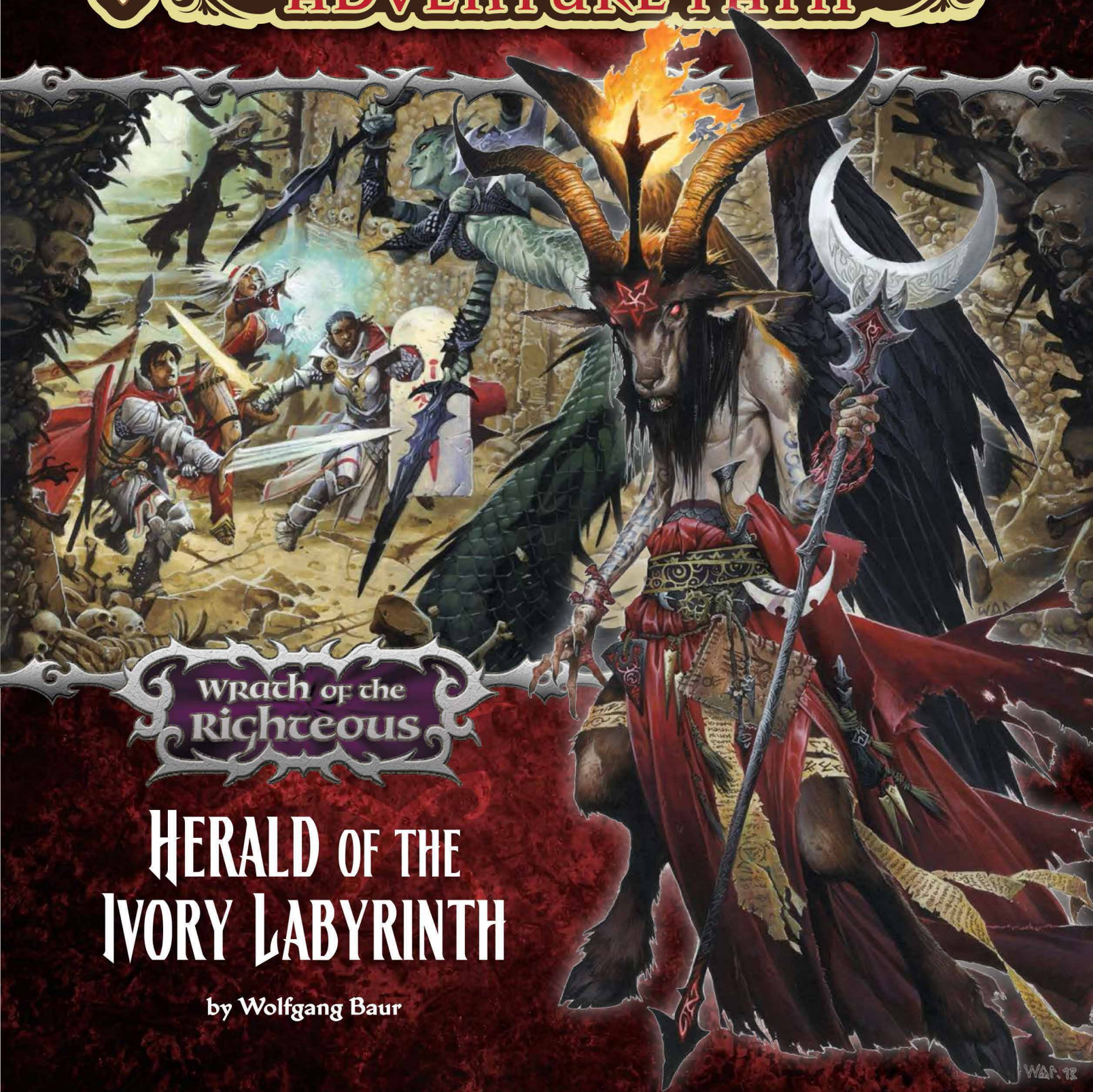


PATHFINDER[®]

ADVENTURE PATH[™]



Wrath of the
Righteous

HERALD OF THE IVORY LABYRINTH

by Wolfgang Baur



Anevia Tirabade
Spymaster of Drezen

If Anevia accompanies the PCs into the Labyrinth, advance her to be a 14th-level rogue. Her scouting ability allows the PCs to roll twice when determining a new maze realm or prison location—they can take whichever of the two results they prefer.



Aravashnial
Riftwarden of Drezen

Advance Aravashnial to be a conjurer 5/riftwarden 9 if he accompanies the PCs on this adventure. His knowledge of the Abyss is such that he grants a +5 bonus on Survival and Knowledge (planes) checks made to navigate pathways in the Ivory Labyrinth.

Horgus Gwerm
Foul-Tempered Treasurer

If Horgus accompanies the PCs into the Abyss, advance him to be an aristocrat 4/rogue 11. When he learns of the PCs' mission, Horgus pulls some strings so that the PCs each gain a stipend of 10,000 gp with which they can purchase supplies to gear up for their deadly mission.



Irabeth Tirabade
Leader of Drezen

If Irabeth joins the PCs in their adventures, advance her to be a 14th-level paladin. Her faith and moral support increase Iomedae's protection over the party, and as a result the PCs gain a +1 sacred bonus on all Will saves made while adventuring in the Ivory Labyrinth.



Queen Galfrey
Ruler of Mendev

Queen Galfrey spends this adventure in Lastwall, aiding in refining and preparing the ritual the PCs will use in the next adventure to close the Worldwound. If no PC wants to take on the role of Iomedae's herald at the end of this adventure, Iomedae chooses Queen Galfrey for this honor.



Sosiel vaenic
High Priest of Drezen

If Sosiel accompanies the PCs into the Abyss, advance him to be a 14th-level cleric. Sosiel also convinces the church of Shelyn to donate two *scrolls of true resurrection*, a *scroll of greater planar ally*, and four *scrolls of plane shift* to the PCs.

Aron Kir
Warden of Drezen

If the PCs bring Aron along to travel with them into the Abyss, advance him to be a rogue 5/low templar 9. His scouting ability will significantly lessen the danger from wandering monsters—modify all rolls to determine what encounters occur by -10.



Arueshalae
Risen Succubus of Desna

Arueshalae should be fully redeemed to chaotic good by now. Increase her to be a master spy 8/trickster 4 if she accompanies the PCs. Her inspiring presence doubles boons granted by Anevia, Aravashnial, Aron, and Irabeth if they accompany the PCs on this adventure.



PATHFINDER ADVENTURE PATH™



ADVENTURE PATH  PART 5 OF 6

HERALD OF THE IVORY LABYRINTH



credits

Authors

Wolfgang Baur, Amanda Hamon, James Jacobs, Robin D. Laws, Ron Lundeen, Jason Nelson, Sean K Reynolds, and Greg A. Vaughan

Cover Artist

Wayne Reynolds

Interior Artists

Helge C. Balzer, Eric Braddock, Ekaterina Burmak, Jeff Carlisle, Diego de Almeida, Johan Grenier, Miguel Regodón Harkness, Jon Neimeister, Roberto Pitturru, Maichol Quinto, Doug Stambaugh, and Kieran Yanner

Cartographer

Robert Lazzaretti

Creative Director • James Jacobs

Editor-in-Chief • F. Wesley Schneider

Senior Editor • James L. Sutter

Development Leads • Adam Daigle and James Jacobs

Development Team • Logan Bonner, John Compton, Adam Daigle, Rob McCreary, Mark Moreland, and Patrick Renie

Editorial Team • Judy Bauer, Christopher Carey, and Ryan Macklin

Editorial Intern • Cassidy Werner

Lead Designer • Jason Bulmahn

Design Team • Stephen Radney-MacFarland and Sean K Reynolds

Senior Art Director • Sarah E. Robinson

Art Director • Andrew Vallas

Graphic Designers • Emily Crowell and Sonja Morris

Publisher • Erik Mona

Paizo CEO • Lisa Stevens

Chief Operations Officer • Jeffrey Alvarez

Director of Sales • Pierce Watters

Sales Associate • Cosmo Eisele

Marketing Director • Jenny Bendel

Finance Manager • Christopher Self

Staff Accountant • Ashley Gillaspie

Chief Technical Officer • Vic Wertz

Senior Software Developer • Gary Teter

Campaign Coordinator • Mike Brock

Project Manager • Jessica Price

Licensing Coordinator • Michael Kenway

Customer Service Team • Erik Keith, Justin Riddler, and Sara Marie Teter

Warehouse Team • Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood

Website Team • Christopher Anthony, Liz Courts, Crystal Frasier, Lissa Guillet, and Chris Lambertz

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at paizo.com/prd.

<i>Advanced Player's Guide</i>	APG	<i>Bestiary 4</i>	B4	<i>Pathfinder Adventure Path #75</i>	AP75
<i>Bestiary</i>	B1	<i>Lost Kingdoms</i>	LK	<i>Ultimate Combat</i>	UC
<i>Bestiary 2</i>	B2	<i>Lords of Chaos, Book of the Damned, Vol. 2</i>	BOTD2	<i>Ultimate Magic</i>	UM
<i>Bestiary 3</i>	B3	<i>Mythic Adventures</i>	MA		

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo Publishing game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Paizo Publishing, LLC
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

Pathfinder Adventure Path #77: Herald of the Ivory Labyrinth © 2013, Paizo Publishing, LLC. All Rights Reserved.

Paizo, Paizo Publishing, LLC, the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, and GameMastery are registered trademarks of Paizo Publishing, LLC; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Flip-Mat, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, Pathfinder Tales, and Rise of the Runelords are trademarks of Paizo Publishing, LLC. Printed in China.



table of contents

Foreword	4
Herald of the Ivory Labyrinth by Wolfgang Baur	6
NPC Gallery by Wolfgang Baur	58
Wrath of the Righteous Treasures by Wolfgang Baur and Greg A. Vaughan	62
Ecology of the Demodand by Amanda Hamon	64
Baphomet by Sean K Reynolds	70
Pathfinder's Journal: Sweet Ichor 5 of 6 by Robin D. Laws	76
Bestiary by Amanda Hamon, James Jacobs, Ron Lundeen, and Jason Nelson	82
Preview	92



The Trouble with Mazes

I've always loved mazes. I remember fondly when, as a kid, I'd get one of those activity books printed on cheap newsprint. I'd scour those books for the mazes. I could take or leave the connect the dots, and actually disliked the word searches or the "spot the differences" puzzles. But I did every single maze I could find. As I grew older, I came to realize that my love of mazes was more than just a kid's fancy. There were more and more complex mazes... entire *books* about mazes, in fact. I started realizing that mazes played key roles in movies and stories, such as in Stephen King's classic *The Shining*. And of course, mazes are potent symbols in mythology—the myth of the minotaur comes immediately to mind. And it seems like every other RPG video game these days features at least one maze.

So why aren't mazes fun in tabletop RPGs?

You'd think they'd be. You'd think that a good complex maze would be a natural choice for a dungeon. And indeed,

looking through the countless adventures that have been published over the decades for various game systems, you do indeed see mazes showing up in adventures now and then—many of them in adventures published by Paizo.

But the shameful truth, I fear, is that mazes just aren't usually fun to play out in modern tabletop game sessions. In fact, I've never played in or run a tabletop game involving a significant maze that didn't outstay its welcome past the first few corners and dead ends, and didn't end up with the GM simply hand-waving the exploration of the twists and turns so that everyone could get on with the next encounter or story development. It's one thing to navigate a maze on your own, be it on a piece of paper, in a video game, or in real life. But when every single choice in the maze has to be adjudicated and expanded upon by a GM, and when every decision about where to go in the maze ends up being a potential argument or distraction among four or more people who all might have their own preferences on how to

proceed (or indeed, who might not like mazes at all)... that can quickly turn a maze from being a delightful challenge to a tedious grind.

Your group may be different, of course. But the ones I've been a part of have grown to really dislike mazes. Which is a shame, because mazes are so cool when it comes to serving as metaphors, as puzzles, as symbols, and as cultural touchstones.

In any case, you can see what sort of conundrum faced me when I decided that we needed to include Baphomet's realm in the Wrath of the Righteous Adventure Path. We've changed a lot about him in this adventure since his classic portrayal as a lord of minotaurs in previous versions of the game, but we wanted to keep him true to his history. And that meant that his realm, which we've established as a "maze the size of a world," could become a big problem in an adventure set in that realm.

The solution that Wolfgang and I came up with was not to present vast maze maps for the player characters to crawl through, but instead to treat mazes more like terrain. You don't roleplay every tree the PCs pass in the forest or every turn the road takes through the hills, after all, so why do the same for a maze the size of an empire? In this adventure, the maze navigation takes a back seat to the story and the encounters. On a smaller scale, there are still some corners and dead ends to vex players in individual encounters, but you won't have to spend hours *getting* to those encounters and the next part of the story.

Mythic Trials in the Ivory Labyrinth

By the time the PCs start this adventure, they should be 7th mythic tier. In order to reach 8th tier, they need to accomplish four mythic trials. To reach 9th tier by the adventure's end, they need to accomplish five more trials. This adventure presents multiple trials for the PCs to complete, but the order in which they accomplish these trials isn't set in stone. The PCs should reach 8th tier before starting Part 3, but which specific trials they accomplish to get to that point (and to get to 9th tier by the end) don't really matter. Note that there are in fact far more than nine trials to attempt in this adventure—this is by design, so that the PCs don't have to hit every single challenge. Once the PCs reach 9th tier, regardless of where in the adventure they're at, they can't accomplish any more trials until the next adventure—with the one exception being the defeat of Baphomet in battle.

Meeting a Goddess: Regardless of how well they answer Iomedae's questions during Part 1 of this adventure, the experience of meeting a goddess and speaking with her is a mythic trial.

Sightseeing: Visiting at least five different maze-realms and surviving a significant (APL or higher) encounter in

on the cover

Wayne Reynolds shows us a typical day in the Ivory Labyrinth, and introduces us to none other than Baphomet himself, lord of this Abyssal realm!

each one is a mythic trial. Discovering and finishing at least eight encounter areas (cellblocks count only as one encounter in this case) in the Ineluctable Prison counts as a mythic trial as well.

Defeat Powerful Foes: Defeating any of the following powerful foes during the course of the adventure counts as a mythic trial: the Father of Worms, Igramalash, Uffrandir, Svendack, Ylleshka, Alderpash, or the Herald of the Ivory Labyrinth. Each one is its own mythic trial.

Entering the Prison: Opening the Groaning Gate and entering the Ineluctable Prison is a mythic trial.

Redeeming Evil: Redeeming Alderpash is a mythic trial, as is redeeming the Herald of the Ivory Labyrinth.

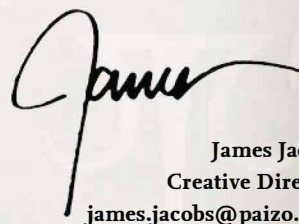
Rescuing Prisoners: If the PCs set at least a dozen significant prisoners free (or, alternatively, rescue all four of the key prisoners at areas H1–H4), they complete a mythic trial.

Slay Baphomet: Killing the Demon Lord of Beasts and Labyrinths is a mythic trial. This is the only trial that counts even after the PCs reach 9th tier.

Non-Mythic Ivory Labyrinths

In this adventure, the PCs will be facing an increasing number of encounters that, without mythic power, will be incredibly difficult to overcome. If you're not running this adventure using mythic rules, the PCs should hit 20th level before heading into the prison, and you should consider having this adventure serve as the climax of your campaign. Alternatively, this could be a fun point to introduce mythic power, bringing a true sense of climatic action to your adventure as it comes to a close!

In any event, check out previous installments of this adventure path for general advice on running a non-mythic campaign, and don't forget to check out the Wrath of the Righteous messageboards at paizo.com as well—I'll be there to offer advice along with numerous other experienced GMs.



James Jacobs
Creative Director
james.jacobs@paizo.com



Herald of the Ivory Labyrinth

PART 1: AUDIENCE WITH THE INHERITOR

PAGE 7

The heroes are called upon by Iomedae to take the fight to Baphomet after answering three important questions.

PART 2: A INTO THE LABYRINTH

PAGE 11

The heroes invade the Ivory Labyrinth to seek the location of the abducted Herald of Iomedae.

PART 3: THE INELUCTABLE PRISON

PAGE 24

The heroes come to Baphomet's prison, one of the most dangerous locations in the demon lord's Abyssal realm, and must perform a daring rescue of a prisoner who may be beyond redemption.

Advancement Track

"Herald of the Ivory Labyrinth" is designed for four characters and uses the medium XP track.

L15 The PCs should begin the adventure at 15th level/7th tier.

L16 The PCs should be 16th level when they enter the Ineluctable Prison.

L17 The PCs should be 17th level at about halfway through the exploration of the Ineluctable Prison.

L18 The PCs should be 18th level by the end of the adventure. They will reach 18th level before the last few encounters.

T8 The PCs should be 8th tier once they enter the Ineluctable Prison.

T9 The PCs should be 9th tier at the adventure's end.

Adventure Background

Baphomet, the Lord of the Minotaurs, the Horned Lord, the Master of the Ivory Labyrinth, first came to the Worldwound in 4650 AR, 44 years after the blight opened in lost Sarkoris. Deskari enlisted Baphomet not for his mastery over labyrinths or association with minotaurs, but because the Lord of the Locust Host wanted to use the Templars of the Ivory Labyrinth as a tool to further the corruption and destruction of the Mendevian Crusade from within. An alliance with Baphomet was, to Deskari, an unfortunate necessity, but in the long run it has exceeded the demon lord's expectations. The Templars of the Ivory Labyrinth have fully infiltrated the crusade, and it was only recently, with the actions of the heroes of Kenabres, that the Templars' influence has begun to falter.

Baphomet knew Deskari wanted his cult and not his direct influence, of course, but he was nothing if not a master of Abyssal politics. He increasingly put his cult, his children, and even himself to work at supporting the Worldwound agenda, intending to reach a point where he could wrest control of the region from Deskari and use it to draw much of Golarion into his Abyssal realm in the same way he stole an endless maze from Cania, the eighth layer of Hell, after escaping imprisonment at the hands of Asmodeus so long ago.

Yet the actions of the heroes of Kenabres have stymied his plans. They've slaughtered his greatest agents, disrupted Templar command, destroyed the flow of *Nahyndrian* crystals, and perhaps most insulting of all, defeated his favorite daughter. It was this final affront that moved Baphomet to act, and in a hasty and ill-conceived fit of rage he used his daughter's soul as a conduit to invade the Midnight Isles, fully intending to slaughter the PCs himself. Yet he forgot one important thing: the Midnight Isles are ruled by a demon lord who specializes in the assassination of her own kind.

As Baphomet materialized in the Midnight Isles, Nocticula made her move. More as a reaction to having her realm invaded than any real sense of allegiance to the heroes whom she had granted permission to remain in her realm, Nocticula struck at the Lord of the Minotaurs, in the instant after he physically manifested. Baphomet realized his fatal error too late and tried to flee, but Nocticula's wrath followed him through the barrier between planes and struck him, for the briefest of moments, dead.

He immediately resurrected in the heart of his realm, shaken at his close brush with oblivion. And across all worlds, his cult reeled as well at the momentary interruption to their divine powers. Now, Baphomet's brashness and self-confidence are shaken, and he has retreated to his fortress at the heart of the Ivory Labyrinth, for if he is slain again before a year can pass and his realm

can recover from bringing him back to life, his death will be lasting. Fearful that Nocticula may come to finish the job, or that Deskari might seek him out to castigate him for his various failures, he clings to one final advantage: the abduction of Iomedae's herald.

This abduction ranks high among his more recent audacious accomplishments. While the being known as the Hand of the Inheritor is powerful, he is no match for a demon lord, and he relied on the protection of his mistress to shield him. Yet even a goddess can lose track of her agents. When a desperate priest called upon Iomedae's herald to aid in an attack on the demon-ruled city of Raliscrad, Baphomet saw his chance. He dispatched Ylleshka, the warden of his great Ineluctable Prison, to the battle. Her capture of the herald and retreat to the Abyss broke the crusader army and saved Raliscrad from a critical defeat, and now one of Iomedae's closest agents is the Horned Lord's prisoner.

Baphomet wasted no time in taking his frustrations out on the herald. The torments he put the outsider through were brutal and outrageous, and as he tore the herald's heart from his chest, he completed a vile ritual, transforming his captive from the Herald of Iomedae into an agent of his own. His prisoner has become the Herald of the Ivory Labyrinth.

For now, the corrupted Herald remains imprisoned. Baphomet hopes to further defile the Herald to the point that it willingly serves as a bodyguard and replacement for his lost daughter Hepzamirah, but these enhancements and further corruptions will take time. He's left his warden Ylleshka, as well as several other capable minions, in charge of these acts while he himself retreats to his inner sanctum to wait out a self-imposed year of exile, hoping to endure this time without further exposure to harm. He knows Iomedae's adherence to divine law will prevent her from acting directly against him, but also knows she'll send agents into the Ivory Labyrinth to do this work for her. He suspects these agents will be the same heroes who have vexed him so far—and in a way, he hopes this is the case, for the dangers and guardians he's placed within his Ineluctable Prison are deadly in the extreme. Indeed, the primary reason he's ordered the Herald to remain within its walls is to act as a lure, for once the PCs enter the prison, they might never escape!

Part 1: Audience with the Inheritor

At the end of the previous adventure, Baphomet taunted the PCs with a gloating message, bragging that he had captured the Herald of Iomedae. Demons are notorious liars, of course, and the PCs might interpret this claim as nothing more than a bluff. Yet in this case, Baphomet speaks the truth. Even if the PCs don't attempt to confirm

that the Herald of Iomedae has indeed been abducted via spells like *commune*, they should learn swiftly enough of the shocking event after returning to Drezen or consulting with allies like Queen Galfrey. The priest who called upon the herald to aid in an attack on Raliscrad has taken his own life in shame over his role in allowing the herald to be taken, and the blow has done terrible damage to crusader morale—had not the actions of the PCs bolstered the Fifth Crusade's hope to new highs, such a catastrophic and humiliating defeat might well have broken the crusade's will to go on.

For now, the war seems to be at an uneasy standstill. The crusaders are rebuilding their courage but at the same time resisting the urge to surge back into the Worldwound in an ill-advised attempt at revenge, while the demons seem unusually hesitant to go on. In fact, Baphomet's failure has caused quite a bit of internal strife, and for the duration of this adventure, Deskari and his agents are faced with the difficult but far from insurmountable task of taking back total control over the Worldwound—with Baphomet and his Templars no longer a part of the invasion.

It is during this lull that the PCs have a singular visitation from Iomedae herself.

MEETING A GODDESS

There's a significant difference between speaking to a deity via a spell like *commune* and speaking to one in person. This adventure begins with no less mythic an event than the visitation of a goddess.

This is the first time a true, fully powered deity has directly appeared in an Adventure Path, and as GM, you should take every opportunity to stage this scene for maximum impact. Deities exist beyond anything the rules say can or cannot happen, but you should take care not to be too arbitrary and overwhelming in running this first part of the adventure. Iomedae can, of course, do anything she wants to the PCs, but she doesn't—she values them and what they mean to the crusade too much to deliberately antagonize them, even if she were interested in doing so (which she is not). If the PCs include worshipers of deities opposed to her, she still understands that as a group they are, perhaps, the Fifth Crusade's greatest and most powerful weapon. Consider using props to enhance Iomedae's appearance. You can use additional lighting to illuminate your game area when this encounter appears to give the play area an increased sense of illumination, or use triumphant choral music in the background to help set the mood.

Although Iomedae knows the PCs are powerful, she wants them to demonstrate their righteousness and valor before her. She needs to know they can stand before a true deity and not quail or be reduced to groveling, for if they can withstand her presence and impress her, then surely

the taint of a demon lord's realm will have a difficult time corrupting or destroying them. One of her fears is that by sending the PCs into the proverbial lion's den too soon, she would be giving the enemy tools to spawn new lions. The loss of the heroes of the Fifth Crusade to the Abyss at this juncture would be synonymous with the loss of the war, and so she wants to be sure of the PCs before she sends them on their most dangerous quest yet—and even that quest is, at heart, a means of further training and testing them in preparation for their ultimate mission.

The timing of when Iomedae calls the PCs to an audience with her is left to you, but when it occurs, this adventure truly begins. Give the PCs time to recover fully from "The Midnight Isles," and perhaps time to engage in some downtime activities, personal quests, or other acts that may need their attention. If the PCs start to appear restless or begin seeking out new quests and missions to continue their fight, you'll know they're ready to begin (and so will Iomedae).

The first indication that something unusual is about to happen is the sudden increase of ambient light. This brightening is visible only to the PCs and their close companions (at your discretion), and increases swiftly to the intensity of the noonday sun, and then beyond. Yet this brightness does not cause pain or discomfort. Instead, it fills each PC with a feeling of pride and hope. Just as the light grows to what would normally be blinding level, the PCs suddenly find themselves in what appears to be a vast cathedral. The PCs have been transported into Iomedae's realm in Heaven, and while their time here feels no different than elsewhere, their entire meeting with the Inheritor takes only a few moments. When it's over, if they wish to return to Golarion to tie up loose ends, less than a second of time has passed. Of course, Iomedae hopes that the PCs are eager to take up the mission she proposes!

The cathedral in which the PCs find themselves is truly enormous. The ceiling rises out of sight above, and the walls bear stained-glass windows that move and change to depict the famed acts of Iomedae. Soft light fills the vast space, and choirs of angels and archons sing from unseen reaches of the cathedral. Iomedae herself takes on a somewhat humble form, standing no taller than she did in her mortal life, yet none who look upon her can mistake her for anything other than a goddess. Her cloak is blood red, indicating her mind is on the battles to come, but her sword is sheathed and her shield is lowered. As she appears, she nods to the PCs, each individual perceiving her focus as being on him, then speaks.

"Welcome heroes. I am Iomedae. You are those who have proven most worthy to strike back against the Abyss's latest injustice: the kidnapping of my own herald. Answer my questions truthfully and be found worthy of the great task I

Herald of the Ivory Labyrinth

would set before you. Remain silent, and be known as cowards in the face of evil."

This is not intended to be a combat encounter, yet some proud, stubborn, or even evil PCs might seek to attack or mock the goddess. Hopefully, PCs who harbor such designs keep them in check, and indeed, such PCs' capability to hold back their urges is an unspoken secondary test. Yet PCs who cannot resist find themselves against impossible odds, as detailed below.

Seeing the Goddess: Looking at Iomedae directly is difficult, but until a PC mocks or moves against her, she allows it. As soon as this is not the case, a PC must attempt a DC 40 Will save, with failure meaning the PC must avert his gaze from Iomedae.

Trumpet Blasts: As soon as a PC openly mocks her, a deafening trumpet blast echoes through the cathedral. Those who do not mock her hear the blast but are unharmed, while those who triggered the blast are permanently deafened. Furthermore, these characters must succeed at a DC 40 Will save to resist being struck forever mute—this condition is permanent and cannot be removed save by a deity's will. Iomedae removes the condition herself if, after this first part passes, she feels that the character wishes to apologize, but she does not give second chances. A second mockery is interpreted as an attack.

Blazing Light: Should a character mock Iomedae twice or dare an attack against her, she sighs in disappointment as she raises her shield. A searing blast of divine light fills the cathedral. This blast is visible but harmless to those who have not attacked her. Attackers must succeed at a DC 40 Fortitude save to resist being reduced to -1 hit points (such victims are automatically stabilized) and then be returned to Golarion. On a successful save, targets are merely returned to Golarion, but in both cases they are permanently blinded—this blindness can be removed only by a deity's will.

Mocking Iomedae is a chaotic act, while attacking her is a chaotic and evil act. Either action immediately affects a creature's alignment, and certainly results in the loss of all class abilities and spellcasting if a character is a divine spellcaster who worships Iomedae.

Once she's dealt with any potential troublemakers, she turns her attentions to the rest of the party—hopefully none of the PCs are seized with the urge to offend a goddess! She has three questions for the PCs to answer—and several

assumptions are built into them—but she has been watching the party's progress and knows each of her followers by name (the followers of other gods are slightly less known to her). Answering these questions correctly and with conviction requires either a killer bit of roleplaying or an amazing bit of lore or knowledge. Players who can answer the questions truthfully (and without consulting notes or the Internet!) impress her greatly, yet if the players themselves do not know the answers, skill check DCs for their characters to know the answers are provided. She does not require each PC to answer—one answer from the entire group is all she seeks, for she knows that it is as a group that the heroes must face the trials to come.

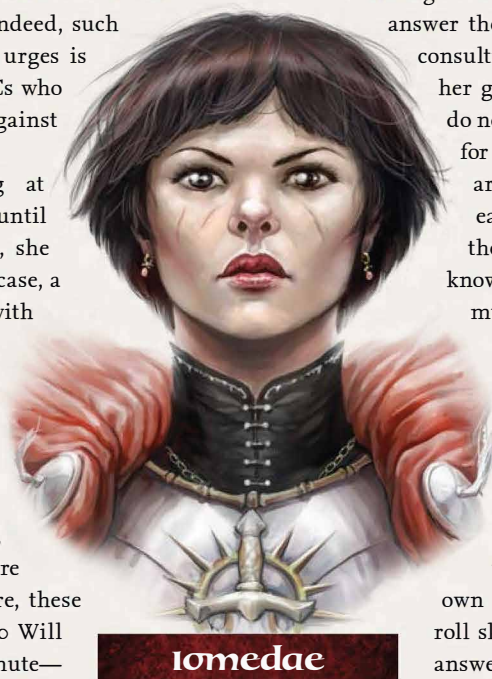
Note: The skill check DCs for these questions are not intended to be particularly difficult for the PCs, provided they have the appropriate skills in question. Nonetheless, you should give the players a few moments to try to answer each question with their own knowledge before asking them to roll skill checks. You'll need to judge the answers to the following questions for honesty and intention, not entirely by the results of skill checks—Iomedae isn't as much interested in the facts of the answers as much as she is in how the heroes react to these questions.

