

2018 Yashk

Player: Scott David Gray

Fighter 10

Uncommon, LN, Medium, Goblin, Humanoid

Ancestry: Hobgoblin (Warrenbred Hobgoblin)

Background: Ruby Phoenix Enthusiast

Alignment: Lawful Neutral

Atheist

Speed: 20 ft.

Languages: Common, Gnoll, Goblin, Jotun, Varisian

Hit Points	Hero Points
148	3 1

Str	Dex	Con	Int	Wis	Cha	
+5	+2	+3	+4	+2	+0	20 Str 14 Dex 16 Con 18 Int 14 Wis 10 Cha

☐ **PERCEPTION** $+20_M^* = +16_{\text{Base}} +2_{\text{Wis}} +2_{\text{Misc}}$

☐ **FORTITUDE** $+20_M^* = +16_{\text{Base}} +3_{\text{Con}} +1_{\text{Misc}}$

☐ **REFLEX** $+18_E^* = +14_{\text{Base}} +3_{\text{Dex}} +1_{\text{Misc}}$

☐ **WILL** $+17_E^* = +14_{\text{Base}} +2_{\text{Wis}} +1_{\text{Misc}}$

☐ **AC** $29_T^* = +22_{\text{Base}} +0_{\text{Dex}} +7_{\text{Misc}}$

Defenses

Resistances: negative 1

Perception (Battlefield Surveyor): +2 circumstance bonus for initiative checks

All Saves (Formation Training): +1 circumstance bonus while adjacent to 2+ hobgoblin allies

Fortitude Save (Juggernaut): Successes are crit successes instead.

Reflex Save (Formation Training): +2 circumstance bonus vs. area effects while adjacent to 2+ hobgoblin allies

Reflex Save (Formation Training): +2 circumstance bonus vs. area effects while adjacent to 2+ hobgoblin allies

Will Save (Bravery): Successes vs. fear effects are critical successes instead.

All Armor Classes (Formation Training): +1 circumstance bonus while adjacent to 2+ hobgoblin allies

Armor Class (Sturdy shield, moderate): +2 with shield raised

+1 resilient full plate (Trained)

AC: +7, Max Dex: +0, Armor Check: —, Speed: -5

Upgrades: *emergency eye*

Traits: bulwark

Sturdy shield, moderate

AC: +2, Max Dex: —, Armor Check: —, Speed: —

Upgrades: +2 *ghost touch striking shield boss*, *fortifying pebble*

Activated Abilities & Adjustments

Battlefield Surveyor

Bulwark

Skill Increases (Trained)

+1 striking piercing wind (Expert)

Ranged (40 ft.): $+17/+12/+7$ (2d6+2 P, Crit x2)

Traits: fatal aim (1d10), combination, concussive

Character Number: 14034 - 2018



Skills

☐	+14_T	Acrobatics _{Dex}
☐	+16_T	Arcana _{Int}
☐	+22_M[*]	Athletics _{Str}
☐	+21_M[*]	Crafting _{Int}
☐	+0_U	Deception _{Cha}
☐	+0_U	Diplomacy _{Cha}
☐	+16_T	Gladiatorial Lore _{Int}
☐	+16_T	Hobgoblin Lore _{Int}
☐	+12_T	Intimidation _{Cha}
☐	+14_T	Medicine _{Wis}
☐	+14_T	Nature _{Wis}
☐	+16_T	Occultism _{Int}
☐	+16_T	Pathfinder Society Lore _{Int}
☐	+0_U	Performance _{Cha}
☐	+14_T	Religion _{Wis}
☐	+16_T	Society _{Int}
☐	+2_U	Stealth _{Dex}
☐	+14_T	Survival _{Wis}
☐	+2_U	Thievery _{Dex}
☐	+16_T	Warfare Lore _{Int}

Weapon Proficiencies

Trained: All Advanced Weapons

Expert: All Simple Weapons, All Martial Weapons, Advanced Shields

Master: All Unarmed Attacks, Simple and Martial Shields

Armor Proficiencies

Trained: All Light Armor, All Medium Armor, All Heavy Armor, Unarmored Defense

Skill Modifiers

Athletics (Assurance): Forgo rolling to receive total result of 26
Crafting (Assurance): Forgo rolling to receive total result of 26

+1 striking piercing wind (melee) (Expert)

Melee: **+20/+15/+10** (2d4+7 S / 2d4+9 S / 2d4+11 S,
 Crit ×2|×2|×2)

Traits: forceful, critical fusion, sweep, finesse, combination

+2 ghost touch striking shield boss (Master)

Melee: **+23/+18/+13** (2d6+8 B, Crit ×2)

Traits: attached to shield

+2 striking shortsword (Expert)

Melee: **+21/+17/+13** (2d6+7 P, Crit ×2)

Traits: versatile S, agile, finesse

Gauntlet (Expert)

Melee: **+19/+15/+11** (1d4+7 B, Crit ×2)

Traits: free-hand, agile

Katana (Expert)

Melee: **+19/+14/+9** (1d6+7 S, Crit ×2 +1d8 S)

Traits: two-hand (1d10), versatile P, deadly d8

Main-gauche (Expert)

Melee: **+19/+15/+11** (1d4+7 P, Crit ×2)

Traits: parry, disarm, versatile S, agile, finesse

Shortsword (Expert)

Melee: **+19/+15/+11** (1d6+7 P, Crit ×2)

Traits: versatile S, agile, finesse

Shuriken (Expert)

Ranged (20 ft.) : **+16/+12/+8** (1d4+7 P, Crit ×2)

Traits: monk, thrown 20 ft., agile

Special Abilities

Attack of Opportunity

A creature in reach uses a Manipulate or Move action: Melee Strike the creature.
 On crit vs. Manipulate, disrupt that action.

Battlefield Surveyor

Gain a +2 circ bonus to Perception when rolling initiative.

Bravery

Successes on Will saves vs. fear are crit successes instead. Reduce your frightened value by 1.

Combat Flexibility

During daily preparations, gain one fighter feat up to 8th-level until next daily preparations.

Darkvision

See in darkness and dim light.

Fighter Weapon Mastery (Shields)

Use critical specializations of all weapons for which you have master proficiency.

Juggernaut

Successes on Fort saves are crit successes instead.

Treat Wounds (2d8, DC 15)

Use Medicine to restore HP to adjacent living creature based on check result.

