

Wrath of the Righteous



Lost Relics of the Crusades

Thousands of good men and women have marched to their deaths against the demons of the worldwound. Some of these warriors have been truly saintly figures who, even in death, have furthered the cause through their earthly remains. Other now-fallen crusaders carried tools of war imbued with the essence of the potent saints, and these items await new champions. A lengthy quest for any of these treasures would make a satisfying adventure, but fate also has a way of steering these relics into the hands of heroes. Therefore, each entry includes suggestions on how the PCs might hear rumors about the relic or how destiny might place the relic directly in a worthy PC's path.

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Barding of Pleated Light

Ripples of light surround this full plate barding, chasing away nearby shadows.

BARDING OF PLEATED LIGHT		MAJOR ARTIFACT
SLOT armor (barding)	CL 20th	WEIGHT 100 lbs.
AURA overwhelming abjuration		

The *barding of pleated light* was crafted by angels in service to Pulura, the Shimmering Maiden, an empyreal lord once venerated by the conquered people of Sarkoris. This ornately crafted mithral full plate armor resizes to fit a horse, warhorse, or equivalent mount that it is placed upon. It acts as *+2 greater spell resistance (19) full plate barding*. The *barding of pleated light* grants additional powers related to the rippling light of an aurora. These powers can be activated by the wearer's rider; the wearer can activate the barding's powers only if it has an Intelligence score of 3 or greater.

First, the barding can be activated as the *blinding shield* special ability at will, but the wearer and the wearer's rider are both immune to this blinding effect. Second, as an immediate action, the armor can be activated to divert harmful light or shadows. This grants the armor's spell resistance to the wearer's rider for 1 round, but this spell resistance only protects against spells with the light or shadow descriptor. Finally, the armor allows the wearer to pass through shimmering curtains of light. As an immediate action when charging, the armor can be activated to select any 10-foot-square area in the path of the charge. A curtain of multicolored light appears momentarily on each side of this area. The wearer can charge across this area as though it did not exist, disappearing into a ripple of light on one side and reappearing in a ripple of light on the other side. The wearer ignores terrain or obstacles in the intervening area (allowing the wearer to charge through allies in the area, for example), and the intervening area does not count toward the wearer's charge movement. The ripple of light cannot be used for movement by anyone except the wearer and the wearer's rider.

DESTRUCTION

The *barding of pleated light* is destroyed if it's reduced to 0 hit points in an area of absolute darkness with no light—not even a candle's flicker or reflected moonbeam—within 10 miles in any direction.

HISTORY

One evening early in the First Crusade, mounted scouts exploring the tundra along the western edge of the

Worldwound encountered an unusually bright aurora streaking through the sky above them. The scouts followed the ripples and curves of the shimmering light to the hills near the town of Dyinglight, a former center of worship in Sarkoris overrun by demons and marsh giants. The wavering lights appeared to reach down and touch the top of a high hill. Only one of the scouts, a strong and courageous woman named Jennivar Sharp-Tongue, was brave enough to investigate. As Jennivar approached, she heard an angelic choir praising the empyreal lord Pulura and offering to gird the worthy in light and righteousness. Jennivar rode closer and disappeared in a wrinkle of light.



The astonished scouts retreated from the hill and blundered into a group of marsh giants. The giants quickly surrounded the scouts, cutting off escape. Before the giants could close in, Jennivar came charging out of a curtain of light that appeared in the air. The brave scout was now clad in fine plate mail and carrying a golden lance. Her horse was barded in blindingly bright plate armor.

Jennivar broke through the circle of marsh giants, rallied the scouts, and routed the giants. Jennivar then wished the scouts well but declared that she had been given a higher calling to take the fight directly to the demonic invaders. As her speechless audience looked on, Jennivar charged through the luminous curtain and disappeared.

Over the next 10 years, Jennivar appeared occasionally throughout the Worldwound, her arrival heralded by the appearance of a shimmer of multicolored light, to turn a key battle in the crusaders' favor. On the few occasions when Jennivar would stop to rest after a battle, she spoke earnestly of the virtue of a righteous war and the glorious beauty of cold starlight.