First Question

"You are bold to look on me and I favor boldness. When facing demonic foes, one must be bold, as I was when I faced one of my most dangerous enemies. Tell me, then, which undead lord did I slay while leading my knights of Ozem into the Three Sorrows, and why do I think you might be worthy to carry the legacy of that knighthood into the depths of the Abyss?"

This question refers to events that unfolded during the Shining Crusade, when Iomedae defeated Erum-Hel, the Lord of Mohrgs, at the Battle of Three Sorrows. The defeat of the mythical mohrg overlord proved to be a turning point in the Shining Crusade, and is recalled today by the faithful as the Fifth Act of Iomedae. A PC who succeeds at a DC 35 Knowledge (history) check or a DC 25 Knowledge (religion) check recalls the tale of Erum-Hel's defeat.

Iomedae wants to know that the PCs understand the history of her ongoing war against evil in all its forms. The second part of her question is deliberately open-ended and designed both to make a devotee of law and



good squirm and to give them room to brag of their good deeds. Iomedae is looking for both self-confidence and humility in this answer, and as long as one player roleplays an answer in this manner, she is pleased.

Failure: If the question is not answered correctly and at least one PC doesn't present himself as humble or confident, Iomedae frowns and shakes her head. She nods to the unseen choir, saying "We must wake them up, these sleeping children. Where are my bold heroes of the Fifth Crusade?" A moment later, the sound of the choir blasts out from all directions, causing each PC to shudder and shake in divinely inspired awe, and dealing 5d6 points of sonic damage to each PC (Fortitude DC 25 half). Iomedae does, however, allow the PCs to use healing magic to recover from this damage before the next question.

Success: Iomedae nods and smiles as a bejeweled chalice appears in her hand. As she holds the chalice out for the PCs to claim, she says, "Take then this cup to hold the foul blood of the Father of Worms, for it is said his blood can melt any lock—this may be your key to the Baphomet's prison." The chalice is an artifact called the *Chalice of Ozem* (see page 62). Its powers immediately become apparent to any character who touches it.

Story Award: Grant the PCs 38,400 XP for successfully answering this question.

Second Question

"You have a hero's bravery. You have proven that you can survive the horrors of the Abyss, and this marks your courageousness as surely as any feat. But also you have learned that not all those in the Abyss are your enemies. Some are creatures whose nature can be used as a tool to defeat greater evils. So tell me, when evil assumes a fair form, and when weak villains beg for their lives, are they due mercy? Or are the wages of their villainy always death and oblivion?"

There is no one true answer to this question, for it is a philosophical conundrum that has vexed many warriors of law and good. The teachings of Sarenrae are explicit in that an enemy should be granted a chance at redemption, and that those who ignore this chance should be put down swiftly and mercifully, yet the teachings of other gods of good, including Iomedae, are not so clear. Certainly the execution of evildoers prevents them from perpetrating more evil in the future, yet doesn't this also just send the sinner's soul to fuel the evil-aligned planes? Is it not better to redeem the evildoer, thus removing a piece from the enemy's board and adding it to your own, in this life and the next?

Iomedae is not looking for a specific answer to this question; rather she's seeking hesitancy and conflict. Blindly adhering to any rule may be lawful, but is not always

good—a truly lawful good person will temper rules with judgment. A paladin should never be so bound to his pursuit of the law that he loses sight of what it is to be good. As long as at least one character seems conflicted about answering this question, yet in the end answers either yes or no with conviction, Iomedae is pleased. If the characters fall into a long, bickering argument (and thus fail to work as a team) or if they all immediately answer "yes" or "no" without seeming to think through the repercussions of the answer, they fail.

Failure: Iomedae frowns and commands her choir to "awaken the heroes" again, only this time the damage increases to 10d6 points of sonic damage (Fortitude DC 25 half). As before, she allows the PCs the chance to heal this damage before going on to the next question.

Success: The goddess smiles. "Your words bring me great relief, for you understand the central conflict before us all. True heroism is neither the sword that strikes nor the blessing of redemption, but the ability to know which is the proper judgment. Even in the depths of evil, some unlikely souls may yet be saved from their own lives of malice, as some villains may come to be forgiven. Do not forget this, even in the most unlikely places." To help the PCs in their quest to redeem foes or repair damage to a creature's morality, Iomedae grants each of them the ability to cast *atonement* as a spell-like ability (CL 20)—this is a one-time boon, and once used it does not recharge. With this she says, "Use this gift for yourselves should you fall to temptation, but resist if you can so that the gift may be given to those who may need it more than you."

Story Award: Grant the PCs 38,400 XP for successfully answering this question.

Third Question

"Honor is my soul and life, justice is the passion that stirs me to war, and yet the cause of the true and the righteous is beset on all sides by evil. Tell me, how does one outwit and defeat a demon lord in his own domain? For let us not pretend, this is what I ask you to do."

More than any other question, this one has no right answer. Possible responses could involve elements of "Stealth, then strike with fury!" or "We'll find your herald and save him to humiliate Baphomet," or even something like "A demon lord's domain is its seat of power, but also its greatest weakness." As with previous questions, it is not the answer so much as the method of answering that Iomedae is interested in. Here, she hopes to see conviction and bravery—evidence that even in light of such a dangerous task these true heroes do not shirk. As long as at least one PC seems confident about the quest, presenting an air of resolve that it's better to die attempting such a task than to avoid it out of fear, Iomedae is pleased.

Herald of the Ivory Labyrinth

Failure: Iomedae frowns and commands her choir to “awaken the heroes” one more time, only this time the blast of sound deals 20d6 points of sonic damage (Fortitude DC 25 half).

Success: The goddess nods in approval. “Strike evil in the name of the good and right, and redeem those you can from folly. With the blessing of Iomedae, you shall vanquish evil, and your names shall ring with glory, for even if you fail in this righteous task, your just rewards will await you in the Great Beyond! Take then this, my final gift to you! With it, you shall always be but a step away from home, yet know that the path it opens to safety will save you but once before it returns to me—save such flight for a last resort.” Iomedae then removes a thread from her cloak, which transforms as she hands it to the party. This is the *Stole of the Inheritor* (see page 63). Its powers immediately become apparent to any character who touches it.

Story Award: Grant the PCs 38,400 XP for successfully answering this question.

Iomedae’s Call to Glory

Her third question answered, Iomedae waves her hand and all damage the PCs might have taken from incorrect answers is immediately healed—PCs who perished are restored to life as if by *true resurrection* with no loss of level.

Iomedae’s questions constitute the first of many mythic trials the PCs face in this adventure. The PCs need not answer any of these questions correctly to complete this trial, for failing to please a goddess and living to tell the tale is in and of itself a mythic deed of a sort! Each question the PCs fail to answer, however, lessens the significant awards Iomedae grants, for she is increasingly concerned that even such boons will not aid the group. At your discretion, she may set the PCs to a preliminary task (a side adventure for the GM to determine, such as slaying a tarn linnorm in the Worldwound), and sends them to the Abyss only once they succeed at this task. Such an additional task is also a good option if the PCs are lagging behind in experience points and aren’t yet 15th level.

In any event, once she deems the PCs are ready, she nods again and speaks.

“You are worthy to champion me against Baphomet, for mandate prohibits the interaction of the divine in even such matters as personal as the loss of a herald. I charge you as worthy souls to go into the darkness of the Abyss, into the Ivory Labyrinth of my enemy, and seek out my herald. If he be dead or worse, I trust you shall finish things as befits those of your boldness. Heed the advice I have given you. Go forth on a road of honor, swiftly and with great justice, to defeat Baphomet and return or avenge my herald. In so doing may you find the strength to face the true

peril that lies ahead. Deskari always watches, and the time shall soon come when the Worldwound must be closed forever lest it consume your world.”

With that, the cathedral flashes white once again, and an instant later the PCs have returned to where they left the Material Plane. Yet in each of their hands is a simple token: a bronze holy symbol of Iomedae. Each PC knows that he need but hold the symbol in a fist and concentrate to be transported into the Ivory Labyrinth, one final “gift” from Iomedae to speed them on their way. Beyond this, she cannot aid them in the trials to come.

Part 2: Into the Labyrinth

Now that the PCs have their tokens from Iomedae, when they begin their adventure is left to them. Wise PCs might do a bit of research on the Ivory Labyrinth or Baphomet before heading into the Abyss. Knowledge (planes) checks can reveal much about the Ivory Labyrinth, as detailed below. Alternatively, the PCs can learn some or all of the following information by consulting with NPC allies or by casting spells like *commune* and *contact other plane*. These latter methods can certainly confirm that Baphomet was indeed slain by Nocticula and that the demon lord has withdrawn to his palace, making this perhaps the most opportune time to invade his realm possible.

Knowledge (Planes): Ivory Labyrinth

DC	Result
25	The Ivory Labyrinth is a layer of the Abyss ruled by Baphomet, a sprawling maze world the true size of which none have ever been able to determine, for it seems to fold back in on itself, shifting and growing randomly.
30	Navigation of the Ivory Labyrinth is difficult but not impossible. One experienced in trailblazing and navigation (Survival) and planar geography (Knowledge [planes]) can navigate the labyrinth to known locations, provided the traveler does so within the rules of the maze and doesn’t attempt to cheat via flying over the labyrinth’s walls. Teleportation offers the easiest method of travel, provided the teleporter knows the location he wishes to visit.
35	Entire mountain ranges, vast forests, sprawling underground tangles, swamps, plains of bones, and more terrible expanses exist within the Ivory Labyrinth, including two sprawling cities—Blackburgh and Echostal. Of those two, Blackburgh is the realm’s capital, and at the city’s heart rises Baphomet’s Tower. Blackburgh can be thought of as the “center” of the Ivory Labyrinth, and it is here that one is most likely to learn of current events in the realm.

Ivory Labyrinth Planar Traits

As with all Abyssal realms, the exact nature of the Ivory Labyrinth's planar traits varies slightly from the standard traits for the Abyss as detailed in the *Pathfinder RPG GameMastery Guide*. The Ivory Labyrinth has the following traits:

- **Highly Morphic and Sentient:** Baphomet can alter the layout of the Ivory Labyrinth at will, but it changes itself as well. Only Baphomet can keep the ever-changing layout clear in his mind.
- **Strongly Chaos-Aligned and Strongly Evil-Aligned:** A -2 circumstance penalty applies on all Intelligence-, Wisdom-, and Charisma-based checks attempted by creatures that aren't chaotic or evil. The penalties for the chaotic and evil components of the alignment trait stack.
- **Enhanced Magic:** Spells and spell-like abilities with the chaotic or evil descriptor are enhanced, as is *maze*.
- **Impeded Magic:** Spells and spell-like abilities with the lawful or good descriptor are impeded, as are any divination spells that aid in navigation, such as *discern location*, *find the path*, and *locate object*.
- **Self-Contained Shape:** The Ivory Labyrinth covers an area roughly 10 times the size of the Inner Sea region, yet many of the passageways on its "edges" connect to other points in the maze. A few passageways lead out to nearby Abyssal realms like the Undersump, the Spiral Path, or Kurnugia, but such exits from the realm are rare and well hidden. See "Gazetteer of the Abyss" in *Pathfinder Adventure Path #76* for more details on other Abyssal realms.
- **Direction:** The direction of north in the Ivory Labyrinth is not static, for items that normally detect north instead point to Baphomet's Tower. As the exact location of this tower shifts, "north" can shift as well between visits. Feel free to change and manipulate the orientation of north in the maps of this adventure as you see fit.

40 The Ivory Labyrinth was originally designed by Asmodeus as a prison to contain Baphomet, but when Baphomet escaped it, he took it with him into the Abyss to make it his home. A fraction of that original prison is said to be hidden deep within the maze realm of the Breathless Fountains. This so-called "Ineluctable Prison" is where Baphomet keeps his favorite prisoners. This prison is shielded from magical observation from beyond its walls—even from the sight of the gods themselves.

THE IVORY LABYRINTH

Baphomet's realm, the Ivory Labyrinth, began as his prison. This world-sized maze was originally conceived by Asmodeus as a prison for Baphomet after he captured the

Lord of the Minotaurs, a labyrinth the Prince of Darkness boldly claimed none—not even the first minotaur—could solve. It took Baphomet only a decade to prove Asmodeus wrong, and when the Lord of the Minotaurs escaped, he took the Ivory Labyrinth with him back to the Abyss and made it his realm.

As a maze the size of the world, such a realm would be difficult to map at best, but the world changes constantly, generating new terrain and shifting tunnels and pathways so that no one answer to its navigation remains correct twice. Within this maddening maze, specific locations remain stable and immutable, yet the routes between them do not. As a result, no map of this realm is provided, for its very nature renders such a convenience an impossibility.

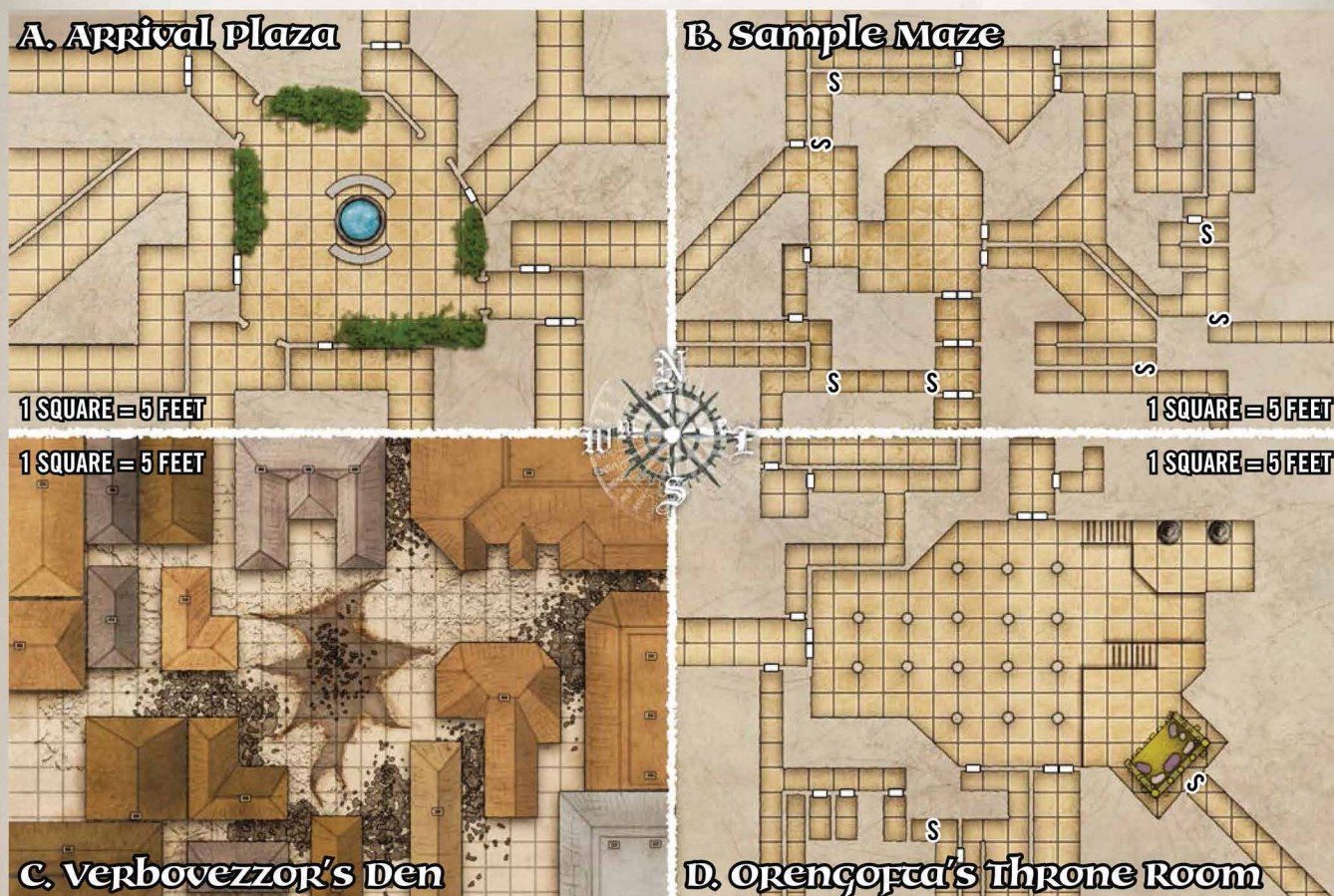
Planar travel into the Ivory Labyrinth is always shunted into one of many specialized "entrances" that even Baphomet himself cannot predict. A knowledgeable denizen of the realm can then navigate the maze to whatever locations he wishes of course, but those who arrive ill prepared can spend a lifetime wandering mazes of countless types and styles without ever reaching their destination.

Teleportation is the most reliable method of travel in the Ivory Labyrinth, although the scale of the maze realms makes regular *teleport* spells useless for moving between maze realms most of the time. If someone attempts to *teleport* to another realm, there's only a 1% chance that the target realm happens to be in range of the spell at that time, after which normal success chances apply. Failure always shifts the teleporter into the Ivory Maze (see page 14). *Greater teleport* is a much more reliable method. Once a character has visited a specific realm or location in a realm, this spell allows for instantaneous and safe travel—this is the method the realm's demons use to move about.

The Ivory Labyrinth is a place where the straight and narrow doesn't exist. The mazes that make the realm are of all kinds, including hedgerow forests, tangled alleys, twisting mountain passes, cavern labyrinths, and even confounding plains where tall grasses and shifting rivers make travel bewildering. All of these maze-regions are decorated with the bones of demons and other horrors, either paving the ground, embedded in the walls, or decorating the realm as grim, freestanding sculptures. The plane's great city-mazes are all small by Abyssal standards, but navigating them is as difficult as traveling through any tangled warren. Once a location is known, teleportation allows travel to specific sites with relative accuracy. Physical travel through the realm's halls is the only other real option.

This adventure assumes that the PCs use magic or knowledge, combined with teleportation, to reach most of their destinations, but they may choose (or be forced) to travel via more traditional methods. Food and potable water are rare in the Ivory Labyrinth—Survival checks to subsist in the wild take a -30 penalty when made in

Herald of the Ivory Labyrinth



the Ivory Labyrinth. Encounters with demons and other dangers should be checked for daily—roll on the Ivory Labyrinth encounter chart on page 83 each day the PCs continue to explore. You can use the sample maze map above for any encounters the PCs may have, or create a maze of your own design to serve.

Of special note is how the Ivory Labyrinth reacts to attempts to use flight to defeat its mazes. Many of the maze terrains are open to the air, and the skies above seem to hold a sun, clouds, stars, a moon, and all the familiar sights one might expect to find on any Material Plane world. But as soon as any attempt is made to climb, levitate, fly, or otherwise rise above the upper edges of the labyrinth walls or otherwise deviate from a mountain pass, the realm rapidly constricts down to encase the traveler in a classic underground maze with floors, walls, and ceilings made of solid masses of bones. Scholars have long theorized that this underlying complex, known as the Ivory Maze, represents the true underlying nature of the realm, and that the mountain and city and swamp mazes are but hyperrealistic illusions. A successful DC 15 Reflex save enables a flying character to swoop back down to the original maze realm and avoid being shunted into the Ivory Maze, but otherwise this effect

can easily split up a party. Fortunately, attempts to fly out of a maze always relocate the cheater into the same part of this bone-walled maze, as if every location in the realm were linked to a corresponding coordinate in this underlying maze.

Whenever a traveler sets out to explore this realm, roll d% and consult the table on pages 14–15 to see what sort of maze-realm she and her companions are faced with. Each of these realms has a Navigation DC listed along with a period of time. In order to pass through a maze realm into another one, a character must make a Survival check against the current realm's Navigation DC after the indicated amount of travel time has passed (allies can use aid another to bolster this check). Time spent sleeping or otherwise remaining motionless does not count against the required travel time. If the characters fail the survival check, they must wander the realm for another increment of time before being able to attempt a new Survival check to escape. On a successful check, roll d% again to determine what new maze realm the travelers enter.

If the travelers have a specific realm in mind that they wish to travel to, they must also attempt a Knowledge (planes) check against the Navigation DC—both the Knowledge (planes) and Survival checks must succeed in

order to bring the travelers to the desired realm, and even then, this method works only if the travelers have already visited the target region or have learned about the region through study or other means. Note that succeeding at the Knowledge (planes) check to identify a location also indicates the player knows enough about the location to use *greater teleport* to travel to the region.

Finally, note that the creatures of the Ivory Labyrinth are a little more doom-ridden and fatalistic than most demons. They believe that all creatures that die in the Ivory Labyrinth become a part of it, and the phrase “May your bones join those of a million others” is a common one here. As the GM, you may choose to have these be the last words that every single demon on this layer of the Abyss speaks to the PCs, either as parting or dying words. Over time, the repetition should become part of the creepy, nasty vibe of the realm.

THE MAZE REALMS

d% Realm

01-05 The Breathless Mountains (Navigation DC 40, attempted once every 6d6 days): This maze consists of winding mountain ledges, passes, bridges, and narrow tunnels that crisscross the slopes of a range of snow-choked mountains ranging between 25,000 and 45,000 feet high. No walls constrain this maze. The passageways and ledges average 15 feet wide. A character who falls from a ledge takes 20d6 points of falling damage, and upon landing (or upon recovering from the fall via flying) shifts into the Ivory Maze. This entire maze realm is constantly engulfed by extreme cold. In addition, the air here is very thin and constantly functions as high peak elevation (*Pathfinder RPG Core Rulebook* 430).

06-15 Blackburgh (Navigation DC 30, attempted once every day): Blackburgh is a tangled, densely packed city of wooden and stone buildings, their facades drooping and caked with soot and grime. The buildings themselves make up the 20-foot-high walls of the maze, leaving alleys that are generally 5 to 10 feet wide and a sky above thick with smoke and fog. Primarily a town for demonic ritual and veneration of Baphomet, though it also contains demonic hatcheries, breeding grounds for beasts and monsters, and warehouses for various materials coveted by demons (urns of blood, certain gemstones, larvae, and more). The ground here is always somewhat damp with blood and ichor and the air reeks of smoke and decay.

16-25 Echostal (Navigation DC 25, attempted once every day): This mining town consists of crude stone buildings interspersed with looming sculptures and stone cliff walls ranging from 20 to 50 feet high.

The mazelike streets average at 20 feet in width, with some narrow alleys and frequent plazas. Many mine entrances open into the cliffs—the twisting mine tunnels themselves are considered to be a part of Echostal’s overall maze realm. Eerie screams and moans drift along the mine tunnels and alleys, remnants of the strange haunts and fluttering souls whose wailings give the town its name.

26-30 Endless Towers (Navigation DC 30, attempted once every 1d3 days): This unusual maze consists of a tangle of thin, spindle-like towers that stretch in all directions. The ground is far below, shrouded in mist, while the towers are themselves connected by tangles of bridges and stone buttresses. A fall from the tower should be treated as a fall from a ledge in the Breathless Mountains. No access to the ground below exists in these towers, and the interiors are wildly divergent. These towers are often used as guest accommodations for important visitors to the realm, but just as often are prisons or infested ruins.

31-45 Ivory Maze (Navigation DC 20, attempted once every 2d4 days): This is a classic maze, a dungeon-like tangle of rooms and tunnels with walls, floor, and ceiling paved in countless bones. The tunnels range from 5 to 10 feet wide, with numerous rooms and junctions and other chambers often set off by doors (both secret and obvious). The Ivory Maze is lit by a soft, slightly unsettling light that has no obvious source. Demons and minotaurs are the most common denizens of this maze realm, which many believe to be the underlying reality upon which all the other maze realms build. Visitors to the realm always appear in the Ivory Maze first, as do those who attempt to “cheat” other mazes with flight.

46-50 The Lightless Maze (Navigation DC 35, attempted once every 4d6 days): The damp, endless tunnels of the Lightless Maze exist in the metaphorical “underground” of Baphomet’s realm. These twisting caverns are rarely less than 20 feet in diameter. Often, these immense caverns open into even greater chambers and underground rifts—here, the restrictions on flight are largely absent. Many of the caverns are dotted with egg clusters or squirming, freshly hatched horrors. The maze has no natural sources of light, and all sources of light (magical or mundane) brought into the maze have their illumination level reduced by one step.

51-60 Meandering River (Navigation DC 20, attempted once every 1d10 days): This maze follows the banks of an endless river that never quite reaches a lake or sea. The maze consists of bridges, paths on shores, and the river itself, which averages a mere 30 feet

Herald of the Ivory Labyrinth

deep and 100 feet wide. The river banks consist of cliff faces, impenetrable undergrowth, or looming buildings that rise 100 feet into the sky. This river splits around islands, and has backwater channels and oxbows galore.

61-70 Plain of Bones (Navigation DC 30, attempted once every 3d6 days): Filled with white soil, pale grasses, and winds that constantly kick up grit and clattering bones, these plains are unpleasant to walk on. The sky above bears no stars, moons, or sun, and is instead a pale, featureless ivory expanse. The “walls” of this maze are 20-foot-high heaps of bones in some places, and equally high tangles of ivory grass in others.

71-75 The River of Spores (Navigation DC 25, attempted once every 2d6 days): Like the Meandering River, this river twists and turns eternally, yet unlike that river, the River of Spores is located entirely underground. Its banks are riddled with secondary cave mazes. The river averages at a mere 15 feet deep with 20 to 30 feet of clearance above. Beyond the turgid waters, foul fungus grows in profusion here, and the air is thick with spores. Many of these spores are deadly, and even when they aren't, breathing creatures are automatically sickened in this maze (this is a poison effect). The river water itself is corrosive, and deals 1d12 points of acid damage per round to flesh.

76-85 Starflower Hedges (Navigation DC 30, attempted once every 3d6 days): The walls of this maze are of a classic hedge style, often decorated with disturbingly shaped topiaries. The hedge maze varies from 5 to 10 feet wide, with walls a uniform 15 feet in height. In many places, the verdant walls of this maze are animate and hungry for blood. This maze realm only rarely has anything approximating open areas or plazas.

86-90 Sucking Mire (Navigation DC 35, attempted once every 6d6 days): The vile swarms, demonic flies, vrocks, hezrous, fiendish dire crocodiles, and all manner of other swamp-dwelling creatures that fill the sucking mire make it one of the least pleasant of the maze realms. This maze consists of a winding mass of swampy paths connecting muddy hillocks, all separated by swaths of still, dark water. Most of these pools are effectively bottomless, but some turn into endless morasses of cold mud after 30 to 40 feet. The mire is densely forested with mangrove trees and the like; their thickly overhanging branches form a solid canopy 20 to 30 feet above. Attempts to climb through or otherwise penetrate this canopy send the “cheater” to the Ivory Maze.

91-100 Wriggling Forest (Navigation DC 35, attempted once every 4d6 days): This maze comprises countless wriggling, twitching, moaning trees, each of which is infused with Abyssal malignancy. Navigating the forest is an unnerving experience, following paths that range from 5 to 30 feet across but that are walled in by thick tree trunks and dense undergrowth. The canopy above functions like that in the Sucking Mire, but averages 50 feet in height. The constant moaning of the trees imposes a -4 penalty on Perception checks, and each day, creatures in the forest must succeed at DC 15 Will save or be shaken by the moans for 24 hours (this is a mind-affecting sonic fear effect that the forest's natives are immune to).

A. Arrival in the Ivory Labyrinth (CR 18)

Regardless of the method used (save for the case of the rare portal that leads directly to a fixed location), travelers to the Ivory Labyrinth always appear in the Ivory Maze. While the exact starting point can vary, for the purposes of this adventure, the PCs' first visit to the realm should deposit them in a large plaza—one of several spread throughout the Ivory Maze that serve as designated arrival points for planar visitors.

This large chamber measures about fifty feet across, and has a vaulted ceiling that rises to a similar height. A sphere of bright light shines above, almost like a miniature sun, casting brilliant illumination down into the room below. Patches of thick green ivy cling to the walls, while a pool of water flanked by two curving ivory benches sits in the center of the room. Numerous archways and doors in the walls provide access to tunnels and chambers beyond. But it is the walls, floor, and ceiling that demand the most attention, for all of these are formed by thousands of bones—skulls, femurs, ribs, and more—harvested from all manner of humanoids and beasts, packed together in a dense osseous patchwork.

The ivy is harmless, sustained by the magic of the realm, and the fountain contains potable drinking water. This plaza, like all those of its kind, is well guarded. Minions of Baphomet lurk in these areas to greet visitors and determine whether they should be captured, slain, or allowed to pass into the mazes.

When the PCs first arrive in the plaza, whether it's via *plane shift*, Iomedae's tokens, or another means, they all appear within 10 feet of the central fountain.

Creatures: The keeper of this particular plaza is a particularly reptilian-looking marilith named Odeenka. One of Baphomet's countless generals, she maintains small groups of loyal demonic minions in several arrival plazas. In this case, the plaza is guarded by a trio of sycophantic,

fly-headed coloxus demons. When they notice the PCs, two of the coloxuses step forward to greet the PCs while the third immediately teleports away to Odeenka's lair in the Endless Towers. He and his mistress return in only 1d3 rounds—until then the remaining coloxuses kill time by speaking pleasantly to the PCs, asking their names and politely inquiring as to the nature of their visit.

