

WRATH OF THE RIGHTEOUS

Areelu Vorlesh

Few have had such a deleterious effect upon the world of Golarion as Areelu Vorlesh, the primary architect of the Worldwound—yet if her plans come to fruition, what she's accomplished to date will seem like child's play.

AREELU VORLESH

CR 27

XP 3,276,800

Female half-succubus human witch 10/demoniac 10/archmage 8
(*Pathfinder Campaign Setting: Demons Revisited* 54, *Pathfinder RPG Advanced Player's Guide* 65, *Pathfinder Campaign Setting: Lords of Chaos* 46, *Pathfinder RPG Mythic Adventures* 14)

CE Medium outsider (chaotic, demon, evil, native)

Init +29^M; **Senses** darkvision 60 ft., *true seeing*; Perception +25

Aura *unholy aura* (DC 27)

DEFENSE

AC 48, touch 44, flat-footed 37 (+11 armor, +4 deflection, +9 Dex, +2 dodge, +2 insight, +6 natural, +4 shield)

hp 551 (20 HD; 10d6+10d8+469)

Fort +37, **Ref** +27, **Will** +27 (+31 vs. mind-affecting effects)

Defensive Abilities enduring armor, greater familiar link, hard to kill, mythic saving throws, never surprised or flat-footed, reverse scrying, swarm walker, unstoppable; **DR** 10/cold iron, good, and magic; **Immune** electricity, poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 35

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee *Deskari's Tooth* +32/+27/+22 (1d4+20/19-20), +5 claw +26 (1d4+19), +5 bite +26 (1d6+19), +5 sting +26 (1d4+19)

Special Attacks energumen (+6 Con), hexes (charm [2 steps, 14 rounds], evil eye [-4, 17 rounds], healing [cure moderate], misfortune [2 rounds], retribution [14 rounds], slumber [10 rounds]), mythic power (19/day, surge +1d10), mythic spellcasting, passion, smite good 1/day, wild arcana

Spell-Like Abilities (CL 20th; concentration +29)

3/day—*charm monster* 3/day, *darkness*, *unholy aura* (DC 27)

1/day—*blasphemy* (DC 26), *detect thoughts* (DC 21),

dominate monster (DC 28), *dominate person* (DC 24),

ethereal jaunt, quickened *insect plague*, *greater teleport*,

summon demon, *summon monster III* (vermin only),

summon monster IX (fiends only), *unholy blight* (DC 23)

Witch Spells Prepared (CL 19th; concentration +33)

9th—*foresight*, quickened *dominate person*^M (DC 29), *mass hold monster* (DC 33), *mass suffocation*^{APG} (DC 33), *wail of the banshee* (DC 33)

8th—quickened *dimension door*, *horrid wilting* (DC 32), *maze*, *mind blank*, *trap the soul* (DC 32)

7th—*greater teleport*, *heal*^M (2), *insanity* (DC 31), *plane shift*^M (DC 31), quickened *suggestion*^M (DC 27)

6th—quickened *blindness/deafness*, quickened *cure moderate wounds*, *flesh to stone*^M (DC 30), *geas/quest*, *greater dispel magic*, *mass suggestion* (DC 30), *true seeing*

5th—*baleful polymorph* (DC 29), *cloudkill*^M (DC 29), *cure critical wounds*, *dominate person*^M (DC 29), *feeblemind* (DC 29), quickened *ray of enfeeblement*, *teleport*

4th—*black tentacles*, *confusion* (DC 28), *cure serious wounds* (2), *dimension door*, *phantasmal killer* (DC 28), *spite*^{APG}

3rd—*clairaudience/clairvoyance* (DC 27), *dispel magic*^M (2), *lightning bolt* (DC 27), *pain strike*^{APG} (DC 27), *suggestion*^M (DC 27), *twilight knife*^{APG}

2nd—*cure moderate wounds* (3), *false life*, *hidden speech*^{APG}, *status*, *vomit swarm*^{APG}, *web* (DC 26)

1st—*beguiling gift*^{APG} (DC 25), *charm person* (DC 25), *cure light wounds* (3), *ray of enfeeblement* (DC 25), *reduce person* (DC 25), *unseen servant*

0 (at will)—*arcane mark*, *detect magic*, *message*, *touch of fatigue* (DC 24)

Patron dimensions^{PSFG}; **M** mythic spell

TACTICS

Before Combat Areelu casts *false life*, *foresight*, *mind blank*, *spite*, *true seeing*, and *unseen servant*, and from her *ring of spell storing* she casts *shield*. She assumes demonic form and activates her energumen just before a fight begins. In addition, she casts *status* daily, targeting one of the raspers in area **F1** and her familiar Gimcrak—as a result, she knows immediately if any of these creatures is harmed.