Warrenbred Hobgoblin

When underground, Seek to sense undetected creatures in 30-ft burst; successes on Acrobatics to Squeeze are critical successes.

Feats

Formation Training [Ancestry Feats Selection]

While adjacent to 2+ hobgoblin allies, gain +1 circumstance to AC and saves, or +2 on Reflex saves vs. area effects.

Hobgoblin Lore [Ancestry Feats Selection]

Become trained in Athletics, Crafting, and Hobgoblin Lore.

Experience & Wealth

Career Experience Points: **108** (0/12 to 11th)

Current Cash: **17 pp, 5 gp, 5 sp, 3 cp**

Feats

Squad Tactics [Ancestry Feats Selection]

If an enemy is within reach of you and at least two of your allies, that enemy is flat-footed against you.

Bastion Dedication [Class Feats Selection]

You gain the Reactive Shield fighter feat

Combat Reflexes [Class Feats Selection]

At turn start, gain an additional reaction usable only for Attack of Opportunity.

Disarming Block [Class Feats Selection]

You attempt to Disarm the creature whose attack you blocked of the weapon they attacked you with and can do it without a free hand

Double Slice [Class Feats Selection]

Make one Strike with each of two melee weapons, combining dmg for resistance/weakness.

Nimble Shield Hand [Class Feats Selection]

The hand you use to wield a shield counts as a free hand for the purposes of the Interact action, this effect does not apply to tower shields

Quick Shield Block [Class Feats Selection]

Gain an additional reaction each turn you can only use to Shield Block.

Shield Warden [Combat Flexibility Feat]

Use Shield Block to protect adjacent ally.

Dubious Knowledge [General Feats Selection]

When failing to Recall Knowledge, learn one bit of true and one bit of erroneous knowledge.

Toughness [General Feats Selection]

DC of recovery checks is 9 + dying value.

Cat Fall [School Training Feat]

Treat falls as 10' shorter.

Assurance (Athletics) [Skill Feats Selection]

Forgo rolling a Athletics check to instead use a result of 26.

Assurance (Crafting) [Skill Feats Selection]

Forgo rolling a Crafting check to instead use a result of 26.

Battle Medicine [Skill Feats Selection]

Treat Wounds, DC 15: heal 2d8 HP. The target is then immune to your Battle Medicine for 1 day.

Quick Repair [Skill Feats Selection]

You take only 3 actions to Repair an item.

Underwater Marauder [Skill Feats Selection]

Not flat-footed in water, and no penalties for using a B or S melee weapons in water.

Combat Climber

Not flat-footed while Climbing and can Climb with one hand.

Reactive Shield

When hit in melee, Raise your Shield to gain its bonus to AC vs. that Strike.

Shield Block

Your shield absorbs damage up to the shield's Hardness. You and the shield each take any remaining damage.

Innate Spells

Light (1st)

Tracked Resources

Candle of revealing	□□□
Everyneed pack, greater (1/hour)	□
Potion of flying	□□□
Rounds	40
Shuriken	100

Gear (Encum: 11 bulk, Over: 16 bulk)

Total Bulk Carried: 8.8, Unencumbered

+1 resilient full plate

4

Gear (Encum: 11 bulk, Over: 16 bulk)

Total Bulk Carried: 8.8, Unencumbered

+1 striking piercing wind
+1 striking piercing wind (melee)
+2 striking shortsword
Backpack <Holds: 39 @ 2.1 blk>
Basic crafter's book <In: Backpack>
Bedroll <In: Backpack>
Candle of revealing x3
Chalk x10 <In: Backpack>
Climbing kit <In: Backpack>
Clothing, ordinary
Crafter's eyepiece
Doubling rings (+2 ghost touch striking shield boss, +2
Emerald grasshopper
Everyneed pack, greater (1/hour)
Fear gem x2
Flint and steel
<In: Backpack>
Fortifying pebble x7
Gauntlet
Healer's tools
Katana
Lifting belt
Main-gauche
Money
Potion of flying x3
Rations (1 week) x2 <In: Backpack>
Repair kit <In: Elsewhere>
Sack x20 <In: Backpack>
Sword
Shuriken x100
Signal whistle
Smith's tools <In: Elsewhere>
Soap <In: Backpack>
Sturdy shield, moderate
Tent, pup <In: Backpack>
Waterskin <In: Backpack>
Wayfinder

Personal Details

Gender: Male; **Age:** 51; **Height:** 5' 2"; **Weight:** 225 lb.;
Eyes: Yellow; **Hair:** Tuft of gray hair tied back; **Skin:** Eggplant

Hero Name: Yashk; Player Name: Scott David Gray;
Alignment: Lawful-Neutral; Gender: Male; PFS#: 14034-
2018; Faction: Envoy's Alliance; Age: 51; Height: 62;
Weight: 225; Hair: Tuft of gray hair tied back; Eyes:
Yellow; Skin: Eggplant; Pathfinder Training: Scrolls 1,
Swords 2
Ancestry: Hobgoblin; Ancestry Feat: Hobgoblin Lore;
Ancestry Heritage: Warrenbred Hobgoblin)
Languages: Common, Goblin; Background: Ruby
Phoenix Enthusiast [Shuriken]; Background Feat:
Combat Climber; Home Region: Oprak.
Class: Fighter; Starting Wealth: 15 gold
Key Ability Score: Strength; Class Feat: Double Slice
Ability Scores: Strength 18 (+2 1st, +2 Ancestry, +2
Background, +2 Class); Dexterity 12 (+2 1st);
Constitution 14 (+2 Ancestry, +2 Background);
Intelligence 14 (+2 Ancestry, +2 1st); Wisdom 10 (+2
1st, -2 Ancestry); Charisma 10
Hobgoblin Lore Trained: Crafting, Hobgoblin Lore,
Intimidation; Ruby Phoenix Enthusiast Trained: Athletics,
Gladiator Lore; Swords Trained: Warfare Lore; Fighter
Trained: Acrobatics, Arcana, Nature, Occultism, Religion,
Society
Weapons: 3 Shortswords (27), Shield Boss (5), Main-
gauche (5), 2 Daggers (4), 100 Shuriken (1)
Armor: Steel Shield (20)
Gear: Artisan's Tools [Smith's Tools] (40), Backpack (1),
Bandoleer (1), Basic Crafter's Book (1), Bedroll (0.1),
Belt Pouch (0.4), Chalk (0.1), Climbing Kit (5), Clothing
ordinary (1), Flint and Steel (0.5), 2 x Rations (8), 20 x
sacks (0.4), Signal Whistle (0.8), Soap (0.2), Pup Tent
(8), Repair Kit (20), Waterskin (0.5)
More gear to buy: full plate (300, level 2), +1 weapon
potency rune on shield boss (350, level 2), doubling
rings (500, level 3)