When Odeenka arrives, she hisses in delight, greeting the PCs in Abyssal with a much less pleasant air. "Look, my friends, look at what has fallen into our laps! Are they not the most delightfully ridiculous creatures? Welcome to the Labyrinth!" Assuming the PCs don't immediately attack (or that they aren't already fighting coloxuses), she goes on. "Swear your

undying love for Lord Baphomet and I shall grant you access to the Labyrinth. But, oh please, tell me you are not friends of the Horned Lord. I'm always looking for fresh slaves, and you reek of mortal foolishness." As she waits for an answer, her demons stir restlessly. Note that while the PCs have built up quite the reputation as heroes back in the Worldwound, and even on the Midnight Isles they have some measure of notoriety, word of their accomplishments has yet to spread as far as the Ivory Labyrinth. As such, Odeenka doesn't recognize the PCs.

Each PC who professes loyalty and love for Baphomet must each attempt a DC 35 Diplomacy check or a Bluff check opposed by all of the demons' Sense Motive checks.

Odeenka seems disappointed if any of these checks are successful—she really wanted to attack the PCs, after all. She shrugs, then warns the PCs to be alert for betrayals and intruders, remarking off-handedly that Baphomet has been grievously wounded and that all his children must be particularly vigilant against the enemy. While this is true, it's also a ploy to pique the PCs' interest—if the

PCs seem too excited about this news, they must each attempt an additional Bluff check against the demons. If any of these checks fail, Odeenka sneers and attacks, saying, "Thank you for showing your true colors, liars! May your bones join those of a million others!" Likewise, if any PC carries an obvious good holy symbol or other trophy that would mark him as an enemy of Baphomet's faith, Odeenka attacks. If the PCs manage to pull off their deception she's still suspicious—she contacts the shiftiest-looking PC telepathically and offers that PC a great reward (pick something you think that PC would enjoy—this can be anything, since Odeenka has no intentions of honoring the promise) if that PC tells her the truth about why they are here. This requires one final Bluff check from that PC only. Only if that PC succeeds does she grudgingly let the PCs pass into the Ivory Labyrinth—and even then, she periodically follows up on the PCs. At some point later in the adventure, feel free to have her hear the truth and come to attack the PCs (in such an event, she attacks alone, without her coloxus minions).

If she attacks, she sends her coloxuses into melee with the PCs and uses *blade barriers* against the enemy, not caring if she catches one of her coloxuses in one of them. She fights until reduced to 50 or fewer hit points, at which point she teleports away to her lair



odeenka

Herald of the Ivory Labyrinth

and could well become a recurring villain throughout this adventure.

ODEENKA

CR 17

XP 102,400

Marilith demon (*Pathfinder RPG Bestiary* 63)

hp 264

COLOXUSES (3)

CR 12

XP 19,200 each

hp 168 each (*Pathfinder RPG Bestiary* 3 72)

Treasure: The coloxus demons love shiny gemstones, and they use many small gems carved into the shapes of tiny demonic skulls as markers in their gambling and bragging. Among them are 24 baubles worth 1,000 gp each—these demon skull stones resemble black opals or star sapphires, but rather than a star or sparkles within, they each have a white skull inset in the heart of the gem.

Development: If the PCs leave the Ivory Labyrinth and return, feel free to have them encounter different guardians, or make minor cosmetic changes to the shape of the initial plaza.

SEEKING THE HERALD

Once the PCs have arrived in the Ivory Labyrinth and dealt with Odeenka, they can begin their task. Their first goal should be locating the abducted herald. News of his abduction is slowly spreading through the Abyssal realm. The best place to go to learn more is the capital city of Blackburgh, as a successful DC 30 Knowledge (planes) check confirms. Since the herald is currently kept in the Ineluctable Prison, attempts to pinpoint his location via spells like *discern location* automatically fail. Using spells like *commune* or *divination* to instead seek out places where a key prisoner could be kept, on the other hand, can point toward the Ineluctable Prison as the most likely site. A character who succeeds at a DC 40 Knowledge (planes) check has heard of this prison, and that it's easiest to use *greater teleport* to travel to the site.

If the PCs elect to travel to the prison, continue with Part 3 of this adventure—but note that PCs who jump the gun and seek out the prison immediately might find the location too difficult to deal with. Spending some time investigating the prison and current events in the Ivory Labyrinth not only can reward the PCs with extra experience and some additional mythic trials, but can also grant them significant boons and tools that make the daring prison infiltration of Part 3 easier for them. If you wish, you can have some of the NPCs the characters meet in the Ineluctable Prison suggest they seek out more information elsewhere in the Ivory Labyrinth, particularly the city of Blackburgh, before tackling the prison.

Area B: Sample Maze

A sample maze map can be found on page 13. Feel free to use this map for wandering encounters or other supplementary battles as needed while the PCs explore the Ivory Labyrinth. Of course, you can change the surrounding walls and solid stone on this map into trees, deep swampy water, buildings, or whatever is needed, depending on the nature of the maze realm the encounter takes place in. And of course, feel free to design new maze regions as you wish!

BLACKBURGH

The capital city of the Ivory Labyrinth is the best place to go to gather information about the herald and the Ineluctable Prison. If the PCs don't hit upon this on their own as a result of divination spells or Knowledge (planes) checks, they can learn as much by interrogating creatures and demons they encounter while exploring the Ivory Labyrinth. Of course, most of the realm's denizens won't cooperate when questioned by mortals, so a certain amount of intimidation, bribery, trickery, or magical mind-control is likely needed. Don't dwell on this part of the adventure too long, though, unless your players seem to enjoy simply exploring the Abyssal realm.

Like all of the maze realms, Blackburgh is a tangle of buildings, streets, plazas, and alleys. Flight is prohibited above the city rooftops by the plane itself, but in wider avenues and plazas the sight of Baphomet's Dread Tower serves as a constant reminder of the demon lord's presence. This tower looms on the horizon, yet is not approached as part of this adventure—the realm itself reflexively adjusts Blackburgh to keep the tower constantly out of reach. If the PCs persist in attempting to reach the mile-high tower, though, feel free to let them. Attempts to infiltrate it should be met with large groups of labyrinth minotaurs (see page 90) and powerful demons, possibly culminating in an encounter with Baphomet himself, accompanied by numerous powerful allies.

Blackburgh does not have the open policy regarding visitors that the capital of the Midnight Isles does, and if the PCs wander the streets openly, there's a 25% chance per hour that a group of demons simply attacks them—this chance increases to 100% if the PCs are openly display their allegiance. The city's primary inhabitants are labyrinth minotaurs, vlocks, glabrezus, babaus, kalavakuses, and kithangians (*Pathfinder Campaign Setting: The Worldwound* 47), but really, an encounter with anything on the Ivory Labyrinth Encounters table on page 83 is possible. These encounters on the streets of Blackburgh should have an average CR of 15. As a side effect of a throw-down fight

in the streets, the PCs gain 1d6 hours of uncontested exploration before the city's denizens grow bold enough to once again start accosting them.

Shops, taverns, places to rest and relax, and the like are unknown in the city. Blackburgh's point is not to serve as a center of trade; it merely houses Baphomet's demonic minions. Investigating most of the buildings reveals that the vast majority of them are not buildings at all but rather merely facades with nothing within—outsiders need not drink or eat or sleep, after all.

A character can attempt Diplomacy checks in Blackburgh to gather information, using the table on pages 11–12 for results instead of Knowledge (planes) checks if the character is merely seeking general information about the realm. A successful DC 25 Diplomacy check is all that's needed to hear rumors that the Herald of Iomedae has been captured—inquiries as to where the herald is being held are generally met with confused guesses or outright lies. The one thing everyone agrees on is that the herald is not here in Blackburgh or Baphomet's Tower—none in Blackburgh have actually seen the herald.

As the PCs explore and gather information, two particular events should occur to give them direction. These two sources of information are designed to provide different pieces of the puzzle. If you wish, you can further split or combine these two sources as needed so that the PCs need to work more or less to learn about the Ineluctable Prison.

Verbovezzor: Each hour the PCs spend in Blackburgh, there's a cumulative 10% chance that they are noticed by a particularly unusual sympathizer. This chance increases immediately to 100% if the PCs perform any obvious act of law or good in a public place, such as openly calling a prayer out to a lawful or good deity. A few minutes later, the PCs are approached by a single strange creature: a fist-sized buzzing, flapping thing that's mostly mouth. The PCs may recognize it as a single vescavor—a creature normally encountered in large swarms in the Worldwound. The vescavor does not attack. Instead, it speaks in a high-pitched voice: “You are the ones the Horned Lord fears, yes? If so, my master would have words with you! Follow me, before enemies find you!”

Orengofta: One of Blackburgh's most notorious citizens is a mythic nalfeshnee named Orengofta. Many of the city's denizens fear Orengofta as much as Baphomet, despite the nalfeshnee's lesser power, for Orengofta does not serve Baphomet and so he's not impressed by claims of servitude to the Horned Lord. Instead, Orengofta sees himself as the protector of the city's fundamental Abyssal nature. Each time the PCs get in a fight in the city, there's a cumulative 25% chance that a pair of coloxus demons named Xizeck and Yggreck teleport in to invite the PCs to accompany them to speak to their master, Orengofta.

Likewise, if the PCs press hard enough when questioning a local, the name Orengofta should come up as someone who knows more about current events in the Ivory Labyrinth.

C. Voice of the Swarm (CR 16)

The adventure assumes the PCs come to meet the mythic vescavor swarm Verbovezzor after being invited by one of the swarm's individual mouthpieces, in which case the single vescavor leads them on a twisted, tangled route through Blackburgh's alleyways for several minutes before arriving at a large sinkhole in a crumbling open area. If the PCs ignore or kill the vescavor, Verbovezzor continues to send single chattering vescavors out to invite them to come meet with it as long as they remain in Blackburgh. At your discretion, the PCs may even stumble into Verbovezzor's den accidentally, or they could track down the site by asking other creatures where it is. Regardless of how they arrive, read or paraphrase the following.

The city's narrow alleyways end here in an open area not quite fifty feet across. The reason for the opening is apparent enough, for what would have been an empty lot is instead nearly consumed by a crumbling sinkhole. The sides drop away steeply into a tangled mound of rubble, filth, and bones some 30 feet below.

Creatures: The sole denizen of this sinkhole is a strange creature that calls itself Verbovezzor. This dangerous creature is in fact a mythic vescavor swarm that, when dormant, churns and crawls and seethes amid the rubble below. When roused to action, the swarm flies up into the air, organizing its thousands of flapping individual Abyssal entities into a 10-foot-wide shape that closely approximates the form of a single vescavor. Verbovezzor would normally simply surge forward to consume visitors like the PCs, but it has heard much from those it has fed upon over the past several days or weeks, and it has become quite intrigued by the fact that the PCs have apparently actually managed to frighten Baphomet.

Verbovezzor is not what one would call a “cozy conversationalist.” Play it as an insectoid lord of darkness, issuing demands and threats in a buzzy voice of doom. It is happy to utter rants along the lines of “I know your plans, I see all your mewling, worthless ambitions” and so on as long as anyone lets it—the PCs must almost always interrupt to get a word in edgewise at these times. Certainly its first words to the PCs do not endear it.

“Listen, meat things, and hear the voice of ages. If you be not fools, then leave this place. Do not return, for to wander into the Labyrinth is to die. Do not seek the prison. Do not approach the mountains. Worship the Horned Lord. Embrace the greater

Herald of the Ivory Labyrinth

powers that surround you. For to do otherwise means only that your bones will join those of a million others. And yet... Lord Baphomet cowers in his tower and you openly walk his streets. Very interesting. Very interesting indeed."

Verbovezzor has no love for any demon lord, much less Baphomet, and the idea that mortals may have defeated, wounded, or humiliated him is intriguing. The mythic swarm wants to know what the PCs did, and questions them on what occurred at the end of the previous adventure. In order to sweeten the deal, Verbovezzor promises to help the PCs, claiming to know much of this realm since those it feeds upon often infect it with their dying thoughts. As long as the PCs stick to the truth, Verbovezzor is pleased—learning that Nocticula and not the PCs forced Baphomet's retreat clears up a lot of questions, yet it doesn't change Verbovezzor's opinion of the PCs as dangerous foes worthy of praise. If instead a PCs spins a tale, she'll need to make a successful Bluff check against Verbovezzor; otherwise, the swarm grows angry and attacks, hoping to suck some of the PCs' memories from their dying bodies.

If the PCs please the swarm, it agrees to answer questions posed it. The swarm knows that Baphomet uses his Ineluctable Prison to house those he captures, but also knows that none who enter the edifice ever emerge, with the only exceptions being of Baphomet and the prison's warden. Even entering the prison is said to be nearly impossible. The swarm does know that an important new prisoner was recently taken there, and if the PCs mention the Herald of Iomedae, the swarm chortles as it notes how much sense that makes, given other whispers it's heard.

The swarm also knows the prison is located in the Breathless Mountains, and can warn the PCs of that region's dangers. It can also give a few tips on navigating the mountains—this information grants a +5 bonus on all Survival and Knowledge (planes) checks to navigate that region. Finally, the

swarm has heard rumors that a shortcut of sorts exists under the Breathless Mountains, but that using it necessitates a journey through the Lightless Maze. Worse, this shortcut is guarded by one of that realm's most dangerous denizens: a monstrous creature known as the Father of Worms.

If the PCs mention the Father of Worms or Baphomet's prison (phrases they may have heard from Iomedae), the swarm chuckles again. It confirms that the entrance to the Ineluctable Prison is very well guarded, and then confirms that if anything can melt through the locks on that door, it would be the blood of the Father of Worms. "Good luck finding something that can carry his blood, though," it adds with a snicker.

VERBOVEZZOR

CR 16/MR 6

XP 76,800

Mythic vescavor swarm (*Pathfinder RPG Mythic Adventures* 226)

CE Diminutive outsider (chaotic, evil, mythic, swarm)



Init +15^M; **Senses** darkvision 60 ft.; Perception +21
Aura gibber (15 ft., DC 22)

DEFENSE

AC 29, touch 21, flat-footed 22 (+5 Dex, +2 dodge, +8 natural, +4 size)

hp 238 (17d10+145)

Fort +16, **Ref** +17, **Will** +8

Defensive Abilities evasion, rejuvenation, swarm traits; **DR** 10/epic; **Immune** mind-affecting effects, poison, weapon damage; **Resist** electricity 10, fire 10; **SR** 33

OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee swarm (8d6 plus distraction and 1d4 Charisma drain)

Space 10 ft.; **Reach** 0 ft.

Special Attacks Charisma drain, distraction, mythic power (6/day, surge +1d8), ravenous, traumatizing

TACTICS

During Combat Verbovezzor moves to engulf as many foes as it can each round, but it particularly enjoys devouring animal companions, familiars, and other “tidbits,” since emotional connections of these creatures to the masters serve as lovely appetizers.

Morale If reduced to fewer than 50 hit points, Verbovezzor attempts to surrender, promising to reveal many important secrets to the PCs in reward for its life.

STATISTICS

Str 7, **Dex** 20, **Con** 18, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +17; **CMB** —; **CMD** —

Feats Blind-Fight, Dodge^M, Great Fortitude, Improved Initiative^M, Improved Iron Will, Iron Will, Lightning Reflexes, Mobility^M, Toughness

Skills Fly +35, Intimidate +21, Knowledge (local) +17, Perception +21, Sense Motive +21, Stealth +37

Languages Abyssal

SQ dual initiative

SPECIAL ABILITIES

Charisma Drain (Su) Verbovezzor drains fragments of personality and memories from those it feeds upon, dealing 1d4 points of Charisma drain whenever it deals swarm damage. A successful DC 22 Fortitude save reduces the Charisma drain to 1 point of Charisma damage. The save DC is Constitution-based.

Gibber (Su) Any creature within 15 feet of Verbovezzor must succeed at a DC 22 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves successfully cannot be affected by Verbovezzor’s gibber again for 24 hours. The save DC is Constitution-based.

Ravenous (Ex) Verbovezzor ignores hardness of less than 20 when it attacks an object. Each round a creature is in the same space as the swarm, Verbovezzor begins devouring one object on the creature. The object takes an amount of damage equal to half its maximum hit points and becomes broken; a broken object damaged in this way is destroyed.

An attended magic item gets a DC 15 Reflex save to negate this effect.

Rejuvenation (Su) If even one of the individual vespavors that makes up Verbovezzor survives the swarm’s destruction (this is all but guaranteed, as the swarm always keeps a few dozen hidden in the surrounding area), Verbovezzor can rebuild itself through a fit of reproduction over the course of 24 hours. Permanently slaying Verbovezzor requires powerful magic or diligence. A *miracle* or *wish* used to ensure its death after its defeat could certainly do the trick.

Traumatizing (Su) Any creature that spends more than 3 rounds within the swarm must succeed at a DC 19 Will save or become afflicted with a random insanity (*GameMastery Guide* 250). The save DC is Charisma-based.

D. Orengofta’s Throne Room (CR 18)

If the PCs meet the coloxus demons Xizek and Yggreck and agree to follow them, the heroes are led to a large door in a particularly dense part of Blackburg. Within this dense tangle of buildings is a smaller maze, one set off from Blackburg and ruled by the nalfeshnee Orengofta. The coloxuses lead the PCs to Orengofta’s throne room, telepathically alerting their demonic master as they approach. Without the demons as guides, the PCs can find their way here on their own if you wish, but they’re more likely to end up here as prisoners. If the PCs are defeated in an encounter in Blackburgh, rather than have them slain, you should instead have them captured and delivered here for judgment and, conveniently, imprisonment in the Ineluctable Prison.

The ceiling of this white marble throne room rises sixty feet above, and is supported by numerous thick ivory pillars. Doors are set in the walls here and there, and at the far end rises a pair of balconies. One of these hosts two large statues of a goat-headed demon, while the other supports an immense ivory throne.

Creatures: Orengofta does not serve Baphomet instead; the mythic nalfeshnee sees himself as one of the keepers and tenders to this particular corner of the Abyss—a groundskeeper, of sorts. When Baphomet abducted the Herald of Iomedae, he trod dangerously close to breaking several divine mandates, for the idea of angering a deity enough that she might launch a crusade against the Abyss is a scenario that Orengofta has long anticipated and feared. He wants the herald out of the Abyss, and has been keeping an eye out for Iomedae’s response. If he learns about the PCs (see page 18), he sends two of the four coloxus demons he keeps as throne room servants to gather them, then teleports into the throne room to await the PCs’ arrival.

Herald of the Ivory Labyrinth

The immense demon wields a golden sword in one enormous paw, and speaks gruffly around his tusks as the PCs arrive.

"Ahh... so you are the Inheritor's lapdogs. You seem a little out of place in this town. Normally, I wouldn't bother with the likes of you, but the reason you're here disturbs me. I do not condone any act that endangers Mother Abyss, and the abduction of a goddess's favorite pet does just this. You are here to correct this situation, and I would see you do it, for the alternative is not something I wish to contemplate. I do not condone Baphomet's actions, but neither do I wish to work directly against them. For me, the faster you finish this quest, the better. I take it the same would be true for you, yes?"

During the conversation, Orengofta's four sycophantic coloxuses chirr in agreement with everything he says, and buzz angrily if the PCs interrupt or don't pay proper respect. Orengofta can confirm that Baphomet has placed the herald in the Ineluctable Prison, and at your discretion may inform the PCs of more bits of information, akin to those they could learn from Verbovezzor. The mythic nalfeshnee's plan is bold and daring—he proposes to send the PCs to the Ineluctable Prison as prisoners so they can invade the place from within. "Surely heroes as great as you can't be held long by mere prison bars?" The plan sounds risky, and does so for good reason—Orengofta's actual plan is to capture the PCs, send them to the prison, and then try to convince Baphomet to release the herald in return for keeping the PCs. Of course, if the PCs are as dangerous and resourceful as he suspects they are, they may have a good chance of accomplishing their mission even if they're forced into the prison as prisoners. To Orengofta, either outcome is a win.

The demon tries to hide his actual intent with Bluff checks. If the PCs agree, he tells them they

must give up their gear—he grudgingly allows them to store their gear off-plane rather than hand it over to him, as long as they strip down to the bare essentials. After this, he uses a *scroll of greater teleport* with Use Magic Device to travel to area F of the Ineluctable Prison, handing the PCs over for incarceration.

If the PCs balk at his plan, the demon quickly grows frustrated, grinding his tusks. Any attempt to leave or further refuse the plan eventually drives the mythic nalfeshnee to attack—he tosses aside his ceremonial sword and does his best to capture the PCs by force to put his plan to work without their consent.

ORENGOFTA

CR 17

XP 102,400

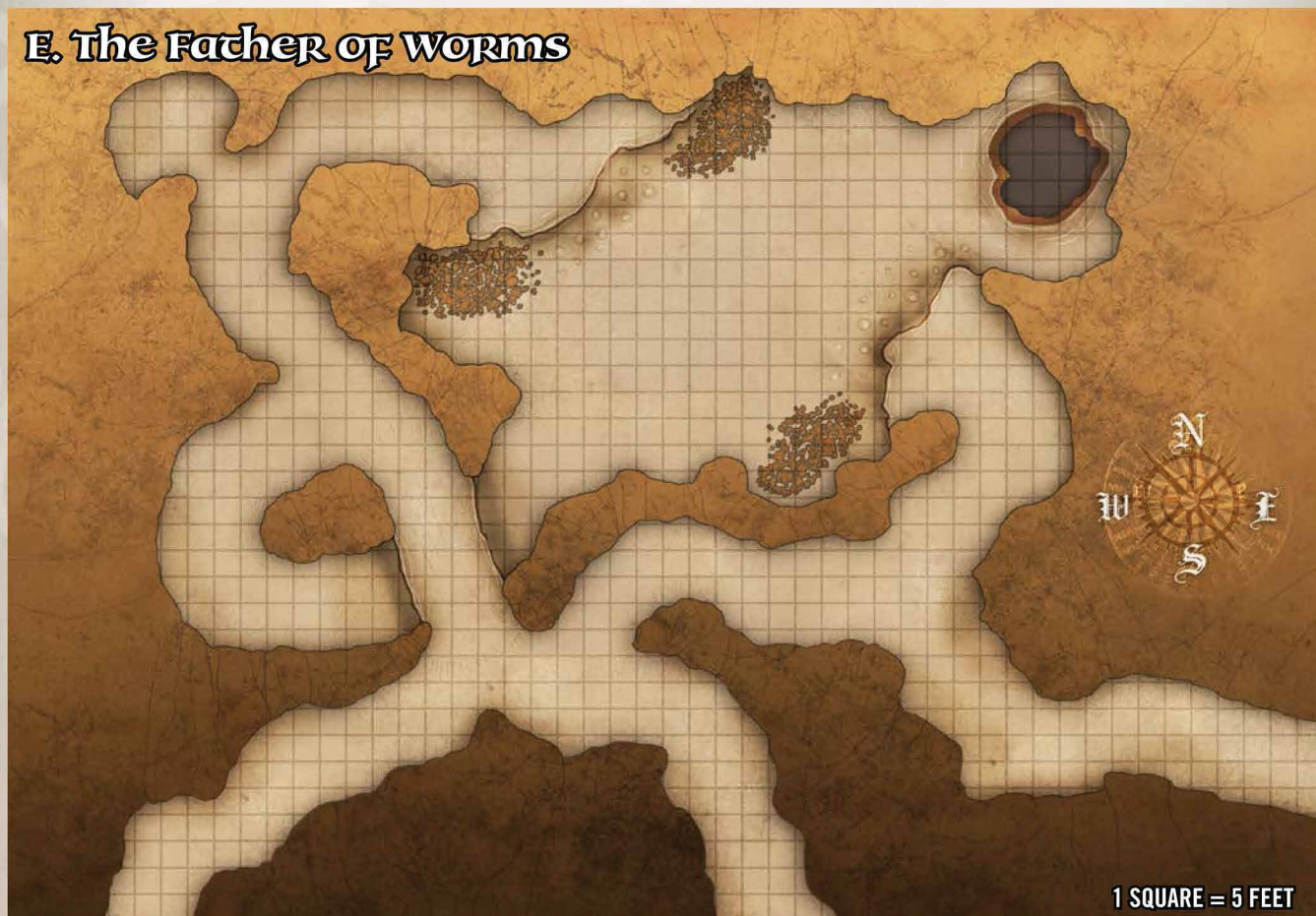
Male mythic nalfeshnee (*Pathfinder RPG Mythic Adventures* 183)

hp 287



Orengofta

E. THE FATHER OF WORMS

**COLOXUSES (4)****CR 12****XP 19,200 each****hp** 168 each (*Pathfinder RPG Bestiary* 3 72)

Treasure: Orengofta's gold and bejeweled sword is worth a staggering 50,000 gp, but it's little more than a badge of office—it has no real use as a weapon. The demon keeps other treasures elsewhere (this is merely his throne room; his dwelling is far from here), but carries a pair of *scrolls of greater teleport* with him at this time so he can transport prisoners as needed.

Development: If he's reduced to 60 hit points or fewer and prevented from teleporting to safety, Orengofta proposes a truce—a trade of services in return for mercy. He proposes to describe the entrance to the Ineluctable Prison in great detail so that the PCs can teleport there, fully armed, to continue their quest. He even agrees to throw in his scrolls to sweeten the deal. In return, the PCs must promise to never return to Blackburgh. In any event, Orengofta promises not to hold a grudge—and in this promise, the treacherous demon is finally being honest. He has no interest in a rematch against anyone this powerful!

THE LIGHTLESS MAZE

Tracking down the Father of Worms is an optional encounter, but one that will help the PCs enter the prison and may well give them the mythic trial they need to become 8th-tier mythic heroes before tackling the prison itself. They might first hear of the Father of Worms from Iomedae, and then again from others they speak to in Blackburgh. A successful DC 35 Knowledge (planes) check reveals that such a creature does indeed exist, dwelling at the heart of the Lightless Maze. With a successful DC 35 Knowledge (religion) check, a character recalls tales of a powerful nightcrawler known as the Father of Worms, said to have risen from the corpse of a long-forgotten demon lord who once ruled the realm that was eventually claimed, transformed, and replaced by Baphomet. This check also confirms that the blood of the Father of Worm is incredibly caustic, and legendary for being capable of melting open even the most difficult locks. If the PCs elect to avoid this optional encounter, you'll need to throw in a replacement mythic trial for them to accomplish later in the adventure—defeating one of the prison's more powerful inhabitants, such as Igramalash, should work fine.

Even if the PCs don't seek out the Father of Worms to harvest its blood, its den provides a shortcut to approach the prison, allowing the PCs to avoid the Breathless Mountains entirely. In order to find the Father of Worms' cavern lair, the PCs need to navigate to the Lightless Maze, then spend 2d4 days traveling the maze before attempting a DC 35 Survival check to approach the den. Alternatively, if the PCs have access to *greater teleport*, they may be able to secure a detailed description of the cavern from a creature like Verbovezzor or Orengofta. If the PCs travel to the den via traditional methods, they should have at least one or two encounters with nightcrawlers along the way to prepare them mentally for what lies ahead.

E. The Father of Worms (CR 20)

A vast cavern yawns here, its ceiling lost in the darkness above. Mounds of rubble and stalagmites lie heaped to two sides, below a pair of ledges from which twenty-foot-wide tunnels emerge. A third tunnel extends into the darkness to the southwest, while to the northeast a twenty-foot-diameter shaft descends into yet more inky blackness. Above, though, this shaft allows the barest glimmer of light to shine down into the cavern.

The map depicting the Father of Worms' lair includes portions of some of the tunnels that lead to and from the location—if the PCs are approaching on foot, feel free to have them enter the area via any of these tunnels.

The shaft in the northeastern corner of the cave drops down for dozens of miles, eventually connecting to the Abyssal realm known as the Spiral Path. Yet it is upward that the PCs should go, for only 500 feet above, the tunnel opens on the side of a mountain overlooking the Ineluctable Prison. Climbing the walls of the shaft is relatively easy—because of the numerous handholds, the ascent only requires a successful DC 10 Climb check—but a fall into the Spiral Path below will take some time to finish, possibly giving PCs time to save themselves.

Creature: The Father of Worms spends its time coiling and roiling in the central cave—its existence is made a never-ending torment by the feeble light leaking in from above, and this agony has been broken only by the few times explorers have stumbled into the chamber. The mythic nightcrawler greatly enjoys these visits, for they are among the few moments that distract it from its suffering.

The Father of Worms is not unintelligent, but its pain drives it to attack swiftly. Note that while the Father of Worms is difficult to kill, the PCs don't necessarily need to defeat the mythic nightcrawler in order to progress. If they're simply using the shortcut, they can race through the room and ignore the monster to move up the shaft to the prison above. If the PCs are attempting to obtain a dose

of its blood, they must use the *Chalice of Ozem* (or a similar artifact-level container) to hold the dose. Catching a dose of blood is a move action that must be done as the worm is wounded; the character catching the blood must be adjacent to the worm and the source of the damage. If the character is attempting to harvest the blood on his own, he must deal damage using a standard action on his turn as he tries to catch the blood. Otherwise, the character must prepare an action to catch blood. Of course, simply killing the Father of Worms and collecting its blood is, in the end, perhaps a less dangerous method. The monster's blood remains caustic for up to 1 hour after its death, unless the PCs place its blood within the chalice—doing so preserves its properties indefinitely.

