

WRATH OF THE  
RIGHTEOUS

# Runelord Alderpash

This frail-looking old man leans heavily upon a gnarled wooden staff, yet the intensity of his gaze belies his weakness—this man is without a doubt a force to be reckoned with.

**ALDERPASH**

**CR 20**

**XP 307,200**

Male venerable Azlanti human lich evoker 19 (*Pathfinder RPG Bestiary* 188, *Pathfinder Campaign Setting: The Inner Sea World Guide* 12)

CE Medium undead (augmented humanoid, human)

**Init** +7; **Senses** darkvision 60 ft., see *invisibility*; Perception +37

**Aura** fear (60 ft., DC 30)

**DEFENSE**

**AC** 34, touch 19, flat-footed 31 (+5 armor, +5 deflection, +2 Dex, +1 dodge, +1 insight, +10 natural)

**hp** 331 (19d6+262)

**Fort** +22, **Ref** +15, **Will** +22

**Defensive Abilities** channel resistance +4, rejuvenation;

**DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits; **SR** 18

**OFFENSE**

**Speed** 30 ft.

**Melee** touch +6 (1d8+10 plus paralysis)

**Special Attacks** intense spells (+9 damage), paralysis (DC 30)

**Conjurer Spell-Like Abilities** (CL 19th; concentration +30)

At will—elemental wall (19 rounds/day)  
14/day—force missile (1d4+9)

**Evoker Spells Prepared** (CL 19th; concentration +30)

9th—*crushing hand*, quickened empowered *fireball* (2, DC 25),  
*meteor swarm* (DC 31), *time stop*, *wish*

8th—*clenched fist*, empowered *disintegrate* (DC 27),  
*polymorph any object*, quickened *resilient sphere* (2),  
*telekinetic sphere* (DC 30)

7th—*delayed blast fireball* (2, DC 29), *finger of death* (DC 28),  
*greater scrying* (DC 28), empowered quickened *magic missile* (2),  
*prismatic spray* (DC 29), *project image* (DC 28)

6th—*chain lightning* (2, DC 28), *disintegrate*, quickened  
*eagle's splendor*, *flesh to stone* (DC 27), *freezing sphere*  
(DC 28), *mass suggestion* (DC 27), *mislead* (DC 27)

5th—*cone of cold* (DC 27), empowered *fireball* (2, DC 25),  
quickened *magic missile* (2), *telekinesis* (DC 26), *wall of force* (2)

4th—*charm monster* (DC 25), *greater invisibility*, *ice storm* (2),  
empowered *scorching ray* (3), *wall of ice* (DC 26)

3rd—*displacement*, *fireball* (2, DC 25), *fly*, *lightning bolt* (2,  
DC 25), empowered *magic missile* (2), *suggestion* (DC 24)

2nd—*alter self*, *detect thoughts* (2, DC 23), *false life*,

*flaming sphere* (DC 24), *gentle repose*, *mirror image*,  
*scorching ray* (2)

1st—*burning hands* (DC 23), *charm person* (DC 22), *magic missile* (5),  
*ray of enfeeblement* (DC 22), *silent image* (DC 22)  
0 (at will)—*detect magic*, *mage hand*, *prestidigitation* (DC 21),  
*read magic*

**Thassilonian Specialization** evocation; **Opposition Schools**  
abjuration, conjuration

**TACTICS**

**Before Combat** Alderpash has maintained his appearance on the day of his death via regular castings of *gentle repose*—he casts the spell every day in order to ensure it never expires. He casts *false life* every day as well. In addition, he casts quickened *eagle's splendor* and drinks a *potion of barkskin* +5 just before combat (or any initial encounter with the PCs).

**During Combat** Alderpash casts *time stop* at the start of any combat. In the first 2 rounds of this spell's duration, he casts *greater invisibility* and *fly*, moving to a different location to throw off his foes. If he has additional rounds of actions, he casts *crushing hand*, *clenched fist*, and *delayed blast fireball*, setting these spells up to affect different enemies as appropriate. Once his *time stop* ends, he casts *project image* and empowered quickened *magic missile* to further vex foes. Following this, he continues to hit foes with his more powerful ranged attacks, supplementing them with quickened spells each round. He saves his *wish* spell to recover from unexpected setbacks or to restore himself to full health once he's reduced to fewer than 40 hit points.

