

Iomedae

Justice and honor are a heavy burden for the righteous.

THE INHERITOR

Goddess of valor, rulership, justice, and honor

Alignment LG

Domains Glory, Good, Law, Sun, War

Favored Weapon Longsword

Centers of Worship Andoran, Cheliah, Galt, Lastwall, Mendev, Molthune, Nirmathas, Sargava

Nationality Chelaxian

As a mortal, Iomedae rose to prominence in the era of the Shining Crusade, where she led the Knights of Ozem in a series of victories over the Whispering Tyrant. Success in the Test of the *Starstone* a short time later granted the valiant swordswoman a spark of divinity and the attention of Aroden, who took her on as his herald. Today, Iomedae's church has absorbed most of Aroden's remaining followers and devotes a great deal of its focus to the Mendevian Crusades against the horror of the Worldwound. Followers of Iomedae have a strong sense of justice and fairness and an even stronger dedication to swordcraft, statesmanship, and bringing civilization to "savage" people. Her priests have a reputation for trustworthiness that serves them well in political affairs. Iomedae appears as a fierce Chelish mistress of the sword, complete with full battle armor, heraldic markings, and resplendent shield.

Iomedae is a righteous knight, spreading the good word and crushing evil with the force of her presence and mighty sword. Though skilled in war, she is not a war-deity. She would rather convince evildoers to surrender their arms in honorable surrender than cut them down in the midst of battle, but she is fearless and willing to fight for what she believes in. As Aroden's followers turned to her for comfort when he died, she informally enforces his teachings as well, although she is more forward-looking in her goals and doesn't let herself be constrained by the events of the past. She loathes incorrigible evil, demon-spawn, traitors, and those who abuse good in the name of greater good.

Iomedae intervenes in the form of mundane objects reshaping into sword-like forms, mysterious white or golden lights on a person or object, or a compass-like pull on a longsword or other long metal weapon. She shows her displeasure by flickering lights, damaging weapons against inferior materials, and by gold or silver items becoming dull and heavy.

A typical follower of Iomedae is a right-minded, hard-working person, helpful toward others and accepting help when it is needed. As they believe in justice and honor, Iomedae's worshipers gravitate toward kind and charismatic leaders, whether it be a benevolent noble landowner, an order-minded sheriff, or a good-natured mayor.

Iomedae's avatar is a majestic woman in white and gold, fully armored, and carrying a shield and longsword; the light from her shield blinds all evil, and the force of her aura causes the corrupt to weaken and collapse. Her herald is the Hand of the Inheritor, a golden-skinned angel with a halo of blades like a *blade barrier* that he can also use as a lethal shield. The church is known for its many saints, all of them dead mortals granted power and sometimes a new form in the afterlife. Notable divine servants are Jingh (a wheel of white metal that burns with golden fire), Saint Lymirin (a winged human priestess who can take an eagle-headed form), and Peace Through Vigilance (an exuberant, celestial, young gold dragon).

Iomedae is on good terms with Abadar, Cayden Cailean, Erastil, Sarenrae, Shelyn, and Torag, seeing in them supplementary or parallel interests. She does not deal with evil deities or fiends of any status (including Asmodeus, as she was not present for the creation of the world or the binding of Rovagug), though she enlists the aid of the Empyrean Lords when appropriate. To all others she is indifferent, hoping to inspire them to great deeds but not setting her plans aside to do so.

Priests, Temples, and the Church

All of Iomedae's priests are clerics or paladins, though she has many ranger followers serving the church. Priests must act honorably, show courage in battle, uphold righteous laws, and bring evildoers to justice. They must set a good example for common folk, especially children, both in appearance and attitude, and even the most battle-weary priest stands proud and tall in the presence of impressionable youths. Some refuse to enter a city if they are dirty, stopping by an outlying inn or home for wash-water. They take their responsibilities very seriously and most conduct themselves like great knights. Some priests vow to never use a weapon other than a longsword, though this oath is not required by the church. In their pursuit of fairness and justice, most have several ranks in Sense Motive to better help them weed out liars.

Of all the good churches on Golarion, Iomedae's is the most aggressive in seeking out and fighting evil. Her priests prefer to be out questing rather than doing mundane tasks in a city. Layfolk and talented acolytes staff most in-city positions, though veteran priests recovering from injuries or illness prefer to work in the temples rather than rest and convalesce. Older and infirm priests