

## Uqbah al-Uthman

**Player:** Scott David Gray

**Male half-orc (mystic) bloodrager (crossblooded, steelblood) 3, Silver Crusade faction - CR 2**

**Lawful Good Humanoid (Human, Orc); Deity: Uskyeria;**  
**Age: 37; Height: 6' 10"; Weight: 318 lb.; Eyes: Red; Hair: Black; Skin: Green**

Ability	Score	Modifier	Temporary
<b>STR</b> STRENGTH	18	+4	
<b>DEX</b> DEXTERITY	12	+1	
<b>CON</b> CONSTITUTION	14	+2	
<b>INT</b> INTELLIGENCE	8	-1	
<b>WIS</b> WISDOM	12	+1	
<b>CHA</b> CHARISMA	13	+1	

**Endurance:** +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath

Saving Throw	Total	Base	Ability	Resist	Misc	Temp	Notes
<b>FORTITUDE</b> (CONSTITUTION)	+7	=	+3	+2	[ ]	+2	[ ]

**Endurance:** +4 vs. hot or cold environments and to resist damage from suffocation, **Blood Sanctuary:** +2 bonus vs. spells cast by self or an ally

<b>REFLEX</b> (DEXTERITY)	+4	=	+1	+1	[ ]	+2	[ ]
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**Indomitable Stance:** +1 bonus vs. trample attacks, **Blood Sanctuary:** +2 bonus vs. spells cast by self or an ally

<b>WILL</b> (WISDOM)	+3	=	+1	+1	[ ]	+1	[ ]
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**Blood Sanctuary:** +2 bonus vs. spells cast by self or an ally

Total	AC	=	Armor	Shield	Dex	Size	Natur	Deflec	Dodge	Misc
23	AC	=	+10	+2	+1	[ ]	[ ]	[ ]	[ ]	[ ]

<b>Touch AC</b>	11		<b>Flat-Footed AC</b>	22
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<b>CM Bonus</b>	+8	=	+3	+4	-	-
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CM Defense	18	=	10	BAB	Strength	Dexterity	Size
				+3	+4	+1	-

19 vs. Overrun

<b>Base Attack</b>	+3		<b>HP</b>	34
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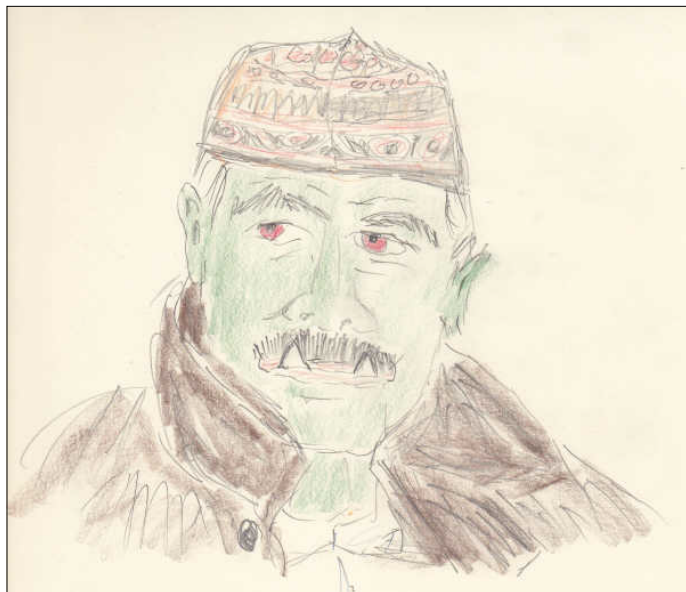
Initiative	Speed	Damage / Current HP
+1	30 / 25 ft	

**+1 full plate**

+10

Max Dex: +1, Armor Check: -5  
 Spell Fail: 35%, Heavy, Slows

Character Number: 14034 - 55



Skill Name	Total	Ability	Ranks	Temp
<b>Acrobatics</b>	-5	DEX (1)	-	
<b>Speed greater/less than 30 ft. : -4 to jump</b>				
<b>Appraise</b>	-1	INT (-1)	-	
<b>Bluff</b>	+1	CHA (1)	-	
<b>Climb</b>	+2	STR (4)	1	
<b>Diplomacy</b>	+1	CHA (1)	-	
<b>Disguise</b>	+1	CHA (1)	-	
<b>Escape Artist</b>	-5	DEX (1)	-	
<b>Fly</b>	-5	DEX (1)	-	
<b>Heal</b>	+1	WIS (1)	-	
<b>Intimidate</b>	+7	CHA (1)	3	
<b>Perception</b>	+7	WIS (1)	3	
<b>Ride</b>	-5	DEX (1)	-	
<b>Sense Motive</b>	+1	WIS (1)	-	
<b>Stealth</b>	-5	DEX (1)	-	
<b>Survival</b>	+5	WIS (1)	1	
<b>Swim</b>	+2	STR (4)	1	