In 4634 AR, a large force of crusaders from Nerosyan found themselves locked in perilous battle with a horde of demons led by a marilith. The former scout Jennivar appeared from a ripple of light near the marilith, charging on her steed with her golden lance held firm. The marilith twisted to avoid the charge, and with a mighty stroke from one of her many swords cut Jennivar's head from her body. Jennivar's armor and lance disappeared, instantly reclaimed by their celestial creators. Jennivar's horse was recovered by the crusaders, and its barding is currently maintained in the Cruciform Cathedral. The quartermaster in Nerosyan might loan the barding to a PC that has demonstrated significant bravery in advancing the crusaders' cause.

Wrath of the Righteous

Fiendsplitter

This sturdy battleaxe is finely made, and its wide blade is carved with the symbol of a rune-encrusted hammer.

FIENDSPLITTER			PRICE 28,715 GP
AURA moderate conjuration and evocation	CL 7th	WEIGHT 6 lbs.	
Alignment lawful good	Senses 60 ft.		
Intelligence 10	Wisdom 14	Charisma 12	Ego 10
Language empathy			

This sturdy weapon acts as a +1 *demon-bane battleaxe* and constantly emits a susurrus of faint, overlapping voices. In the presence of demons, the murmur of voices increases to a cacophony of angry cries. These voices are individually unintelligible; the item communicates by empathy rather than speech because its intelligence is a collection of several dozen essences rather than a single powerful personality. The battleaxe has the destruction of demons as its special purpose and the dedicated power to detect demons within 60 feet, even when the demons are hidden or in disguise.

Fiendsplitter is embossed with the symbol of Torag and can be used as a holy symbol by followers of that stern god. Three times per day, *Fiendsplitter* can imbue itself with *bless weapon*. Additionally, to combat the foul poisons and life-sapping powers employed by many demons, *Fiendsplitter* can affect its wielder with *lesser restoration* three times per day.

CONSTRUCTION REQUIREMENTS	COST 14,357 GP
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Craft Arms and Armor, *bless weapon*, *lesser restoration*, *summon monster I*

History

Centuries ago, the Ulfen blacksmith Njali Janisdottir returned from a trading mission to find her village under attack by a horde of demons. Njali fought alongside her kinfolk as best she could, but the vicious demons overwhelmed and destroyed the town. Njali awoke under rubble what seemed like days later, assuming the demons had left her for dead. Swearing vengeance on their monstrous ilk, Njali returned to her forge to craft the finest axe she had ever made. Another villager, wounded but shaking with rage, stepped into Njali's forge, touched the axe, and turned to leave without a word. Njali was glad to see another survivor, but did not stop working on her axe. Soon other furious villagers came into her forge to silently touch the axe and depart. Finally, the leader of the village—a wise priest of Torag—arrived to touch the axe. As he did, the symbol of Torag appeared on the blade. Njali realized then that the villagers were merely spirits, blessing the axe as she forged it and imparting their

righteous anger into the weapon. As Njali finished the axe and held it aloft to evaluate her work, she could not see herself reflected in the gleaming blade. Njali knew then that she, too, was only a spirit of vengeance, and the axe clattered to the floor of the empty forge.

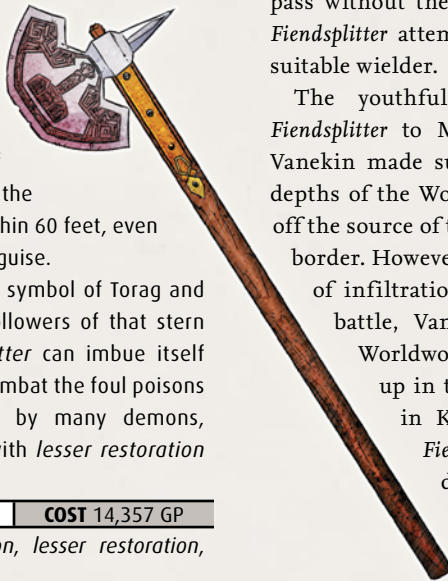
The battleaxe was discovered by a dwarven paladin some time later. He carried the weapon for decades and named it *Fiendsplitter*. *Fiendsplitter* has since passed through the hands of several paladins and warrior-priests over the years.

