monster parts, while the final two offer other ways to use monster parts.

Quick Start Guide for PCs (page 126): This section is a fast and easy way to learn what you need to know to use the new system for upgrading with monster parts for your PC.

Quick Start Guide for GMs (page 128): This section is a quick guide to the choices you need to make as the GM and how to implement the rules for upgrading with monster parts in your game.

The Three Variants (page 130): This section explains the three different versions of the new system you can use depending on big a role you want monster parts to play in your game.

Gathering Ingredients (page 132): This section outlines how to gather ingredients from monsters in order to use them to upgrade your items.

Refining (page 136): This section covers the most basic way you use monster parts to upgrade your items, refining them to increase their basic attributes.

Imbuing (page 142): This section covers the more advanced way to upgrade items with monster parts, imbuing the item with special powers related to the monsters' abilities.

Monster Hunting Character Options (page 154): This section presents new backgrounds and archetypes with their own reasons to hunt down monsters and gather their parts.

Monster Part Items (page 160): This section includes items you can only find or make by defeating specific monsters that you'll find in the *Battlezoo Bestiary*.

Quick Start Guide for PCs

If your character is using the Monster Parts system from this book, you can use the following steps to create awesome items for yourself and your teammates out of monster parts.

Step 1: Slay Monsters

This part works like normal. Normally, you need to kill monsters before you can harvest their parts, though if your group is more peaceful, you might be able to find monster parts as quest rewards, or even unlock the powerful magical effects of monster parts freely given.

Step 2: Gather Ingredients

Next, you gather ingredients from the monsters you defeated. The GM will tell you how much value the monster parts have, as well as their Bulk. To prevent you from having to carry a lot of materials and keep track of them all, you might want to consider using them right away, but if not, you can hold onto them as long as you want. For more information, see Gathering Ingredients on page 132. If you have plenty of downtime, you can try to get more total value of monster parts from a monster's corpse. For more information, see Gathering More From Monsters on page 135.

Step 3: Refine Item

Refining an item with monster parts is the first step towards creating an awesome custom item with the parts you've found. During this step, you can either create the base mundane item from scratch by providing monster parts equal to its Price, or you can start with an existing mundane item. Once you've chosen the item, refine it to make it more powerful, using as many monster parts as you like, as long as they meet the item's refining requirements. For instance, you can refine a sword out of parts from a monster that had slashing or piercing unarmed attacks. As you reach certain threshold values while refining, your item will level up, increasing its item level and potentially gaining more benefits. You can't refine an item higher than your own level. For more information, see Refining on page 136, and for an example, see Example of Refining on page 141.

Step 4: Imbue Item

Imbuing an item is where the item starts getting really interesting. As you continue to refine your item, the item eventually gains capacity to be imbued with special imbued properties. A few types of items can even eventually be imbued multiple times. Just like refining, you can imbue an item by using monster parts that meet the imbued property's requirements. For instance, if you want to imbue an item with fire, you'll need parts from a fire monster or a monster with fire abilities. Just like with refining, as you reach certain thresholds, the imbued property will level up, potentially granting increased benefits. You can't imbue a property on an item to be higher level than the item's own level. For more information, see Imbuing on page 142, and for an example, see Example of Imbuing on page 143.

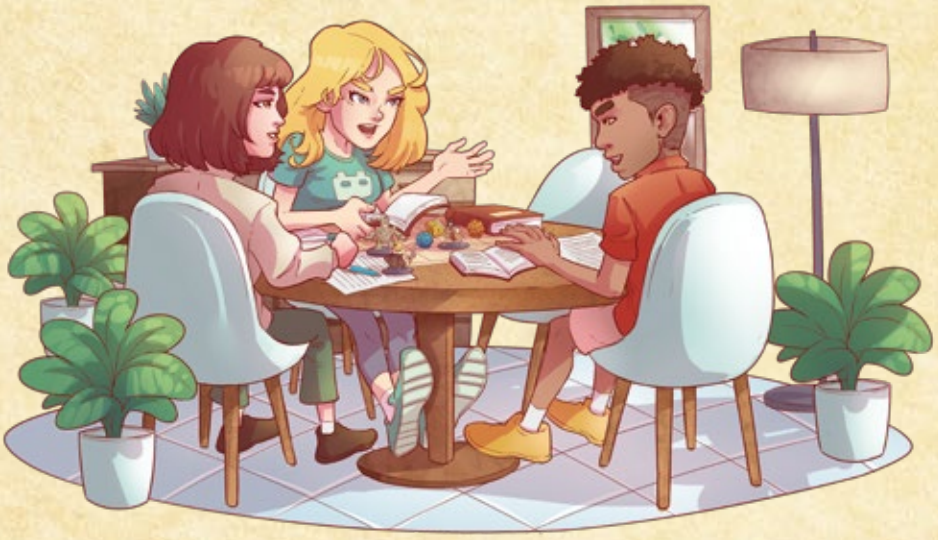
Quick Start Guide for GMs

If you're a GM and you want to start using the Monster Parts system from this book, you can use the following steps to get your group started in no time!