**Endurance:** +4 to resist nonlethal damage from exhaustion

### Feats

#### Armor Proficiency (Heavy)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### Armor Proficiency (Light)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### Armor Proficiency (Medium)

When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Dexterity- and Strength-based skill checks.

#### Endurance

+4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.

## Feats

### Martial Weapon Proficiency - All

You are proficient with all Martial weapons.

### Power Attack -1/+2

You can subtract from your attack roll to add to your damage.

### Shield Proficiency

You can use a shield and take only the standard penalties.

### Simple Weapon Proficiency - All

Proficient with all simple weapons.

### Toughness

You gain +3 hit points.

## Traits

### Auspicious Tattoo (Shoanti)

+1 bonus to Will saves

### Fate's Favored

Increase luck bonuses by 1.

## Chakram

Main hand: **+6, 1d8+4**

Both hands: **+6, 1d8+6**

Main w/ offhand: **+0, 1d8+4**

Main w/ light off: **+2, 1d8+4**

Offhand: **-4, 1d8+2**

Ranged: **+4, 1d8+4**

Ranged, both hands: **+4, 1d8+4**

Ranged w/ offhand: **-2, 1d8+4**

Ranged w/ light off: **+0, 1d8+4**

Ranged offhand: **-6, 1d8+2**

## Chakram

Main hand: **+6, 1d8+4**

Both hands: **+6, 1d8+6**

Main w/ offhand: **+0, 1d8+4**

Main w/ light off: **+2, 1d8+4**

Offhand: **-4, 1d8+2**

Ranged: **+4, 1d8+4**

Ranged, both hands: **+4, 1d8+4**

Ranged w/ offhand: **-2, 1d8+4**

Ranged w/ light off: **+0, 1d8+4**

Ranged offhand: **-6, 1d8+2**

## Dagger

Main hand: **+7, 1d4+4**

Main w/ offhand: **+1, 1d4+4**

Main w/ light off: **+3, 1d4+4**

Offhand: **-1, 1d4+2**

Ranged: **+4, 1d4+4**

Ranged w/ offhand: **-2, 1d4+4**

Ranged w/ light off: **+0, 1d4+4**

Ranged offhand: **-4, 1d4+2**

## Experience & Wealth

Experience Points: 8/9

Current Cash: **65 pp, 2 gp**

Silver Crusade: **Fame: 14, PP: 11**

## Dagger

Main hand: **+7, 1d4+4**

Main w/ offhand: **+1, 1d4+4**

Main w/ light off: **+3, 1d4+4**

Offhand: **-1, 1d4+2**

Ranged: **+4, 1d4+4**

Ranged w/ offhand: **-2, 1d4+4**

Ranged w/ light off: **+0, 1d4+4**

Ranged offhand: **-4, 1d4+2**

## Gauntlet (from armor)

Main hand: **+7, 1d3+4**

Main w/ offhand: **+1, 1d3+4**

Main w/ light off: **+3, 1d3+4**

Offhand: **-1, 1d3+2**

## Heavy shield bash

Main hand: **+7, 1d4+4**

Both hands: **+7, 1d4+6**

Main w/ offhand: **+1, 1d4+4**

Main w/ light off: **+3, 1d4+4**

Offhand: **-3, 1d4+2**

## Masterwork scimitar

Main hand: **+8, 1d6+4**

Both hands: **+8, 1d6+6**

Main w/ offhand: **+2, 1d6+4**

Main w/ light off: **+4, 1d6+4**

Offhand: **-2, 1d6+2**

## Unarmed strike

Main hand: **+7, 1d3+4**

**nonlethal**

Main w/ offhand: **+1, 1d3+4**

**nonlethal**

Main w/ light off: **+3, 1d3+4**

**nonlethal**

Offhand: **-1, 1d3+2 nonlethal**

## Warhammer

Main hand: **+7, 1d8+4**

Both hands: **+7, 1d8+6**

Main w/ offhand: **+1, 1d8+4**

Main w/ light off: **+3, 1d8+4**

Offhand: **-3, 1d8+2**

Crit: 19-20/x2

Rng: 10'