FATHER OF WORMS

CR 20/MR 4

XP 307,200

Mythic nightcrawler (*Pathfinder RPG Bestiary* 2 200, *Pathfinder RPG Mythic Adventures* 226)

CE Gargantuan undead (extraplanar, mythic, nightshade)

Init +8^M; **Senses** darkvision 120 ft., low-light vision, tremorsense 120 ft., darksense, detect magic; Perception +33

Aura desecrating aura (30 ft.)

DEFENSE

AC 37, touch 6, flat-footed 37 (+31 natural, -4 size)

hp 419 (25d8+307)

Fort +19, **Ref** +10, **Will** +23

Defensive Abilities corrosive blood; **DR** 15/good and silver,

DR 10/epic; **Immune** acid, cold, undead traits; **SR** 31

Weaknesses light aversion

OFFENSE

Speed 30 ft., burrow 60 ft.

Melee bite +32 (4d10+18/19-20/x3 plus 4d6 cold and grab), sting +32 (4d6+18/19-20 plus 4d6 cold and poison)

Space 20 ft.; **Reach** 20 ft.

Special Attacks breath weapon, channel negative energy (9d6, DC 37, 9/day), energy drain (1d4 levels, DC 31), fast swallow, mythic power (4/day, surge +1d8), swallow whole (4d10+18 bludgeoning plus 4d10 cold and energy drain, AC 25, 41 hp)

Spell-Like Abilities (CL 18th; concentration +27)

Constant—*air walk*, *detect magic*, *magic fang*

At will—*contagion* (DC 23), *deeper darkness*, *greater dispel magic*, *invisibility*, *unholy blight* (DC 23)

3/day—quicken *cone of cold* (DC 24), *confusion* (DC 23), *haste*, *hold monster* (DC 24)

1/day—*finger of death* (DC 26), *mass hold monster* (DC 28), *plane shift* (DC 26), *summon* (level 8, 6 greater shadows 100%)

TACTICS

During Combat The Father of Worms starts a fight by summoning its six greater shadows, using quickened *cones*

of cold on the first 3 rounds of combat to supplement its other ranged magical attacks. It casts *haste* on itself and any surviving shadows before entering melee.

Morale The Father of Worms fights to the death.

STATISTICS

Str 41, **Dex** 10, **Con** —, **Int** 20, **Wis** 21, **Cha** 29

Base Atk +18; **CMB** +37; **CMD** 47 (can't be tripped)

Feats Combat Expertise, Command Undead, Critical Focus, Greater Vital Strike, Improved Critical[™] (bite), Improved Critical (sting), Improved Initiative[™], Improved Vital Strike, Iron Will, Power Attack, Quicken Spell-Like Ability (*cone of cold*), Staggering Critical, Vital Strike

Skills Intimidate +37, Knowledge (arcana) +33, Knowledge (dungeoneering) +30, Knowledge (planes) +30, Knowledge (religion) +33, Perception +33, Sense Motive +33, Spellcraft +33, Stealth +16 (+24 in dim light and darkness)

Languages Abyssal, Common, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a move action, the Father of Worms can breathe a 90-foot cone of black energy. This deals 20d6 points of cold damage and imparts 1d4 negative levels to all creatures in that area. A successful DC 31 Reflex save halves the cold damage and negates the negative levels. The save DC is Charisma-based.

Corrosive Blood (Su) A creature that strikes the Father of Worms with a slashing or piercing melee attack must succeed at a DC 31 Reflex save or take 2d6 points of acid damage. This damage affects the weapon used to damage the monster as well—the damage is not halved against objects and ignores hardness. The acidic blood swiftly becomes inert unless captured

in a vessel capable of storing it, in which case it retains its corrosive properties until poured out.

Treasure: In addition to its extremely helpful blood, the Father of Worms also has a single enormous diamond worth 25,000 gp embedded in its brow. A mud-encrusted +4 *animated heavy wooden shield* and a *medallion of thoughts* also lie among the rubble in the southeast portion of the cave—gear left behind by previous failed adventurers that somehow managed to avoid destruction.

Story Award: If the PCs harvest the blood of the Father of Worms but do not slay it, you should award them full XP for the fight nonetheless—but if you do so and the PCs later return to successfully slay the worm, they should not gain more XP for finishing the job! Harvesting its blood and slaying it both count as the same mythic trial.

Part 3: The Ineluctable Prison

The remainder of this adventure focuses on one of the deadliest locations in the Ivory Labyrinth—the Ineluctable Prison. Somewhere deep inside this dungeon awaits the Herald of Iomedae, yet as the PCs will soon learn, the herald may be past rescue. Simply reaching the herald should be a difficult task, for the prison's caretakers are numerous, and include a powerful conjoined marilith twin, a truly ancient lich, masses of demodands, and other horrors. The prison itself is an obstacle that can and should be overcome by the powers of a party of this level, but not without difficulty and not without some good tactical and roleplaying decisions. The prison is, after all, stocked with some of Baphomet's great enemies who are surely eager to get their revenge.

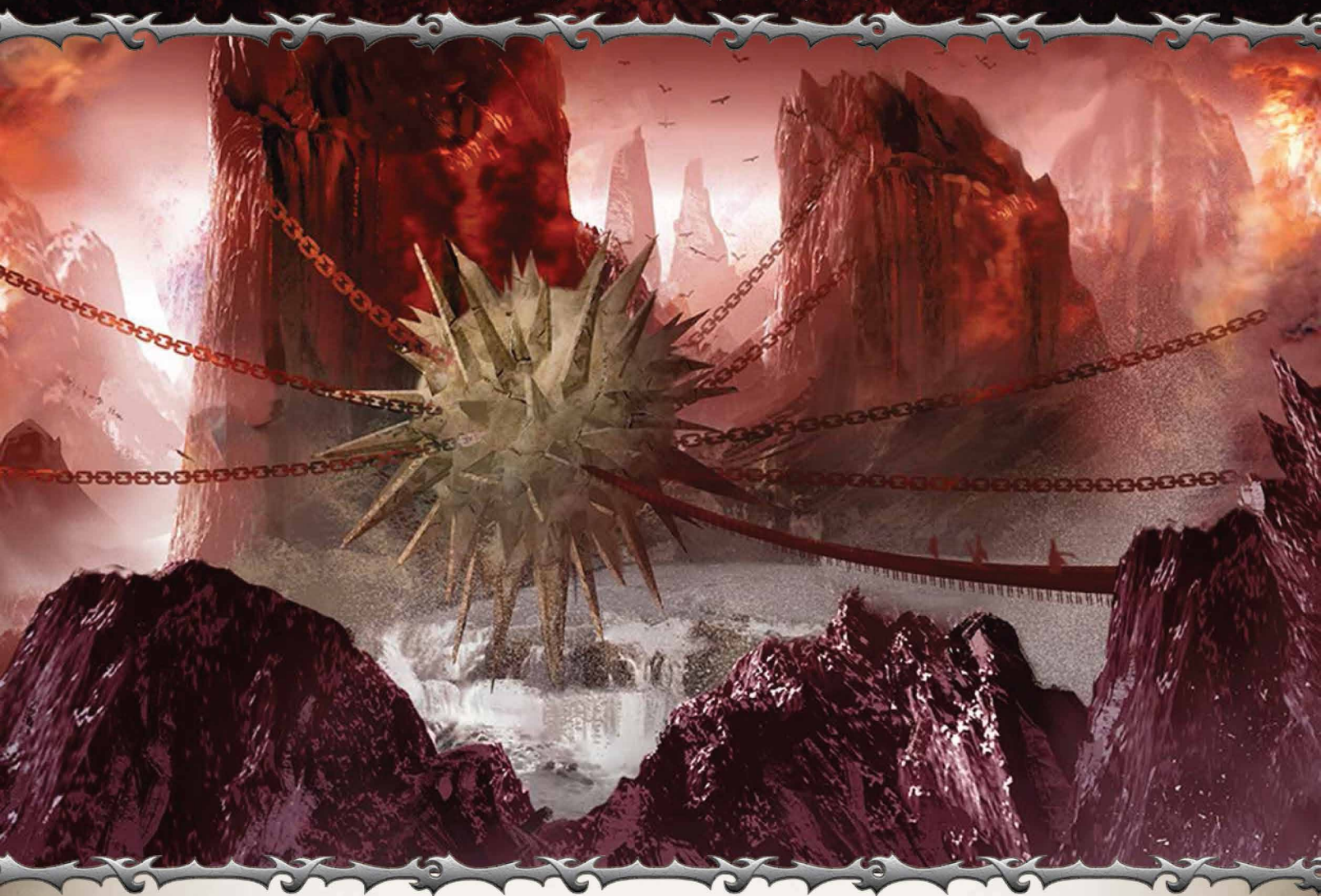
The first view that the PCs get of the Ineluctable Prison, whether it's as they emerge from the den of the Father of Worms, crest a nearly airless mountain maze pass, or simply teleport in after securing information about the location, should be breathtaking indeed. The prison is a massive sphere of countless bones, all fused as if made partially molten and then smashed together.

Huge bonespurs lance out in all directions from the central



FATHER OF WORMS

Herald of the Ivory Labyrinth



sphere, which measures over 3,000 feet in width. The entire thing is held aloft over a churning caldera of black water by immense chains that connect the prison to the ring of the surrounding mountains. A single 20-foot-wide rope bridge connects one of the mountain ledges near the pit to the prison—this bridge measures well over a mile in length and despite its rickety appearance is solid and secure. Cascades of black water churn from the surrounding mountains to plummet into the lake some 2 miles below. This lake is nearly a mile deep, but despite how much water pours in from above, the water level never rises.

APPROACHING THE INELUCTABLE PRISON

At a closer view, the details of the prison grow more disturbing. A single entrance is visible, a massive pair of doors flanked by multiple statues of Baphomet. The spikes adorning the prison seem to shift and adjust on their own, and upon many of them are impaled the long-dead bodies of mortals and devils alike.

Although the rope bridge leading to the prison might look unsafe, particularly considering its length, it is in

fact the only safe approach other than merely teleporting across the span to the entrance at area F. Characters can approach the prison via flight—the Ivory Labyrinth doesn't shunt flying creatures into the Ivory Maze here unless they fly above the surrounding mountain peaks—but doing so causes the spines that cover the prison to flex and twitch. As soon as any flying creature approaches within 300 feet, these spines begin firing like enormous arrows. Each flying creature is targeted four times per round by a +20 attack roll; on a hit, a spine deals 6d6 points of piercing damage. These spines have a ×3 critical multiplier, threaten a critical hit on a 19–20, and overcome magic and epic damage reduction. The spines do not fire upon creatures with the demon subtype or half-fiends like the guardians of the gates, but they target others visually with the benefits of *true seeing*.

F. The Groaning Gates (CR 17)

The ivory wall of the prison rises high above a large landing at the end of the bridge. Two pools of reflective water sit to either side of a pair of immense, red, twenty-foot-tall doors—the only

apparent entrance into the strange structure. An immense lock of strange, twitching metal holds the doors tightly shut.

The doors to the prison are a formidable challenge, yet before the PCs can even turn their attention to these massive portals, they'll need to deal with the two guardians that stand watch here: half-fiend great cyclopes. These spend most of their time in a form of stasis within the two pools. As soon as any creature approaches the landing, the monsters rise from the waters and step forth to bar entry. Only a small number of creatures are recognized by these guards as having legitimate business—the mythic

nalfeshnee Orengofta is one of them, and if he's escorting PC prisoners, the cyclopes step aside and allow them to proceed. The cyclopes immediately attack any visitors they don't recognize.

HALF-FIEND GREAT CYCLOPES (2)

CR 15

XP 51,200 each

Half-fiend great cyclops (*Pathfinder RPG Bestiary* 171, *Pathfinder RPG Bestiary* 2 61)

CE Huge outsider (native)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +26

DEFENSE

AC 32, touch 10, flat-footed 30 (+8 armor, +2 Dex, +14 natural, -2 size)

hp 229 each (17d8+153)

Fort +14, **Ref** +7, **Will** +15

DR 10/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 26

OFFENSE

Speed 35 ft., fly 100 ft. (good)

Melee +1 *wounding glaive* +26/+21/+16 (3d8+22/19-20/x3), bite +19 (2d6+7), gore +19 (1d8+7)

Space 15 ft.; **Reach** 15 ft.

Special Attacks powerful charge (gore, 4d8+22), rock throwing (120 ft.), smite good (1/day)

Spell-Like Abilities (CL 17th; concentration +18)

3/day—*darkness*, *poison* (DC 15), *unholy aura* (DC 19)

1/day—*blasphemy* (DC 18), *contagion* (DC 15), *desecrate*, *horrid wilting* (DC 19), *summon monster IX* (fiends only), *unhallow*, *unholy blight* (DC 15)

TACTICS

During Combat The half-fiend great cyclopes prefer to fight in melee, and are capable of inflicting punishing blows since they prefer to attack with the aid of Power Attack. They use their spells against those who try to fight at range, but aren't afraid to take to the air to attack as well since the prison's spines won't fire on them.

Morale Ever loyal, the two half-fiend great cyclopes fight to the death.

STATISTICS

Str 38, **Dex** 15, **Con** 29, **Int** 11, **Wis** 16, **Cha** 12

Base Atk +12; **CMB** +28 (+32 bull rush); **CMD** 40 (42 vs. bull rush)

Feats Awesome Blow, Combat Reflexes, Greater Bull Rush, Improved Bull Rush, Improved Critical (glaive), Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (glaive)

Skills Acrobatics +16, Fly +19, Intimidate +18, Perception +26, Sense Motive +20, Stealth +8

Languages Common, Cyclopes, Giant

SQ flash of brutality

Gear +2 breastplate, +1 wounding glaive

Half-Fiend Great cyclops

Entering the Prison (CR 20)

Normally, Baphomet himself would be more focused on aiding in the prison's defense, but given his current psychological wounds and situation, the Lord of the Minotaurs is content to merely watch. At the very least, the PCs' actions could serve as an extended security test for his prison, and if the PCs do manage to break into it, Baphomet will know how he needs to improve the prison's defenses in the future. Also in the PCs' favor is the fact that the bulk of the prison's guardians dwell inside the structure, so once the PCs defeat the half-fiend great cyclopes, they have some time to figure out how to get inside. At your discretion, if they take too long, you can have a group of powerful demons teleport in to attack, but for the most part the real challenges await them within.

The entrance to the prison itself consists of a pair of immense double doors that are 20 feet high and made of what looks almost like frozen blood. Tormented faces, seemingly carved into the surface, slowly shift and move, issuing soft groans and cries of pain. Bands of shimmering red metal frame the doors, crossing over in the middle to form an immense and ornate lock in the shape of Baphomet's pentagram. Each point of the pentagram is a keyhole—each must be unlocked in sequence in order for the door to open, but other methods of opening the gates exist (see below).

The interior of the Ineluctable Prison is not technically a part of the Ivory Labyrinth—it is its own demiplane of the Abyss, and as such teleportation into the prison does not function from outside. *Plane shift* works in theory, save that Asmodeus's original creation of the prison ensures that its planar resonance constantly shifts such that the forked metal rod needed as a focus for the spell constantly changes, making this option effectively impossible without a specially prepared item—like that carried by the drow Svendack (see area L). Finally, Baphomet prevents all *gates* from opening into the Ineluctable Prison, rendering that option of entrance moot as well. And of course, since the interior is on another plane, physically tunneling into the prison from anywhere other than its entrance does not work.

Opening the gates requires one of the following solutions, although at your discretion, other methods might work as well, provided they are equally difficult.

Brute Force: The doors and lock are both made of a unique substance forged from a mixture of Abyssal quintessence and crystallized souls. Treat the doors and lock as one object if the PCs wish to smash them open. The doors have hardness 30 and 1,000 hit points; a successful DC 90 Strength check is needed to break them down. Damage taken by the doors self-repairs at a rate of 20 hit points per round as long as the doors have at

least 1 hit point remaining. Also, each time the doors take damage, the trap is triggered (see page 28).

Keys: The only creatures who carry the five keys to the lock are Baphomet and the prison wardens. Baphomet owns copies of all five keys, but the other five are held by three different characters throughout the prison—when they wish to open the door, they must all gather together to do so. One key is held by Plorig-Stagul (area I), and a second is held by Svendack (area L). The final three are carried by Ylleshka (area N).

Magic: A simple *knock* spell (or equivalent effect, as of that produced by a *chime of opening*) is not enough to open this legendary portal, but a mythic *knock* spell can work, provided the mythic *knock* spell is augmented to 7th level to simultaneously target all five locks (this is a special use of the mythic *knock* spell—a character capable of casting mythic knock can realize this application with a successful DC 35 Spellcraft check). *Dispel magic* can temporarily negate the magic trap on the door but won't affect the door itself. *Passwall*, *phase door*, and the like won't suffice since the door is no mere wall but rather a static portal between planes. Magic can be used to damage the door (see Brute Force, above), but the door automatically reflects all rays that strike it back upon their source. An attempt to damage the door triggers the trap as well, even if the door is struck by a ray and reflects it.

Lockpicking: The lock is animated and actively works against attempts to be picked, yet the task is not exactly impossible. In order to pick the lock, a character must succeed at five successive Disable Device checks in 5 consecutive rounds. You can take 10 on this check, but not 20, since taking 20 in this case takes 2 minutes per attempt—more than enough time for the lock to shift and change to invalidate the check. The first of these five Disable Device checks has a DC of 32, and the animated nature of the lock causes the DC of each check that follows to increase by 2, so that the fifth check has a DC of 40. Any failed Disable Device check triggers the gate's trap.

Worm's Blood: Blood harvested from the Father of Worms is particularly potent against the door's lock. If a chalice full of worm's blood is poured directly onto the lock, the corrosive blood eats through the lock in 1 round, causing it to slough off the face of the door. After this, the doors can be opened with ease—the lock must be replaced by Baphomet over the course of many months of work. This method does not trigger the trap. Bypassing the trap with this method still counts as disarming it, and still results in the large XP award.

Trap: If the doors are damaged or a lockpicking attempt fails, the hundreds of groaning faces on the door suddenly seethe into motion and unleash a deadly *wail of the banshee*.

GROANING GATE

CR 20

XP 307,200

Type magic; Perception DC 34; Disable Device DC 34

EFFECTS

Trigger touch; Reset automatic

Effect spell effect (*wail of the banshee*, CL 20th, 200 points of damage in a 40-foot-radius spread, Fortitude DC 23 negates)

Story Award: Opening the doors to the Ineluctable Prison is a mythic trial.

INELUCTABLE PRISON FEATURES

As one would expect, the interior of the Ineluctable Prison is a tangled maze. The vast bulk of this maze consists of seemingly endless winding hallways periodically interrupted by cellblocks containing eight to 12 prison cells, but here and there in the maze, more specialized chambers exist. The hallways inside the Ineluctable Prison are generally 10 feet wide and 15 feet tall. The walls are made of masses of bones that appear to be partially melted and then formed into solid sheets of ivory, yet this material is as hard as adamantine. The doors are made of the same material, and are generally locked (Disable Device DC 35, hardness 20, hp 240, break DC 34) but unlock automatically at the touch of any demodand or one of the prison's numerous wardens. Wails of pain, maniacal laughter, demonic roars, desperate begging, forlorn sobbing, and more constantly echo along the hallways of the prison, fading away only in the specialized chambers set apart from the cells.

The primary keepers of the prison are not demons but demodands. These fiends normally don't get along well at all with demons, but Baphomet managed to capture and compel a number of their kind into serving as guards and in some cases sub-wardens. Certainly their skill at slavery and imprisonment combined with their anti-divine nature made them a great asset in helping to capture and secure a divine herald! Demodands are common all over the prison, and they are reasonably alert to the presence of unwanted visitors.

NAVIGATING THE PRISON

As with the maze-realms beyond the prison's walls, this structure's mazelike interior is subject to shifts and changes. No route between two locations ever remains exactly the same in the Ineluctable Prison, and without foreknowledge of locations to allow greater teleportation, one must explore the prison's tunnels in order to even begin to be able to predict its layout.

Rather than attempting the impossible task of mapping out a prison whose mazelike interior shifts and changes, and rather than forcing player characters to endure roleplaying every single twist and turn in the maze itself,

transitions between encounter areas in the Ineluctable Prison are handled in an abstract manner similar to how exploration of the Ivory Labyrinth itself works. Whenever the PCs leave an encounter area, consult the end of the area for its Connections entry. This entry lists other encounter areas that are linked to the area the PCs are leaving. If the PCs have no specific destination in mind, roll d% to determine which of the connecting areas they eventually reach after spending 1d4 hours wandering the maze. If the PCs do have a specific destination in mind, they can travel to that destination if it's one of the four connecting encounters and if a character succeeds at a DC 30 Survival check to navigate the correct path. If the PCs attempt to travel to an area not connected to the previous encounter area, then roll to determine where they end up instead.

Certain spells can aid in navigating to known encounter areas. *Know direction* grants a +2 circumstance bonus on the Survival check, while spells like *locate creature* or *locate object* (if used on creatures or objects known to be in the targeted area) grant a +10 circumstance bonus. *Find the path* always shows the correct route to a connected encounter, negating the need for a Survival check, but has no ability to find a pathway to an area more than one connection away. The aid of a demodand (most likely gained via mind control) grants a +20 circumstance bonus on the Survival check.

Teleportation is easily the swiftest method of travel. *Greater teleport* allows a group to move to any previously visited location unerringly. *Teleport* can serve as well, but because of the shifting nature of the maze, no location can ever be more than seen casually for the purposes of determining accuracy. Any off target *teleport* result places the character in a randomly determined connecting area, while a result of similar area instead shunts the targets out of the prison entirely and back into the Ivory Maze. *Dimension door* has a range that's too short to allow movement between encounter areas.

Note that soon after the PCs move beyond area G into the prison's interior, they'll be contacted by one of the prison's more desperate victims—see area H1 on page 32 for more details.

PRISON GUARDS (CR 17)

Regular patrols of demodands move along the halls of the Ineluctable Prison. These patrols are on the constant lookout for escaped prisoners or infiltrators, and they immediately attack anyone they encounter. The PCs could, in theory, disguise the entire party as demodands, in which case a number of Bluff and Disguise checks will be required in order to avoid a fight. Fortunately, the size of the prison works for the PCs, and regardless of how many fights they get in with

prison guards, they generally won't have to worry about escalations and reinforcements.

A typical encounter with prison guards is a CR 17 encounter with two tarry demodands led by a stringy demodand. There's a 10% chance of encountering such a patrol each time the PCs move from one area to another—if an encounter occurs, you can use the map for area H but omit all of the cells, or simply throw together a maze of 5- to 10-foot-wide tunnels for the fight to take place in. The PCs should encounter at least one patrol during this adventure, regardless of your checks. Consider having them automatically encounter a patrol the first time they enter the prison maze proper.

At your discretion, as the adventure proceeds, these encounters might grow more difficult as the demodands become more and more watchful and concerned, with one or two slimy demodands joining each patrol. There are 90 tarry demodand guards on patrol in the prison, and 30 stringy demodands available as well. If the PCs encounter and defeat enough of these forces, it will be several weeks before the wardens can arrange for new demodands to replace these guards. These guards do not count against the demodand numbers encountered as part of the set encounter areas.

The PCs may want to question or intimidate demodands they capture. They're welcome to try, but actually getting any useful information out of a demodand requires either skillful roleplaying or a truly impressive Bluff, Diplomacy, or Intimidate check. Mind-controlling magic is a much more reliable method, but apart from using a demodand to aid in navigation, the prison's tarry and stringy demodands are relatively uninformed about things in the prison. They do know that the most important prisoner is held in the most secure of the prison's chambers, yet no tarry or stringy demodand has ever been to this chamber.

TARRY DEMODANDS (2)

CR 13

XP 25,600 each

hp 171 each (*Pathfinder RPG Bestiary* 371)

STRINGY DEMODAND

CR 15

XP 51,200

hp 210 (see page 84)

MINOR INHABITANTS AND QUIRKS

Despite being a legendary dungeon, the Ineluctable Prison remains a product of chaos, and it's hardly an orderly place despite the best efforts of the warders. The prison contains minor pests and denizens, strange manifestations of chaotic planar energy, and other peculiarities. Listed below are eight example encounters or manifestations the PCs can experience while exploring the prison—feel free to have these occur as

you wish to liven things up, or use them as inspiration for the creation of additional minor encounters. Some of these encounters can result in combats, but such combats should never be significant challenges.

Bile Pools. A cascade of acidic, reddish bile suddenly vents into the hallway, striking one random PC. The PC must succeed at a DC 15 Reflex saving throw or take 2d6 points of acid damage.

Blood Rain: Blood rains from the ceiling for 1d6 hours, imposing a –4 penalty on Perception checks. The blood makes puddles on the floor, but no matter how long it rains, it never pools deeper than that. PCs without shelter are drenched in a sauce that demons find delicious.

Dancing Human Bones: A human skeleton dances in the hallway. These are the animated remains of a prior prisoner, and if humans approach within 30 feet, a *magic mouth* says, "I trespassed in the Ineluctable Prison, and the servants of Baphomet added my bones to those of a million others. See your death before you." The skeleton does not fight back if attacked.

Lost Quasit: A single quasit named Quaffler comes flapping down the corridor. The creature has been lost in the maze for centuries, and it immediately bonds with a random PC, regarding her as its master. If attacked, it shrieks in anger and tries to fly away—if it escapes, it may find a demodand and lead it back to the PCs to get revenge. Accepting the quasit as a minion is a minor chaotic and evil act that should ultimately lead to tragedy when the quasit betrays its master.

Wandering Minotaur: This mythic minotaur is a legitimate visitor to the prison who either just came from delivering a message to one of the sub-wardens of the prison or is on her way to do so. Unusually, she is not willing to fight if outnumbered, but instead retreats and bellows for the guards. If captured and convinced to help, she could lead the PCs to an undiscovered location.

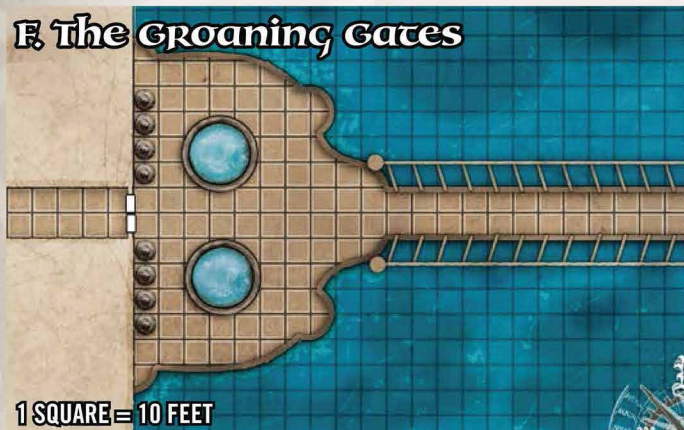
RETREATING FROM THE PRISON

Exploring the entire prison in one shot is likely an impossible tactic—eventually the PCs will need to rest and recover from their encounters. If the PCs elect to camp in the halls or in a cellblock, the chance of their rest being disrupted by a patrol of demodands is 30% per 4 hour period. If the PCs instead camp in an encounter area that they've already cleared out, this chance drops to 10% per 8 hour period.

Obviously, the safest option is to retreat from the prison entirely, and perhaps even from the Abyss, to rest. The PCs may also need to retreat home to recover from particularly devastating combats or to resupply.

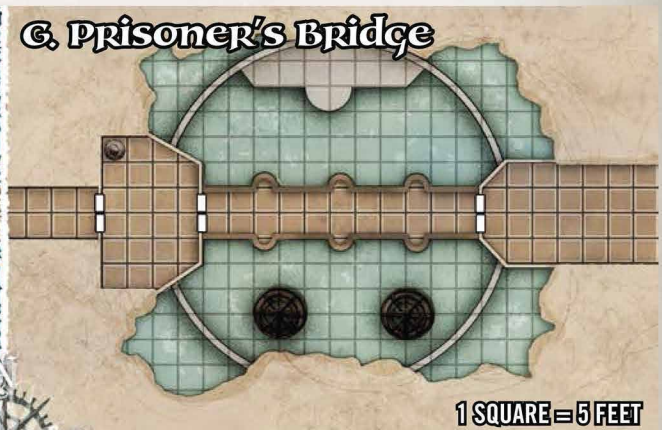
Unless the PCs destroy the Groaning Gate, they always return to the prison to find these doors closed once again (although the trap, if previously disabled,

F. The Groaning Gates



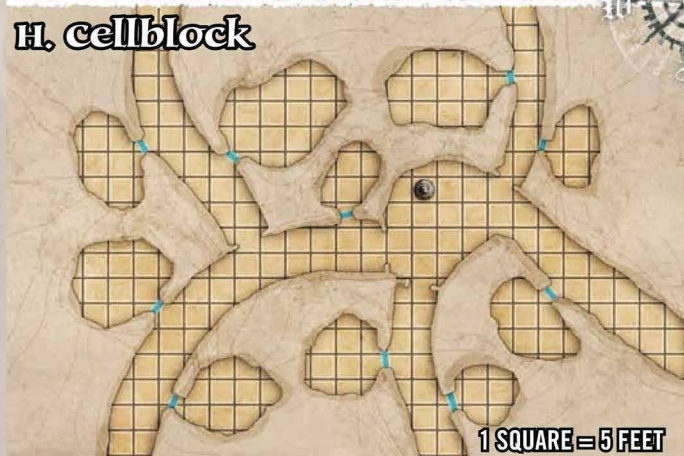
1 SQUARE = 10 FEET

G. Prisoner's Bridge



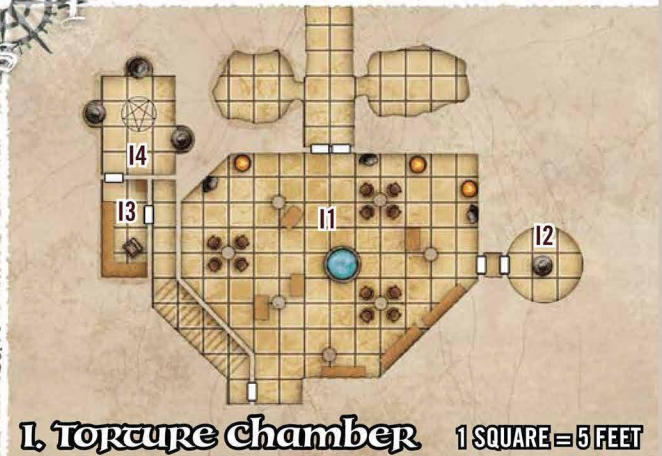
1 SQUARE = 5 FEET

H. Cellblock



1 SQUARE = 5 FEET

I. Torture chamber



1 SQUARE = 5 FEET

remains disabled). Aside from this not-insignificant development, though, the interior of the prison does not change much, provided the PCs don't take too long in returning. If the PCs let weeks pass between visits to the prison, feel free to repopulate previously defeated encounter areas or restock monsters as you see fit.