Fiendsplitter encourages its bearer to seek out areas suffering from demonic attack. If the bearer dawdles in taking the fight to demonkind, the battleaxe's faint muttering grows into surly grumbles. If weeks pass without the bearer seeking out demonic activity, *Fiendsplitter* attempts to assert control or find a more suitable wielder.

The youthful inquisitor Vanekin Stell carried *Fiendsplitter* to Mendev early in the Third Crusade. Vanekin made successful incursions into the horrific depths of the Worldwound from Kenabres to try to cut off the source of the demons massing on the Mendevian border. However, as the demons shifted to a campaign of infiltration and subversion instead of outright battle, Vanekin made fewer journeys into the Worldwound. Instead, the inquisitor was caught up in the witch-hunts and paranoia rampant in Kenabres at the time, where he used *Fiendsplitter's* ability to detect disguised demons to great advantage. But late one evening, the inquisitor simply disappeared from Kenabres and was never seen again.

In order to eliminate the threat of exposure posed by Vanekin and his battleaxe, the demons orchestrating the campaign of mistrust and animosity in Kenabres had dispatched a vrock named Vezzendezar to finally deal with the troublesome inquisitor that thwarted their subtle plans. Flying high above Kenabres and cloaked by a moonless night, Vezzendezar telekinetically lifted Vanekin from the street, murdered the inquisitor in midair, and carried the corpse back to his aerie to feed. *Fiendsplitter*, along with the rest of Vanekin's equipment, now lies discarded in the vrock's nest on a high pinnacle of rock a day's flight west of Kenabres. Vezzendezar is amused and comforted by the ceaseless cries of rage emanating from the battleaxe.

Travelers through the desolate area west of Kenabres occasionally overhear *Fiendsplitter's* indecipherable roars of anger carried by the wind from atop the lonely pinnacle. If they investigate these strange, interminable howls, the PCs must overcome the wily vrock Vezzendezar to claim the powerful battleaxe.



Lost Relics of the Crusades

Jawbone of the Venerable Galevius

This weathered human jawbone, its teeth old and worn, dangles from a simple leather cord.

JAWBONE OF THE VENERABLE GALEVIUS		MAJOR ARTIFACT
SLOT neck	CL 20th	WEIGHT 1 lb.
AURA overwhelming transmutation		

This brittle human jawbone is all that remains of the legendary Chelish diplomat Galevius. A simple cord allows the relic to be worn as a necklace. The jawbone represents all of Galevius's substantial powers of negotiation. The power of the artifact is not in the jaw, but in the 16 teeth socketed into the bone. Upon donning the jawbone, the wearer understands all of its powers and limitations. As a standard action, the wearer may remove a tooth from the jawbone and crush it in an open hand to activate its powers. The jawbone does not function for an evil character; an evil wearer finds the teeth rooted too firmly in the bone to remove.

When the Jawbone of the Venerable Galevius is first found, it contains a full set of 16 teeth. When a tooth is removed and crushed by the wearer, it provides the following effect for 1 hour, although an effect immediately ends if the wearer removes the jawbone or crushes another tooth.

Incisors (4 teeth): These teeth are used for cutting; in a negotiation, an incisor represents an attack on an opponent's position. Crushing an incisor grants a +4 sacred bonus on Intimidate checks and attack rolls.

Canines (2 teeth): Canines are used for tearing; in a negotiation, a canine represents a final, decisive strike in an argument. Crushing a canine grants a +4 sacred bonus on Diplomacy checks. In addition, whenever the user improves a creature's attitude with the Diplomacy skill, the creature's attitude automatically improves by an additional step (but does not exceed helpful).

Premolars (4 teeth): Premolars can perform multiple functions; in a negotiation, a premolar represents a careful shift of position. When crushed, a premolar grants a +4 sacred bonus on Bluff checks. In addition, the user does not provoke attacks of opportunity when moving.

Molars (6 teeth): These teeth are used for determined grinding; in a negotiation, a molar represents reasoned tenacity and persistence. Crushing a molar provides a +4 sacred bonus on Sense Motive checks and immunity to fatigue and exhaustion.

Despite the brittleness of the teeth socketed into the jawbone, the jawbone itself cannot be broken. Once all 16 teeth have been used, the empty jawbone immediately disappears, reappearing elsewhere in the world where a new

owner is likely to encounter it. A prospective owner must be good-aligned and ideally has several ranks in Diplomacy.