During Combat Areelu's combat tactics are detailed in area **F21**.

Morale Areelu attempts to escape at 80 hp or fewer, thereafter making vengeance against the PCs her highest priority.

STATISTICS

Str 14, **Dex** 28, **Con** 48, **Int** 38, **Wis** 21, **Cha** 29

Base Atk +12; **CMB** +14; **CMD** 41

Feats Combat Expertise, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Demonic Obedience, Dodge^M, Improved Familiar, Improved Initiative^M, Iron Will, Mythic Crafter, Quicken Spell, Toughness^M

Skills Acrobatics +29, Bluff +29, Craft (alchemy) +37, Diplomacy +29, Disguise +29, Escape Artist +29, Fly +36, Intimidate +32, Knowledge (arcana and planes) +37, Knowledge (engineering, local, and religion) +24, Knowledge (history) +27, Knowledge (nobility) +21, Linguistics +17, Perception +25, Sense Motive +25, Spellcraft +37, Stealth +19, Use Magic Device +32

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Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Halfling, Hallit, Infernal, Necril, Orc, Sylvan, Undercommon; telepathy 100 ft.

SQ amazing initiative, ancient, change shape (*alter self*, any Medium humanoid, 1/day), competent caster, damned, demonic form, demonic mark, inherent bonuses (+4 Dex, +4 Con, +4 Int), mythic familiar, obedience, profane pact, recuperation, sanctum, scry on familiar, wealthy, witch's familiar (quasit named Gimcrak)

Combat Gear *ambrosia* (3 doses), *ring of major spell storing* (*blasphemy*, *haste*), *ring of major spell storing* (*gate*, *shield*), *wand of enervation* (42 charges); **Other Gear** *Deskari's Tooth*, *amulet of natural armor +5*, *belt of physical perfection +6*, *bracelet of friends* (attuned to Gimcrak), *crystal ball with true seeing* (stored in her glove), *glove of storing*, *headband of mental superiority +6*, *iron flask*, *Robe of the Rifts*, spell component pouch, various gems and diamonds worth 42,000 gp in total (including a black sapphire worth 20,000 gp for *trap the soul*)

SPECIAL ABILITIES

Ancient (Ex) Areelu Vorlesh is well over a century old. She retains her +3 bonuses to Intelligence, Wisdom, and Charisma for her age, but does not take any of the penalties to her other ability scores.

Damned (Ex) If Areelu is killed, her soul is claimed by the Abyss for transformation into a demon.

Demonic Form (Ex) As a standard action, Areelu can assume demonic form for up to 20 minutes per day. She gains the chaotic, demon, and evil subtypes as well as DR 10/cold iron and good. She gains telepathy 100 feet and a sting natural attack. Her weapons are treated as chaotic and evil for the purposes of overcoming damage reduction.

Demonic Mark (Ex) Areelu bears Deskari's rune. Once per day, she can use this mark as part of casting a spell to give that spell the chaotic and evil descriptors. This prevents the spell from being expended as she casts it.

Energumen (Su) Once per day as a free action, Areelu can allow herself to be infused with a demonic spirit for up to 10 rounds, during which she gains a +6 profane bonus to her Constitution and immunity to electricity and poison. When this effect ends, she becomes confused for 10 rounds. At the start of each round of confusion, she may attempt a DC 25 Will save to end the effect immediately.

Mythic Familiar (Ex) Areelu's familiar, Gimcrak, is a gift to her from Deskari, and is far more powerful than normal. If Gimcrak is killed, Areelu immediately loses 10 uses of her mythic power for that day and gains 2 negative levels.

Passion (Su) Up to 20 times per day, Areelu can drain energy from a mortal she lures into an act of passion—unwilling victims must be grappled first. Her passion imparts 1 negative level to the victim. A successful DC 29 Fortitude save removes 1 of these negative levels. The save DC is Charisma-based.

Profane Pact (Su) Areelu has a +4 profane bonus to her Intelligence, the result of a pact forged decades ago with a lilitu demon^{WOR}. The lilitu's brand appears on Areelu's neck.