**Morale** Alderpash fights to the death, trusting in the power of his phylactery to save him. See area **05** for details on his phylactery and its defenses. If he rejuvenates, he begins to put all his resources into learning more about the enemies that defeated him—he can observe them from afar via *greater scrying*. Even if he remains in the Ineluctable Prison (assuming said prison still functions as such after the PCs are through with it), Alderpash has ways to influence the outer world, if only via a *wish* spell. Agents of the first Runelord of Wrath may well seek out the PCs as objects of his revenge in the future!

**STATISTICS**

**Str** 12, **Dex** 14, **Con** —, **Int** 32, **Wis** 22, **Cha** 32

**Base Atk** +9; **CMB** +10; **CMD** 39

**Feats** Combat Casting, Craft Staff, Craft Wondrous Item, Defensive Combat Training, Dodge, Empower Spell,



## NPC Gallery

Greater Spell Focus (Evocation), Greater Spell Penetration, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Quicken Spell, Scribe Scroll, Spell Focus (evocation), Spell Penetration, Toughness

**Skills** Craft (alchemy) +34, Diplomacy +31, Fly +25, Intimidate +34, Knowledge (arcana) +34, Knowledge (engineering) +34, Knowledge (history) +34, Knowledge (nobility) +34, Knowledge (planes) +34, Knowledge (religion) +34, Perception +37, Sense Motive +37, Spellcraft +34, Stealth +11, Use Magic Device +31

**Languages** Abyssal, Aklo, Auran, Azlanti, Celestial, Common, Draconic, Elven, Giant, Infernal, Necril, Thassilonian, Undercommon; *tongues*

**SQ** arcane bond (staff), *contingency*, inherent bonuses, permanent spells, Thassilonian specialist

**Combat Gear** *potions of barkskin* +5 (2), *staff of evocation* (10 charges); **Other Gear** *black robes of the archmagi*, *ioun stones* (dusty rose prism, pale green prism, pale lavender [can absorb 20 spell levels]), *ring of protection* +5, spell component pouch, diamonds (2, worth 25,000 gp each)

### SPECIAL ABILITIES

**Contingency** If Alderpash is ever harmed by damage from a melee weapon, a *fire shield* springs into being on him.

**Inherent Bonuses** Alderpash has used *wishes* to gain +5 inherent bonuses to his Strength, Dexterity, Intelligence, Wisdom, and Charisma.