DESTRUCTION

If an evil user (that is capable of speech) wears the jawbone for a full year and does not speak a single word or utter a sound during that time, the jawbone crumbles to dust and is permanently destroyed.

History

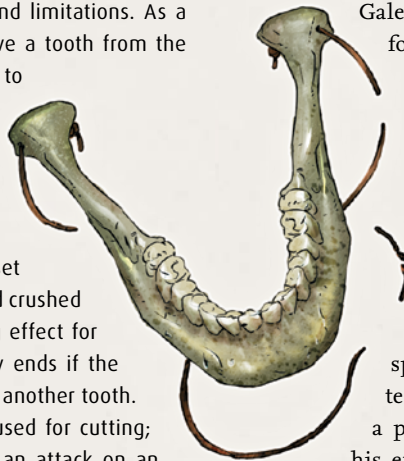
The years following Aroden's death in 4606 AR left the god's worshipers fractured and aimless. The First Crusade, organized by the emerging church of Iomedae, provided a renewed purpose. A key figure in revitalizing Aroden's followers was the tireless Chelish diplomat Galevius.

Already an old man at the time of Aroden's death, Galevius enjoyed a well-established reputation for promoting peace, particularly between Chelixa and its many fractious holdings. Galevius had retired to Westcrown in 4602 AR, but infighting and chaos in the church of Aroden after the god's disappearance compelled him to come out of retirement in order to help restructure the faltering church. Those who swore allegiance to Iomedae, Aroden's herald and successor, argued against those who speculated that Aroden's silence was only a test of faith. Galevius delicately negotiated a peace between the two rival factions. For his efforts, the clergy of Aroden and Iomedae named the elderly diplomat the Venerable Galevius.

Although the Venerable Galevius placated the rival factions, he knew the faithful needed a unifying cause to preserve the alliance. Thus, he exhorted the faithful to reclaim the fallen nation of Sarkoris. The crusaders' ranks swelled thanks to his urgent call, and the First Crusade launched in 4622 AR.

Galevius did not live to see the First Crusade begin—he succumbed to his advanced age in late 4621 AR and was lauded in a joint funeral held by the clergy of Iomedae and the remaining followers of Aroden. During the funeral, the negotiator's body was wreathed in a warm aura of light and drawn upward, leaving behind only his jawbone, which slowly faded from view.

The *Jawbone of the Venerable Galevius* is not something the PCs are likely to quest to find. Instead, the jawbone comes to them, appearing where a good-aligned PC—preferably, but not necessarily, one with several ranks in Diplomacy—will come across it. The jawbone might be found on a shelf the PC is searching or hanging on a hook in a PC's room at dawn; it could even manifest near a PC in a flash of warm light like that which claimed the Venerable Galevius' body at his funeral.



WRATH OF THE RIGHTEOUS

The Lymirin Discourses

The pages of this thick book are handwritten in a neat, flowing script. A symbol of a sword and sunburst adorns the book's cover.

THE LYMIRIN DISCOURSES		PRICE 15,000 GP
SLOT none	CL 12th	WEIGHT 3 lbs.
AURA strong transmutation		

This tome contains an extensive series of moral instructions based on the 11 heroic deeds performed by Iomedae before her ascension to divinity, known as the 11 Acts of Iomedae. These instructions are metaphysical but with a decidedly martial focus. A reader who studies and meditates over one of the acts set forth in the *Lymirin Discourses* for 1 hour gains a benefit that lasts for the next 12 hours. Only one reader can benefit from the *Lymirin Discourses* in any 24-hour period. The *Lymirin Discourses* cannot provide the same benefit twice in a row.

First Act: Iomedae recovered her allies from the gullets of the beast Nakorshor'mond. Study of this act grants the reader +2 sacred bonus to CMD when resisting a grapple attempt and a +2 sacred bonus on concentration checks to cast a spell or use a spell-like ability when grappled.

Second Act: Iomedae defeated a coven of witches. Study of this act grants the reader a +1 sacred bonus on caster level checks to overcome SR and a +1 sacred bonus on Will saves.

Third Act: Iomedae battled Segruchen the Iron Gargoyle in midair. Study of this act grants the reader a +1 sacred bonus on damage rolls with longswords. This bonus increases to +2 when the reader is not standing on the ground.