Light, P/S

Crit: x2

Light, B

Crit: x2

1-hand, B

Crit: 18-20/x2

1-hand, S

Crit: x2

Light, B, Nonlethal

Crit: 19-20/x2

Rng: 10'

Light, P/S

Crit: x3

1-hand, B

## Masterwork heavy steel shield

+2

Max Dex: -, Armor Check: -1  
Spell Fail: 15%, Shield

## Gear

**Total Weight Carried: 98/300 lbs, Encumbrance Ignored**  
**(Light: 100 lbs, Medium: 200 lbs, Heavy: 300 lbs)**

+1 full plate	50 lbs
1 pound ground coffee <In: Backpack (11 @ 11 lbs)>	1 lb
1/5 pound sugar <In: Backpack (11 @ 11 lbs)>	-
4 grams nutmeg <In: Backpack (11 @ 11 lbs)>	-
Backpack (11 @ 11 lbs) <In: Dropped to ground (1	2 lbs
Bandolier (10 @ 8 lbs)	-
Belt pouch (empty)	0.5 lbs
Caltrops <In: Bandolier (10 @ 8 lbs)>	2 lbs
Chakram x2 <In: Bandolier (10 @ 8 lbs)>	1 lb
Chakram x2 <In: Bandolier (10 @ 8 lbs)>	1 lb
Coffee pot <In: Backpack (11 @ 11 lbs)>	4 lbs
Dagger <In: Bandolier (10 @ 8 lbs)>	1 lb
Dagger <In: Bandolier (10 @ 8 lbs)>	1 lb
Grappling hook	4 lbs
Hat	0.5 lbs
Heavy shield bash	-
Herald (empty)	-
Holy symbol, silver (Uskyeria)	1 lb
Hot Weather outfit (Free)	-
Masterwork heavy steel shield	15 lbs
Masterwork scimitar	4 lbs
Money	-
Mug/tankard x4 <In: Backpack (11 @ 11 lbs)>	1 lb
Powdered milk <In: Backpack (11 @ 11 lbs)>	1 lb
Silk rope	5 lbs
Soap x2 <In: Backpack (11 @ 11 lbs)>	0.5 lbs
Wand of cure light wounds (50 charges) <In: Bandolier	-
Wand of endure elements (50 charges) <In: Bandolier	-
Wand of enlarge person (48 charges) <In: Bandolier (10	-
Warhammer	5 lbs
Waterskin	4 lbs
Wayfinder (empty)	1 lb

## Special Abilities

### Blood Sanctuary +2 (Su)

At 3rd level, due to the power of his blood, a bloodrager can stand confidently amid the effects of spells cast by himself or his allies. He gains a +2 bonus on saving throws against spells that he or an ally casts.

### Bloodrage (10 rounds/day) (Su)

The bloodrager's source of internal power grants him the ability to bloodrage. At 1st level, a bloodrager can bloodrage for a number of rounds per day equal to 4 + his Constitution modifier. At each level after 1st, he can bloodrage for 2

### Darkvision (60 feet)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but

### Destined Strike +1 (3/day) (Su)

At 1st level, as a free action up to three times per day you can grant yourself an insight bonus equal to 1/2 your bloodrager level (minimum 1) on one melee attack. At 12th level, you can use this ability up to five times per day.

### Indomitable Stance (Ex)

An armored hulk gains a +1 bonus on combat maneuver checks and to CMD for overrun combat maneuvers, and on Reflex saves against trample attacks. She also gains a +1 bonus to her AC against charge attacks and on attack and

## Special Abilities

### Orc Blood

Half-orcs count as both humans and orcs for any effect related to race.

### Sandkin

These half-orcs face the world with a self-assurance that's unusual for their kind—the result of a confluence of fortunate factors.

