

RIGHTEOUS MEDAL**PRICE**
6,000 GP**SLOT** none**CL** 11th**WEIGHT** —**AURA** moderate abjuration and transmutation

These ornate military medals are awarded to crusaders and adventurers who excel and deserve commendation in the war against the Worldwound. A medal must be affixed to a worn article of clothing to function, but doesn't have to be worn visibly. Any number of righteous medals can be worn, but the effects of multiple medals of a single type don't stack. A *righteous medal* functions only if the wearer has legitimately achieved the feat for which she received the medal. As a swift action, the wearer can gain a +2 sacred bonus to the medal's associated ability score for 1 minute. In addition, each *righteous medal* grants a constant sacred bonus on one type of roll, as detailed below.

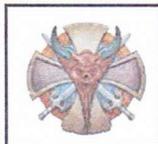


Righteous Medal of Agility: This triangular iron medal shows a demonic face surrounded by three swords. It is awarded to a hero who delivers a death blow to a demon in combat before that demon gets a chance to act in the combat. This medal is associated with Dexterity and grants a +1 sacred bonus on Initiative checks.



Righteous Medal of Clarity: This circular blue medal depicts a pair of feminine gray eyes surrounded by a circular silver lightning bolt. It is awarded to a hero who recovers vital information of great use against the

Worldwound and delivers this intelligence to the crusaders. This medal is associated with Intelligence and grants a +2 sacred bonus on saves against insanity or confusion effects.

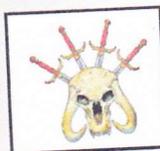


Righteous Medal of Command: This circular medal depicts a leering demon head before two crossed swords. It is awarded to a hero who redeems one of the enemy and convinces the redeemed character to join the crusade. This medal is associated with Charisma and grants a +2 sacred bonus on saves against emotion-based effects (including fear effects).



Righteous Medal of Spirit: This rectangular medal depicts the symbol of Iomedae on a field of red. It is awarded to a hero who becomes possessed or mentally controlled by a demon but escapes from that control

before he is forced to do evil. This medal is associated with Wisdom and grants a +2 sacred bonus on saves against charm and possession effects (including *dominate* effects).



Righteous Medal of Valor: This medal looks like a demonic skull, the top of which has been pierced by four red-hilted swords. It is awarded to a hero who delivers a death blow to a demon whose CR is at least 1 higher than the hero's character level. This medal is associated with Strength and grants a +2 sacred bonus to CMD.



Righteous Medal of Vigor: This hexagonal medal depicts a white castle on a field of red with gold trim. It is awarded to a hero who is reduced to negative hit points by a demon but survives (or alternately, is restored to life) and rejoins the battle before that demon is defeated. This medal is associated with Constitution and grants a +2 sacred bonus on saves against death effects.

A mythic character who wears all six *righteous medals* gains one additional use of mythic power per day.

CONSTRUCTION REQUIREMENTS**COST** 3,000 GP

Craft Wondrous Item; *bless*; *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, or *owl's wisdom*