Formulas

Candle of revealing
Emerald grasshopper
Emergency eye
Everyneed pack, greater
Fear gem
Fortifying pebble

Factions

Envoys' Alliance
Reputation **Admired** (102)
Grand Archive
Reputation **Ignored** (2)
Horizon Hunters
Reputation **Ignored** (2)
Verdant Wheel
Reputation **Ignored** (2)

Pathfinder Training

Swords

You are associated with the Swords school

Assurance (Athletics) (Feat, Skill Feats Selection)

Traits: Fortune, General, Skill

Prerequisites trained in at least one skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

Assurance (Crafting) (Feat, Skill Feats Selection)

Traits: Fortune, General, Skill

Prerequisites trained in at least one skill

Even in the worst circumstances, you can perform basic tasks. Choose a skill you're trained in. You can forgo rolling a skill check for that skill to instead receive a result of 10 + your proficiency bonus (do not apply any other bonuses, penalties, or modifiers).

Battle Medicine (Feat, Skill Feats Selection)

Traits: General, Healing, Manipulate, Skill

[1 action]

Prerequisites trained in Medicine

Requirements You are holding or wearing healer's tools.

You can patch up wounds, even in combat. Attempt a Medicine check with the same DC as for Treat Wounds and restore the corresponding amount of HP; this doesn't remove the wounded condition. As with Treat Wounds, you can attempt checks against higher DCs if you have the minimum proficiency rank. The target is then temporarily immune to your Battle Medicine for 1 day.

Cat Fall (Feat, School Training Feat)

Traits: General, Skill

Prerequisites trained in Acrobatics

Your catlike aerial acrobatics allow you to cushion your falls. Treat falls as 10 feet shorter. If you're an expert in Acrobatics, treat falls as 25 feet shorter. If you're a master in Acrobatics, treat them as 50 feet shorter. If you're legendary in Acrobatics, you always land on your feet and don't take damage, regardless of the distance of the fall.

Combat Climber (Background Selection, Feat)

Traits: General, Skill

Prerequisites trained in Athletics

Your techniques allow you to fight as you climb. You're not flat-footed while Climbing and can Climb with a hand occupied. You must still use another hand and both legs to Climb.

Combat Reflexes (Class, Class Feats Selection, Feat, Fighter)

Traits: Fighter

You are particularly swift at punishing foes who leave you openings. At the start of each of your turns when you regain your actions, you gain an additional reaction that can be used only to make an Attack of Opportunity.

Disarming Block (Class, Class Feats Selection, Feat, Fighter)

Traits: Archetype

[free]

Prerequisites Bastion Dedication, trained in Athletics

Trigger You Shield Block a melee Strike made with a held weapon.

You attempt to Disarm the creature whose attack you blocked of the weapon they attacked you with. You can do so even if you don't have a hand free.

Appears In: Advanced Player's Guide

Double Slice (Class, Class Feats Selection, Feat, Fighter)

Traits: Fighter

[2 actions]

Requirements You are wielding two melee weapons, each in a different hand.

You lash out at your foe with both weapons. Make two Strikes, one with each of your two melee weapons, each using your current multiple attack penalty. Both Strikes must have the same target. If the second Strike is made with a weapon that doesn't have the agile trait, it takes a –2 penalty.

If both attacks hit, combine their damage, and then add any other applicable effects from both weapons. You add any precision damage only once, to the attack of your choice. Combine the damage from both Strikes and apply resistances and weaknesses only once. This counts as two attacks when calculating your multiple attack penalty.

Dubious Knowledge (Feat, General Feats Selection)

Traits: General, Skill

Prerequisites trained in a skill with the Recall Knowledge action

You're a treasure trove of information, but not all of it comes from reputable sources. When you fail (but don't critically fail) a Recall Knowledge check using any skill, you learn a bit of true knowledge and a bit of erroneous knowledge, but you don't have any way to differentiate which is which.

Formation Training (Ancestry Feats Selection, Feat)

Traits: Hobgoblin

Prerequisites trained in all martial weapons

You know how to fight in formation with your brethren. When you are adjacent to at least two hobgoblin allies, you gain a +1 circumstance bonus to AC and saving throws. This bonus increases to +2 on Reflex saves against area effects.

Appears In: Lost Omens Character Guide

Nimble Shield Hand (Class, Class Feats Selection, Feat, Fighter)

Traits: Archetype

Prerequisites Bastion Dedication

You are so used to wielding a shield that you can do so even while using the hand that's holding it for other purposes. The hand you use to wield a shield counts as a free hand for the purposes of the Interact action. You can also hold another object in this hand (but you still can't use it to wield a weapon). This benefit doesn't apply to tower shields, which are still too cumbersome.

Appears In: Advanced Player's Guide

Quick Repair (Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Crafting

You take 1 minute to Repair an item. If you're a master in Crafting, it takes 3 actions. If you're legendary, it takes 1 action.

Quick Shield Block (Class, Class Feats Selection, Feat, Fighter)

Traits: Fighter

Prerequisites Shield Block

You can bring your shield into place with hardly a thought. At the start of each of your turns, you gain an additional reaction that you can use only to Shield Block.

Reactive Shield

(Class, Class Feats Selection, Feat, Fighter)

Traits: Fighter

[reaction]

Trigger An enemy hits you with a melee Strike.

Requirements You are wielding a shield.

You can snap your shield into place just as you would take a blow, avoiding the hit at the last second. You immediately use the Raise a Shield action and gain your shield's bonus to AC. The circumstance bonus from the shield applies to your AC when you're determining the outcome of the triggering attack.

Shield Block

(Class, Feat, Fighter)

Traits: General

[reaction]

Trigger While you have your shield raised, you would take damage from a physical attack.

You snap your shield in place to ward off a blow. Your shield prevents you from taking an amount of damage up to the shield's Hardness. You and the shield each take any remaining damage, possibly breaking or destroying the shield.