SIGNS OF BAPHOMET

Two recurring features linked to Baphomet appear throughout the prison—statues of the demon lord and pentagrams on the floor that bear the image of his face.

Pentagram: The pentagrams function as permanent *teleportation circles*, allowing swift travel between them for demons, demodands, and worshipers of Baphomet. Such a creature need only step onto a pentagram and mentally picture the target pentagram to teleport. Other creatures who attempt to use these *teleportation circles* must succeed at a DC 25 Will save or be teleported into a random locked cell somewhere in the dungeon. On a successful save, the *teleportation circle* simply fails to function at all. A successful DC 30 Use Magic Device allows someone who is not a demon, demodand, or worshiper of Baphomet to use the circle normally, but the traveler must still mentally picture an appropriate destination to activate the circle.

Statue: Each statue of Baphomet is made of black, stone-like Abyssal quintessence (hardness 16, hp 180, break DC 45), save that the pentagram symbol on the brow of each statue is raw and red and seeping wisps of red mist. These statues are 6 feet tall and radiate conjuration (healing), necromancy, and evil. As a standard action, any demon, demodand, or worshiper of Baphomet can offer a prayer to one of these statues and then touch the smoking star on the brow—doing so immediately targets the creature with a *heal* spell (CL 20th). Any other creature that touches the star is targeted by a *harm* spell (CL 20th, DC 19). A statue's star stops smoking for 24 hours after it is activated in either way, during which time touching it has no effect.

G. Prisoner's Bridge (CR 17)

The Groaning Gate, once opened, reveals a 20-foot-wide straight passageway that runs directly into the prison. This hallway proceeds for 300 feet before ending at a smaller double door. This door is a typical one for the prison, and always opens into the same encounter area: the Prisoner's Bridge. Likewise, leaving the Prisoner's Bridge via the eastern passageway always leads back to the Groaning Gate. Only if the PCs leave the bridge via the western exit

Herald of the Ivory Labyrinth

do you need to consult the Connections section at the end of this encounter area.

The stink of carrion and some sharp, acrid gas fills this large chamber. The room itself seems to be an immense stone silo that rises out of sight, and drops forty feet down into a churning lake of steaming, pale blue fluid. This gap is spanned by a ten-foot-wide bridge. To the north, down near the fluid level, a narrow platform beckons, while to the south, two iron cages hang suspended in the air 20 feet above the bridge. Each cage contains what appears to be a long-dead fiend of some sort.

A successful DC 30 Knowledge (planes) check identifies the dead devils in the cages as pit fiends—a disturbing pair of trophies that should drive home the magnitude of the prison's scope. The fluid below is in fact a pungent, 40-foot-deep lake of acid—a character that falls into the acid takes appropriate falling damage plus 10d6 points of acid damage per round of immersion. The poisonous vapors from the acid fill the bottom 20 feet of this chamber. The stone walls of the silo do not extend under the surface of the acid, and indeed the lake extends a bit beyond the walls as shown. Above, the silo rises up for 500 feet before ending at a dome decorated with a massive pentagram of Baphomet.

Creatures: A pair of tarry demodands are always stationed in the guard room at the west end of the bridge, but the primary guardian of this chamber dwells in the lake below. Largely undetectable until it surges into motion, this creature is a massive mythic crystal ooze referred to by the prison's guards as the Pool of Ultimate Ending. While the enormous ooze cannot climb, its reach is more than enough to strike at foes crossing the bridge above. Once they hear the ooze attack, the two demodands in the guardroom join the fray, fighting to the death.

POOL OF ULTIMATE ENDING CR 15/MR 6

XP 51,200

Colossal mythic crystal ooze (*Pathfinder RPG Bestiary* 166, *Pathfinder RPG Mythic Adventures* 226)

N Colossal ooze (aquatic, mythic)

Init +0; **Senses** blindsight 60 ft.; Perception -5

Aura *unholy aura* (DC 13)

DEFENSE

AC 26, touch 6, flat-footed 26 (+4 deflection, +20 natural, -8 size)

hp 376 (16d8+304); regeneration 15 (good spell or weapon)

Fort +25, **Ref** +9, **Will** +4

DR 10/epic; **Immune** acid, cold, fire, ooze traits; **SR** 26

OFFENSE

Speed 10 ft., swim 30 ft.

Melee 2 slams +23 (4d8+28 plus paralysis)

Space 30 ft.; **Reach** 60 ft.

Special Attacks acid, mythic power (6/day, surge +1d8), potent paralysis

Spell-Like Abilities (CL 16th; concentration +11)

Constant—*unholy aura* (DC 13)

TACTICS

During Combat The ooze, despite being unintelligent, can sense the difference between chaotic evil outsiders and other creatures. It does not attack chaotic evil outsiders, but furiously assaults all other intruders into this chamber with its immense acidic pseudopods as long as they remain within 60 feet of the acid surface below.

Morale The vast ooze fights to the death.

STATISTICS

Str 48, **Dex** 10, **Con** 42, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +39; **CMD** 53

Skills Swim +27

SPECIAL ABILITIES

Potent Paralysis (Ex) A creature damaged by the ooze's slam attack must also succeed at a DC 34 Fortitude save or be paralyzed for 3d6 rounds. This paralysis effect can even affect those under the protection of *freedom of movement*, or who are normally immune to paralysis effects, although mythic creatures who have immunity to paralysis gain a +10 bonus on their saving throws to resist. When used to paralyze a creature normally immune to the effect, this is a supernatural ability. The save DC is Constitution-based.

TARRY DEMODANDS (2)

CR 13

XP 25,600 each

hp 171 each (*Pathfinder RPG Bestiary* 3 71)

Connections: Area H (01–80) or area I (81–100).

H. Cellblocks (CR 16)

Cellblocks are the most numerous locations found within the Ineluctable Prison—the map on page 30 shows an example cellblock layout, but you should feel free to vary the exact orientation of the passageways or number and size of prison cells each time the PCs encounter one of these locations. Prison cells sometimes appear on their own in the mazes that connect areas as well, but most of these cells are grouped together in blocks like this one, forming groups of about 10 cells or so.

The prison cells vary in size—some are small and barely have enough room for a human to lie down, while others are relatively large—and they're irregularly shaped, with polished smooth walls, floors, and ceilings. Cells sustain those imprisoned within via an effect identical to that granted by a *ring of sustenance*, so prisoners have no need for food, water, or waste disposal—this has the added benefit of denying prisoners any sort of utensils or furniture at all, resulting in horribly uncomfortable quarters. Air is

constantly refreshed within each cell so that suffocation is never a worry, although the air in the cells tends to be rank and close.

Not all cells are occupied. There is, in fact, only a 20% chance of any one cell being occupied, for as prisoners expire, their remains are removed and destroyed. When a cell is occupied, the entrance is sealed with a *wall of force*. These walls can be destroyed or removed as normal for such, but they can also be activated or deactivated by the touch of any demodand other than a tarry demodand, even if the previous *wall of force* was destroyed. The interior of each cell is also warded by a permanent *dimensional lock* effect (CL 20th).

There are numerous cellblocks scattered throughout the prison—whether or not the PCs run across one they’ve already encountered (thus making it potentially unguarded) is left to you.

Creatures: Each cellblock features a central guard station watched over by three tarry demodands that immediately attack intruders. This guard station features a statue of Baphomet (see page 30) but no other furnishings.

The occupants of occupied cells should vary wildly, but as a general rule, none of the prisoners kept in the cellblocks should be a significant help or threat to the PCs. Many of the prisoners are middling to powerful devils (Baphomet particularly despises these outsiders, after all, and when he captures one of note he often sends it to the prison to eventually die of abuse), but some captured humanoids and even some demons who displeased Baphomet can be found here as well. Freed demons and devils generally attack their “saviors” on sight, as eager for a chance to vent their frustrations as they are for the bliss of death. Other characters should be in various stages of disability, madness, or the like, and may require significant PC aid in order to survive escape.

The PCs should encounter four unique prisoners (as detailed as areas **H1–H4**) at some point in the adventure. The order in which the PCs encounter the prisoners doesn’t matter as much as the fact that all four provide clues that advance the adventure’s plot. The PCs can either encounter these prisoners as they explore cellblocks, or they could encounter them in one of the cells abutting area **I** or area **M**.

TARRY DEMODANDS (3)

CR 13

XP 25,600 each

hp 171 each (*Pathfinder RPG Bestiary* 3 71)

Story Award: If your PCs missed a mythic trial, consider allowing them to make up for it by rescuing at least a dozen significant prisoners from these cells—returning them to the Material Plane safe and sound can constitute a mythic trial.

Connections: Area **G** (01–50), area **I** (51–75), area **J** (76–85), area **L** (86–90), area **M** (91–94), area **N** (95–97), or area **O** (98–100).

H1. A Simple Friend (CR 7)

Waxberry’s cell is one of the smaller ones in the cellblock in which she is located.

Creature: Waxberry had the unfortunate luck to be in close proximity to the Herald of Iomedae during the battle for Raliscrad when Ylleshka manifested and abducted the powerful outsider. She bravely attempted to intervene, knowing that doing so was likely a death sentence. In a way, her fate was worse than death, for upon arrival in the Ineluctable Prison she was forced to watch as Baphomet tormented the herald and, in the end, tore out his heart and finalized his corruption. Since then, she’s been left here in a relatively small cell with little hope for anything other than dying of old age in a forsaken corner of the Abyss.

Through it all, Waxberry never lost her faith, and Iomedae has noticed. After Waxberry was left to rot in this cell, Iomedae granted her a vision of the PCs as her rescuers. When the vision passed, Waxberry found a holy symbol in her hands—this was her salvation, for it lets her prepare and cast spells. Most importantly, it lets her cast *helping hand*. The spell lasts for only 5 hours each day, but as fate would have it, when the PCs first enter the prison, she’s just cast the spell. The hand seeks out one of the PCs (whoever appears to be the most devoted follower of Iomedae or another good deity), and should find the PCs not long after they head into the maze after dealing with the Prisoner’s Bridge (area **G**). If the PCs follow the ghostly hand, it leads them back to Waxberry’s cell automatically, although they’ll need to deal with the cellblock’s demodand guards before they can talk to her.

Waxberry is dressed in a tattered blue-and-gray dress and clutches her only possession, her holy symbol, tightly to her chest. The demodands largely ignore her, but she’s still quick to hide the symbol if she notices anyone approaching. When she sees the PCs, she erupts in tears of joy, begging them to rescue her so that she can help them save Iomedae’s herald.

Waxberry knows the PCs may be suspicious of her, and does her best to convince them she’s an innocent victim and a friend. She wants to be helpful, to escape and rescue the herald from his vile fate, but whether the PCs agree to save her or not is up to them.

If the PCs believe her and rescue her, she bravely recounts what little she knows of the situation. She can describe how a 12-armed, two-headed, demonic snake-woman appeared on the field of battle in Raliscrad not long after the crusaders’ commander conjured the Herald of Iomedae to aid in the fight. Waxberry was near the

Herald of the Ivory Labyrinth

herald at the time, and she was swept up with him by the demon. The next thing she knew, she was huddled in a great cavern of bones, watching from a ledge overlooking a lake of boiling tar. The herald was standing on a circular disc floating in the tar, and for what felt like years, Waxberry was powerless to do anything but watch as the herald was tortured by something she couldn't quite bear to look directly upon. She describes the shape as having carrion bird wings, hooved feet, a crown of fire, and a bleeding pentagram on its brow—a successful DC 25 Knowledge (religion) check reveals this was Baphomet if the PCs don't realize it on their own, confirming fears that Waxberry has been unable to admit. In the end, the shape tore out the herald's heart and gave it over to the prison's 12-armed warden—and here, Waxberry breaks down for a bit. Through sobs, she explains how the herald finally submitted, pledged its loyalty to the darkness, and became corrupted. She knows that he is now the Herald of the Ivory Labyrinth, but remains convinced it's not too late. That's why she's still alive and why Iomedae sent the PCs to her, she believes: so she can tell them what happened and that it's not too late to save the herald from his fate.

Waxberry has a few more hints to add. She suspects that the herald's heart is the key—that returning it to him may help to restore his body, and thus provide a chance to restore his spirituality. But she also knows that he'll need powerful magic to recover as well. She hopes that *atonement* spells might help here, but sadly notes that such magic is beyond her skill. If the PCs explain to her that Iomedae granted them the spell, she brightens; this confirms her belief that the spell may be the key to redeeming the herald, for why else would Iomedae grant it to the heroes? Surely they wouldn't need to use such spells for themselves!

She suspects that the 12-armed demonic warden, whose name she has since learned is Ylleshka, has placed the herald's heart in the prison's vault, but she doesn't know where that vault is located.

Finally, Waxberry has also heard the name "Alderpash" mentioned by the prison's minions, and has pieced together that this person is a fellow prisoner, yet one whom the guards fear—perhaps the only prisoner the guards regard in such a manner. Perhaps seeking out Alderpash could be a wise plan, for certainly if a fellow prisoner frightens demons and demodands, he or she must be a strong ally to have in a place like this?



waxberry

WAXBERRY

CR 7

XP 3,200

Female halfling cleric of Iomedae 5/rogue 3

LG Small humanoid (halfling)

Init +7; Senses Perception +16

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 44 (8 HD; 5d8+3d8+5)

Fort +6, Ref +8, Will +11; +2 vs. fear, +1 vs. traps

Defensive Abilities evasion

OFFENSE

Speed 20 ft.

Melee unarmed strike +7 (1d2+1)

Special Attacks channel positive energy 5/day (DC 14 [16 to damage undead], 3d6 [+5 vs. undead]), sneak attack +2d6

Domain Spell-Like Abilities (CL 5th; concentration +8)

6/day—*touch of glory* (+2)

Rogue Spell-Like Abilities (CL 3rd, concentration +2)

3/day—*mage hand*

Cleric Spells Prepared (CL 5th; concentration +8)

3rd—*create food and water, helping hand, searing light*⁰

2nd—*bless weapon*⁰, *calm emotions*

(DC 15), *lesser restoration, resist energy*

1st—*comprehend languages, detect*

*evil, endure elements*⁰, *protection from evil,*

sanctuary (DC 14)

0 (at will)—*create water, detect poison, mending,*

purify food and drink

D domain spell; Domains Glory, Sun

TACTICS

Before Combat Waxberry doesn't trust the prison's sustenance, and casts *create food and water* and *endure elements* daily. She hasn't been sleeping either because of her nightmares, and uses *lesser restoration* each morning to combat her fatigue.

During Combat Waxberry knows she's outmatched, so if she's rescued by the PCs, she focuses primarily on filling a support role, hanging back and providing healing while doing her best to stay out of the way of direct combat.

Morale Waxberry fights to the death as long as she's with the PCs, knowing that her best chances at surviving this situation is to stay by their side until the end.

STATISTICS

Str 12, Dex 16, Con 10, Int 8, Wis 16, Cha 14

Base Atk +5; CMB +5; CMD 18

Feats Combat Casting, Improved Initiative, Iron Will, Selective Channeling

Skills Acrobatics +5, Climb +3, Disable Device +10, Knowledge (planes) +4, Knowledge (religion) +10, Perception +16, Stealth +14

Languages Common, Halfling

SQ rogue talents (minor magic), sun's blessing, trap sense +1, trapfinding +1

Gear holy symbol

Story Award: The PCs earn 51,200 XP if they rescue Waxberry and return her to the Material Plane.

H2. The Haunted Cell

As the PCs approach this cell, any paladins or devout worshippers of Sarenrae in the party suddenly feel a chill, as if a cold wind had blown past them. No other characters feel this, but paladins and Sarenites can easily follow the chill breeze to its source: a cell that appears to be empty but still, unusually, has its *wall of force* up and active. The cell within is empty save for a few scraps of cloth and a splash of dried blood on the floor. Without a paladin, a passing party can notice the unusual fact that what appears to be an empty cell is still locked tight with a successful DC 20 Perception check.

If the *wall of force* is removed, a gust of cold wind blows out of the cell, this time affecting the entire party. This cell is haunted. While there is no body here, the unquiet spirit of a desperate paladin remains bound to the cell after her suicide long ago. Her body was disposed of, but her spirit lingers, still in the torment that she attempted to escape by taking her own life. This spirit is similar to a haunt, save that it has no real ability to harm or otherwise directly influence the living realm, but the PCs can communicate with it as long as they stand in the room.

When the spirit communicates, it manifests as a faintly shimmering spectral image of a beautiful woman clad in rags and bleeding from a ragged, self-inflicted gash to the throat. Her voice gurgles as she speaks. In life, this paladin was Lady Cessily Mantiel, a devout paladin of Sarenrae who, along with her husband Kestoglyr, went on a daring raid into the Ivory Labyrinth long ago. When Kestoglyr succumbed to Baphomet and betrayed their team, Cessily tried to reason with him, only to be turned over to Baphomet by her husband. She was imprisoned here, and in time her despair drove her to suicide.

Although the knowledge that her husband betrayed her hurts, the thing that drove her over the edge was the knowledge that the potent weapon she had been entrusted by the church to defend was taken from her and corrupted. This weapon was *Dawnflower's Kiss*, a "scimitar made from one of the dawn's first rays." She asks the PCs to bring it to her, for she feels that her lingering spirit can scorch out the corruption and restore the weapon—an act of redemption before she can finally rest in peace. She knows the weapon was taken by one of Baphomet's high priestesses, a vile woman who dwells in a shrine elsewhere in this prison. This is the drow Svendack (see

area L), but the woman's name is unknown to Cessily, and she also is unaware of the fact that Svendack has placed *Dawnflower's Kiss* in the vault (area K). What she can do is help the PCs find the shrine by sending a cold wind along the passageways for the PCs to follow. If they do this, they automatically arrive at area L after leaving this cellblock.

At the end of the discussion, Cessily fades away, but as she does, she blesses the PCs by saying, "May your bones never join those of the Ivory Labyrinth." This blessing protects the PCs with a *death ward* (CL 15th) for the remainder of this adventure (or until the effect is dispelled, of course).

Development: The PCs likely already met Cessily's husband on the Midnight Isles; if so, she is relieved to hear his existence as a graveknight is ended. If the PCs still have her *staff of healing* and complete her mission, she gratefully infuses it with her soul, immediately recharging it and upgrading it to a *staff of life*. She can perform this boon only once.

Story Award: Putting Cessily's spirit to rest by allowing her to purify her corrupted *Dawnflower's Kiss* earns the PCs 51,200 XP.

H3. The Angel's Corpse

This prison cell's *wall of force* is active, even though its occupant seems to be dead. The nature of that occupant, though, should give the PCs pause, for within the cell is the mutilated corpse of an angel. Huge golden feathers lie scattered around the a pair of bloodied wings, torn from the body of a dark-skinned man. This was, until recently, an astral deva named Malaika. He stormed the Abyss in a foolhardy attempt to rescue the herald of his goddess, acting without her leave, and for his troubles was captured, tortured, and mutilated to death. In time, the demodands will dispose of his body, but seeing no rush, they've left the remains here for now.

Malaika is quite dead, but if the PCs can bring him back to life via *miracle*, *wish*, or *true resurrection*, the astral deva comes back with a new sense of humility tempered by an even stronger desire to honor his goddess. He pledges his service to the PCs, promising to aid them in their quest and help them rescue the herald, but he will not take the lead in combat—he focuses now on aiding others rather than seeking glory for himself, and in battles he supports the PCs with healing and the like, shifting over to offensive spells only in rounds when no PC needs his aid. Malaika's +2 *disrupting warhammer* has been taken—he knows it was thrown into a cesspit, where it was added to the hoard of an immense tarn linnorm named Uffrandir. He knows this linnorm is one of Baphomet's pets, and while he won't suggest retrieving it as a course of action, he can lead the PCs to the chamber (area J) with relative ease.

Herald of the Ivory Labyrinth

Malaika managed to learn a few things of interest about the Ineluctable Prison and its inhabitants, and is eager to share this knowledge.

- It would be wise to defeat the prison's more powerful wardens and sub-wardens before attempting to save the herald, to prevent a situation where all of the prison's powerful defenders come to protect their greatest prisoner at once. Malaika knows that the warden Ylleshka, the prison's high priestess Svendack, and the tarn linnorm Uffrandir are significant forces in the prison—there may be more.
- Baphomet knows all that goes on in his prison, but he seems to be content to let the prison defend itself. The demon lord may eventually send some favored minions to bolster the defenders' strength, however—particularly if the linnorm Uffrandir is slain, as Baphomet is particularly fond of this beast).
- Malaika also knows that there are other prisoners in the cells who might be able to help—he can lead the PCs to Waxberry's cell, and may be able to lead them to others at your discretion.



MALAIKA

CR 14

XP 38,400

Astral deva (*Pathfinder RPG Bestiary 10*)

hp 172

Story Award: Resurrecting Malaika and learning what he knows earns the PCs 38,400 XP.

H4. A Devilish Ally (CR 19)

Areas **H1–H3** all contain fellow champions of good (or what's left of them), but Baphomet does not limit his enemies to the armies of Heaven. Devils hold a special place in his heart as well, and many of the cells the PCs pass in the prison hold seething devils of various types. This cell, though, should catch the party's eyes, for its occupant is standing entirely motionless, as if in a trance.

Creature: This figure is Suurlahetas, an immolation devil and a well-briefed ambassador from Dis who sought to hire a legion of labyrinth minotaurs and ally briefly with Baphomet against a mutual foe. This alliance was logical and well planned, and might have resulted in the a critical blow against both the Knights of Ozem and the Pathfinder Lodge of Katapesh had Suurlahetas managed to convince Baphomet of the wisdom of the plan. Alas, the

immolation devil overestimated his own diplomatic prowess and underestimated the power of Baphomet's hatred of devils, and has been imprisoned here ever since. Baphomet knows Suurlahetas is an important creature and hopes to ransom him back to Dispaten—or more likely, to one of Dispaten's rivals.

As the PCs pass by, Suurlahetas's eyes flit down to watch.

He then makes telepathic contact with one of the PCs—whoever looks the seediest or otherwise most likely to listen to what he has to say. Suurlahetas eloquently requests that the PCs release him. In return, he promises to help them by telling them secrets of this prison they are obviously here to inflict mayhem within. Despite his nature, Suurlahetas is honest and truthful, and is willing to make such promises and even sign a contract if that's what it takes to convince the PCs he won't betray him.

Suurlahetas knows a great deal about the prison, and you can use him to inform the PCs of pieces of information they may have missed from areas **H2** or **H3**. He can also tell them how the pentagram-shaped *teleportation circles* work and what use the Baphomet statues serve, but perhaps the most important bit of information he can impart is that stepping

onto one of those *teleportation circles* with at least three of the five keys needed to unlock the Groaning Gate allows transportation to the prison's most secure cell. He knows that three of the five keys are held by the prison's warden, but isn't sure where the other two are. Finally, he knows the location of the prison vault (area **K**). PCs who follow his directions can arrive at this location automatically when leaving an area that connects to the vault.

Once he delivers on his side of the bargain, Suurlahetas wishes the PCs luck and departs, seeking the exit so he can pass through to the Ivory Labyrinth and be on his way home. If the PCs offer to send him back to Hell, he won't decline the offer. At your discretion, the devil may linger in the prison and could even come to the PCs' aid at a later point—this is truly a case where the enemy of one's enemy can be a friend, but take care not to make Suurlahetas too amiable. He remains a devil, after all!

SUURLAHETAS

CR 19

XP 204,800

Immolation devil (*Pathfinder RPG Bestiary 2 87*)

hp 315

Story Award: Releasing the devil and learning what he knows earns the PCs 38,400 XP.

1. TORTURE CHAMBER (CR 18 TO 20)

This large chamber is decorated in pain. A gut-wrenching assortment of torture implements grimly decorates the room—iron maidens, barbed cages, racks, vivisection tables, and more. Blood and decay infuse the air and stain the floors, and the sense of misery is almost palpable.



Plorig-stagul

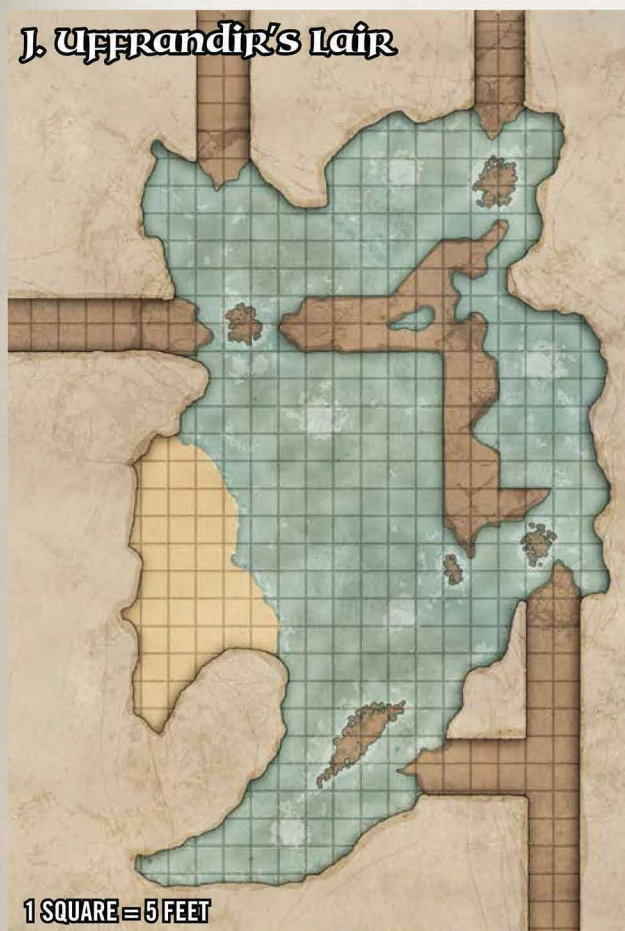
The Ineluctable Prison is not where Baphomet holds captives who have information he needs—he is more than capable of extracting answers from his victims on his own. This well-stocked and well-used torture chamber is, as a result, the only one of its kind in the prison, and is more of a sort of lounge and recreation room for the prison's guards than anything else. The main torture chamber is area **I1**. Area **I2** contains a single statue of Baphomet (see page 30), while area **I3** is a small records room where the leader of the prison's demodands keeps notes on information extracted from prisoners. Area **I4** contains three more statues of Baphomet and a *teleportation circle*. None of the doors in this area are kept locked. The two prison cells just outside the torture chamber are used as staging cells for prisoners about to be tortured or awaiting transport back to their cells after being tortured.

Creatures: The prison's tarry and stringy demodands are generally not allowed to enjoy the facilities of this chamber, leaving it instead for the more powerful demodands. When the PCs first visit this site, a pair of slimy demodands are busy here, occupied with a shrieking upasunda asura they've lashed to one of the vivisection tables with chains. Normally, an asura's association with blasphemy would intrigue and delight a demodand, but these torturers are more interested in torment than philosophical discussions. The asura's normally tangled and twisted limbs have been stretched taut to the sides of the table, and the demodands have been amusing themselves for days now by cutting away at her body, letting her regenerate the damage, and then repeating the violence. Now and then the gibbering demodands mock the asura, calling her a "false devil" and "infernal vagabond" and other insults that imply her kind has no real role in Hell or the Great Beyond. The demodands are so involved in their grisly play that they take a –4 penalty on Perception checks to notice the PCs, but once they do they immediately cease their tortures and move to attack, fighting to the death.

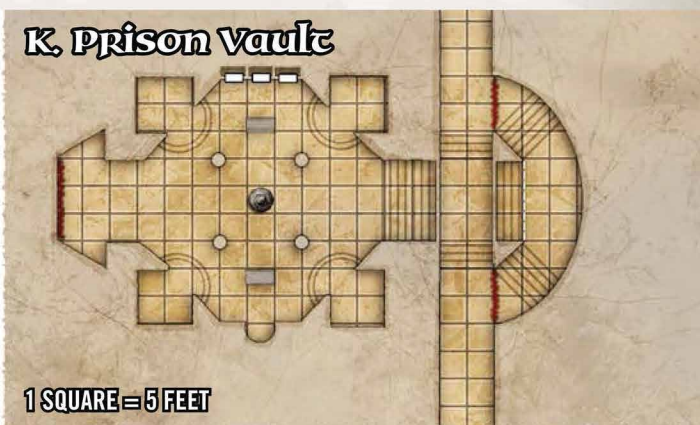
The leader of the demodands, and sub-warden of the prison, is currently rearranging the extensive notes in area **I3**. This hulking monstrosity is a shaggy demodand named Plorig-Stagul, and it shouldn't take long for her to realize that the screams and curses coming up from the main room of the chamber have changed in tenor. It takes her 1d4+1 rounds to join a battle once it begins in the torture chamber, but she isn't quite as interested in fighting to the death as her subordinates. If reduced to fewer than 100 hit points, she retreats to area **I4** and uses the *teleportation circle* to flee to area **L** and recruit Svendack's aid in preparing a retributive attack against the PCs.