**Permanent Spells** Alderpash has made the following spells permanent on himself: see *invisibility* and *tongues*.

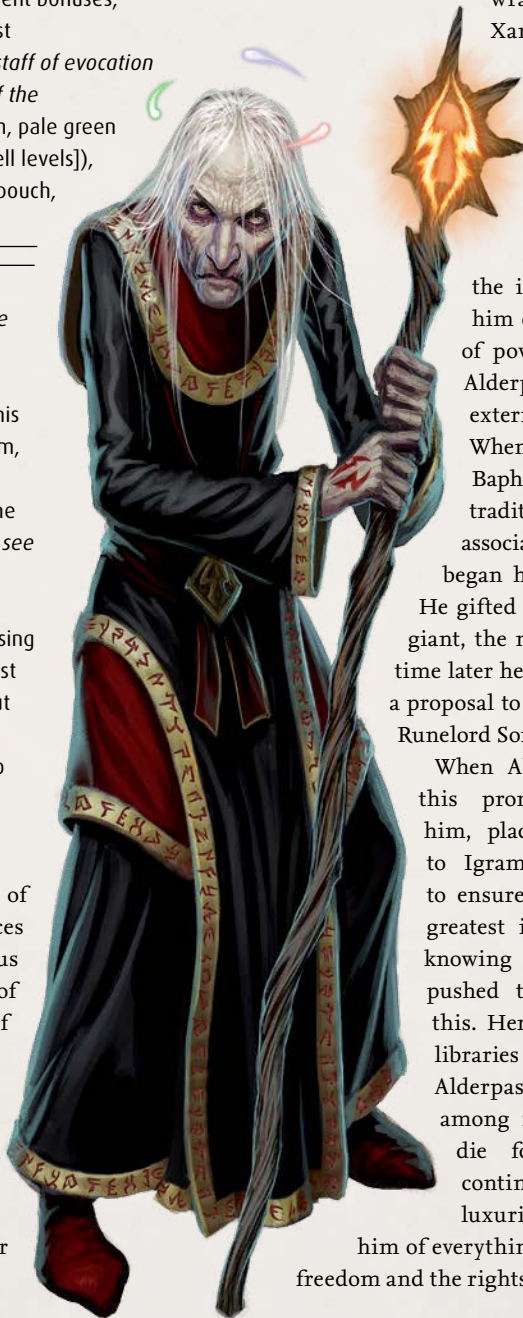
**Thassilonian Specialist** Alderpash has specialized in the school of evocation using the old Thassilonian style. He cannot cast spells in his prohibited schools at all, but for each spell level he can prepare one evocation spell twice without using two spell slots—these additional spells are included in the statistics above.

When King Xin founded the nation of Thassilon, he had visions of many races working together to found a glorious empire, one built on the virtues of Azlanti rule and a philosophy of wizardry of his own design. Yet Xin's vision didn't account for the reality of humanity's flaws. Today, Thassilon is remembered as the empire of the runelords—if Xin is remembered at all, it's as a tragic figure betrayed and eclipsed in power by his own students.

Of the seven runelords involved in the betrayal of King Xin, only Xanderghul, runelord of pride, and Sorshen, runelord of lust, survived to the end of their shared empire, drawing upon various powerful magics to achieve immortality and hold their power against the other five runelords. At the time of the betrayal, the Runelord of Wrath was an aged man named Alderpash. The oldest of the original seven runelords, Alderpash was among the most powerful of his brothers and sisters at his height, yet his legendary anger often got in the way of his schemes. His tendency to execute his followers and murder his allies set back his plans again and again, and his frustration and wrath only grew as he watched Xanderghul and Sorshen grow to become mythic in stature.

Alderpash tried many times to duplicate their mythic ascension, but again and again he failed. Even his greatest triumphs, such as the creation of the first of the inverted giants, failed to push him over into this vaunted new tier of power. As his frustrations grew, Alderpash increasingly turned to external forces for advice and aid. When he turned to the worship of Baphomet, he not only began the tradition of Runelords of Wrath associating with demon lords, but also began his final and greatest mistake. He gifted to Baphomet his first inverted giant, the monster Igramalash, and some time later he return to the demon lord with a proposal to gain mythic power by offering Runelord Sorshen as a sacrifice.

When Alderpash failed to deliver on this promise, Baphomet imprisoned him, placing him in close proximity to Igramalash. Baphomet took pains to ensure that Alderpash's cell was the greatest in all the Ineluctable Prison, knowing that the runelord would be pushed to the limits of vexation by this. Here, in this prison, among fine libraries and well-stocked laboratories, Alderpash became a lich. And here, among facilities most wizards would die for, Alderpash lives on in continued rage, knowing that these luxuries are meant only to remind him of everything else he can no longer have—freedom and the rights of rule.





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## Ylleshka

The warden of Baphomet's Ineluctable Prison is among the most powerful of her kind—a marilith possessed of not one but two minds, both honed to razor sharpness in their pursuit of power and pride.