Shield Warden

(Combat Flexibility Feat, Feat)

Traits: Fighter

Prerequisites shield block

You use your shield to protect your allies. When you have a shield raised, you can use your Shield Block reaction when an attack is made against an ally adjacent to you. If you do, the shield prevents that ally from taking damage instead of preventing you from taking damage, following the normal rules for Shield Block.

Squad Tactics

(Ancestry Feats Selection, Feat)

Traits: Hobgoblin

You are adept at working with your allies to surround a foe. If an enemy is within reach of you and at least two of your allies, that enemy is flat-footed against you.

Appears In: Lost Omens Ancestry Guide

Toughness

(Feat, General Feats Selection)

Traits: General

You can withstand more punishment than most before succumbing. Increase your maximum Hit Points by your level. The DC of recovery checks is equal to 9 + your dying condition value.

Underwater Marauder

(Feat, Skill Feats Selection)

Traits: General, Skill

Prerequisites trained in Athletics

You've learned to fight underwater. You are not flat-footed while in water, and you don't take the usual penalties for using a bludgeoning or slashing melee weapon in water.

Attack of Opportunity

(Class, Fighter)

[reaction]

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You lash out at a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Battlefield Surveyor

(Class, Fighter)

Whether taking stock of an enemy army or simply standing guard, you excel at observing your foes. Your proficiency rank for Perception increases to master. In addition, you gain a +2 circumstance bonus to Perception checks for initiative, making you faster to react during combat.

Bravery

(Class, Fighter)

Having faced countless foes and the chaos of battle, you have learned how to stand strong in the face of fear and keep on fighting. Your proficiency rank for Will saves increases to expert. When you roll a success at a Will save against a fear effect, you get a critical success instead. In addition, anytime you gain the frightened condition, reduce its value by 1.

Combat Flexibility

(Class, Fighter)

Through your experience in battle, you can prepare your tactics to suit different situations. When you make your daily preparations, you gain one fighter feat of 8th level or lower that you don't already have. You can use that feat until your next daily preparations. You must meet all of the feat's other prerequisites.

Darkvision

(Hobgoblin, Race)

A creature with darkvision can see perfectly well in areas of darkness and dim light, though such vision is in black and white only. Some forms of magical darkness, such as a 4th-level *darkness* spell, block normal darkvision. A monster with greater darkvision, however, can see through even these forms of magical darkness.

Fighter Weapon Mastery (Shields)

(Class, Fighter)

Hours spent training with your preferred weapons, learning and developing new combat techniques, have made you particularly effective with your weapons of choice. Choose one weapon group. Your proficiency rank increases to master with the simple and martial weapons in that group, and to expert with the advanced weapons in that group. You gain access to the critical specialization effects (*Core Rulebook* 283) of all weapons and unarmed attacks for which you have master proficiency.

Juggernaut

(Class, Fighter)

Your body is accustomed to physical hardship and resistant to ailments. Your proficiency rank for Fortitude saves increases to master. When you roll a success on a Fortitude save, you get a critical success instead.

Resistance to Negative 1

A creature with resistance reduces damage dealt to it by the amount listed in its resistance entry (to a minimum of 0 damage). Resistance can specify damage types or certain other properties of attacks. For instance, a creature might be resistant to nonmagical bludgeoning damage, meaning it would take less damage from bludgeoning attacks that weren't magical, but would take normal damage from a +1 mace or a nonmagical spear. A resistance might have an exception. For example, resistance 10 to physical damage (except silver) would reduce any physical damage by 10 unless that damage was dealt by a silver weapon.

If the creature has more than one type of resistance that would apply to the same instance of damage, use only the highest applicable resistance value.

It's possible to have resistance to all damage. If you have resistance to all damage, apply the resistance to each source separately. If an attack would deal 7 slashing damage and 4 fire damage, resistance 5 to all damage would reduce the slashing damage to 2 and negate the fire damage.

Treat Wounds (2d8, DC 15)

Traits: Exploration, Healing, Manipulate

Requirements You're wearing or holding healer's tools

You spend 10 minutes treating one injured living creature (targeting yourself, if you so choose). The target is then temporarily immune to Treat Wounds actions for 1 hour, but this interval overlaps with the time you spent treating (so a patient can be treated once per hour, not once per 70 minutes).

The Medicine check DC is usually 15, though the GM might adjust it based on the circumstances, such as treating a patient outside in a storm, or treating magically cursed wounds. If you're an expert in Medicine, you can instead attempt a DC 20 check to increase the Hit Points regained by 10; if you're a master of Medicine, you can instead attempt a DC 30 check to increase the Hit Points regained by 30; and if you're legendary, you can instead attempt a DC 40 check to increase the Hit Points regained by 50. The damage dealt on a critical failure remains the same.

If you succeed at your check, you can continue treating the target to grant additional healing. If you treat them for a total of 1 hour, double the Hit Points they regain from Treat Wounds.

The result of your Medicine check determines how many Hit Points the target regains.

Critical Success The target regains 4d8 Hit Points, and its wounded condition is removed.

Success The target regains 2d8 Hit Points, and its wounded condition is removed.

Critical Failure The target takes 1d8 damage.

Warrenbred Hobgoblin

(Ancestry Heritage Selection)

Traits: Hobgoblin

Your ancestors lived underground. Your ears are larger than those of other hobgoblins and sensitive to echoes. When you are underground, you can use the Seek action to sense undetected creatures within a 30-foot burst instead of a 15-foot burst. In addition, if you roll a success on an Acrobatics check to Squeeze, you get a critical success instead.

Appears In: Lost Omens Character Guide

Envoys' Alliance

(Faction)

Being a Pathfinder's dangerous work. Travel comes with its own dangers, traps seem to be everywhere, and just about everything seems ready to eat aspiring agents. What's more, the Pathfinder Society has spent the last decade increasingly engaged in major conflicts, each of which saw extraordinary rewards yet also loss of life. After virtually nonstop campaigns, the Society's ranks are sorely depleted. The Envoys' Alliance aims to change that, making the Society every stronger, better trained, and better supported.