Herald of the Ivory Labyrinth

J. Uffrandir's Lair



K. Prison vault



1 SQUARE = 5 FEET

L. Shrine to Baphomet



1 SQUARE = 5 FEET

The asura is mad with pain and rage; if freed, she attacks the PCs and demodands alike, fighting to the death.

PLORIG-STAGUL

CR 18

XP 153,600

Female shaggy demodand (*Pathfinder RPG Bestiary* 3 69)

hp 262

Melee +4 wounding adamantine warhammer

+38/+33/+28/+23 (1d8+13/x3), bite +32 (2d6+4), claw +32 (1d6+4)

SLIMY DEMODANDS (2)

CR 16

XP 76,800 each

hp 241 each (*Pathfinder RPG Bestiary* 3 70)

UPASUNDA

CR 9

XP 6,400

hp 114 (*Pathfinder RPG Bestiary* 3 27)

Treasure: Two of the upasunda's wrists are bound behind her head by a pair of *dimensional shackles*—bloodstained and well-used, these shackles are often used to bind prisoners capable of teleporting.

A stout iron chest sits on a shelf on the south wall of area I1. It is unlocked, and contains a plethora of treasures plucked from the bodies of torture victims that will eventually be sent on to Baphomet's treasury. The chest contains 25 gems worth 1,000 gp each, plus five diamonds worth 5,000 gp apiece. The chest also contains a *potion of haste*, a *scroll of baleful polymorph*, a *scroll of dismissal*, a +3 *hand crossbow*, and a pair of *bracers of armor* +4 emblazoned with holy symbols of Nethys.

Perhaps the most important treasure is the key ring Plorig-Stagul carries with her at all times. Many of the keys are simply used to open various doors in the prison, but one is part of the set of five keys for the Groaning Gate. This key has the unpleasant feel of sandpaper and it seems to lick the palm of the user's hand whenever it is carried.

Connections: Area G (01–20), area H (21–60), area J (61–77), area K (78–80), area L (81–85), area M (86–90), area N (91–95), or area O (96–100).

J. Uffrandir's Lair (CR 20)

The ten-foot-wide, bone-paved tunnel comes to a sudden end at a jagged ledge overlooking a vast cavern. Ahead, portions

of the tunnel continue in the form of partially collapsed bridges supported by columns of fused bone, rising from a acrid lake of bubbling, phosphorescent blue fluid twenty feet below. A beach of powdered bones lies below as well, with a calcified alcove heaped with glittering treasures. The air is thick and foul, and long, thin strings of dangling stalactites—formed from ages of septic dripage—hang from the ceiling eighty feet above.

The air in this room is slightly caustic from the fumes of the immense acid lake. All characters in this chamber are exposed each round to this inhaled poison, and each round they breathe, they must succeed at a DC 17 Fortitude save or take 1 point of Constitution damage. The acid lake has sheer sides under the surface that drop to a depth of 50 feet; full immersion deals 10d6 points of acid damage per round. This acid cannot eat through bone, stone, glass, or metal.

Creature: This foul pit of acid is the lair of one of Baphomet's favored "hounds," a tarn linnorm named Uffrandir that was plucked from a remote mountain lake on some sulfurous alien world. Baphomet keeps many of these deadly creatures throughout the Ivory Labyrinth, using them to hunt for sport or simply as entertainment—watching captured prisoners fight and die against these massive beasts is particularly pleasing to the Horned Lord. As a linnorm, Uffrandir is immune to the acid and poison of the chamber, but it enjoys spending its time slumbering while partially beached, its coils sliding reflexively in and out of the acid. The creature is a light sleeper, though, and does not take a penalty on Perception checks while asleep. Further, it has dwelled here long enough that it is now treated as a native to the Abyss for the purposes of spells like *banishment*.

Uffrandir roars with both heads and immediately surges forth to attack any intruders it notices entering its cavern lair. The linnorm cannot pursue foes outside of this room (Baphomet uses teleportation to bring his pet out for hunts as needed), but uses its breath weapon and reach to continue attacking foes who seek to retreat down a hallway. As it attacks, Uffrandir boasts that it is "Baphomet's hound" and that those who challenge it become bones that grace Baphomet's domain. The linnorm fights to the death.

UFFRANDIR

CR 20

XP 307,200

Tarn linnorm (*Pathfinder RPG Bestiary* 192)

hp 385

Treasure: The linnorm's hoard sprawls on the southwestern portion of the beach of powdered bone, on full display. The mound of treasure includes 830,000 cp, 124,000 sp, 39,400 gp, 2,150 pp, hundreds of pounds

of acid-pitted mundane weapons and armor, the outfit of a dwarven king (worth 3,500 gp), a gem-studded unicorn horn (worth 6,000 gp), a pickled quasit in a jar, a +4 *mithral buckler*, a +3 *anarchic greataxe*, a *dagger of venom*, a *rapier of puncturing*, a +2 *disrupting warhammer* (this weapon belonged to the deva Malaika—see area H3), a *ring of protection* +4, a *wand of stoneskin* (20 charges), a *robe of scintillating colors*, a *rod of security*, a set of *bracers of might*^{MA}, a *noose of terminal embrace* (see page 63), and a *torc of the heavens*^{MA}.

Development: If the PCs slay Uffrandir, Baphomet's Keeper of the Hounds takes great offense and moves to punish the PCs as detailed in *Repercussion: The Ivory Hunter*, below.

Connections: Area H (01–40), area I (41–77), area K (78–80), area L (81–90), area N (91–97), or area O (98–100).

Repercussion: The Ivory Hunter (CR 20)

Creature: At some point after Uffrandir's death (the exact timing is left to you), the PCs face a deadly repercussion for the murder of Baphomet's hound. The keeper of these linnorm hounds is a mythic minotaur antipaladin named Inger-Maggor, and he takes great pride in his work with the linnorms. He also knows that their deaths are not pleasing to his master, Baphomet, so when one of the hounds is slain, he dons the mantle of the Ivory Hunter and seeks out the murderers to avenge the linnorm's death.

Inger-Maggor travels to the Ivory Labyrinth with Baphomet's blessing, arriving in area J via a portal opened by the Lord of the Minotaurs. The mythic minotaur then begins to seek out the PCs, intent on confronting them, slaying them, and returning to Baphomet with their heads on his belt. Inger-Maggor treats all of the Ivory Labyrinth as his personal lair, and can thus use his maze mastery ability within the prison. Combined with his ability to track those who have suffered a linnorm's death curse, he should have little problem tracking the PCs.

When he finds the PCs, he confronts them with a roaring challenge: "And there you are, slayers of the Master's favored hound! Soon my Lord Baphomet will crack your bones, and for my services he shall let me feast on your marrow, and what remains shall join the bones of a million others!" Inger-Maggor is attended by two hulking minotaur-like monsters—labyrinth minotaurs that function as both bodyguards and assistants. All three have little interest in discussion, for in their minds, the PCs are already as good as dead for their crimes.

INGER-MAGGOR

CR 18/MR 2

XP 153,600

Male mythic minotaur antipaladin of Baphomet 12 (*Pathfinder RPG Mythic Adventures* 210, *Pathfinder RPG Advanced Player's Guide* 118)

Herald of the Ivory Labyrinth

CE Large monstrous humanoid (mythic)

Init +1; **Senses** darkvision 60 ft.; Perception +16

Aura cowardice (10 ft.), despair (10 ft.), vengeance (10 ft.)

DEFENSE

AC 32, touch 9, flat-footed 32 (+13 armor, +10 natural, -1 size)

hp 307 (19d10+203)

Fort +27, **Ref** +16, **Will** +19

Defensive Abilities natural cunning; **DR** 5/epic; **Immune** disease; **SR** 29

OFFENSE

Speed 20 ft.

Melee +5 *speed battleaxe* +30/+30/+25/+20/+15 (2d6+11/19-20/x3), gore +24 (1d6+9)

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

Special Attacks channel negative energy (DC 19, 6d6), mythic power (2/day, surge +1d6), oubliette, powerful charge (gore, 2d6+9), smite good 4/day (+3 attack and AC, +12 damage)

Antipaladin Spell-Like Abilities (CL 12th; concentration +15)

At will—*detect good*

Antipaladin Spells Prepared (CL 9th; concentration +12)

3rd—*dispel magic*, *vampiric touch*

2nd—*blindness/deafness*

(DC 15), *corruption*

resistance^{APG}, *hold*

person (DC 15)

1st—*command* (DC 14),

death knell (DC 14),

protection from good

TACTICS

Before Combat Inger-Maggor casts *corruption resistance* and *protection from good* on himself before combat begins.

During Combat Inger-Maggor initiates combat with a powerful charge, then follows this with full attacks using Power Attack. He expends a use of mythic power to make full use of his mythic Power Attack feat when he does so. He saves *blindness/deafness* for arcane spellcasters, archers, or others who seek to use range against him. If he drops a foe, he attempts to use *death knell* on it unless he's threatened by at least two other foes.

Morale Inger-Maggor fights to the death.

STATISTICS

Str 23, **Dex** 12, **Con** 26, **Int** 7, **Wis** 10, **Cha** 16

Base Atk +19; **CMB** +26 (+30 bull rush);

CMD 37 (39 vs. bull rush)

Feats Craft Magic Arms and Armor, Critical Focus, Great Fortitude, Greater Bull Rush, Improved Bull Rush, Improved Critical (battleaxe), Power Attack^M, Staggering Critical, Toughness, Weapon Focus (battleaxe)

Skills Intimidate +18, Linguistics -1, Perception +16

Languages Abyssal, Giant

SQ cruelties (cursed, fatigued, paralyzed, staggered), fiendish boon (weapon +3, 2/day), maze mastery, touch of corruption (6d6, 9/day), track the cursed

Combat Gear deathblade (4 doses); **Other Gear** +5 *half-plate*, +5 *battleaxe*, *belt of mighty constitution* +6, *pauldrons of unflinching fortitude* +3^{MA}

SPECIAL ABILITIES

Track the Cursed (Su) Inger-Maggor can sense the location of any creature suffering from a linnorm's death curse, and knows the most direct, safest route to that creature as if using *find the path*. He can continue to use this ability for up to 1 week after such a cursed creature removes the linnorm's death curse, or against a creature that was targeted by the curse but successfully resisted it.



INGER-MAGGOR

LABYRINTH MINOTAURS (2)

CR 16

XP 76,800 each

hp 232 (see page 90)

K. Prison Vault (CR 15+)

Two short flights of stairs flanked by a pair of tapestries depicting Baphomet manipulating heroes in a maze (see page 73 for a depiction of this image) are the only clues that there's anything of interest in this area. The primary thing hiding the vault is the difficulty of discovering it—while it connects to several locations, the chance of stumbling across this area is slim if the traveler isn't specifically looking for it.

A glance behind either tapestry reveals a hidden passageway and flight of stairs that leads down, then back up to connect to the second tapestry. The west wall of this side passageway is in fact an *illusory wall* (CL 20th, DC 23) heightened to a 9th-level spell. Any character who passes through this *illusory wall* is subjected to the maze tapestry trap (see Traps, below). Beyond the wall, another staircase leads down to the Ineluctable Prison's treasure vault. Read or paraphrase the following upon entering the vault.

This octagonal room is brightly lit by unseen light sources. The walls and floor are of highly polished ivory, and the domed ceiling above rises to a circular disc bearing a pentagram inscribed with a leering goat's face. Four ten-foot-square alcoves open off the room, accessible via a few short steps. A golden glow suffuses each alcove, and in each a single object floats about five feet off the ground—a burning scimitar, a red-bladed glaive, a ball of twine, and a raw, red heart soaking in golden blood. An iron statue of a winged, goat-headed demon stands in the middle of the room, surrounded by four five-foot-high ivory pedestals with a bowl-shaped indentation atop each. A shallow alcove sits to the south; in it floats a six-inch-diameter golden orb. To the north, three doors (one red, one gold, and one black), each with a symbol carved onto its face, line the wall. To the west hangs a single long tapestry decorated with an impossibly complex maze.

The contents of this complex room are each detailed below in their own sections. Many of the sections of this chamber include their own traps and guardians—triggering multiple effects at once can quickly turn this chamber into a deathtrap!

This entire room is warded by a *forbiddance* effect (CL 27th, DC 28) keyed to chaotic evil, placed here ages ago by one of Baphomet's *miracles*.

The Four Alcoves: Each of these four alcoves contains one of four great treasures valued by Baphomet, but each is also warded by the room's trap. Any character who attempts to enter an alcove or manipulate one of the items

found within is whisked away into the maze tapestry. See the Trap and Treasure entries on page 41.

The Four Pedestals: Each of the shallow bowls atop these pedestals has a filmy residue in it. An examination of this film, followed by a successful DC 20 Craft (alchemy) or DC 25 Knowledge (religion) check, confirms that the film was left by unholy water. Each bowl can be filled by a single dose of unholy water. Doing so causes the statue of Baphomet to remain motionless unless it is attacked, allowing the contents of the room to be examined or even taken without activating the deadly golem. A dose of unholy water seeps into the pedestal after 1 hour.

If the golden orb is held over one of these bowls after the bowl is filled with unholy water, the water ripples slightly and the orb hovers just above the pedestal, causing the golden glow on the alcove in the opposite wall to fade and deactivating that alcove's trigger (for example, placing the orb in the northwest pedestal deactivates the southeast alcove trigger). Placing the orb in an empty pedestal results in the orb teleporting back to the southern alcove, while the person who attempted this triggers the maze trap.

Golden Orb: The golden orb floats in the air as if weightless, but is in fact a sphere of solid gold that weighs 80 pounds if pulled out of the alcove. Although the orb is valuable in and of itself, its true value is as a key to deactivate the traps that guard the four alcoves.

The Maze Tapestry: This tapestry is linked to the maze trap in this room—victims of the maze trap are transported into the tapestry. With a successful DC 40 Perception check, someone who examines the maze tapestry can actually see a tiny representation of a trapped creature attempting to navigate it, as if it were a flea crawling among the weave. Once a creature is located in this way, an observer can shout advice to the trapped victim—this grants the victim a +2 bonus on its Intelligence check to escape the *maze*. *Freedom* or a successful casting of *dispel magic* on the maze tapestry causes all trapped creatures in the *maze* to reappear in this room—note that this includes any of the labyrinth minotaurs still living inside the *maze*! Destroying the tapestry also causes all those within to appear in the room. The maze tapestry functions at CL 20th, has hardness 20 and 300 hit points, and self-repairs damage it takes at the rate of 10 hit points per round.

Statue of Baphomet: This statue is twice as big as most others found in the Labyrinth, and it does not function like the others. Standing at a height of 15 feet, this is a powerful iron golem that doesn't activate until someone damages it or attempts to interact with the golden orb, the three doors, or the maze tapestry. At this point, the golem immediately animates. Its first actions in any combat are to step north to open the red door and the black door (it does not touch the gold door), which can further complicate the battle as detailed under the section for these doors.

Herald of the Ivory Labyrinth

BAPHOMET GOLEM

CR 15/MR 1

XP 51,200

Advanced agile iron golem (*Pathfinder RPG Bestiary* 162, 294, *Pathfinder RPG Mythic Adventures* 224)

hp 175

The Three Doors: The red door is decorated with the image of a goat's head seen face on. The gold door is decorated with an image of a mazelike rune. The black door is decorated with an image of Baphomet's demonic rune (see page 88). With a successful DC 25 Knowledge (religion) check, a character notes that these three symbols represent Baphomet's three areas of concern—beasts (the goat's head), labyrinths (the maze), and minotaurs (Baphomet's rune). Two of these doors are tricks meant to punish the curious, while the third is a hidden route to a deeper chamber in the prison.

Opening the red door reveals a blank wall on which has been carved a detailed bas-relief carving of Baphomet. This carving is inhabited by a vilsteth demon that immediately uses its idolatry power. The demon steps out of the carving and attacks the party if the carving is damaged, or if none fall prey to its idolatry attack.

Opening the gold door reveals a glowing golden wall of mist. A character who steps into the mist gains a brief, almost overwhelming vision of the exact current layout of the Ineluctable Prison, and knows the basic purpose of all of its major encounter areas. Such a character must immediately attempt a DC 25 Will save. On a success, the character remembers these locations and can now travel to any of them from any connecting encounter area. On a failure, the character forgets the information and instead takes 1d6 points of Wisdom drain.

Opening the black door reveals a shimmering black hole that immediately disgorges a labyrinth minotaur from the maze tapestry—if all four of the labyrinth minotaurs in the maze have been slain, then nothing occurs when the black door is opened. If the door is closed and opened again, another labyrinth minotaur steps out, until none remain within the maze tapestry. After 1 hour, any of these labyrinth minotaurs still out in the world are returned to the maze tapestry.

VILSTETH

CR 16

XP 76,800

hp 225 (see page 86)

Trap: The tapestry hanging on the west wall of this area is linked to a trap in this room—whenever a creature triggers the trap, it is affected by a *maze* spell that places it inside the maze depicted on the tapestry. In addition to being trapped in the *maze*, a victim of this trap must contend with the labyrinth minotaurs who patrol the

maze. While there are four of these monsters in the maze in all, each victim only has to deal with one of them per instance of being trapped. When a creature is first trapped, it takes the closest labyrinth minotaur arrives only 1d4 rounds later to reach the PC and attacks. When a character exits this maze, he appears in a square adjacent to the maze tapestry (or as close to the tapestry as possible).

MAZE TAPESTRY

CR 10

XP 9,600

Type magic; Perception DC 33; Disable Device DC 33

EFFECTS

Trigger multiple (passing through *illusory wall*, entering a treasure alcove or manipulating a treasure within the alcove;

Reset automatic; **Bypass** golden orb placement

Effect spell effect (*maze* plus labyrinth minotaur)

LABYRINTH MINOTAURS (4)

CR 16

XP 76,800 each

hp 232 (see page 90)

Treasure: The four items in the alcoves represent items of significant value to Baphomet, and possession of any of them might give the PCs a slight advantage over the demon lord should they face him at the end of the adventure. These items include the sacred scimitar *Dawnflower's Kiss* (see page 62), a Large +4 *unholy speed glaive* (Baphomet's original weapon of choice, now replaced by the glaive *Aizerghaul*), a simple and nonmagical ball of twine (the true nostalgic and sentimental value of this mundane object is known only to Baphomet, but he values this item more than any other stored here), and the *Heart of the Herald* (see page 62).

The golden orb is nonmagical, but still worth 4,000 gp.

Connections: Area I (01–20), area J (21–40), area L (41–60), area M (61–80), or area N (81–90).

L Shrine to Baphomet (CR 21)

The walls of this large shrine shine with gold, and the floor is covered in rich, mazelike mosaics of red and yellow bone. Statues of a goat-headed demon stand on platforms to the south and in alcoves to the north, and at the room's center an altar sits atop a platform flanked by pools of churning blood.

This is the prison's one and only shrine to Baphomet. The shrine is warded by *forbiddance* keyed to chaotic evil, as well as an *unhallow* spell linked to *dispel magic* that immediately targets any non-worshiper of Baphomet who enters the chamber—all of these spells function at CL 17th. The pools of blood are just that; each is 10 feet deep and kept magically warm and fresh.

Creature: The honor of tending and guarding this prison chapel has changed over the eons, but its current tender

is one of Baphomet's deadliest mortal priestesses: a drow cleric named Svendack. She also rules her own family as a cruel matron on a world far distant from Golarion, but ever since Baphomet's recent confrontation with Nocticula, he has demanded she remain here, ready to aid in the defense of the prison and its most important "guest." Svendack is loyal, yet every day that passes, she knows her family back home moves to further entrench its power against her in her absence, and so she hopes that the heroes Baphomet fears are coming to the prison will arrive soon. She does not sleep here, fighting off fatigue with regular castings of *lesser restoration*, feeding herself with *heroes' feast*, and passing the long hours alternately in prayer to Baphomet or performing long, cruel sacrifices of prisoners the demodands regularly supply her with. Four tarry demodands remain in this shrine at all times, ready to serve her needs as required.

Normally, Svendack comes and goes from the prison using *plane shift* spells, and as such she keeps no personal quarters here. Her possession of perhaps the only planar tuning fork in existence that is attuned to the Ineluctable Prison allows this, and if the PCs defeat her and claim the key, it will take Baphomet months to adjust the prison so the key no longer functions. This can give the PCs an excellent way to come and go from the prison if they haven't destroyed the Groaning Gate.

SVENDACK **CR 20**
XP 307,200

Female drow noble cleric of Baphomet 17/
hierophant 6 (*Pathfinder RPG*
Bestiary 115, *Pathfinder RPG Mythic*
Adventures 32)

CE Medium humanoid (elf)

Init +20^M; **Senses** darkvision 120 ft., *detect magic*; Perception +18

DEFENSE

AC 34, touch 20, flat-footed 28 (+10 armor,
+4 deflection, +4 Dex, +2 dodge,
+4 natural)

hp 288 (17d8+208)

Fort +21, **Ref** +13, **Will** +24; +2 vs. enchantment, +4 vs. fear and poison

Defensive Abilities hard to kill, mythic saving throws; **DR** 10/adamantine (150 hp); **Immune** sleep; **SR** 28

Weaknesses light blindness

OFFENSE

Speed 20 ft.

Melee +4 *dancing glaive* +20/+15/+10 (1d10+8/x3)

Special Attacks channel negative energy 7/day (DC 22, 9d6), faith's reach, fury of the Abyss (+8 to melee attacks, damage, and CMB; 12/day), inspired spell, might of the gods (+17, 17 rounds/day), mythic power (15/day, surge +1d8), mythic spellcasting, poison use, scythe of evil (3/day)

Drow Noble Spell-Like Abilities (CL 17th; concentration +21)

Constant—*detect magic*

At will—*dancing lights*,
deeper darkness, *faerie*
fire, *feather fall*, *levitate*

1/day—*divine favor*, *dispel*
magic, *suggestion* (DC 17)

Domain Spell-Like Abilities

(CL 17th; concentration +26)

12/day—*strength surge* (+8)

Cleric Spells Prepared (CL 17th;

concentration +26)

9th—*crushing hand*^o, *quicken flame*
strike^M, *miracle* (DC 28)

8th—*fire storm* (DC 27), *greater spell*
immunity, *unholy aura*^o (DC 27), *quicken*
unholy blight^M

7th—*blasphemy*^o, *destruction* (DC 26), *quicken*
dispel magic^M, *greater scrying* (DC 26), *repulsion*
(DC 26)

6th—*blade barrier*^M (DC 25), *harm* (DC 25),
heal^M, *heroes' feast*, *stoneskin*^o, *word of recall*

5th—*quicken cure light wounds* (2), *dispel*
good^o (DC 24), *flame strike*^M (DC 24), *plane*
shift (2, DC 24), *slay living* (DC 24)

4th—*air walk*, *cure critical wounds*, *dismissal*
(DC 23), *freedom of movement*, *greater magic*
weapon, *poison* (DC 23), *unholy blight*^M (DC 23)

3rd—*blindness/deafness* (DC 22), *cure serious*
wounds (3), *dispel magic*^M (2),
magic vestment^o

2nd—*align weapon*^o (evil only), *cure*
moderate wounds (2), *hold person*

(DC 21), *lesser restoration*, *sound burst*

(DC 21), *spiritual weapon*^M

1st—*command* (DC 20), *cure light wounds* (5),

enlarge person^o (DC 20), *sanctuary* (DC 20)


svendack

Herald of the Ivory Labyrinth

0 (at will)—*bleed* (DC 19), *detect magic*, *mending*, *read magic*
D domain spell; **Domains** Demon, Strength; **M** mythic spell

TACTICS

Before Combat Svendack casts *lesser restoration*, *heroes' feast*, *greater magic weapon*, and *magic vestment* daily. Baphomet has given her descriptions of the PCs, and she may cast *greater scrying* now and then to observe them at your discretion. Before combat, she casts *air walk*, *freedom of movement*, *stoneskin*, and *unholy aura*.

During Combat Svendack is delighted to finally have a chance to defeat the PCs and return home, and cackles gleefully as she begins the fight, lamenting that "other responsibilities prevent me from giving you the lingering, painful deaths you deserve." She lets her tarry demodand minions engage the PCs in melee at first while she uses *air walk* to stay at range and fight with her spells, starting with her most powerful ranged spells and augmenting them with quickened magic as she gets the chance. Remember, she can use faith's reach to use touch spells at range. She prefers saving her mythic power to fuel mythic spells rather than to surge, and prefers to avoid using *enlarge person* unless she's only facing one enemy.

Morale Svendack is among Baphomet's most loyal followers, but she also realizes that if she dies, she can no longer serve him. If reduced to fewer than 40 hit points, she uses *plane shift* to escape to her home, takes the time to recover, then returns to the Ineluctable Prison and makes her way to the herald's prison (area **P**), where she makes her last stand against the PCs, fighting at the herald's side.

STATISTICS

Str 16, **Dex** 18, **Con** 24, **Int** 10, **Wis** 28, **Cha** 18

Base Atk +12; **CMB** +15; **CMD** 35

Feats Combat Casting, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Dodge^M, Improved Initiative^M, Quicken Spell, Toughness^M

Skills Knowledge (planes) +7, Knowledge (religion) +10, Linguistics +6, Perception +18, Spellcraft +16

Languages Abyssal, Common, Elven, Giant, Undercommon

SQ amazing initiative, might of the gods, enduring blessing, enhanced ability (+2 Cha, +2 Con, +2 Wis), recuperation, strength surge

Combat Gear *scrolls of heal* (2); **Other Gear** elven chain chainmail, +1 *dancing glaive*, *belt of physical perfection* +4, *headband of inspired wisdom* +6, *mythic amulet of the Abyss* (see page 63), *ring of invisibility*, diamond dust worth 500 gp (for *stoneskin*), planar tuning fork attuned to Ineluctable Prison worth 5,000 gp, reliquary worth 1,000 gp (focus for *unholy aura*), unholy symbol of Baphomet worth 500 gp, 92 gp

TARRY DEMODANDS (4)

CR 13

XP 25,600 each

hp 171 each (*Pathfinder RPG Bestiary* 3 71)

Connections: Area **H** (01–40), area **I** (41–50), area **J** (51–70), area **K** (71–73), area **M** (74–85), area **N** (86–95), or area **O** (96–100).

M. Deep Isolation Cell (CR 19)

This large chamber consists of two domes merged into one larger room. The largest of the domes has a sixty-foot-high ceiling supported by numerous pillars, while the smaller one is only forty feet high. Under the smaller dome shimmers a twenty-foot-diameter magical circle, its complex runes and lines threaded with silver light. A five-foot-diameter pool of what appears to be water sits in the center of the larger portion of the room.

The pool of water is only a foot deep, but constantly refills with unholy water. The *magic circle* to the east is an ancient trap, one of the prison's three secure cells, which has long held a singular monstrosity from the dawn of civilization: an inverted giant named Igramalash—the first of his kind—who bridges the gap between mortal and qliphoth.

Creatures: While Igramalash is well imprisoned, this room is still guarded by a band of four stringy demodands. The hideous fiends stand sentry at each of the four doors and immediately attack any intruders, fighting to the death.

STRINGY DEMODANDS (4)

CR 15

XP 51,200 each

hp 210 each (see page 84)

Trap: The *magic circle* is protected by a deadly magical trap that activates as soon as anyone approaches within 10 feet of the circle. When the trap is activated, six beams of magical energy shoot out of the center of the ceiling above the circle. These six beams all fire at the same target, and new beams fire at each additional target that triggers the trap.