Step 1: Choose a Variant

To ensure that this system works great for any group that wants to upgrade items with monster parts, the system includes three variants that vary depending on how heavily your group relies on this system compared to the standard magic item system. Start by talking to your players to gauge interest and choosing the variant that's right for you. For more information, see The Three Variants on page 130.

Step 2: Determine Monster Parts as Treasure

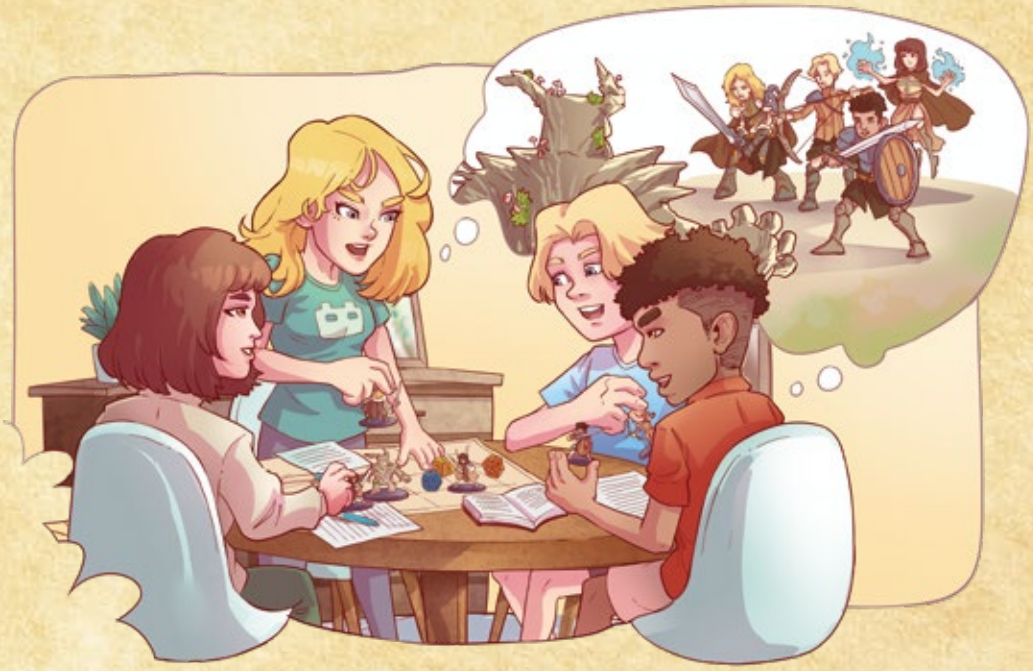


Once you know which variant you're using, you can start giving your PCs monster parts as treasure. It's most accurate to use **Table 1A**, **1B**, or **1C** (depending on which variant you choose) to plan out monster part drops per level. You can also use **Table 2A**, **2B**, or **2C** to determine the value of parts that a given monster grants the PCs; this method is much more flexible, perfect for a sandbox campaign, but depending on if the group fights mostly single strong monsters or many weak monsters, it might distort wealth over time. Thus, you might want to occasionally keep an eye out to be sure the PCs don't have too much or too little. For more information, see Gathering Ingredients on page 132.

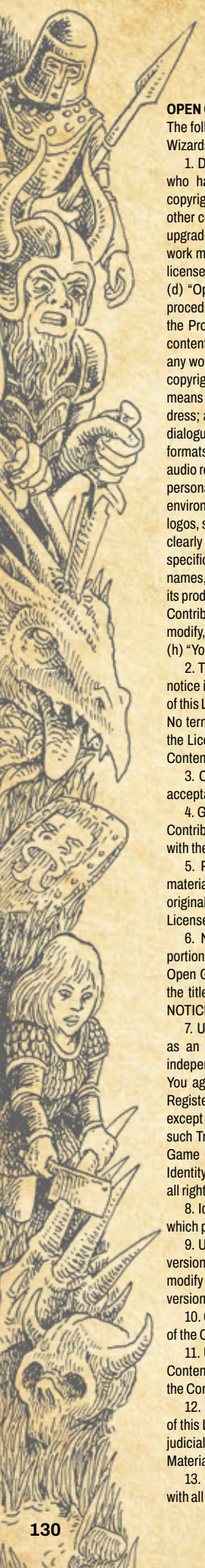
Step 3: Communicate With Your Players

Ask your players what sorts of items and imbued properties they want to create, and you can use that to help them guide the story towards opponents that meet the necessary requirements. For instance, if one of the PCs is interested in creating a weapon imbued with electricity, you could give them a rumor when they Gather Information about a dungeon haunted by electric monsters. If you want to see the requirements for refining and imbuing for yourself, you can check out Refining on page 134 and Imbuing on page 140.