Faction Leader: Fola Barun (N female half-elf negotiator) first encounter the Pathfinder Society in her role as the envoy of an Ekujae elven community in the Mwangi Expanse, and later joined the Society through a field commission. She quickly established herself as an attentive leader whose even-keeled, professional approach not only expanded the Society's understanding of the mighty Vanji River, but also helped devastate the Aspis Consortium's predatory operations along that route. Having never trained at the Grand Lodge or absorbed the conventional Society wisdom imparted to initiates, she was appalled upon first reaching Absalom and learning of the many counts of negligence of the past century. She's brought a fresh approach to recruitment and supporting agents in the field, which often sees her collaborating (and occasionally clashing) with the deans of the Pathfinder Society's three schools.

Motto: Strength in Community

Objectives: The Envoys' Alliance is dedicated to recruiting new agents, rescuing Pathfinders in distress, and rebuilding the Society in a way that supports and values operatives' lives and wellbeing—at least as much as one can in the adventuring world. Through collaboration, the Society can accomplish ever-greater feats—particularly with a powerful faction to advocate for the Pathfinders themselves when they're tasked with the Grand Lodge's latest projects.

Year 1 Goal: In addition to devastating several nations, the Whispering Tyrant's rise resulted in hundreds of Pathfinder casualties. The aftermath is a serious wake-up call for the Society, and the Envoys' Alliance in particular seeks not only to rescue those agents stranded by the recent chaos, but also to provide assistance to other distant operations that have suffered from insufficient support.

Appears In: Pathfinder Society

Grand Archive (Faction)

Archaeology is a destructive science, and adventurers tend to be more destructive than most. If the Society is to uphold its mandate to study and preserve the past, then documentation and academic rigor are key. Members of the Grand Archive do not limit themselves to Absalom's libraries, however; these bold explorers' voyage to the most exciting sites to chronicle the past in person and share those tales with the world.

Faction Leader: Although third in line for the Sky Citadel Kraggodan's throne, Gorm Greathammer (LN male dwarf raconteur) has always been drawn to the adventuring lifestyle, and his passion drew him to the Pathfinder Society decades ago. He has since distinguished himself as an explorer and chronicler with numerous publications to his name and countless stories to retell. Even so, he has regularly returned home to help administrate the sky citadel. After withstanding the exhausting Ironfang Invasion and directing peace negotiations with Molthune, he returned to the Grand Lodge on an extended leave of absence from Kraggodan. He now oversees the Grand Archive, promoting scholarship and uncovering centuries-old mysteries to solve at long last. Yet those who would expect the Grand Archive's leader to be a shy, spectacled sage are in for a surprise; Gorm is daring, boisterous, and ready to get his hands dirty alongside his allies.

Motto: Chronicling the Past

Objectives: The Grand Archive promotes the ongoing education of Pathfinder agents, the recovery of ancient knowledge, and the mastery of esoteric lore. Thanks to Gorm Greathammer's leadership, the faction also encourages travel, so that agents can experience history directly, draw their own conclusions, and ensure that all relics receive the care and curation they deserve—especially where a berserker's boots might otherwise shatter a priceless statue. After years of neglect and several noteworthy attacks, the Grand Lodge's written records are a tattered shadow of what they once were, and the Grand Archive is dedicated to restoring the Society's libraries by seeking replacement texts and long-lost documents the world over.

Year 1 Goal: Although the Pathfinder Society now keeps track of its myriad, far-flung lodges, the first few centuries involved venture-captains founding, operating, and ultimately abandoning numerous lodges across Avistan and Garund. Not only are these lost lodges an important part of Society history, but many also house libraries with unique, now-forgotten manuscripts. As the Society explores its earliest agents' exploits, the Grand Archive seeks to track down the lost lodges through historical clues, hoping to recover and preserve the lore sequestered within each one.

Appears In: Pathfinder Society

Horizon Hunters (Faction)

Since the Pathfinder Society's first day, when adventurers gathered in Absalom to share drinks and swap stories, the Society has been an organization of explorers. The Horizon Hunters is home to those who carry on the proud tradition of ascending the highest peaks, plumbing the darkest depths, and seeing what lies over the next hill. And as sweet as it is to discover a lost ruin or unknown vista, it's all the better to tell wild tales about the experience and revel in the admiration of peers—particularly if an agent's deeds might be immortalized in the Pathfinder Chronicles, a widely distributed record of the greatest Pathfinders' achievements and discoveries.

Faction Leader: Hailing from the Sodden Lands, Calisro Benarry (N female half-orc corsair) is a pirate-turned-Pathfinder who made her name as venture-captain of the Arcadian Mariner's Lodge, a ship-borne Pathfinder lodge aboard the Grinning Pixie, whose command passed between venture-captains every few years. Bucking tradition, Benarry commanded the wheel for a decade, oversaw exploration of the dreaded Gloomspires, and traveled widely before recently being ordered to surrender the ship. She considers that no excuse to settle down, though, and has poured her energy into inspiring curiosity, tenacity, and wanderlust in the Society as a whole, spearheading the Horizon Hunters faction.

Motto: Glory Lies Over the Horizon

Objectives: The more untouched, unfamiliar, or unknown a site or treasure, the more exhilarating it is to reach it. The Horizon Hunters encourage exploration for its own sake, yet it's also dedicated to enhancing the reputation of its members—anything from publication in the Pathfinder Chronicles to being the subject of the latest tall tale to circulate the taverns. Iconic objectives include uncovering mythical lost cities, blazing the trail through uncharted territory, and reaching foreboding realms. And if the Pathfinders can look good while doing so, that's all the better.

Year 1 Goal: Calisro Benarry longs to rekindle the public's wonder and admiration of the Society through daring and inspiring adventures, focusing on two goals. First, she encourages Pathfinders to seek out and overcome public challenges, from beating previous records to blazing trails at the behest of influential patrons. Second, because she believes the Society has stuck to the Inner Sea for too long, she is pushing for a major mission to document a distant land—an endeavor that the people of Absalom will be talking about for years to come.

Appears In: Pathfinder Society

Verdant Wheel**(Faction)**

No matter how many verdant jungles, grassy plains, and untamed hills agents scout, the Pathfinder Society is not strictly a nature-oriented organization. Even so, nature enthusiasts of all stripes—from grizzled trackers to bright-eyed ecologists to tenacious druids—gravitate to the Society for opportunities to witness natural wonders, catalog new species, and better protect the world's pristine realms. The call for a united voice representing those interests has only grown over the years, and the evolution of the Pathfinder Society provides a perfect opportunity to name this organization: the Verdant Wheel. This faction has a particular fondness for sensing patterns and cycles, such as that of creation and destruction, as exemplified by new growth sprouting from a fire-ravaged field, but those intent on preserving that which exists also find a welcome home here.