Summon Demon (Sp) Areelu can use *summon monster VI* once per day to conjure one succubus, 1d3 babaus, or 1d4+1 brimoraks^{BOTD2}. She can also use *summon monster VIII* once per day to conjure one hezrou, 1d3 vrocks, or 1d4+1 succubi.

Swarm Walker (Su) Areelu can walk through any swarm without fear of taking damage or suffering any ill effects—swarms recognize her as one of their own. As long as she stands within a swarm, she gains a +4 bonus on Initiative checks and on all saving throws.

Wealthy (Ex) Areelu has the gear of a 20th-level PC.

Creator of the Worldwound and Deskari's most powerful servitor, Areelu Vorlesh is eager to see her masterwork expand and hurtle Golarion into the Rasping Rifts as a prize for her demonic lord.



WRATH OF THE
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Khorramzadeh

The leader of the Worldwound's armies and the most powerful of the true demons that serve Deskari, Khorramzadeh the Storm King rules over the ruins of Iz. He eagerly awaits a time when his empire can expand to encompass all of Avistan after it has been devastated and drawn into the Rasping Rifts.

KHORRAMZADEH

CR 26/MR 5

XP 2,457,600

Male balor lord (*Pathfinder RPG Bestiary* 58)CE Large outsider (chaotic, demon, evil, extraplanar, mythic^{MA})**Init** +16^M/-6; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +49**Aura** flaming body, *unholy aura* (DC 28)

DEFENSE

AC 48, touch 48, flat-footed 41 (+11 armor, +3 Dex, +4 dodge, +21 natural, -1 size)**hp** 605 (30d10+440)**Fort** +34, **Ref** +23, **Will** +29**Defensive Abilities** deflective defense, resist smite; **DR** 15/cold iron, epic, and good; **Immune** electricity, fire, poison;**Resist** acid 10, cold 10; **SR** 37

OFFENSE

Speed 30 ft., fly 90 ft. (good)**Melee** *Noriznigath* +46/+41/+36/+31 (2d6+19/17-20), +5 *vorpal flaming burst whip* +45/+40/+35 (1d4+18/19-20 plus 1d6 fire)**Space** 10 ft.; **Reach** 10 ft. (20 ft. with whip)**Special Attacks** mythic power (5/day, surge +1d8), stormlord**Spell-Like Abilities** (CL 20th; concentration +30)Constant—greater *nondetection*, *true seeing*, *unholy aura* (DC 28)At will—*chain lightning* (DC 26), *dominate monster* (DC 29), *greater dispel magic*, *greater teleport* (self and gear only), *power word stun*, *sending*, *telekinesis* (DC 25)3/day—*limited wish*, quickened *telekinesis* (DC 25)1/day—*blasphemy* (DC 27), *earthquake*, *fire storm* (DC 28), *implosion* (DC 29), *righteous might*, *storm of vengeance*, *summon* (level 9, any 1 CR 19 or lower demon 100%)

TACTICS

Before Combat Khorramzadeh casts *storm of vengeance* over the area.**During Combat** Khorramzadeh uses his spell-like abilities at first, using *telekinesis* to hurl non-flying PCs off the cliff edge, dominating others, and blasting survivors with *fire storm* and *implosion*. Once he moves on to melee combat, he casts *righteous might* on himself and then focuses on healers first in battle.**Morale** Khorramzadeh has little choice when the final battle begins—he fights to the death rather than face greater punishment by Deskari for his failure.

STATISTICS

Str 36, **Dex** 25, **Con** 36, **Int** 24, **Wis** 26, **Cha** 30**Base Atk** +30; **CMB** +44; **CMD** 65**Feats** Combat Reflexes, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Double Slice, Greater Two-Weapon Fighting, Improved Critical (longsword), Improved Critical (whip), Improved Initiative^M, Improved Two-Weapon Fighting, Lightning Reflexes^M, Master Craftsman, Power Attack^M, Quicken Spell-Like Ability (telekinesis), Two-Weapon Fighting**Skills** Acrobatics +37, Bluff +43, Craft (weapons) +40, Fly +39, Intimidate +43, Knowledge (engineering) +37, Knowledge (local) +40, Knowledge (planes) +40, Linguistics +12, Perception +49, Sense Motive +36, Spellcraft +37, Stealth +33, Use Magic Device +43**Languages** Abyssal, Aklo, Celestial, Common, Draconic, Hallit, Necril, Undercommon; telepathy 100 ft.**SQ** death throes, dual initiative, vorpal strike, whip mastery**Gear** +5 *breastplate*, +5 *flaming burst whip*, *Noriznigath*