MAGICAL RAY FUSILLADE

CR 17

XP 102,400

Type magic; **Perception** DC 35; **Disable Device** DC 35

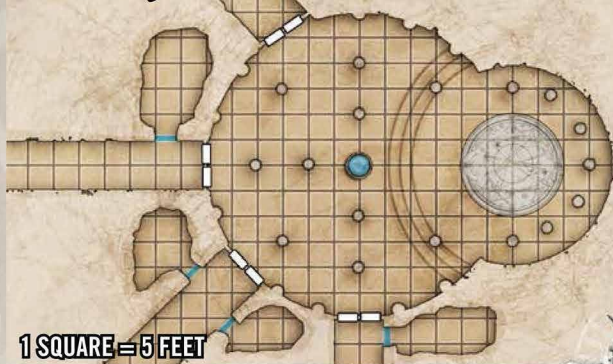
EFFECTS

Trigger proximity; **Reset** automatic

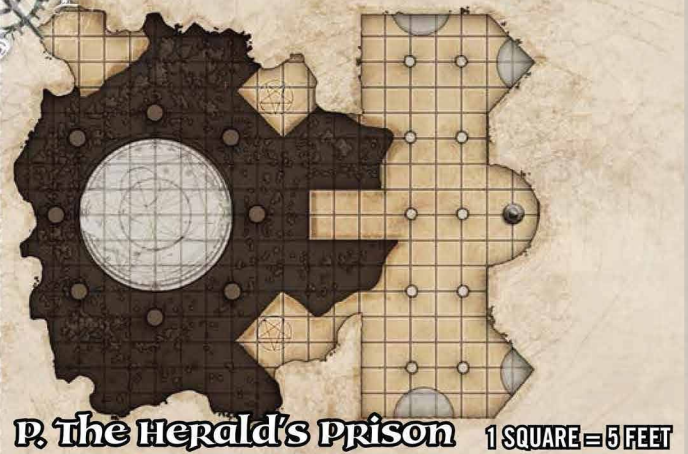
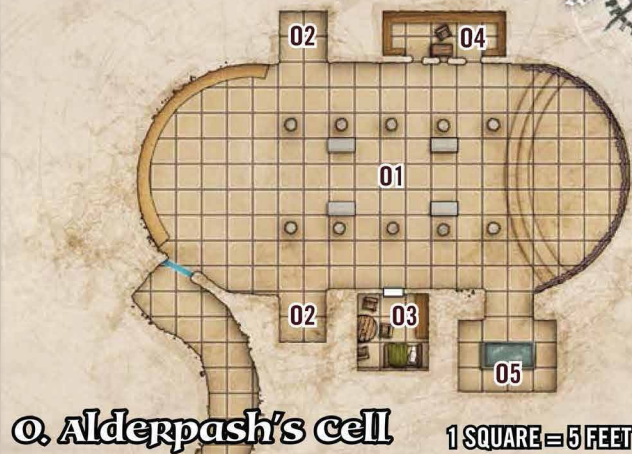
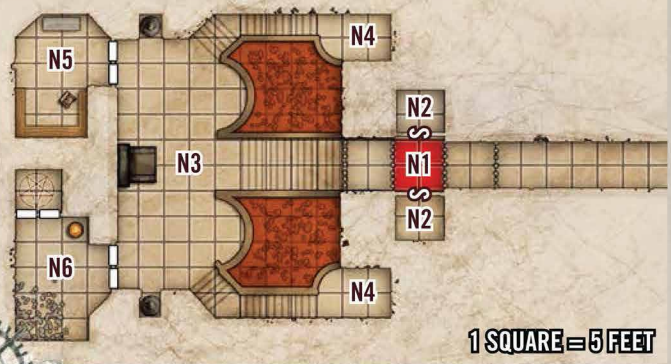
Effect 6 magical rays per target (+10 ranged touch; *ray of enfeeblement* [DC 13]; *scorching rays* [3, 4d6 fire each]; *enervation* [1d4 negative levels]; *polar ray* [20d6 cold]); all spell effects function at CL 20th; multiple targets (all within 20 feet of *magic circle*'s edge).

Connections: Area **H** (01–10), area **I** (11–50), area **J** (51–70), area **L** (71–85), or area **N** (86–100).

M. Deep Isolation cell



N. Warden's chambers



Releasing Igramalash (CR 21)

The immense *magic circle* in area M contains one of the three most dangerous or important prisoners of the Ineluctable Prison. Of those three, this room's prisoner is certainly the largest and most savage: the original inverted giant, Igramalash. The runelords of Thassilon created the inversion process as a method to punish their giant minions and enhance certain savage qualities in their slaves. It was, in fact, the original runelord of Wrath who created the first of these tragic, hideous creatures—the same runelord now imprisoned in area O of the Ineluctable Prison. The PCs may learn of a method to control Igramalash or release him relatively safely if they speak to Runelord Alderpash first.

Creature: Igramalash was once one of the first rune giants. When he failed Alderpash, the runelord called upon a nameless entity from the depths of the Abyss—a powerful qlippoth—transposing Igramalash's flesh and inverting him while simultaneously infusing him with Abyssal power. The result was the first inverted giant, a hideous creature who was almost as much qlippoth as giant. Further inverted giants created by other runelords never quite matched Alderpash's dark triumph with Igramalash, and for many years, Igramalash served Alderpash as a horrific and loyal minion until the giant

betrayed Alderpash again. Rather than destroy the giant, however, Alderpash gave him over to his demonic patron, Baphomet, for eternal imprisonment. The fact that Alderpash himself would become Baphomet's prisoner as well not long thereafter is an irony that has not been lost on the runelord.

Igramalash is currently bound into the *magic circle* on the floor of this chamber via a powerful *binding* that has transformed the inverted giant into gaseous form, save for his horrible inverted mouth. In this way, the inverted giant has been left in stasis, blind and deaf to the surrounding world for well over 10,000 years. If anyone approaches within 10 feet of the circle (note the trap that wards the circle), roiling black mist rises up from the circle as Igramalash stirs in his slumber and becomes visible. His circular, fanged mouth manifests at the center of a slowly swirling vortex of black smoke, and the giant belches out a single word over and over: "ALDERPASH!" With a successful DC 45 Knowledge (arcana or history) check, a character recalls that this was the name of the first Thassilonian Runelord of Wrath.

The inverted giant cannot be communicated with, as he cannot see or hear anything outside of his black eternity, but if a creature touches his mouth, he reflexively snaps

Herald of the Ivory Labyrinth

and gnaws at the toucher (treat this as a bite attack that takes a 50% miss chance). While imprisoned, Igramalash cannot be harmed, nor can the *magic circle* that binds him be damaged. *Antimagic field* or *mage's disjunction* can affect the circle normally (CL 20th), but *dispel magic* cannot. Igramalash can also be released if someone chants a lengthy ritual to invoke the nameless qlippoth used to create the inverted giant and slowly walks a spiral path from the center of the circle out to its edge (this ceremony takes 10 minutes to complete). Any of these methods immediately end the *binding* and cause Igramalash to immediately appear in the inverted flesh. The giant is quite insane after his ages of imprisonment and immediately attacks all in the area, fighting to the death. The giant cannot pursue foes out of this chamber unless he somehow learns about other chambers in the prison, which will allow him to teleport to other locations. Igramalash will eventually die of thirst if left to his own devices long enough, although the prison's wardens are likely to intervene before then to keep the prisoner alive until Baphomet can decide what to do with him. If the PCs have made an alliance with Alderpash, they may be able to control Igramalash—see area O for details.

IGRAMALASH

CR 21/MR 7

XP 409,600

Mythic fiendish unique inverted giant (*Pathfinder RPG Mythic Adventures* 226, *Pathfinder RPG Bestiary* 249, *Pathfinder Campaign Setting: Lost Kingdoms* 60)

CE Gargantuan humanoid (giant, mythic)

Init +14/−7^M, **Senses** blindsight 60 ft., darkvision 60 ft.; **Perception** +27

Aura fear (60 ft., DC 25), smoke breath (10 ft.)

DEFENSE

AC 37, touch 11, flat-footed 32 (+3 Dex, +2 dodge, +26 natural, −4 size)

hp 404 (24d8+296); fast healing 4

Fort +24, **Ref** +11, **Will** +10

Defensive Abilities rock catching;

DR 15/good and epic; **Resist** cold 15, electricity 10, fire 15; **SR** 26

OFFENSE

Speed 30 ft.

Melee bite +27 (4d8+13/19–20), 2 claws +27 (2d8+13/19–20 plus 1d6 energy), 4 tentacles +22 (2d6+6 plus grab), tongue +22 (1d8+6 plus grab)

Space 20 ft.; **Reach** 20 ft.

Special Attacks claws, constrict (2d6+13), fast swallow, mythic power (7/day, surge +1d10), rock throwing (120 ft.), runes, smite good 1/day, swallow whole (4d8+19 bludgeoning damage, AC 23, 40 hp)

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*air walk*

At will—*chaos hammer* (DC 17), *desecrate*, *greater teleport* (self plus 50 lbs. of objects only)

3/day—*dispel magic*, *quicken greater teleport* (self plus 50 lbs. of objects only), *regenerate*, *telekinesis* (DC 18)

1/day—*black tentacles*, *energy drain*, *greater glyph of warding*, *implosion* (DC 22)

TACTICS

During Combat

Igramalash is only slightly below



Igramalash

average human intelligence, yet his long imprisonment has left him somewhat insane and bewildered. His initial tactic is to advance in melee and physically attack the closest foes. He uses his mythic power to surge whenever he misses an attack in an attempt to correct that failing. Only if no foes are available for melee does he resort to his spell-like abilities.

Morale Igramalash fights to the death.

STATISTICS

Str 37, **Dex** 16, **Con** 30, **Int** 9, **Wis** 11, **Cha** 16

Base Atk +18; **CMB** +35 (+37 bull rush); **CMD** 50 (52 vs. bull rush)

Feats Awesome Blow, Blinding Critical, Critical Focus, Dodge^M, Improved Bull Rush, Improved Critical (bite), Improved Critical (claws), Improved Initiative^M, Iron Will, Power Attack^M, Quicken Spell-Like Ability (greater teleport), Vital Strike^M

Skills Perception +27

Languages Abyssal, Giant, Thassilonian

SQ divine source, dual initiative

SPECIAL ABILITIES

Claws (Ex) Igramalash can channel energy into his claws when he hits, dealing 1d6 points of energy damage (cold, electricity, or fire, chosen when he attacks) in addition to his normal claw damage.

Divine Source (Su) Although none worship him today, Igramalash was once seen as a god by the inverted giants. He granted access to the domains of Chaos and Evil, and his symbol was a spiral with a circular maw at the center. His areas of concern were hunger, obedience, and pain, and his favored weapon was the bite. If Igramalash escapes fully, he may eventually seek to reestablish his dead cult among new worshippers.

Runes (Ex) Whenever Igramalash is affected by a spell or spell-like ability, the runes on his arms flash with light—at this point, any creature within 10 feet must succeed at a DC 25 Fortitude save or be blinded for 1 round. The save DC is Charisma-based.

Smoke Breath (Su) Igramalash exhales toxic smoke. Any creature within 10 feet of Igramalash must succeed at a DC 32 Fortitude save or be poisoned by this smoke. Creatures that breathe in this smoke take a –4 penalty on this saving throw. In areas of severe or greater wind, this ability is suppressed for as long as the wind persists plus an additional round. This is a poison effect. The save DC is Constitution-based.

Smoke Breath: Breath—contact; *save* Fort DC 32; *frequency* 1/round for 10 rounds; *effect* 1d4 Constitution drain plus staggered for 1 round from pain; *cure* 3 consecutive saves.

Development: If Igramalash is freed, the prison's warden takes note and teleports into this chamber to investigate only 1d4 rounds later. The inverted giant immediately attacks the marilith when she arrives. The PCs would be well advised to take advantage of Irgamalash's wild

rage—perhaps even using him as the bait of a trap for the deadly warden!

N. Warden's Chambers (CR 22)

This immense chamber is accessed by a flight of stairs that crosses a bubbling pool of lava. A huge throne is the focal point of the room, its contours seemingly formed for a creature more akin to a giant snake than one with legs.

The approach to the personal chambers and throne room of the Ineluctable Prison's warden are blocked by a series of four adamantite gratings (hardness 20, hp 80, break DC 36) that cannot be moved. Those who seek to speak to the warden generally teleport or use other forms of magic to enter the chamber—a carving in Abyssal on the wall outside the grates reads, "Supplicants! Enter the Crimson Cage and await your Warden's pleasure." Anyone who teleports into the central barred area (area N1) and then waits for 2d4 rounds is granted an audience with the warden, who slithers out to take a seat on her throne and then addresses the visitors.

A character who uses a pentagram *teleportation circle* to travel to this area appears in area N1, not on the pentagram located behind the doors in the northern part of area N6.

The doors to the secret rooms (area N2) can be discovered with a successful DC 40 Perception check.

Area N3 is the primary throne room. The pool of lava to the east is 20 feet deep and keeps the hall uncomfortably warm (treat as severe heat) for creatures without any form of fire resistance.

Two balconies (area N4) overlook the central throne room—each sits 15 feet above the throne room floor. The doors in the throne's western wall are both kept locked; the northern door leads to a records room (area N5) that contains details of all the prisoners ever kept in the prison. A character who can read Abyssal and succeeds at a DC 30 Linguistics check can look up any location in the prison (or by extension the name of any prisoner who is or ever has been imprisoned here) after 3d6+10 minutes of research. The information learned is enough to travel to that location via *greater teleport*, but also allows for foot travel between connecting locations without the need to roll a new destination randomly. The other chamber (area N6) is the warden's personal chamber, a place for her to engage in her private debauches as the fancy takes her. The small pool in the northeast corner of the room allows the marilith to use *project image* to appear on the throne in area N3 without needing line of sight or effect to the throne.

Creatures: The warden of the Ineluctable Prison is a unique and deadly creature, a marilith with 12 arms and two heads name Ylleshka.

If the PCs obey the commands carved into the wall to teleport into the Crimson Cage and wait the 2d4 rounds, Ylleshka projects an image onto her throne from her personal chambers (area N6). When she spots the PCs, her right head hisses in delight, “Oh, what shame is this! Intruders under our roof! They must be swept out on a tide of blood, sister.” Her left head answers: “Yes, they must. They must die in blood and fire, and their bones join the millions before them. Unless... perhaps they have come to apologize?” The first head nods: “Oh! This could be so. Or perhaps to offer their services? Perhaps their time in the prison has opened their eyes. Perhaps they seek to serve Lord Baphomet!” At this, both heads turn to the PCs and speak in unison: “Is it true? Do you seek to serve Lord Baphomet?”

This is, of course, merely banter. Ylleshka wants to hear what the PCs may have to say, but regardless of any attempts at trickery, both voices pronounce death when the PCs finish: “I shall ease you from your mortal bodies so that your souls may join Lord Baphomet’s legions and your bones may join those of a million others!” She attacks at once, calling upon the four stringy demondands (two waiting in area N2, and two in area N4), to join her in murdering the PCs.

YLLESHKA

CR 22

XP 614,400

hp 396 (see page 60)

STRINGY DEMONDANDS (4)

CR 15

XP 51,200 each

hp 210 each (see page 84)

Connections: Area H (01–40), area I (41–50), area J (51–70), area K (71–73), area L (74–85), area M (86–95), or area O (96–100).

O. Alderpash’s Cell (CR 21)

This luxurious chamber combines the features of a vast library, a wizard’s laboratory, and a throne room, yet it also carries an air of emptiness. No apprentices or supplicants or guards occupy the chamber, and dust lies in heaps in empty corners and thickly blankets many surfaces, giving the grand chamber a look of partial abandonment. To the west looms an enormous bookshelf lined with all manner of tomes. An enormous tapestry along a curved wall to the east depicts a vast city and immense stone bridge laid out in the shadow of a mountain whose peak has been carved to resemble the visage of a leering old man.

This is the most luxurious chamber in the Ineluctable Prison, yet despite that, it remains as much a cell as any in the complex. The occupant of this cell is perhaps the most

infamous of all the Prison’s occupants: Alderpash, the first Runelord of Wrath, now an ancient, powerful lich.

This chamber is quite complex, as are the methods in which the PCs can interact with Alderpash. As a result, this encounter area is broken up into several smaller areas, each detailed below. The encounter with Alderpash is detailed on page 50; also see his NPC entry on page 58—make sure you’re familiar with all of these before running this encounter.

Note that unlike with other cells in the prison, no particular wards prohibit teleportation in or out of this area. Alderpash is prohibited from leaving this area by a powerful *binding* effect placed by Baphomet himself—essentially, the ex-runelord has full run of this area, but can never leave. He is free to carry on his experiments and researches, though. The lack of restriction against conjuration is more of a cruel jape at Alderpash from Baphomet, who knows full well that the ex-runelord’s chosen specialization is all that keeps him from using conjuration spells to call in creatures from across the planes to do his bidding.

Connections: Area H (01–40), area I (41–50), area J (51–70), area K (71–73), area L (74–85), area M (86–90), or area N (91–100).

01. Central Laboratory

This large, dusty chamber is where Alderpash performs the bulk of his experiments and research, although centuries can pass between his projects. The lich’s greatest difficulty these days is in holding himself together, and it is truly a testament to his willpower that he has resisted decaying into a demilich. An examination of the four stone tables in the middle of the room reveal half-completed research projects and experiments that those who succeed at a DC 30 Knowledge (arcana) check identify as being focused on such diverse topics as golem creation, mind transfer, remote viewing, the creation of strange undead, and more, although none of the projects are remotely close to being completed.

Treasure: With a successful DC 35 Knowledge (history) check, a character recognizes that the tapestries along the east wall as depict the skyline of the city of Xin-Bakrakhan, the capital city of the runelords of wrath in Thassilon. There are 10 immense tapestries in all; each weighs 25 pounds and is worth 1,000 gp. The books to the west cover a vast collection of topics about the history of the Inner Sea region over the past 10,000 years—regular deliveries by bribed demondands have helped Alderpash keep up to date on the world. He took some measure of delight in learning of Earthfall and of his escape from that event, yet in the centuries since then, this delight has faded, and the ex-runelord now wonders whether in fact he might have had the worse end of that deal by spending the

last 10 millennia here in prison. In any event, a successful DC 30 Perception check enables a character to sift out the best and rarest books, a collection that weighs 120 pounds but is worth 9,000 gp in all.

02. Guardian Alcoves (CR 20)

Creatures: While at first glance both of these alcoves appear empty save for two small mounds of dust, each actually contains two guardians—the latest in a lengthy line of guardians created by Alderpash. The wrathful lich generally grows frustrated with his minions after a few hundred years and destroys them, only to replace

them with new minions a few hundred years later. These creatures are relatively recent additions to his chambers.

Each of the two piles of dust in the two alcoves is in fact a dormant undead creature known as a bonepowder ghoul. Though not mythic himself, Alderpash managed to infuse each of these ghouls with a significant amount of mythic arcane power—yet another in a long line of close brushes with the elusive source of power the lich has lusted for over the eons.

The bonepowder ghouls remain motionless in their dust form as long as the PCs don't attack them, attack Alderpash, or attempt to damage or loot any of the contents of the chamber. As soon as any of those events occur, however, they rise up and attack. If Alderpash hasn't yet greeted the PCs when this occurs, he steps out into the main room and commands his bonepowder ghouls to cease their attacks for the moment so he can speak to the PCs. Each bonepowder ghoul stands only 3 feet tall, yet they are unexpectedly powerful and the PCs would do well not to underestimate them.

ARCANE BONEPOWDER GHOULS (4)

CR 16/MR 2

XP 76,800 each

Variant arcane bonepowder ghoul (*Midgard Bestiary* for *Pathfinder RPG* 51, *Pathfinder RPG Mythic Adventures* 224)
NE Small undead

Init +13; **Senses** see in darkness; Perception +22

DEFENSE

AC 23, touch 23, flat-footed 13 (+2 deflection, +9 Dex, +1 dodge, +1 size)

hp 237 each (17d8+161)

Fort +13, **Ref** +14, **Will** +12

Defensive Abilities amorphous, channel resistance +4;

Immune undead traits; **SR** 27

OFFENSE

Speed 30 ft.

Melee bite +22 (1d6 plus 1d3 Str and paralysis),
2 claws +22 (1d4 plus paralysis)

Special Attacks coalesce, gravedust, mythic magic, simple arcane spellcasting, sneak attack +7d6, whirlwind of bones

Spell-Like Abilities (CL 17th)

At will—*chill touch* (DC 19), *deeper darkness*, *dispel magic*, *ray of enfeeblement* (DC 19)

3/day—*blindness/deafness* (DC 20),
empowered *enervation*

1/day—*energy drain*

Wizard Spells Prepared (CL 17th;
concentration +25)

9th—*time stop*

8th—*horrid wilting* (DC 28)

7th—*finger of death* (DC 27)



Arcane Bonepowder Ghoul

Herald of the Ivory Labyrinth

4th—*bestow curse* (DC 24), *greater invisibility*
1st—*mage armor*, *shield*

TACTICS

During Combat A bonepowder ghoul's first act in combat is to cast *time stop*. It then casts *mage armor* and *shield*. If it has additional actions, it casts *greater invisibility* and then places areas of *deeper darkness*. Once it can attack foes, it spends the first few rounds using *horrid wilting* and *finger of death*, then uses *energy drain* on PCs so it can coalesce and then move to flank with others to sneak attack and paralyze victims.

Morale Unless commanded to cease attacking by Alderpash, the arcane bonepowder ghouls fight to the death.

STATISTICS

Str 10, **Dex** 28, **Con** —, **Int** 19, **Wis** 15, **Cha** 27

Base Atk +12; **CMB** +11; **CMD** 33

Feats Arcane Strike, Combat Casting, Dodge, Eschew Materials[®], Greater Spell Focus (necromancy), Improved Initiative, Mobility, Spell Focus (necromancy), Toughness, Weapon Finesse

Skills Bluff +25, Escape Artist +34, Intimidate +28, Knowledge (planes) +21, Knowledge (religion) +24, Perception +22, Spellcraft +24, Stealth +37

Languages Abyssal, Common, Draconic, Dwarven, Undercommon

SQ dusty form, hide in plain sight

SPECIAL ABILITIES

Coalesce (Su) Once a bonepowder ghoul has inflicted level drain via *enervation* or *energy drain*, it can assume the form of a Small humanoid as a free action. It can maintain this form for no more than 10 minutes before it collapses back into dusty form. When coalesced, a bonepowder ghoul can manipulate objects and make physical attacks.

Dusty Form (Su) A bonepowder ghoul's normal form is a pile of powdered bone. In this form, it cannot make bite or claw attacks, nor can it manipulate objects, but it can cast spells and use spell-like abilities and its other special attacks. The damage it takes from physical attacks is reduced by 50% while it's in dusty form.

Gravedust (Su) As a standard action once every 3 rounds, an arcane bonepowder ghoul can project a 40-foot cone of grave dust. All creatures in the area must succeed at a DC 28 Fortitude save or take 1d6 points of Strength damage and become infected with ghoul fever (see page 146 of *Pathfinder RPG Bestiary*, except that this version of the disease has a DC 28 save to resist it). The save DC is Charisma-based.

Paralysis (Su) Those hit by a bonepowder ghoul's physical attacks must succeed at a DC 28 Fortitude save or become paralyzed for 1d4+1 rounds. The save DC is Charisma-based.

Whirlwind of Bones (Su) Once per day as a standard action, a bonepowder ghoul in dusty form can create a small cyclone of whirling teeth and bone fragments. All living creatures within 20 feet of a bonepowder ghoul's whirlwind take 2d12 points of slashing damage (no save) and 1d6 points

of Strength drain (Fortitude DC 28 negates). The save DC is Charisma-based.

03. Abandoned Bedroom

While he lived, Alderpash used this room as a bedroom and study, but since becoming a lich, he hasn't returned here. The furniture is covered with dust, and crumbles from advanced age if interacted with.

04. Study

This room's walls are lined with shelves. A single table and chair are used by Alderpash as a place to study. The lich's spellbooks line many of the shelves here—they contain all of the spells in the *Core Rulebook* save for those of the schools of conjuration and abjuration. At your discretion, these spellbooks can contain many other spells from books like *Pathfinder RPG Ultimate Magic* or *Pathfinder Campaign Setting: Inner Sea Magic* as well. Many of the other tomes on the shelves concern the planes, but those stacked on the desk are all concerned in one way or another with particularly remote and obscure planes. Alderpash has been researching a particular plane in these tomes, a legendary realm known as Jandelay, yet he has been frustrated by the lack of hard evidence regarding this plane. Time and time again he laments his inability to understand conjuration magic in these notes, while in other places he speaks of a creature called the Oliphant of Jandelay that guards this strange plane.

Treasure: Despite failing to make progress on his primary goal, Alderpash has managed to discover a long-forgotten magical spell in his research. Three completed scrolls of *rune of Jandelay* sit on the table—while the spell itself is of little use to Alderpash now, it may be of great use to the PCs. Alderpash's notes go on to observe how curious it is that this spell, a potent ward against chaos, seems to be associated with a creature of such powerful chaos as the Oliphant of Jandelay, a seeming contradiction that has led to the lich's theory that the Oliphant may not be so much a guardian of sacred Jandelay as it is its prisoner. It was this line of thought that intrigued the lich so, for if he could discover the truth and learn more about how the Oliphant was kept within Jandelay, perhaps some of that knowledge would aid him in determining a weakness of the Ineluctable Prison.

05. Phylactery Pool

This side room is free of dust—the only part of this area so graced. The only feature in the room is a 2-foot-deep pool of silvery liquid. This liquid is mercury, and radiates strong necromancy. Any mercury taken from the pool immediately evaporates, and the pool itself replenishes lost mercury to remain full at all times. This curious magical pool, as a successful DC 35 Knowledge (arcana

New Spell

RUNE OF JANDELAY

School transmutation; **Level** sorcerer/wizard 9, witch 9

Casting Time 3 rounds

Components V, S, M (cold iron, powdered diamond, and ground adamantite worth a total of 5,000 gp)

Range 0 ft.; see text

Area one rune

Duration 10 minutes/level

Saving Throw see below; **Spell Resistance** no

You scribe a potent rune of power upon a surface, similar to the way in which a *symbol* spell is cast. When inscribed, the *rune of Jandelay* manifests as a shape that evokes the face of a monstrous elephantine creature—the legendary Oliphant of Jandelay itself. The rune is 5 feet across when created, and the surface on which it is to be inscribed must be large enough to bear it.

The *rune of Jandelay* is a potent ward against the primal chaos of the Great Beyond. While it is primarily intended to combat the forces of the Maelstrom, it is equally useful against forces from the other chaotic Outer Planes. When cast, the rune stabilizes and reinforces an area in a 120-foot-radius sphere centered on it. *Earthquake*, *transmute rock to mud*, *stone shape*, *spike stones*, and other spell effects that magically damage or manipulate terrain or structures deal no damage and do not alter anything in the area. Damaging spells that specifically target these structures or regions do not deal damage, but area-affecting spells may damage creatures in the area as normal. Strong chaos planar alignment is reduced to mild alignment, and mild chaos planar alignment is negated entirely in this area.

Creatures with the chaotic subtype in the area of a *rune of Jandelay* must save against the spell or gain 2 negative levels for as long as they remain in the area. A creature that saves and leaves the area must save again upon reentering the area. These negative levels can never result in permanent level loss but cannot be restored by *restoration* or similar magic.



it very difficult to destroy. *Mage's disjunction* can destroy the phylactery, but otherwise the pool must be physically ruined. This is easier said than done, though, for the pool is immune to physical weapon damage, cold, electricity, and sonic damage. Acid and fire deal half damage to it. Force effects deal full damage, as does *disintegrate*. The phylactery pool has 100 hit points and repairs damage to itself at the astounding rate of 1d100 hit points per round.

Encountering Alderpash (CR 20)

Alderpash has a relatively lucrative relationship with several of the demodand guards of the prison. In return for them smuggling in books, information, and other items he periodically needs for his experiments and researches, Alderpash supplies these demodands with magic items and spellcasting favors. Baphomet knows of this arrangement but doesn't mind—he knows Alderpash isn't going anywhere because of the *binding* effect he placed on the runelord.

Through these arrangements with the demodands, Alderpash is likely to learn about the PCs relatively soon after they enter the prison. He'll certainly attempt to scry on one of them, and may even bribe a guard to try to steal an object owned by a PC to facilitate a *greater scrying* attempt. By the time the PCs find their way to this area, Alderpash should already know of them. Indeed, if the PCs take too long in getting here, he might have a demodand agent lead them to his cell to force the encounter.

Alderpash knows that the PCs are here to rescue the Herald of Iomedae, and also knows that the herald has been corrupted. He is very familiar with the prison itself, and the nature of the foes the PCs will face within, all of which makes the lich an incredibly useful source of information. If he's able to establish a palaver with the PCs (even if that means forcing their compliance via magic or granting them mercy after defeating them in combat), the lich makes an offer: he'll help them as best he can if they agree to help him escape.

The lich has considered many escape plans over the years, but the potent *binding* effect that keeps him shackled to the prison, placed by Baphomet himself, ruins everything. As long as this hedged prison *binding* remains in place, Alderpash can't leave his cell. He knows that two spells can normally negate *binding*—*antimagic shell* and *mage's disjunction*. Both of these spells are abjurations, and thus are not spells Alderpash can cast. He once tried

or religion) check confirms, is actually an unusual lich phylactery—Alderpash's phylactery. The nature of the phylactery makes it impossible to transport (a design flaw that Alderpash hopes to solve before he engineers his escape from the Ineluctable Prison), but also makes

Herald of the Ivory Labyrinth

to escape by using a *wish* to duplicate an *antimagic field*, but found much to his frustration that this particular *binding*, woven by a demigod, resisted even that effect. He's relatively certain that a *mage's disjunction* spell has a small chance at success, but as he can't cast this spell himself and hasn't yet managed to lure someone who can cast it to his prison, this theory is untested. If the PCs attempt to cast *mage's disjunction* to dispel Baphomet's *binding*, the demon lord's spell functions at caster level 27th, making it a difficult check to succeed at.

Barring a *mage's disjunction*, however, Alderpash has one more theory he'd like the PCs to test. When Noctacula slew Baphomet, there was a momentary fluctuation in the *binding* spell. Alderpash suspects (correctly, as it happens) that if Baphomet were slain again before his realm replenished its power to resurrect him, the *binding* would finally end.

Alderpash would certainly prefer to have the PCs use *mage's disjunction* to free him, but barring that, he also accepts a promise to attempt to slay Baphomet. The PCs must be honest in this promise (or at least successfully bluff the lich) before he agrees to help. He won't demand the PCs immediately seek out Baphomet if it comes to that, only that they promise to attempt the legendary feat when they can. Alderpash figures he'll outlive them anyway, so he's content waiting a few more decades for the PCs to deliver on their promise.