**YLLESHKA****CR 22****XP 614,400**

Female unique marilith champion 4 (*Pathfinder RPG Bestiary* 63, *Pathfinder RPG Mythic Adventures* 20)

CE Large outsider (chaotic, demon, evil)

**Init** +12; **Senses** all-around vision, darkvision 60 ft., *true seeing*; Perception +31

**Aura** *unholy aura* (DC 26)

**DEFENSE**

**AC** 41, touch 16, flat-footed 38 (+10 armor, +4 deflection, +3 Dex, +15 natural, -1 size)

**hp** 396 (16d10+308)

**Fort** +30, **Ref** +18, **Will** +13

**Defensive Abilities** hard to kill; **DR** 10/cold iron and good;

**Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 28

**OFFENSE**

**Speed** 40 ft.

**Melee** +1 *mithral defending longsword* +23/+18/+13/+8 (2d6+8/17-20), 11 +1 *mithral defending longswords* +23 (2d6+4/17-20), tail slap +17 (2d6+3 plus grab)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** constrict (2d6+12 plus crushing coils), crushing coils, fleet charge, fleet warrior, imprinting hand, infuse weapon, multiweapon mastery, mythic power (11/day, surge +1d8)

**Spell-Like Abilities** (CL 16th)

Constant—*true seeing*, *unholy aura* (DC 26)

At will—*greater teleport* (self plus 50 lbs. of objects only), *project image* (DC 25), *telekinesis* (DC 23)

3/day—*blade barrier* (DC 24), *fly*

1/day—summon (level 5, 1 marilith 20%, 1 nalfeshnee 35%, or 1d4 hezrous 60%)

**TACTICS**

**During Combat** Ylleshka starts combat via *project image* if she can. If the PCs begin in the Crimson Cage, she starts filling it with *blade barriers*. She uses *telekinesis* to push any PCs who enter the main throne room through *blade barriers* or into pools of lava. She simply replenishes lost *projected images* until the PCs confront her in her lair, whereupon she casts *fly* on the first round of combat and then makes use of her prodigious number of attacks to cut the PCs down. If she's being hit too often, she starts allocating bonuses from her

*defending longswords* to her Armor Class. She remains highly mobile in combat, taking advantage of both her fleet charge and fleet warrior champion abilities. This tactic, combined with her enormous number of attacks, can catch most foes off guard, but in order to stay mobile, she generally drops any grappled foes she's constricted with her tail attack as soon as her turn is over. She only continues to constrict and crush a grabbed enemy once no other foes remain standing.

Ylleshka's pride is enormous—she almost never takes advantage of her ability to summon aid in combat, preferring to save this ability for minor uses like calling in a demon to torment or force into service. And indeed, with her strength and skill at arms, she rarely needs help in battle!

If Ylleshka is forced to use *greater teleport*, she must leave her breastplate behind. When not wearing it, she always allocates all of her swords' defensive bonuses to her AC.

**Morale** Ylleshka flees if reduced to fewer than 50 hit points, teleporting to either area L or area I to recruit aid and gather the keys needed to leave the prison. If she finds either Svendack or Plorig-Stagul has been defeated, she then teleports to just inside the Groaning Gates. If they've both been destroyed, she flees, intending to abandon her post and seek a new lord. If she becomes trapped, she teleports to area P and prepares to make a last stand against the PCs at the side of the Herald of the Ivory Labyrinth.

**STATISTICS**

**Str** 25, **Dex** 19, **Con** 42, **Int** 18, **Wis** 18, **Cha** 27

**Base Atk** +16; **CMB** +24 (+26 disarm); **CMD** 42 (44 vs. disarm)

**Feats** Bleeding Critical, Combat Expertise, Combat Reflexes, Critical Focus, Improved Critical (longsword), Improved Disarm<sup>M</sup>, Improved Initiative, Toughness<sup>M</sup>

**Skills** Acrobatics +20 (+24 when jumping), Bluff +27, Diplomacy +27, Disable Device +20, Fly +15, Intimidate +27, Knowledge (engineering) +20, Knowledge (planes) +23, Perception +31, Sense Motive +23

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

**SQ** amazing initiative, commune with power, conjoined, recuperation

**Gear** +4 *breastplate*, +1 *mithral defending longsword*, *belt of mighty constitution* +6, *mythic amulet of the Abyss*

**SPECIAL ABILITIES**

**Conjoined (Ex)** When she's targeted with a mind-affecting effect, Ylleshka can roll twice and use the higher result.



## NPC Gallery

Ages ago, twin sisters whose names are long forgotten ruled a nation on a world far removed from Golarion. These twins were equal in all ways: in their appearance, their brilliance at warfare, their sadistic nature, and above all else their pride. Each considered only the other her equal, and they often spoke eerily in tandem, as if they shared one mind between their two bodies. The sisters viewed their nation as a plaything, a toy box filled with delights and distractions for their amusement.