SPECIAL ABILITIES

Deflective Defense (Ex) Khorramzadeh's touch AC is modified by armor and natural armor bonuses.**Death Throes (Su)** Khorramzadeh's death throes are more devastating than those of a typical balor. When killed, Khorramzadeh explodes in a flash of fire that deals 200 points of damage (half fire damage, half unholy damage) and permanently blinds anything within 200 feet (Reflex DC 38 halves the damage and negates the blindness). One round after this explosion, an *earthquake* (CL 20th) is triggered as well, centered on the point where the Storm King's body fell. The save DC is Constitution-based.**Greater Nondetection (Sp)** Khorramzadeh is constantly warded by a powerful *nondetection* effect—this effect works as *nondetection*, but is always in effect. There's no chance of penetrating this ward with a caster level check.**Resist Smite (Ex)** Khorramzadeh is difficult to affect with smite attacks, such as by a paladin's smite evil ability. When a creature attempts to make Khorramzadeh the target of any smite effect, Khorramzadeh can try to resist the smite by attempting a Fortitude saving throw (DC = 10 + the Hit Dice of the creature attempting the smite attack + the Charisma modifier of the creature attempting the smite attack). On a successful save, not only is that smite attack wasted, but the backlash of power also causes the source of the smite

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attempt to become staggered for 1 round unless it succeeds at a DC 38 Will save. This save DC is Constitution-based.

Stormlord (Su) Khorramzadeh's spell-like abilities, death throes, and flaming body abilities can deal electricity damage instead of fire damage, as appropriate—he can decide to adjust his fire damage in this way instantaneously. Electricity resistance is halved against this electricity damage, and electricity immunity is treated as resist electricity 20. Up to once per round when he is affected by electricity damage, he can choose to be healed of an amount of damage equal to the amount of electricity damage dealt rather than simply be immune to the damage.

Khorramzadeh's days as a mortal are now all but forgotten by the demon, save for vague memoirs of a reign of terror as a vile warlord who butchered his own children. After rising from this warlord's soul (and absorbing the souls of his equally vile children), the balor learned quickly in the ovens and furnaces of the Abyss, and swiftly came to be a much-feared general of Pazuzu's armies. During a potent storm in the Abyssal Realm of Verakivhan, where he was waging war against the troll legions of the demon lord Urxehl, the balor ascended to the status of lord among its kind. After taking the head of a mythic marilith known as the Typhoon of Blades and absorbing the heart of the violent storm she controlled, he made the lightning his own and became known thereafter as the Storm King. He left Pazuzu's service that day and began to make his own way as a powerful Abyssal monarch.

Eventually, the Storm King was chosen by Deskari to serve as the general of his armies in the Worldwound. Khorramzadeh's first significant victory against the crusaders occurred in 4692 AR, when he launched an attack on Kenabres and managed to crack that city's *wardstone* before the city's defender, the silver dragon Terendelev, nearly slew him. These events more than anything else drove him to launch a second attack on the city at the start of this Adventure Path—an attack that would prove a great success. His ascension to mythic power is relatively recent, the result of an early brewing of *Nahyndrian elixir* that nearly killed him, but in the end, reforged him into an even greater threat to the world than before.

Yet the recent turn of events have both frustrated and disturbed the Storm King, for in the wake of several notable triumphs, he has watched as time and time again a single band of heroes has undone his masters' work and potent alliances. The defeat and disgrace of Baphomet, Deskari's most powerful ally, served as a final straw for Khorramzadeh, and he withdrew to the city of Iz, knowing

full well that it was only a matter of time before the enemies of the Worldwound, the so-called heroes of the Fifth Crusade, would seek him out. Khorramzadeh has rarely known fear in his eons as a balor lord, yet now that tickle of doubt has settled into his black, burning heart.

CAMPAIGN ROLE

The Storm King serves as a significant threat in this adventure, and his defeat should give the PCs a significant reason to cheer. Yet even in death, Khorramzadeh will not rest quietly—he is destined to return near the adventure's end as a powerful nightshade.





WRATH OF THE RIGHTEOUS TREASURES

The following unique treasures can be found in “City of Locusts.” Player-appropriate handouts for the treasures detailed here appear in *Pathfinder Cards: Wrath of the Righteous Item Cards*.