Step 4: Play the Game



Now all that's left is to play the game with the new system! As the PCs defeat monsters, the players will have their characters make decisions about how to use the parts they've found to upgrade their items. All you have to do is keep giving them more parts, using the appropriate tables to do so, and they'll do the rest. Continue to keep in mind what sorts of refining and imbuing your PCs are interested in pursuing so that you can make sure they have a chance to find the right sorts of monsters to accomplish their goals.



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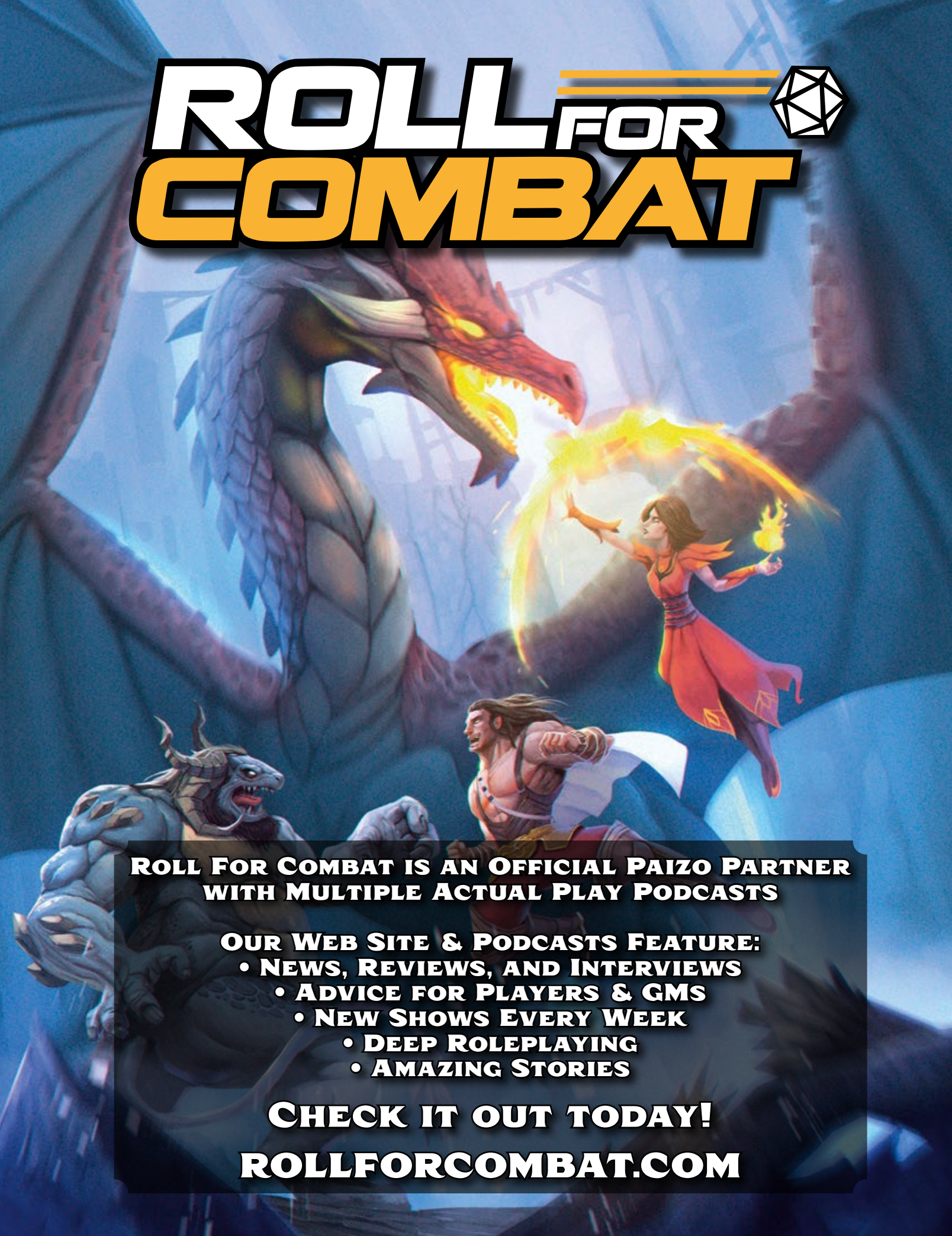
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Inside the *Battlezoo Bestiary*, discover a treasure trove of over 100 brand-new monsters and villains for your players to confront and overcome at your next game! The creatures in this epic tome represent the best and beastliest submissions from the 2020 RPG Superstar contest, including monstrosities like the sailor-snatching muted delver, the spore-sowing fungal raptor, and the mind-melting orb of insanity.

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