Eventually the nation had enough and rose up in rebellion. The resulting revolution was a long and bloody one, with the twins sacrificing their minions and dominated allies one after another in increasingly desperate and violent attempts to cling to their rule. They would have won in the end, despite the rebels' fervor and zeal, but for the desperate act of a single priest of a now-dead god of freedom. This priest saw the resistance was on the brink of defeat, and called upon his followers to commit a final, desperate act of self-sacrifice. With the might of his flock behind him, the priest woke the slumbering volcano that loomed over the city, and in one terrific night of explosions and blackness, the rebellion sacrificed itself to end the rule of the hated twins.

Yet this was but the genesis of Ylleshka's story. As the twins' souls hurtled into the Abyss, a curious and horrific thing occurred. Still inexorably entwined even in death, their souls both ascended into a powerful demon, yet rather than continuing post-life existence as twins, they conjoined into an unholy amalgamation—the marilith Ylleshka.

Ylleshka has a single body, yet that body has two heads and 12 arms. She's served over a dozen demon lords in her time, leaving behind a string of betrayals that have yet to catch up with her. Over time she's served such lords as Abraxas, Aldinach, Areshkagal, Gogunta, Haagenti, Mestama, Nurgal, Orcus, Shax, Sothbenoth, and Zura, as well as nearly two dozen nascent demon lords (most of whom she later assassinated). By the time she came to present herself to Lord Baphomet, she had collected a truly impressive list of enemies. Her position as warden of the Ineluctable Prison has as much to do with the prestige that position commands as it does the protection it affords her from vendetta.

### Campaign Role

Ylleshka serves as a foe worthy of a mythic party. Even high-level PCs may find themselves in over their heads against this powerful demon, and wise parties should avoid allowing Ylleshka to bring the full brunt of her attacks on a single target. Of course, Ylleshka's pride is nearly as great as her power, and if she manages to put down half the party, have her

take time to gloat and mock the PCs, spending an entire round or more letting them scramble to save downed allies or even to retreat. Ylleshka won't consider the PCs a significant threat until the last second, after all, and she sees no problem with letting "mortal fools" get away so they may tell tale of her terrible glory. She defeated them once in such a situation, and she's confident she can do the same a million times more. Played properly, Ylleshka should present a devastating foe whose great flaw—her pride—should ultimately be her undoing.







# WRATH OF THE RIGHTEOUS TREASURES

The following unique treasures can be found in “Herald of the Ivory Labyrinth.” Player-appropriate handouts for these treasures appear in the *Pathfinder Cards: Wrath of the Righteous Item Cards*.

CHALICE OF OZEM		MAJOR ARTIFACT
SLOT none	CL 20th	WEIGHT 1 lb.
AURA strong abjuration and evocation [force]		



This chalice is perhaps the last surviving artifact from Sacred Ozem, now forever lost in a tragic battle that ultimately led to the foundation of the Knights of Ozem. Made of shimmering mithral and studded with dozens of rubies, the *Chalice of Ozem* was carried from the ruins and handed down through generations until it was finally given to Iomedae, who used it in her fight against Erum-Hel during the Battle of Three Sorrows.

The chalice cannot be harmed by any substance it holds, no matter how caustic. Further, any liquid placed within the chalice will never spill unless the chalice’s carrier wills it. If the chalice is held and the command phrase spoken (“Ozem for Iomedae!”), it projects a *globe of invulnerability*. If a second command phrase is spoken (“Her sheltering shield!”) and a scooping motion is made with the chalice, a *resilient sphere* is created around the carrier. Each of these effects can be called upon twice per day.