## Tracked Resources

Bloodrage (10 rounds/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Chakram	<input type="checkbox"/> <input type="checkbox"/>
Chakram	<input type="checkbox"/> <input type="checkbox"/>
Dagger	<input type="checkbox"/>
Dagger	<input type="checkbox"/>
Destined Strike +1 (3/day) (Su)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Powdered milk	<input type="checkbox"/>
Wand of cure light wounds (50 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of endure elements (50 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Wand of enlarge person (48 charges)	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

## Languages

Common

Orc

## Spells & Powers

### Bloodrager (Crossblooded, Steelblood) spells known

(CL 0th; concentration +1)

**Melee Touch +7 Ranged Touch +4**

## Situational Modifiers

### Acrobatics

**Speed greater/less than 30 ft. : -4 to jump**

### All Saves

**Blood Sanctuary: +2 bonus vs. spells cast by self or an ally**

### Constitution Check

**Endurance: +4 to continue running, vs. nonlethal damage from a forced march, to avoid nonlethal damage from starvation/thirst, or to hold your breath**

### Fortitude Save

**Endurance: +4 vs. hot or cold environments and to resist damage from suffocation**

### Reflex Save

**Indomitable Stance: +1 bonus vs. trample attacks**

### Swim

**Endurance: +4 to resist nonlethal damage from exhaustion**

## Background

Uqbah was born into the Ottoman Orc clan, that rides, trades and raids along the coasts of the Elemion River in Western Katapesh.

Laufthsa (Herald) is a slave woman captured -- enemy wizard in Tome of Righteous Repose

## Sourcebooks Used

- **Advanced Class Guide** - Bloodrager (class); Crossblooded (archetype); Destined (special ability); Elemental (special ability); Steelblood (archetype)
- **Advanced Player's Guide / Advanced Race Guide** - Sacred Tattoo (alternate racial trait)
- **Advanced Player's Guide / Adventurer's Armory / Ranged Tactics Toolbox / Ultimate Equipment** - Chakram (weapon)
- **Advanced Race Guide** - Mystic (alternate racial trait); Shaman's Apprentice (alternate racial trait)
- **Bastards of Golarion** - Sandkin (race option)
- **Humans of Golarion** - Auspicious Tattoo (Shoanti) (trait)
- **Pathfinder Society Field Guide** - Herald (equipment)
- **Ultimate Campaign** - Fate's Favored (trait)
- **Ultimate Equipment** - Bandolier (equipment); Coffee pot (equipment); Hat (equipment); Powdered milk (equipment)

## Uqbah al-Uthman – Abilities & Gear

### Endurance

### Feat

Harsh conditions or long exertions do not easily tire you.

**Benefit:** You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

**Normal:** A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

### Power Attack -1/+2

### Feat

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

**Prerequisites:** Str 13, base attack bonus +1.

**Benefit:** You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

### Toughness

### Feat

You have enhanced physical stamina.

**Benefit:** You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

### Auspicious Tattoo (Shoanti)

### Trait

You bear a tattoo depicting one of the totems listed for your quah that favors you with good fortune. You gain a +1 trait bonus on Will saving throws.

**Appears In :** Humans of Golarion

### Fate's Favored

### Trait

The fates watch over you. Whenever you are under the effect of a luck bonus of any kind, that bonus increases by 1.

**Appears In :** Ultimate Campaign

### Darkvision (60 feet)

### Racial Ability, Senses (Half-Orc)

A creature with darkvision can see in total darkness, usually to a range of 60 feet. Within this range the creature can see as clearly as a sighted creature could see in an area of bright light. Darkvision is black and white only but otherwise like normal sight.

### Orc Blood

### Racial Ability (Half-Orc)

Half-orcs count as both humans and orcs for any effect related to race.

### Sandkin

### Racial Ability

*These half-orcs face the world with a self-assurance that's unusual for their kind—the result of a confluence of fortunate factors.*

The beneficiaries of several unusual circumstances desert half-orcs move in both human and orc societies with an unusual confidence. These half-orcs have parlayed their ability to tolerate the burning desert sun into an unusual degree of power within orc tribes. The desert orc traditions of children serving as lookouts during the day and youths proving their determination by staring into the sun often leave full orcs' vision damaged, but desert half-orcs, who lack orcs' light sensitivity, get through these challenges relatively unscathed, giving them a clear advantage in tribal power struggles. Unsurprisingly, half-orcs rule or are the chief warriors of a disproportionate number of desert orc tribes. (Some whisper these trials were originally devised by half-orcs for just this purpose.) The confidence resulting from their higher status benefits those who move from orc tribes to human societies as well, as it often is interpreted as openness.

In human societies, desert half-orcs (and half-orcs who travel to these regions from other lands) benefit from another fortunate pair of circumstances. First, orcs haven't been the primary threat in the deserts of northern Garund and Qadira since before the Age of Destiny, so their half-breed progeny aren't a reminder of some constant looming threat or ancient racial foe, even when born in unchosen circumstances. Second, Sarenrae's church has a powerful influence in all of these lands save Rahadoun, and its focus on redemption encourages humans to give half-orcs a fair chance. Indeed, many half-orcs find the Dawnflower a welcome source of balance in their lives, reminding them of the importance of mercy, while the practice of eliminating the unrepentant allows them to release their aggression in a productive manner.