Fourth Act: Iomedae inspired a regiment of wounded knights to fight on. Study of this act grants the reader +1 bonus to caster level for the purpose of casting *cure* spells.

Fifth Act: Iomedae smote Erum-Hel, Lord of the Morghs. Study of this act grants the reader a +4 sacred bonus on attack rolls made to confirm critical hits with longswords.

Sixth Act: Iomedae reformed her shattered sword with a prayer and an oath. Study of this act grants the reader a +2 sacred bonus to CMD to resist sunder or disarm attempts.

Seventh Act: Iomedae appeared as an image to heal the virtuous and burn the wicked. If the reader has the channel positive energy ability, study of this act increases the amount of damage dealt or healed by positive energy channeled by the reader by 2.

Eighth Act: Iomedae redeemed a graveknight known as the Black Prince. Study of this act grants the reader a +2 sacred bonus to the DC of the reader's positive channeled energy.

Ninth Act: Iomedae provided nine drops of blood to free her righteous allies from a vampire mage. Study of this act

allows the reader to shield his allies. As a swift action up to nine times within the next 12 hours, the reader may take 1d4 points of nonlethal damage in order to add a +2 sacred bonus to an adjacent ally's AC.

Tenth Act: Iomedae defended and ruled the besieged city of Kantaria for a year and a day. Study of this act grants the reader a +4 sacred bonus to AC against attacks from opponents that flank him.

Eleventh Act: Iomedae cast her cloak across the gap to the *Starstone* to create a firm bridge. Study of this act allows the reader to jump as if he always had a running start.

CONSTRUCTION REQUIREMENTS	COST 7,500 GP
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Create Wondrous Item, *divine power*, creator must have 12 ranks in Knowledge (religion)

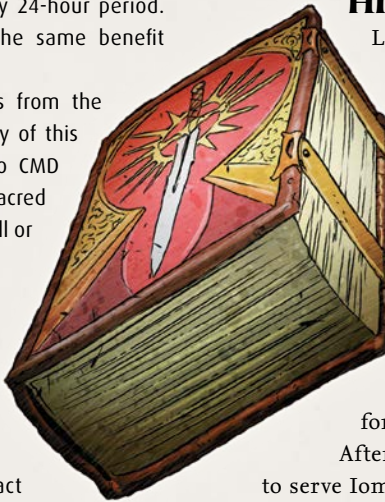
HISTORY

Like many of Iomedae's divine servants, Saint Lymirin was once a mortal follower of the Inheritor. In life, Lymirin served Iomedae as a warrior-priestess and scholar, ministering to soldiers and Mendev's citizens alike. She spent years devoutly studying the 11 Acts of Iomedae. Although many treatises analyzing Iomedae's Acts exist, Lymirin concentrated her studies on the Acts' overtly martial ramifications, a focus of study suitable for a crusading cleric.

After Lymirin passed from life and ascended to serve Iomedae, Lymirin's fellow scholars collected her handwritten essays and compiled them in a book, stitching and binding it with Lymirin's hair and crafting a cover worked from her plate mail. This sizable book, the *Lymirin Discourses*, has since been carried to many battlefronts and warrens of evil by generations of warrior-priests in service to the Inheritor.

The *Lymirin Discourses* was recently carried away to safety after a disastrous rescue mission to Undarin by a young halfling squire named Fenton Bootblack. Badly wounded and dying, Fenton's master pressed the book into his hands and commanded Fenton to get the book—and himself—out of the Worldwound and to safety. Fenton now hides out along the river north of the city, too shaken to traverse the blighted landscape alone. If the PCs discover Fenton, he offers the book and requests an escort back to safer lands. Furthermore, Fenton would make a devoted squire for a knightly PC (for more information on squires see *Pathfinder Player Companion: Knights of the Inner Sea* 20).

Rumors hold that early scholars created multiple copies of the *Lymirin Discourses*, but that these other copies now rest in the celestial libraries of Heaven.



Pauper's Thighbone

This ornate ivory rod with golden runes rattles faintly as though some smaller item were contained within, but bears no seam or hinge to access the interior.