DESKARI'S TOOTH		MAJOR ARTIFACT
SLOT weapon	CL 20th	WEIGHT 2 lbs.
AURA strong conjuration and necromancy (evil)		



A gift to Areelu from Deskari himself, *Deskari's Tooth* is a +6 anarchic unholy dagger that automatically casts *soul bind* whenever it is used to slay a foe, provided no soul is currently stored in the blade. A soul of any power can be stored in the blade in this manner, but only one soul at a time. If the dagger's wielder is slain while a soul is contained in *Deskari's Tooth*, the soul is instantly consumed and the effect or attack that would normally have slain the wielder is instead negated. If *Deskari's Tooth* is used to perform a coup de grace on a lawful good creature, it can be used to cast *lesser planar binding*. If the lawful good creature has more than 11 Hit Dice, the dagger can instead be used to cast *planar binding*, and if the creature has more than 17 Hit Dice, it can instead be used to cast *greater planar binding*.

DESTRUCTION

Deskari's Tooth must be used by a paladin to commit suicide, so that the paladin's soul becomes bound to the blade. If that soul is later used by a demon to prevent death, the dagger shatters upon preventing that death.

MOURNFUL RAZOR		PRICE 182,308 GP
SLOT weapon	CL 20th	WEIGHT 1 lb.
AURA strong necromancy and transmutation		



A *mournful razor* is a +3 vorpal war razor capable of inflicting particularly distressing and demoralizing wounds. The weapon resizes automatically to fit the hand of its wielder, from Tiny to Huge. Regardless of the weapon's size, it always functions as a light weapon. Each

time a *mournful razor* damages a foe, the blade absorbs a tiny fraction of that foe's despair and sadness. Whenever a creature takes sneak attack damage from a *mournful razor*, the creature so damaged must succeed at a DC 16 Will save or be infused with these thoughts of despair and self-loathing. The target so affected by the weapon has a 50% chance to act normally each turn; otherwise, it takes no action. This curse persists as long as the target remains wounded from any source (it ends immediately once the victim is completely healed of all damage).

CONSTRUCTION REQUIREMENTS	COST 91,308 GP
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Craft Magic Arms and Armor; *bestow curse*, *circle of death*, *keen edge*

MASTER'S LASH		PRICE 120,302 GP
SLOT weapon	CL 15th	WEIGHT 4 lbs.
AURA strong evocation		



A *master's lash* is a large +5 flaming burst whip. In addition to the fire damage caused, any creature struck by a *master's lash* also takes 2d6 points of burn damage; this burn damage can be resisted with a successful DC 19 Reflex save. Three times per day, the wielder of a *master's lash* can command it to burn away the target's will to resist commands as well. Activating this is a free action—the target must succeed at a DC 19 Will save or it takes a –2 penalty on all Will saves for 24 hours. These penalties can stack, and are a curse effect.

CONSTRUCTION REQUIREMENTS	COST 60,302 GP
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Craft Magic Arms and Armor, *bestow curse* and *fireball*, *flame blade*, or *flame strike*

NAHYNDRIAN CHISEL		MINOR ARTIFACT
SLOT none	CL 20th	WEIGHT 5 lbs.
AURA strong transmutation		

This large chisel appears to be made of deep purple crystal—it is, in fact, carved from the heart of a single enormous *Nahyndrian crystal*. Imbued with devastating magic, the *Nahyndrian chisel* may be used three times per day to target a creature or object with a *mage's disjunction*. Activating this ability requires the user to make a successful touch attack against the target. A *Nahyndrian chisel* can be used as an improvised weapon in combat—when so utilized, it has a +3 enhancement bonus on attack rolls and damage rolls, deals 1d4 points of piercing damage on a hit, and automatically bypasses any damage reduction (including DR/epic or DR/—).

DESTRUCTION

If a *Nahyndrian chisel* is successfully used to destroy an artifact, it must succeed at a DC 25 Will save or be destroyed.

Wrath of the Righteous Treasures

NORIZNIGATH		MAJOR ARTIFACT
SLOT weapon	CL 20th	WEIGHT 10 lbs.
AURA strong evocation (evil)		



The favored blade of the Storm King, *Noriznigath* is named for the first nascent demon lord it was used to behead, and is a Large +6 *unholy longsword*—as with all slashing weapons, *Noriznigath* becomes a *vortal* weapon in the hands of a balor. The body of a creature decapitated by *Noriznigath* is disintegrated if the decapitation results in death, and heals the wielder of 100 points of damage.