**Appears In :** Bastards of Golarion

### Blood Sanctuary +2 (Su)

### Class Ability (Bloodrager)

At 3rd level, due to the power of his blood, a bloodrager can stand confidently amid the effects of spells cast by himself or his allies. He gains a +2 bonus on saving throws against spells that he or an ally casts.

### Bloodrage (10 rounds/day) (Su) Class Ability (Bloodrager)

Fly into a rage, giving you +4 Str, +4 Con, +0 to Will saves and -2 to Armor Class. Many skills and abilities cannot be used while the character is enraged. At the end of the rage, the barbarian becomes fatigued (-2 Str, -2 Dex, can't charge or run) for a number of rounds equal to twice the number of rounds spent raging.

### Destined Strike +1 (3/day) (Su) Class Ability (Bloodrager)

At 1st level, as a free action up to three times per day you can grant yourself an insight bonus equal to 1/2 your bloodrager level (minimum 1) on one melee attack. At 12th level, you can use this ability up to five times per day.

### Indomitable Stance (Ex)

### Class Ability (Bloodrager)

An armored hulk gains a +1 bonus on combat maneuver checks and to CMD for overrun combat maneuvers, and on Reflex saves against trample attacks. She also gains a +1 bonus to her AC against charge attacks and on attack and damage rolls against charging creatures. This ability replaces fast movement.

**Herald (empty)**

**Vanity**

Egos tend to run strong in the Pathfinder Society, and some members want everyone to know when they have arrived. You gain the service of a herald to announce your presence and accomplishments at any social gathering, be it a formal ball, theater performance, or diplomatic negotiation.

**Appears In :** Pathfinder Society Field Guide

**Wand of cure light wounds (50 charges)**

**Wand**

**Cure Light Wounds**

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

**Wand of endure elements (50 charges)**

**Wand**

**Endure Elements**

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

**Wand of enlarge person (48 charges)**

**Wand**

**Enlarge Person, Fortitude negates (DC 11)**

This spell causes instant growth of a humanoid creature, doubling its height and multiplying its weight by 8. This increase changes the creature's size category to the next larger one. The target gains a +2 size bonus to Strength, a -2 size penalty to Dexterity (to a minimum of 1), and a -1 penalty on attack rolls and AC due to its increased size. A humanoid creature whose size increases to Large has a space of 10 feet and a natural reach of 10 feet. This spell does not change the target's speed. If insufficient room is available for the desired growth, the creature attains the maximum possible size and may make a Strength check (using its increased Strength) to burst any enclosures in the process. If it fails, it is constrained without harm by the materials enclosing it - the spell cannot be used to crush a creature by increasing its size. All equipment worn or carried by a creature is similarly enlarged by the spell. Melee weapons affected by this spell deal more damage (see page 145). Other magical properties are not affected by this spell. Any enlarged item that leaves an enlarged creature's possession (including a projectile or thrown weapon) instantly returns to its normal size. This means that thrown and projectile weapons deal their normal damage. Magical properties of enlarged items are not increased by this spell. Multiple magical effects that increase size do not stack.

Enlarge person counters and dispels reduce person.

Enlarge person can be made permanent with a permanency spell.

**Wayfinder (empty)**

**Wondrous Item**

A small magical device patterned on the design of ancient Azlanti relics, a *wayfinder* is a compact compass typically made from silver and bearing gold accents. While it serves as a badge of office for agents of the Pathfinder Society, a *wayfinder* is as much a handy tool as a status symbol. With a command word, the bearer can cause a *wayfinder* to shine (as per *light*). A *wayfinder* also acts as a nonmagical (magnetic) compass, granting a +2 circumstance bonus on Survival checks to avoid becoming lost. All *wayfinders* feature a small indentation designed to hold a single *ioun stone*. An *ioun stone* slotted in this manner grants the bearer its normal benefits as if it was orbiting her head, and resonates its powers with the *wayfinder*, replacing its ability to shine with a different power-see *Wayfinders and Resonance* on page 149.

**Note:** This item costs only 250 gp for members of the Pathfinder Society

**Construction**

**Requirements** Craft Wondrous Item, *light*; **Cost** 250 gp

**Appears In :** Seekers of Secrets, Inner Sea World Guide, Shattered Star, Pathfinder Society, Adventurer's Guide