Once per day, a mythic character can expend one use of mythic power while pouring a dose of holy water into the chalice to immediately transform that dose of holy water into a single dose of *nectar of the gods* (*Pathfinder RPG Mythic Adventures* 155).

**DESTRUCTION**  
If the *Chalice of Ozem* is filled with Iomedae’s blood and Arzani drinks from it, the chalice shatters into glass fragments.

DAWNFLOWER’S KISS		MINOR ARTIFACT
SLOT weapon	CL 20th	WEIGHT 4 lbs.
AURA strong evocation		



The sacred weapon known as *Dawnflower’s Kiss* is said to have been one of a dozen identical weapons created long ago when Sarenrae split open the world while fighting Rovagug. When she did this, fragments of the world turned molten by her blade flew from the battle, landing in remote parts of

Golarion where they cooled and transformed into these potent scimitars. The weapons were sought out by her church and were

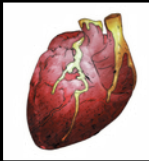
entrusted to her greatest champions. Over time, though, those champions fell and the blades were lost.

A *Dawnflower’s Kiss* is a +4 *holy flaming scimitar*. Once per round as a standard action, the wielder can slash at the air with a *Dawnflower’s Kiss* to fire a single bolt of *searing light* from the weapon. Once per day, the wielder may instead unleash a *sunbeam* with this standard action. In the hands of a worshiper of Sarenrae, the scimitar becomes a +5 *holy flaming burst scimitar* that functions as a divine focus for spellcasting. If used as a divine focus, the scimitar increases the save DC for the spell cast by 1. Finally, by expending one use of mythic power, a worshiper of Sarenrae can as a standard action throw the sword to make a single attack against up to eight targets within 60 feet of her—these attacks resolve as melee attacks made at the worshiper’s highest attack bonus.

The *Dawnflower’s Kiss* found in this adventure was claimed long ago by Baphomet from a paladin of Sarenrae after her husband betrayed her to the Horned Lord. The blade has been corrupted—it now functions as a +4 *unholy flaming scimitar*, and none of its other powers function at all until it is cleansed, such as through the redeemed *corruption forge* back in Drezen or a *miracle* spell, or by bringing the scimitar to the unquiet shade of Lady Cessily Mantiel in area H2. When handed the weapon, she sighs in relief and infuses the blade with her spirit, restoring it to full functionality while simultaneously releasing her spirit from the prison.

**DESTRUCTION**  
A *Dawnflower’s Kiss* must be thrown into the Pit of Gormuz at midnight on the winter solstice. If the blade remains in the pit for 1 year, during which time the light of the sun never strikes it, the weapon crumbles to corruption.

HEART OF THE HERALD		MAJOR ARTIFACT
SLOT none	CL 20th	WEIGHT 2 lbs.
AURA strong necromancy (chaotic, evil)		



This still-warm heart drips trickles of golden blood. Torn from the chest of the Herald of Iomedae, the *Heart of the Herald* has been corrupted with evil. Any lawful or good character who carries the

heart gains 2 negative levels. These negative levels remain as long as the heart is carried, even if it’s carried in an

## Wrath of the Righteous Treasures

extradimensional space. These negative levels never result in actual level loss, but they can't be overcome in any way so long as the heart is carried, with one exception: a worshiper of Iomedae can cast *atonement* on the heart to suppress this effect for 24 hours.

Once per day, by squeezing the heart in the hand as a standard action, the user can cause all good outsiders within 60 feet to take 1 point of Constitution bleed. A successful DC 20 Fortitude save negates this effect. At the start of each round, a target may attempt a DC 20 Fortitude save to end the effect.

As long as it is carried, the *Heart of the Herald* grants SR 25 against all spells cast by worshipers of Iomedae and a +4 profane bonus on all saving throws against such spells.

### DESTRUCTION

The *Heart of the Herald* must be used to redeem the Herald of the Ivory Labyrinth (see page 52).