PAUPER'S THIGHBONE		MAJOR ARTIFACT
SLOT none	CL 20th	WEIGHT 4 lbs.
AURA overwhelming transmutation		

This ivory rod marked with nine special golden runes is an ornamental container for the true treasure sealed within—the broken thighbone of the unfailingly selfless Saint Argil. The rod cannot be opened except as part of the process to destroy it, as described below. When the *Pauper's Thighbone* is picked up, the new wielder immediately understands all of the powers and limitations of the artifact.

When held like a rod, the *Pauper's Thighbone* can be used to enhance a spell with a metamagic feat the wielder already knows. The wielder can apply any one of her metamagic feats to a spell she casts without increasing the spell's casting time or the spell slot required. Enhancing a spell this way expends a number of the golden runes adorning the rod equal to the level increase of the spell normally required by the metamagic feat (for example, maximizing a spell with the Maximize Spell feat expends three golden runes). Enhancing a spell does not require an action and is performed as part of the casting time of the spell. Expended runes fade from bright gold to dull silver. Silver runes cannot be used to enhance spells, but they regain their golden color, and can be used again, at dawn each day.

As the *Pauper's Thighbone* bears nine runes, it can be used to apply up to nine spell levels of increases daily. At the GM's discretion, if the artifact's owner intentionally ignores an opportunity to perform a selfless or generous act, one of the rod's runes flickers and permanently disappears, reflecting the paucity of the owner's soul. Inversely, if the owner of the *Pauper's Thighbone* performs a particularly generous act (such as giving away a large percentage of her wealth to the needy), an additional special rune might permanently appear on the rod.

When possessed by an evil creature, the *Pauper's Thighbone* instead burdens its owner with the weight of his sins. In this case, the *Pauper's Thighbone* grants none of its powers and acts as a *stone of weight*. The rod can only be removed from an evil owner's possession if the owner dies or if the owner willingly gives the rod to a nonevil creature, and the nonevil creature willingly accepts it.

DESTRUCTION

If a nonevil owner is so consistently selfish as to cause all the runes of the *Pauper's Thighbone* to permanently disappear, the rod can be broken open with a successful DC 35 Strength

check. This liberates the shard of bone within but destroys the artifact.

History

In 4638 AR, demonic armies streamed from the Worldwound and overwhelmed the crusader fortress-city of Drezen. A few small groups of crusaders made a fighting retreat, protecting the common citizens as they escaped. One of the populace's most stalwart protectors during this terrifying time was the sorcerer Argil.

Growing up an orphan on the streets of Drezen, Argil was raised and educated by the church of Iomedae and he grew up to become a righteous young man. As he grew into a teenager, he refused to take up space in the orphanage and instead chose to live on the streets of Drezen. Despite being homeless and poor, young Argil always shared what little he had with others and was always cheerful with everyone he encountered.

Argil had sworn a vow of poverty during the First Crusade, and the scrawny man always clad in the same tattered tunic became a known figure throughout Drezen. When Drezen fell, Argil—who came to be known as the Pauper Sorcerer—devoted himself to protecting the refugees fleeing southwest to safety. As the demons began to overwhelm the struggling city, the Pauper Sorcerer exhorted the citizens to leave behind their worldly possessions and trust in the gods of righteousness to safeguard their flight. Argil stood firm against the demonic onslaught, his celestial magic keeping howling beast-men and demons at bay. Witnesses saw the Pauper Sorcerer shine as though clad in garments of gold, his selflessness revealed in physical form. As Argil was overborne, his body erupted in a flash of holy fire, incinerating enemies within a hundred yards and leaving behind only Argil's shattered bones. Enterprising charlatans occasionally offer a shattered piece of bone as a relic of the martyred Saint Argil, although the only true relic spontaneously manifested as an ivory container that was a physical reflection of Argil's spiritual riches.

In any desolate area in the Worldwound, the PCs might be approached by a simpering babau demon carrying the *Pauper's Thighbone*. The demon picked up the rod while rummaging in an old battlefield outside of the fallen city and now can't rid itself of the artifact. The demon approaches peaceably, offering the relic in trade for anything it feels it can obtain from the PCs (or, if the PCs are hesitant, even offering the rod to the PCs for free). Cautious PCs are likely to suspect some treachery in the demon's unusual offer, but the babau simply wants to be rid of the artifact's curse.