Faction Leader: Nobody entirely agrees on where Urwal (NG male lizardfolk astrologer) came from, though one Pathfinder admits to having encountered him in Varisia several years ago and being accosted about a copy of the Pathfinder Chronicles containing misleading information. Flustered, the Pathfinder told Urwal that if he were so upset, he could visit the Grand Lodge and file a complaint. In 4718 AR, Master of Scrolls Kreighton Shaine entered his locked office to find Urwal waiting there with five heavily edited volumes of the Pathfinder Chronicles, a stack of supporting documentation, and a disappointed glower. "These are full of errors. I question that your agents even traveled to these places. I will bring more; the stars foresee it," declared the lizardfolk before clambering up a wall and out the window.

After finding Urwal reorganizing neglected entomology collections, correcting placards on a collection of Mwangi artifacts, and painting astrological charts on a Grand Lodge walkway—all helpful yet cryptically explained—the deans of the three Pathfinder Society schools decided it more prudent to recognize Urwal's esoteric knowledge and benign infiltration by granting him a field commission (which the lizardfolk has never formally accepted). That he has since organized a cohort of nature enthusiasts as the Verdant Wheel befuddles the Society's leadership, especially since nobody has yet figured out where he came from (including the Verdant Wheel's agents, who maintain ongoing bets about his origins). For all his eccentricities, he is a compassionate mentor who encourages his colleagues to seek out nature's greatest wonders and most humble treasures, understand them, and protect them in the way each agent deems best.

Motto: Truth Sprouts from the Ashes

Objectives: The Verdant Wheel has no single vision of what it means to preserve nature, leaving it to an individual's interpretation and each region's unique circumstances to determine the best course of action. Agents travel far and wide to study the strange and pristine, and their journeys often bring them into conflict with undead, fiends, and aberrations. Most of all, the faction is a home for those who revel in the glories of nature in its many forms—even the occasional alien landscape beyond Golarion itself.

Appears In: Pathfinder Society

Weapons**Rounds**

Traits: Alchemical

Rarity: Uncommon

Firearms require ammunition consisting of a projectile and black powder. A round of ammo can vary in its composition but is typically either a prepackaged paper cartridge, including wadding, bullet, and black powder, or loose shot packed in manually. Some weapons, like hand cannons and blunderbusses, can fire other materials, but their ammunition has the same Price due to the cost of the black powder. Because making rounds of firearm ammunition requires creating black powder, you need the Alchemical Crafting skill feat to make them. Firearm rounds are a valid option for magical ammunition, just like arrows or bolts. Crafting magical firearm ammunition requires you to be able to craft both alchemical and magical items.

Shuriken

Rarity: Uncommon

This "throwing star" is a small piece of flat metal with sharp edges, designed to be flung with a flick of the wrist.

Weapon Traits**Agile**

The multiple attack penalty you take with this weapon on the second attack on your turn is –4 instead of –5, and –8 instead of –10 on the third and subsequent attacks in the turn.

Attached to shield

An attached weapon must be combined with another piece of gear to be used. The trait lists what type of item the weapon must be attached to. You must be wielding or wearing the item the weapon is attached to in order to attack with it. For example, shield spikes are attached to a shield, allowing you to attack with the spikes instead of a shield bash, but only if you're wielding the shield. An attached weapon is usually bolted onto or built into the item it's attached to, and typically an item can have only one weapon attached to it. An attached weapon can be affixed to an item with 10 minutes of work and a successful DC 10 Crafting check; this includes the time needed to remove the weapon from a previous item, if necessary. If an item is destroyed, its attached weapon can usually be salvaged.

Combination

Combination weapons combine the functionality of melee weapons and ranged weapons in unique or unusual ways. A combination weapon has a ranged form or usage and a melee weapon form or usage. The combination weapons table lists the ranged weapon statistics first and the melee weapon statistics indented beneath, just above the ammunition. Switching between the melee weapon usage and the ranged weapon usage requires an Interact action. However, if your last action was a successful melee Strike against a foe using a combination weapon, you can make a ranged Strike with the combination weapon against that foe without fully switching to the ranged weapon usage, firing the ranged weapon just as you hit with the melee attack. In this case, the combination weapon returns to its melee usage after the ranged weapon Strike.

Since a combination weapon is one weapon with two usages, both usages share any fundamental runes. You can put a property rune on a combination weapon as long as it's appropriate for either of the two usages, but if only one of the usages meets the property rune's requirements, the effects of the property rune only apply for that usage. For instance, a vorpal axe musket only applies the vorpal property rune when you're using it as an axe. Due to their complexity, combination weapons can't have another weapon, such as a bayonet or reinforced stock, attached to them.

Weapon Traits

Concussive

These weapons smash as much as puncture. When determining a creature's resistance or immunity to damage from this weapon, use the weaker of the target's resistance or immunity to piercing or bludgeoning. For instance, if the creature were immune to piercing and had no resistance or immunity to bludgeoning damage, it would take full damage from a concussive weapon. Resistance or immunity to all physical damage, or all damage, applies as normal.

Critical Fusion

Critical fusion is a trait for combination weapons. It grants you two additional options for the critical specialization effect when using the combination weapon's melee version to make a melee attack while the ranged weapon is loaded. If you choose to use one of them, it replaces the melee usage's normal critical specialization effect.

First, if the ranged weapon is a firearm, you can discharge it to create a loud bang and concussion, using the critical specialization effect for firearms instead of the melee weapon group's critical specialization effect. Second, you can choose to discharge the ranged weapon to increase the critical hit's momentum or shoot the foe as you attack in melee, dealing 2 additional damage per weapon damage die. Both of these options discharge the ranged weapon, which typically means you have to reload it before firing it again.

Deadly d8

On a critical hit, the weapon adds a weapon damage die of the listed size. Roll this after doubling the weapon's damage. This increases to two dice if the weapon has a *greater striking* rune and three dice if the weapon has a *major striking* rune. For instance, a rapier with a *greater striking* rune deals 2d8 extra piercing damage on a critical hit. An ability that changes the size of the weapon's normal damage dice doesn't change the size of its deadly die.