MYTHIC AMULET OF THE ABYSS		MINOR ARTIFACT
SLOT neck	CL 15th	WEIGHT —
AURA strong conjuration [chaotic, evil]		



A *mythic amulet of the Abyss* bears the rune of a single demon lord on its face, indicating the lord to which the amulet is attuned. At its basest, a *mythic amulet of the Abyss* functions as an unholy symbol

to this demon lord as well as a *phylactery of faithfulness*.

A *mythic amulet of the Abyss* grants its wearer all three of the demon lord's boons, regardless of the wearer's actual level. It grants all of the first boon's spell-like abilities at will. The amulet found in this adventure is associated with Baphomet, and as such it grants the following boons (see *Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2* for details on other demon lords' boons):

- *Beast shape I*, *misdirection*, and *summon monster I* at will.
- Once per day, the wearer can change shape into a minotaur for 1 hour, gaining a +4 size bonus to Strength and taking a –2 penalty to Charisma. If the wearer is actually a minotaur, she can instead assume a humanoid form at will; this change of form does not alter the wearer's ability scores.
- Extended *maze* 1/day.

Additionally, the wearer of the amulet gains a +4 enhancement bonus to natural armor, immunity to electricity and poison, and resistance 10 to acid, cold, and fire.

Any lawful or good character who wears this amulet gains 2 negative levels. These negative levels remain as long as the amulet is worn. These negative levels never result in actual level loss, but they can't be overcome in any way as long as the amulet is worn.

### DESTRUCTION

A *mythic amulet of the Abyss* can be destroyed as a swift action by the demon lord to which it is attuned, up to a range of 120 feet.

NOOSE OF TERMINAL EMBRACE		PRICE 20,000 GP
SLOT neck	CL 15th	WEIGHT 5 lbs.
AURA strong conjuration and transmutation		



When the necromancer Osmyrd Glavis was lynched in southern Taldor, his final utterance of hatred infused the very rope that was cutting into his flesh, resulting in the first *noose of terminal embrace*. Since then, many others have duplicated the

magic item, yet the original remains lost—though some say it still hangs about the neck of its undead master.

When a *noose of terminal embrace* is placed around the neck, it immediately activates, tightening and dealing 2d4 points of damage at that moment. Removing the noose thereafter requires a full-round action and a successful DC 18 Strength check (with failure resulting in an additional 2d4 points of damage).

While the noose is worn, its frayed end dangles a foot or so from the neck, but once per day if the wearer of the noose is successfully grappled by a Large or smaller creature, the wearer may will the noose's length to extend and lash out at the attacker. This allows the wearer to immediately attempt a grapple check against the attacker; if successful, he establishes the grapple on the attacker rather than the other way around, and the attacker's attempt automatically fails (although the attacker may attempt to grapple the wearer in the future).

CONSTRUCTION REQUIREMENTS	COST 10,000 GP
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Craft Wondrous Item, *animate rope*, *black tentacles*

STOLE OF THE INHERITOR		MAJOR ARTIFACT
SLOT shoulders	CL 20th	WEIGHT 2 lbs.
AURA overwhelming abjuration		



Iomedae often grants the use of the *Stole of the Inheritor* to her champions in times of great need. When draped across the shoulders, the stole grants DR 5/good, and it grants the use of *heal* as a quickened spell-like ability once per day. Once per

day, a good-aligned wearer of the *Stole of the Inheritor* can cast *holy word*. In addition, as long as it is worn, the user can use *detect evil* and *detect chaos* at all times. A divine spellcaster who worships Iomedae gains a +2 sacred bonus on all saving throws while wearing the stole. The stole's greatest power, though, is allowing its wearer to use *plane shift* on himself and any allies within 120 feet as an immediate action; the stole immediately returns to Iomedae's shoulders when this effect is used.

### DESTRUCTION

A demon lord must adorn itself with the stole and use its *plane shift* power to travel to Iomedae's court, whereupon anyone who pulls the stole from the Inheritor's shoulders can tear it apart while the demon lord remains alive and in Iomedae's presence.