DESTRUCTION		
<i>Noriznigath</i> melts into blood and mist if its namesake, the long-dead nascent demon lord Noriznigath, is restored to life.		

QUASIT KEY		PRICE 70,000 GP
SLOT none	CL 13th	WEIGHT 12 lbs.
AURA strong conjuration (teleportation)		

A *quasit key* appears as a glass jar filled with preserving fluids in which a pickled quasit floats. Each *quasit key* is attuned to a specific location in the Abyss when created, and as long as it is carried (even if it's carried in an extradimensional space), the carrier can use *plane shift* to transport himself and up to eight other creatures that are joining hands to that location (the *quasit key* found in this adventure is keyed to area C1 of Aponavicius's lair). If used in the Abyss, the *quasit key* instead uses *plane shift* to transport its user back to wherever the key was last used to travel to its linked location. Until a *quasit key* is used to travel to its linked Abyssal location, it has nowhere to go from the Abyss itself and does not function while in the Abyss. A *quasit key* functions only twice per day.

CONSTRUCTION REQUIREMENTS	COST 35,000 GP
Craft Wondrous Item, <i>plane shift</i>	

RIFTCARVER		MAJOR ARTIFACT
SLOT weapon	CL 20th	WEIGHT 80 lbs.
AURA strong conjuration and evocation [earth]		



Riftcarver is an immense weapon carved from exoskeleton plates pried from the body of the now-long-forgotten monstrosity that birthed Deskari into the Abyss. The demon lord emerged fully formed, and the crafting of this weapon was among the first of his acts—*Riftcarver* aided the demon lord tremendously in those first few thousand centuries of his life, and was the primary tool he used to dig the Rasping Rifts.

Riftcarver is a Gargantuan +5 *defending unholy wounding scythe*. As part of its first successful hit against a target in any

one round, *Riftcarver* can infest the creature hit with rot grubs (*Pathfinder RPG GameMastery Guide* 245). Once per minute as a standard action by striking at the ground, *Riftcarver* can create an *earthquake* centered on the target's location. *Riftcarver's* wielder never suffers any ill effects from earthquakes created by the scythe. Once per day, the scythe can be swept through the air as a standard action to rip a hole between worlds that serves as a 20-foot-diameter *gate*—this *gate* can be used only for planar travel, not for calling creatures. *Riftcarver* is made of the chitin of an Abyssal monster, yet it is treated as adamantine for the purposes of damaging objects and penetrating hardness.

Smaller versions of this artifact, built to be used by Medium cultists, also exist. Called *rotcarvers*, the majority of these weapons have been captured and destroyed by the crusaders by the Fifth Crusade. A *rotcarver* is a +3 *scythe* that can infest those it strikes with rot grubs, or can transform its user into a rot grub swarm. *Rotcarvers* are detailed on page 51 of *Pathfinder Campaign Setting: Lost Kingdoms*.

DESTRUCTION		
If the remains of its ancient, forgotten source can be located and restored to life, <i>Riftcarver</i> can be destroyed by using it to deliver a coup de grace against that creature. If the attack slays the resurrected horror, <i>Riftcarver</i> crumbles to dust.		

ROBE OF THE RIFTS		MAJOR ARTIFACT
SLOT body	CL 20th	WEIGHT 1 lb.
AURA strong transmutation (evil)		



The *Robe of the Rifts* is crafted of what appears to be fine silk, but is in fact forged of congealed dreams siphoned from the minds of slumbering spellcasters as they were ritually murdered. It was created by Areelu Vorlesh to augment her melee prowess soon after her transformation into a half-succubus in a process that involved humiliating

favors granted to 13 separate demon lords. The *Robe of the Rifts* grants the following enhancements when it is worn.

- The wearer's attack rolls and damage rolls with all melee weapons are modified by her Intelligence modifier, not her Strength modifier. This modifier is never halved for secondary attacks, but neither is it increased for two-handed attacks.
- The wearer applies her armor and natural armor bonuses (if any) to her touch AC.
- The wearer gains a +6 profane bonus on all saving throws.
- The robes infuse the wearer's natural attacks (if any) as if she wore an *unholy amulet of mighty fists* +5.

DESTRUCTION
The <i>Robe of the Rifts</i> must be donned by a humanoid with an Intelligence score of 3 or lower, who must repeat the 13 debasements Areelu performed for demon lords when creating the robe with 13 different and unwilling angels.