Disarm

You can use this weapon to Disarm with the Athletics skill even if you don't have a free hand. This uses the weapon's reach (if different from your own) and adds the weapon's item bonus to attack rolls (if any) as an item bonus to the Athletics check. If you critically fail a check to Disarm using the weapon, you can drop the weapon to take the effects of a failure instead of a critical failure. On a critical success, you still need a free hand if you want to take the item.

Fatal Aim (1d10)

It's possible to hold the stock of this weapon under one arm so you can fire it with a single hand as long as the other hand isn't holding a weapon, shield, or anything else you would need to move and position, to ensure the weapon doesn't slip out from under your arm. However, if you use both hands, the weapon can make fatal attacks. When you wield the weapon in two hands, it gains the fatal trait with the listed damage die. Holding the weapon underarm stably enough to fire is significantly more complicated than just releasing one hand from the weapon, so to switch between the two grips, you must do so with an Interact action rather than Releasing or as part of reloading.

Finesse

You can use your Dexterity modifier instead of your Strength modifier on attack rolls using this melee weapon. You still use your Strength modifier when calculating damage.

Forceful

This weapon becomes more dangerous as you build momentum. When you attack with it more than once on your turn, the second attack gains a circumstance bonus to damage equal to the number of weapon damage dice, and each subsequent attack gains a circumstance bonus to damage equal to double the number of weapon damage dice.

Weapon Traits

Free-Hand

This weapon doesn't take up your hand, usually because it is built into your armor. A free-hand weapon can't be Disarmed. You can use the hand covered by your free-hand weapon to wield other items, perform manipulate actions, and so on. You can't attack with a free-hand weapon if you're wielding anything in that hand or otherwise using that hand. When you're not wielding anything and not otherwise using the hand, you can use abilities that require you to have a hand free as well as those that require you to be wielding a weapon in that hand. Each of your hands can have only one free-hand weapon on it.

Monk

Many monks learn to use these weapons.

Nonlethal

Attacks with this weapon are nonlethal, and are used to knock creatures unconscious instead of kill them. You can use a nonlethal weapon to make a lethal attack with a –2 circumstance penalty.

Parry

This weapon can be used defensively to block attacks. While wielding this weapon, if your proficiency with it is trained or better, you can spend a single action to position your weapon defensively, gaining a +1 circumstance bonus to AC until the start of your next turn.

Sweep

This weapon makes wide sweeping or spinning attacks, making it easier to attack multiple enemies. When you attack with this weapon, you gain a +1 circumstance bonus to your attack roll if you already attempted to attack a different target this turn using this weapon.

Thrown 20 ft.

You can throw this weapon as a ranged attack; it is a ranged weapon when thrown. You add your Strength modifier to damage as you would for a melee weapon. When this trait appears on a melee weapon, it also includes the range increment. Ranged weapons with this trait use the range increment in the weapon's Range entry.

Two-Hand (1d10)

This weapon can be wielded with two hands. Doing so changes its weapon damage die to the indicated value. This change applies to all the weapon's damage dice, such as those from *striking* runes.

Unarmed

An unarmed attack uses your body rather than a manufactured weapon. An unarmed attack isn't a weapon, though it's categorized with weapons for weapon groups, and it might have weapon traits. Since it's part of your body, an unarmed attack can't be Disarmed. It also doesn't take up a hand, though a fist or other grasping appendage generally works like a free-hand weapon.

Versatile S

A versatile weapon can be used to deal a different type of damage than that listed in the Damage entry. This trait indicates the alternate damage type. For instance, a piercing weapon that is versatile S can be used to deal piercing or slashing damage. You choose the damage type each time you make an attack.

Armor

Sturdy shield, moderate

Traits: Abjuration, Magical

With a superior design and excellent craftsmanship, this steel shield has higher Hardness than its non-magical counterparts, making it harder to break and destroy.

The shield has Hardness 13, HP 104, and BT 52.

Gear

Aeon stone, pearly white spindle

Traits: Invested, Magical, Transmutation

Rarity: Uncommon

Aeon Stone

Aeon stones are magic stones that orbit your head when invested and grant a resonant power when slotted in a *wayfinder*. See page 604 of the *Core Rulebook* for basic information on aeon stones.

Pearly White Spindle

When you invest this aeon stone, it slowly starts healing your wounds, restoring 1 HP every minute.

The resonant power grants you resistance 1 to negative damage.

Appears In: Lost Omens Pathfinder Society Guide

Candle of revealing

Traits: Consumable, Divination, Magical

[1 action]

When lit, this black candle's eerie blue flame reveals the presence of invisible creatures. Within a 10-foot radius of the lit candle, creatures don't benefit from the invisible condition. Their bodies are outlined, not fully visible, so they are concealed. Once lit, the candle burns for 1 minute, after which the effect ends. If extinguished, it can't be relit.

Appears In: Advanced Player's Guide

Climbing kit

This satchel includes 50 feet of rope, pulleys, a dozen pitons, a hammer, a grappling hook, and one set of crampons. Climbing kits allow you to attach yourself to the wall you're Climbing, moving half as quickly as usual (minimum 5 feet) but letting you attempt a DC 5 flat check whenever you critically fail to prevent a fall. A single kit has only enough materials for one climber; each climber needs their own kit.

Crafter's eyepiece

Traits: Invested, Magical, Transmutation

This rugged metal eyepiece etched with square patterns is designed to be worn over a single eye. Twisting the lens reveals a faint three-dimensional outline of an item you plan to build or repair, with helpful labels on the component parts. While worn, this eyepiece gives you a +1 item bonus to Crafting checks. When you Repair an item, increase the Hit Points restored by 15 per proficiency rank instead of 10.

Gear

Doubling rings (+2 ghost touch striking shield boss, +2 striking short

Traits: Evocation, Invested, Magical

This item consists of two magically linked rings: an intricate, gleaming golden ring with a square-cut ruby, and a thick, plain iron ring. When you wield a melee weapon in the hand wearing the golden ring, the weapon's fundamental runes are replicated onto any melee weapon you wield in the hand wearing the iron ring. (The fundamental runes are *weapon potency* and *striking*, which add an item bonus to attack rolls and extra weapon damage dice, respectively.) Any fundamental runes on the weapon in the hand wearing the iron ring are suppressed.

The replication functions only if you wear both rings, and it ends as soon as you cease wielding a melee weapon in one of your hands. Consequently, the benefit doesn't apply to thrown attacks or if you're holding a weapon but not wielding it (such as holding in one hand a weapon that requires two hands to wield).

Emerald grasshopper

Traits: Consumable, Magical, Talisman, Transmutation

[free]

Trigger You attempt a High Jump but haven't rolled yet

Requirements You are an expert in Athletics

This metal grasshopper studded with emeralds is usually clasped to the legs of a suit of armor. When you activate it, if you succeed at the Athletics check, you Leap up to 50 feet vertically and up to 10 feet horizontally. If you critically succeed, you can Leap up to 75 feet vertically and 20 feet horizontally. If you don't end your jump on solid ground, you flutter in the air until the end of your turn, then fall harmlessly at a rate of 60 feet per round until you reach the ground.

Emergency eye

Traits: Consumable, Divination, Magical, Talisman

[free]

Trigger You become blinded, or an effect otherwise impedes your vision

Requirements You are an expert in Perception.

This eye, harvested from a monster, looks like it's peacefully sleeping but gives you a backup when you can't use your eyes. When the eye is activated, the eyelid pops open, and the eye stares frantically about. You see through the eye with normal vision until the end of your next turn, when the eye withers and flakes away.

Appears In: Treasure Vault

Everyneed pack, greater (1/hour)

Traits: Conjuraton, Invested, Magical

Rarity: Uncommon

Constructed of green material and decorated with a white Glyph of the Open Road, an *everyneed pack* has a dozen or more small pockets lining the inside. The pack is enchanted so that each pocket contains common, mundane gear, each item worth no more than 5 gp, such as chalk, flint and steel, and string. It doesn't contain any armor, shields, weapons, or items made of precious material. Keep track of the exact value of the gear you retrieve from the pack. The pack becomes a mundane backpack after items of your choice with a combined value of 45 gp have been removed from it.

Activate 1 minute (Interact); **Frequency** once per hour; **Effect** You draw any number of pieces of mundane gear from the pack with a combined value of 5 gp or less.

Appears In: Lost Omens Pathfinder Society Guide, Treasure Vault

Gear

Fear gem

Traits: Consumable, Enchantment, Fear, Magical, Mental, Talisman
[2 actions]

Dark smoke seems to writhe within this obsidian gem. When you activate the gem, you make an Intimidating Strike, as the fighter feat (page 146).

If you have the Intimidating Strike feat, increase the frightened condition value from this Intimidating Strike to frightened 2, or frightened 3 on a critical hit.

Flint and steel

Flint and steel are useful in creating a fire if you have the time to catch a spark, though using them is typically too time-consuming to be practical during an encounter. Even in ideal conditions, using flint and steel to light a flame requires using at least 3 actions, and often significantly longer.

Fortifying pebble

Traits: Abjuration, Consumable, Magical, Talisman
Rarity: Uncommon
[free]

Trigger The affixed object would take damage

This small pebble is strangely dense and surprisingly durable, affixed to an object by a sturdy steel chain. When you activate the pebble, the affixed object takes 10 less damage.

Appears In: Lost Omens Character Guide

Ghost touch

Traits: Magical, Transmutation

The weapon can harm creatures without physical form. A *ghost touch* weapon is particularly effective against incorporeal creatures, which almost always have a specific weakness to *ghost touch* weapons. Incorporeal creatures can touch, hold, and wield *ghost touch* weapons (unlike most physical objects).

Lifting belt

Traits: Invested, Magical, Transmutation
[2 actions]

This wide leather belt grants you a +1 item bonus to Athletics checks and increases the amount you can easily carry. You can carry Bulk equal to 6 + your Strength modifier before becoming encumbered, and you can hold and carry a total Bulk up to 11 + your Strength modifier.

Activate [2 actions] Interact; **Effect** You lift an object of up to 8 Bulk as though it were weightless. This requires two hands, and if the object is locked or otherwise held in place, you can attempt to Force it Open using Athletics as part of this activation. The object still has its full weight and Bulk for all other purposes—you just ignore that weight. The effect lasts until the end of your next turn.

Potion of flying

Traits: Consumable, Magical, Potion, Transmutation
[1 action]

Upon drinking this effervescent concoction, you gain a fly Speed of 40 feet for 1 minute.

Gear

Wayfinder

Traits: Evocation, Invested, Magical
Rarity: Uncommon
[1 action]

This compact compass repurposes ancient technology to draw fantastic powers from the mysterious magical items called *aeon stones*. It serves as a badge of office for agents of the Pathfinder Society and as a status symbol among adventurers of any stripe. A *wayfinder* functions as a compass.

An indentation in the middle of the *wayfinder* can hold a single *aeon stone* (page 604). Placing an *aeon stone* in this indentation provides you all the benefits of having the *aeon stone* orbiting your head, but it protects the stone from being noticed or stolen as easily. You invest a *wayfinder* and the *aeon stone* within it simultaneously, and they count as only one item toward your investiture limit. An invested *aeon stone* slotted in a *wayfinder* also grants its resonant power. If you have more than one *wayfinder* with an invested *aeon stone* on your person at a given time, destructive interference from their resonance prevents you from gaining benefits from any of them. You can still benefit from additional *aeon stones* orbiting your head, just not in *wayfinders*.

Activate [1 action] command; **Effect** The *wayfinder* is targeted by a 1st-level *light* spell.

Light

Cantrip 1

Cantrip, Evocation, Light

Traditions Arcane, Divine, Occult, Primal

Cast [2 actions] somatic, verbal

Range touch

Targets 1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally

Duration until the next time you make your daily preparations

In-Play Information

Cast [2 actions] somatic, verbal

Range touch

Targets 1 object of 1 Bulk or less, either unattended or possessed by you or a willing ally

Duration until the next time you make your daily preparations

Calculation Breakdown:

Proficiency Level (Trained)

•**Base Bonus** (+12): Character Level (+10), Trained Proficiency Modifier (+2)

The object glows, casting bright light in a 20-foot radius (and dim light for the next 20 feet) like a torch. If you cast this spell again on a second object, the *light* spell on the first object ends.

Heightened (4th) The object sheds bright light in a 60-foot radius (and dim light for the next 60 feet).