If the lich can't forge an alliance with the PCs, he opts to attack, hoping to force their aid. In this case, he won't volunteer any information apart from what he feels the PCs need to know in order to lure Baphomet to the prison and attack him.

If the PCs can come to an agreement with Alderpash, he can share the following advice. Remember to adjust the advice as needed depending on how the PCs' actions have changed the assumed situation in the prison.

Pentagrams and Statues: Alderpash can describe the function of both of these recurring magical effects.

Prison Locations: Alderpash knows all of the prison's locations, and can describe them all to the PCs so that the heroes can travel to them via *greater teleport* or on foot from connecting locations.

Seek Out Allies: Alderpash knows of the four likely allies in areas H1–H4, and can give the PCs directions to any they might not have encountered.

Herald of Iomedae: Alderpash knows the herald has been corrupted and transformed into the Herald of the Ivory Labyrinth. He can describe the chamber in which the herald is currently located so that the PCs can travel there via *greater teleportation* or one of the pentagrams. Alderpash suggests that slaying the Herald of the Ivory Labyrinth is probably the best tactic, drawing a parallel with what one must do with a rabid dog or disloyal slave.

If the PCs balk at this, he also muses that, should the PCs manage to find the herald's heart and return it to the gaping hole in his chest, they may be able to reverse the corruption Baphomet has inflicted on the herald. The heart is here in the prison, Alderpash notes, but he's not sure where—either in the possession of the prison warden or in the prison vault, he guesses. Restoring the herald's heart will likely require at least a few *atonement* spells to hasten the process.

Thin the Opposition: If the PCs head straight to the herald's cell, they'll be slaughtered, warns the lich, for no other location in the prison is watched as closely. Alderpash knows that provided they still live, the demodand Plorig-Stagul (area I), the drow priestess Svendack (area L), the Ivory Hunter Inger-Maggor (area J), and the warden Ylleshka (area N) will all converge swiftly on the herald's cell if the PCs attack. The lich recommends the PCs slay these four first before confronting the herald. Defeating Plorig-Stagul and the drow priestess will make for fairly straightforward fights, Alderpash says—simply confront them in their respective dens. Inger-Maggor is trickier, for the antipaladin doesn't normally stay in the prison. Alderpash suspects that if the PCs slew one of his hounds (the linnorm Uffrandir in area J), however, the minotaur would come running for revenge. Alderpash warns the PCs that Ylleshka is far and above the most dangerous of these foes, and that they should avoid a direct confrontation with her. His advice is to travel to the deep isolation cell (area M) and release Igramalash. He can explain to the PCs how to do so (see Releasing Igramalash on page 44), and warns them that once the monster is loose, it will attack them at once. Ylleshka will arrive swiftly after the creature is freed, however, at which point the PCs can use the mythic inverted giant against the warden.

Luring Baphomet: Baphomet, Alderpash tells the PCs, is licking his wounds after his clash with Noctacula, and is unlikely to come out of his tower for at least a year's time. That said, if the PCs kill the Herald of the Ivory Labyrinth (or worse, redeem him), the Horned Lord's rage will likely be enough to lure him out of his tower and into the prison to personally punish the PCs. As a result, it would be in the PCs' best interests to vacate the prison soon after finishing with the herald, unless they wish to face Baphomet himself in battle.

Challenging Baphomet: If the PCs do want to directly challenge Baphomet, Alderpash recommends they prepare for the fight. If they retreat to this chamber when the fight begins, the lich promises to do what he can to aid them (he knows that in this event, if the PCs fail, Baphomet will punish him more than ever, but at this point he's willing to finally take that risk). He knows many of Baphomet's powers and can warn the PCs of them so that they can prepare for the fight as much as they can. His best

Redeeming a Runelord

The notion of redeeming Alderpash may sound ludicrous, but in fact, after over 10,000 years in prison, the lich is willing to consider any option for escape. If agreeing to amend his evil ways and seeking a path of redemption is what it takes to get the PCs to agree to help him, he'll give it an honest try. This is no small task, however, and Alderpash's redemption is likely to take longer than the remainder of this campaign. Nonetheless, should the PCs hit upon this option and propose it to the lich, he may well take them up on the offer.

advice, however, is that they should seek out the two most significant treasures the demon keeps here in the Prison Vault: Baphomet's original glaive and a mundane ball of twine. The destruction of these objects in Baphomet's presence is certain to drive him to a reckless fury that may give the PCs an advantage.

ALDERPASH

CR 20

XP 307,200

hp 331 (see page 58)

Development: If Alderpash clashes with the PCs and is defeated but allowed to rejuvenate, the lich holds a grudge forever. If the PCs remain in the prison, they find themselves increasingly attacked by demodands loyal to the lich, and as the campaign progresses, they may find themselves the target of other creatures with whom the lich has made alliances.

P. The Herald's Prison (CR 20)

The air in this vast chamber stings the eyes and assails the nose, reeking of a foul mixture of oil and decay. To the east, the chamber's bone-paved walls are supported by numerous ivory pillars, while a single statue of a goat-headed demon leers in the central alcove. A fifteen-foot-long ledge extends out over a lake of boiling tar. Two smaller ledges, each inscribed with pentagrams, protrude into the tar lake to the left and right of this central ledge, while a small beach sits on the far side. A ring of pillars surrounds a thirty-foot-wide disc of metal that floats ten feet above the surface of the tar, suspended at the same level as the floor in the eastern portion of the room. The surface of this metal disc is inscribed with thousands of glowing runes and blasphemous curves.

No physical entrance exists into this chamber; characters must utilize the *teleportation circles* or their own greater teleport capabilities to reach this room after they

learn of its existence and secure a detailed description of it (such as from the lich Alderpash or the description of the chamber found in area N5).

The lake of tar is 10 feet below the floor level and is 30 feet deep. Treat this tar as molten lava and quicksand to any creature that becomes immersed in it, save that it does only half the damage lava does (10d6 points of fire damage per round of immersion). Worse, the tar is semi-sentient, and any non-chaotic-evil creature that is within 15 feet of the tar's surface at initiative count 0 is attacked by a writhing pseudopod of the burning stuff. The tar pseudopod makes a +25 attack roll and deals 3d6+10 points of damage plus 2d6 points of fire damage on a hit. In addition, the pseudopod has the grab special ability and a CMD of 33 (its CMD is 28). If it grabs a creature, the pseudopod immediately retracts back into the tar, immersing the victim in the muck. The pseudopods do not attack foes immersed in the tar.

Creature: There is only one inhabitant of this special cell: the corrupted Herald of Iomedae. After enduring the final violation in which Baphomet took his heart, the herald transformed into a new creature, one more demon than angel, and one wholly loyal to the Horned Lord. As the Herald of the Ivory Labyrinth, the creature is much more powerful than he was before, but his purpose now is simple—he exists solely to lure the PCs into the Ineluctable Prison where many of Baphomet's most powerful minions lie in wait. The Herald of the Ivory Labyrinth cannot yet leave this chamber, despite his ability to teleport, for his corruption is not yet complete. If he slays the PCs, his allegiance to Baphomet will be forever, and he will be free to travel the planes to serve as Baphomet's powerful herald. For now, though, the Herald of the Ivory Labyrinth waits for the PCs here.

When the party first arrives, they find the herald doubled over atop the silver disc, clutching his knees in a fetal position. Two glaives lie crossed on the ground before him. At first glance he may look unharmed, but when the PCs approach, the herald slowly rises to his full height, revealing rotted flesh wriggling with worms, taloned hands, a demonic visage, and a gaping hole where his heart should be, dripping black fluid. The Herald of the Ivory Labyrinth speaks in a grating voice.

"My would-be saviors, sent by the child-goddess: you have arrived too late. I am the Herald of the Ivory Labyrinth and the champion of Lord Baphomet now, and you are to be the final step toward my ascension. Come. Be the meek lambs you were meant to be and bow before your executioner!"

At this (or sooner, if the PCs are impatient and attack), the herald attacks the PCs as detailed in his tactics below.

This battle is dangerous enough when the PCs face the Herald of the Ivory Labyrinth and the semi-sentient lake of corrupted tar below, but if they haven't defeated

Herald of the Ivory Labyrinth

the prison's other significant guardians, when the herald attacks, a devastating ambush occurs.

Round 1: On the first round of battle, Ylleshka (area N) teleports into the room to join the battle. She arrives on the “beach” along the northwestern edge of the lake of tar, and uses *project image* or other spells as needed to provide ranged support at first before she joins the battle in melee.

Round 2: Plorig-Stagul (area I) and Svendack (area L) arrive at the start of this round, each appearing on one of the two pentagrams. As with Ylleshka, these two hang back from melee at first to provide support via spellcasting.

Round 3: The ivory hunter Inger-Maggor (see page 38) appears on the third round, sent here by Baphomet himself to aid the others in destroying the PCs. He appears in the eastern portion of the room, where he'll have room to move around to charge foes.

If all four of these deadly foes arrive, the result is nearly a CR 25 encounter—something that even characters as powerful as the PCs will be hard pressed to survive. Wise PCs will put off the final confrontation with the herald until they've thinned the ranks of the prison's guardians!

HERALD OF THE IVORY LABYRINTH CR 20/MR 8 XP 307,200

Male CE Large outsider (chaotic, demon, evil, mythic) (*Pathfinder RPG Mythic Adventures* 226)
Init +19^M/-1; **Senses** darkvision 60 ft., low-light vision; Perception +30

DEFENSE

AC 39, touch 10, flat-footed 38 (+14 armor, +1 Dex, +15 natural, -1 size)
hp 377 (18d10+278); regeneration 10 (good effects or weapons)
Fort +21, **Ref** +13, **Will** +20
Defensive Abilities infested, repulsion field; **DR** 15/cold iron, good, and epic; **Immune** bleed, electricity, *maze*, poison;
Resist acid 10, cold 10, fire 10; **SR** 31
Weaknesses heartless

OFFENSE

Speed 35 ft., fly 100 ft. (average)
Melee Medium +5 *unholy glaive* +31/+26/+21/+16 (1d10+18/19-20/x4), Medium +5 *axiomatic glaive* +31 (1d10+18/19-20/x4)
Space 10 ft.; **Reach** 10 ft.
Special Attacks glaive mastery, maze gaze, mythic power (8/day, surge +1d10), smite lomedaeon
Spell-Like Abilities (CL 18th)
At will—*detect good*, *dispel magic*, *fear* (DC 22), *greater teleport*, *lesser restoration*
3/day—*quicken flame strike* (DC 23), *power word stun*, *resist energy*, *see invisibility*, *slay living* (DC 23), *unholy blight* (DC 22)
1/day—*blade barrier* (DC 24), *dispel good* (DC 23), *heal*, *summon* (level 8, 1d4 ivory minotaurs 75%)

TACTICS

During Combat The Herald of the Ivory Labyrinth begins combat by casting *blade barrier* and a quickened *flame strike*, then calls his glaives to his hands and proceeds to attack in melee in the following rounds. He waits to use *power word stun* on a foe once he's wounded it, and prefers to save his uses of mythic power to drive insane those who succumb to his maze gaze. As he fights, he issues curses and vile threats to any obvious lomedaeans—



Herald of the Ivory Labyrinth

he prefers to target these foes (paladins and clerics in particular) over all others if possible. He does attempt to remain within 15 feet of the tar lake at all times if possible so that at the end of each round the lake can attack anyone he's lured close enough.

Morale The Herald of the Ivory Labyrinth fights to the death.

STATISTICS

Str 33, **Dex** 25, **Con** 30, **Int** 26, **Wis** 28, **Cha** 27

Base Atk +18; **CMB** +30; **CMD** 47

Feats Critical FocusSM, Double Slice, Improved CriticalSM (glaive), Improved InitiativeSM, Quicken Spell-Like Ability (*flame strike*), Staggering Critical, ToughnessSM, Two-Weapon Fighting, Two-Weapon Rend

Skills Bluff +29, Fly +21, Intimidate +29, Knowledge (arcana) +26, Knowledge (dungeoneering) +26, Knowledge (engineering) +26, Knowledge (geography) +26, Knowledge (planes) +29, Knowledge (religion) +29, Perception +30, Sense Motive +30, Spellcraft +29, Stealth +19, Use Magic Device +29

Languages Abyssal, Celestial, Common, Giant

SQ dual initiative

Gear +5 full plate, +5 axiomatic glaive, +5 unholy glaive

SPECIAL ABILITIES

Glaive Mastery (Su) The Herald of the Ivory Labyrinth fights with two Medium glaives, wielding each as if it were a one-handed weapon with no penalty for size. These weapons do not increase his natural reach. He can cause any unattended glaive within 30 feet to teleport into his hand as a free action and gains a +2 racial bonus on all attack rolls and damage rolls with glaives.

Heartless (Ex) The herald has no heart, only a gaping hole that drips black ichor. Placing the *Heart of the Herald* in this cavity causes great pain to the herald, but to accomplish this, the herald must be willing, helpless, or being grappled by the person attempting to place the Heart in his chest. To place the heart while grappling, the character must succeed at an additional grapple check as if he were attempting to pin the herald. Once the *Heart of the Herald* is placed in his chest, the herald becomes staggered. He can rip the heart free from his chest as a standard action by making a successful DC 35 Fortitude save. Once he removes the heart, prying the heart from his hands to drop it is a second standard action. While he is in possession of the heart, the herald cannot use his maze gaze, smite lomedae, or spell-like abilities. Furthermore, an *atonement* spell that targets the herald while he is in possession of the heart deals 1d4 negative levels to him (or 2d4+1 negative levels if the heart is still in his chest). If the herald succeeds at a DC 35 Will save, the negative levels gained are reduced to the minimum possible number (1 or 3, depending on the presence or absence of his heart). He takes a -5 penalty on saving throws against *atonement* spells from worshipers of lomedae. If any

atonement spell causes him to gain 18 or more negative levels, the corruption in him is immediately blasted from his body and he is restored as the Herald of lomedae.

Infested (Ex) Anyone who grapples or is grappled by the Herald of the Ivory Labyrinth finds a swarm of wriggling flesh-eating worms burrowing from the herald's flesh into its own. This deals 3d6 points of damage per round the grapple is maintained and for 1d3 additional rounds after the grapple ends. *Remove disease* or a similar spell destroys these worms, but immunity to disease offers no protection. Casting *remove disease* or a similar spell on the herald suppresses this ability for 1 minute.

Maze Gaze (Su) The Herald of the Ivory Labyrinth can cast those who meet his gaze into an extradimensional maze within his mind. This gaze attack functions as a *maze* spell to a range of 30 feet, save that a creature can resist the effects with a successful DC 27 Will save. Only one creature may be trapped in the herald's maze at a time. As a swift action, the herald may expend a use of mythic power to cause the walls of this maze to shriek and run with blood, causing a creature trapped within to attempt a DC 27 Fortitude save to resist taking 1d4 points of Intelligence drain from encroaching madness. The saving throw is Charisma-based.

Repulsion Field (Su) The herald can turn ranged attacks and ranged spells back against their source. This ability works against only the first 1d4 ranged attacks each round. The attacker rolls or targets himself with the effect, and must make an attack roll or save against the effect as normal.

Smite lomedae (Su) The first time in a round that the Herald of the Ivory Labyrinth damages a worshiper of lomedae with his glaive, the creature struck takes an additional 10 points of damage and must succeed at a DC 27 Fortitude save or be staggered for 1 round by an overwhelming sense of despair. Paladins of lomedae take a -4 penalty on this saving throw, and are staggered for 1d4 rounds if they fail the save. The herald automatically confirms all critical hits made against a worshiper of lomedae. The save DC is Charisma-based.

Development: If the PCs defeat the herald without redeeming him, he gasps in his final breath in Celestial, "I have betrayed the righteous path. My heart, my heart is gone, and I die a traitor." The PCs have one final chance to save the herald at this point—if his heart is placed in his chest before the end of the round in which the death blow is struck, he still dies, but his vital essence returns to Heaven rather than being absorbed by the Abyss. A spell like *breath of life* can perhaps restore him to life long enough for enough *atonement* spells to redeem him, but such a move is risky since once he's brought back from the brink of death like this, his corruption regains control and he attempts to rip his heart free.

Herald of the Ivory Labyrinth

If the PCs do manage to redeem the herald, he sobs in relief as he bows before the party and speaks in a voice thick with emotion, "You have saved me from serving evil forever. I can feel my mistress calling, but I know my time as her Herald is at an end. One of you must take up the banner of Iomedae, and defeat the Worldwound. But we must go quickly, for even now Baphomet draws nigh!"

Connections: None.

Baphomet Knocks (CR 27)

A few rounds after the death or redemption of the Herald of the Ivory Labyrinth, the Ineluctable Prison shakes with the sound of thunder and a muffled bellow echoes through the structure. This is a sure sign that the PCs must prepare to flee or fight, for it is the sound of Baphomet traveling to the Ineluctable Prison from his tower. If other occupants of the prison still live, they eagerly cut off combat and drop down in positions of supplication, terrified at what Baphomet will do to them when he arrives.

Give the PCs the chance to flee. If they instead wish to stay and face the demon lord in battle, they have 1d4 rounds to prepare. After this time, Baphomet appears in all his ferocious and enraged glory.

"I am lord of this realm, and yet you dare defy me? You do not have your strumpet protector with you this time, fools! I have crushed the bones of a thousand heroes beneath my iron hooves! And now, your bones shall join them!"

Baphomet immediately attacks any surviving followers first, making it clear that they are being addressed as much as the PCs are. Only if the PCs dare attack him does the demon lord cease his slaughter—each of the still-living minions essentially gives the PCs 1 more round to flee or prepare for the fight of their lives. You can use the following round-by-round tactics for Baphomet once he turns his attention to the PCs.

Round 1: Baphomet casts *time stop*. On the first 2 rounds that follow, he summons a balor and a labyrinth minotaur. If he has any additional rounds remaining after these, he summons more balors—he can summon a total of three of these demons.

Round 2: Baphomet casts *imprisonment* on the party's most accomplished healer (or if one exists, any spellcaster capable of casting *freedom*), and quickened *greater dispel magic* to remove the most dangerous of the PCs' current spells in effect.

Following 3 Rounds: Baphomet uses *maze* on the next 3 rounds (along with additional castings of quickened *greater dispel magic*) to further scatter the party.

Remainder of Combat: Baphomet switches to melee attacks once he's scattered the party with *maze* and

imprisonment, periodically switching to spell-like abilities if faced with foes at range.

Remember that despite his rage, Baphomet is no fool. He knows that if he's slain this time, so soon after his previous death, he'll be dead forever. If he's ever reduced to fewer than 300 hit points or nearly incapacitated or slain by a close call, the demon lord roars in rage. "Enough! You have earned a reprieve, but you shall be my victims one day!" With this, he uses a *miracle* to return to his tower and does not emerge for a year. If the PCs still live at that time, they would do well to watch their backs!

BAPHOMET

CR 27

XP 3,276,800

hp 643 (see page 88)

Development: It's unlikely, but not impossible, that a PC might decide upon a truly desperate gambit in this encounter and call on Nocticula for aid. If a PC does so, the call must be sincere—taking this action immediately shifts that character's alignment to chaotic evil (although the character can be redeemed later via *atonement* at your discretion). The chance that Nocticula hears and responds is equal to the supplicant character's Charisma score as a percentage on a d%. If the character rolls lower than his Charisma score, Nocticula manifests in the room in 1d4 rounds with an eager smile and joins the fight against Baphomet. If the PC has a mental link to Nocticula, the chance of her coming to the PCs' aid doubles. The arrival of the demon lord of assassins is enough to panic Baphomet, who flees at the first opportunity, after which Nocticula takes the character who asked for aid away as well. What fate awaits this character is left to you—you should take that player aside and ask whether he wishes to continue playing his character. If he does, you should allow it, but his character should return to the party having lost one of his mythic tiers as a sacrifice to Nocticula's ravenous lusts. Needless to say, the character may need some redemption himself to recover from his brush with the Abyss.

Story Award: If the PCs manage to defeat Baphomet, they should earn no more XP than is needed to put them within 40,000 XP of 19th level. In this way, you can use the battle to boost the PCs to a higher level if they missed some opportunities for experience points earlier. Defeating Baphomet certainly counts as a mythic trial, though, and this could well put the PCs one trial ahead of schedule for the next adventure.

concluding the Adventure

The PCs need not defeat Baphomet to successfully complete this adventure—indeed, there are multiple

tiers of success for “Herald of the Ivory Labyrinth.” The repercussions of these are examined below.

The Herald Is Slain: The simplest way for the PCs to complete the adventure is to slay the Herald of the Ivory Labyrinth. Iomedae is disappointed at the Herald’s loss, but few understand better than her that in war, there will be casualties.

The Herald Is Redeemed: If the PCs manage to redeem the herald, Iomedae’s joy is such that she infuses in him the ability to *plane shift* to the Material Plane. The herald can use this ability if the PCs wish to escape from the Ineluctable Prison before Baphomet’s arrival.

Fleeing from Baphomet: The demon lord Baphomet is a deadly foe, and there is no shame in fleeing a fight with him. In fact, staying to fight such a deadly foe is tantamount to suicide. If the PCs flee the Abyss before Baphomet arrives, they suffer no immediate repercussions—the Lord of the Minotaurs spends the next year fuming in his tower, and his presence and that of his worshipers fade from the Worldwound. In time, he may seek revenge against the PCs, but that is beyond the scope of this campaign.

Fighting Baphomet: In the unlikely event that the PCs stay to fight Baphomet and manage to slay him, they’ve accomplished a truly mythic deed. This fight will certainly give them some practice for another fight in their near future, but in the meantime, the Ivory Labyrinth slowly begins to destabilize. At your discretion, another demon that once served Baphomet may seize control of the realm and replace him (perhaps Igramalash). Alternatively, the Ivory Labyrinth could merely crumble into ruins and be consumed by the Abyss. In either case, the repercussions should have little effect on the rest of the Adventure Path, although Deskari is certain to pay closer attention to the PCs in the future. As a result, feel free to increase the CR of many encounters in the next adventure by 1. The simplest way to do this is to use the advanced creature template, but adding additional less powerful demons (such as numerous hezrous or glabrezus) can also work to represent the demon lord’s heightened fear of what these newest heroes might be capable of.

A NEW HERALD

Whether or not the Herald of the Ivory Labyrinth is saved, Iomedae needs a new herald as this adventure ends, either because she needs to replace the one she lost, or because the one who was saved returns to her side and is too ashamed of his failure to go on as her herald. It will take some time for the redeemed herald to regain his self confidence and faith, but in the meantime the position is open. Just as before, when the Herald of Aroden, Arazni, was lost and replaced by Iomedae, the Inheritor now turns to the PCs with an offer.

One of them will be granted the mantle of Iomedae’s herald. She leaves the choice of which of them it is to be to them. The decision must be unanimous and achieved without bickering or argument, or she’ll offer the role to Queen Galfrey instead. See the section below on Rewards from a Goddess for more details on the game effects of becoming Iomedae’s herald.

RETURNING HOME

Finally, the PCs return home to Drezen after a harrowing adventure in the Abyss. There may be some time for the PCs to rest and recover from the ordeal, yet you should not let them rest long, for Deskari feels the pressure of their ever-growing threat and the Worldwound’s final gambit is about to begin. With a sudden massive assault on each of the border cities and the fortifications reclaimed and held by the Crusaders, Drezen included, Deskari’s demons hope to set the stage for a cataclysmic expansion of the Worldwound that could well engulf all of northeastern Avistan. The time to move against Iz and the Rasping Rifts has come. It is in Iz, the City of Locusts, that the heroes will test their mettle one more time and decide the outcome of the Fifth Crusade.

REWARDS FROM A GODDESS

The primary goal of this adventure is to rescue the Herald of Iomedae, but as mentioned above, chances are good that the outcome, even if the PCs redeem the corrupted herald, still leaves Iomedae without a herald. The goddess holds no grudges against those who summoned her herald to the field of battle, yet neither does she fancy not having a herald to aid her during this key moment of one of her faith’s greatest endeavors—the end of the Mendevian Crusade. Her decision is to invest in one of the PCs, if only temporarily, the powers of a divine herald.

As detailed below, the powers granted to the Herald of Iomedae are not insignificant, yet they also can apply to only one PC—and even then, should apply only to a PC who happens to be a devout worshiper of the goddess, such as a paladin, cleric, or inquisitor. Other PCs in the group (or indeed, all of the PCs if there are none in their number who qualify, or if all of them turn down Iomedae’s offer to become her herald) are still rewarded by the goddess, though, for she is grateful to all of them for the services they’ve provided. As such, she offers PCs who do not take up the mantle of herald a choice of one of the following divine rewards.

Divine Intervention: Rather than an immediate reward, the PC can request divine intervention as a future favor. At any one point after choosing this reward, the PC can call upon Iomedae as a free action that may be made outside of the player’s normal turn in order to prevent a sudden

HERALD OF THE IVORY LABYRINTH



death or other cataclysmic event from causing significant pain or ruin upon himself or another PC. The exact nature of how Iomedae's intervention manifests when this favor is called upon is left to you, but you should strive to make it a memorable event!

Gift: Iomedae can grant a gift of a single magical item to a PC. This item can be anything that costs no more than 35,000 gp, but it can be any item the PC wishes it to be, including a new item the PC designs there on the spot. Of course, you as the GM get final say over whether or not Iomedae will grant the item in question!

Miracle: If none of the above rewards appeal to the PCs, Iomedae can simply grant a no-strings-attached *miracle*. This *miracle* can accomplish anything that spell or a wish can do, but costs the PCs no gold—the effects are, after all, divinely granted. If the PC chooses an inherent bonus to an ability score as his reward, this miracle can increase an existing inherent bonus beyond +1 if the ability score to be increased already has an inherent bonus of +1 or higher. This is an exception to the normal method of gaining higher inherent bonuses.

BECOMING IOMEDAE'S HERALD

A character who agrees to become Iomedae's herald is also agreeing to serve the goddess and no other. Failure to uphold Iomedae's teachings immediately results in the loss of the benefits of this boon. The appointment should last for the rest of this Adventure Path, after which the PC's term of service as herald ends and the job goes back to a unique CR 15 outsider of Iomedae's choice.

The exact effects of becoming a deity's herald vary from deity to deity, and also depends upon the nature of the events that led to the appointment. In this case, becoming Iomedae's herald immediately grants the character a +4 sacred bonus to the ability score of his choice, as well as the ability to cast one 3rd-level (or lower-level) cleric spell three times per day as a spell-like ability and one 6th-level (or lower-level) cleric spell once per day as a spell-like ability. The spells chosen may be any that Iomedae would regularly grant her clerics, including viable domain spells.

In addition, other benefits of being Iomedae's herald will become apparent in the days and weeks to come, as detailed in the final adventure, "City of Locusts."

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,

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.

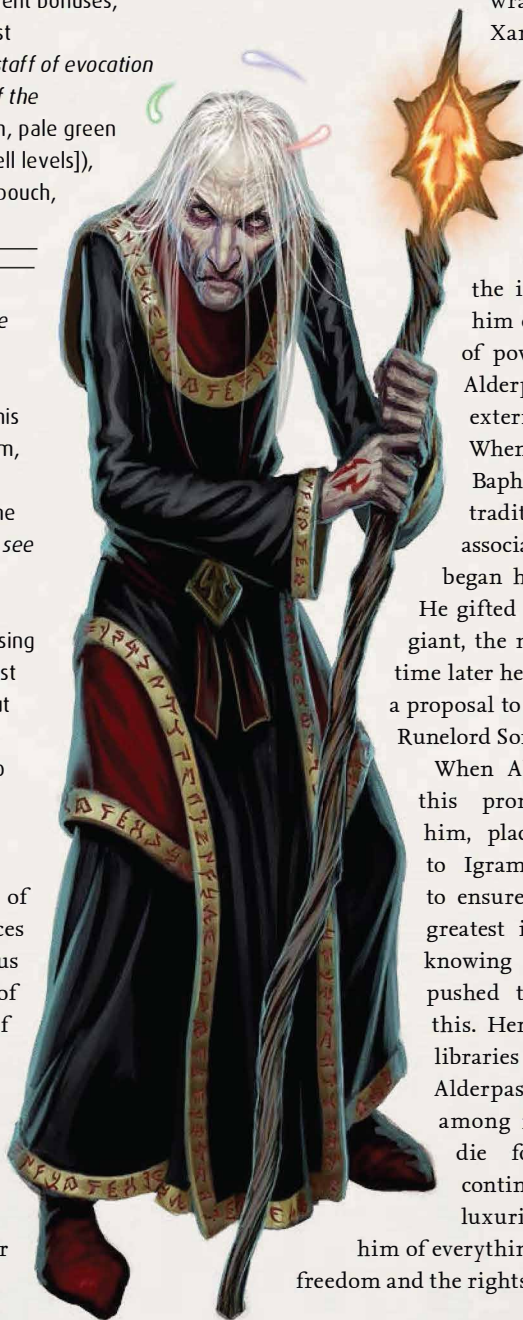
Of the seven runelords involved in the betrayal of King Xin, only Xanderghul, runelord of pride, and Sorshen, runelord of lust, survived to the end of their shared empire, drawing upon various powerful magics to achieve immortality and hold their power against the other five runelords. At the time of 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.



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 longsword* +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^m, Improved Initiative, Toughness^m

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.

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, Socothbenoth, 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 Arazni 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 base, 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

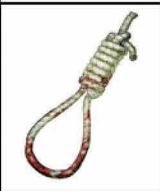
PRICE
20,000 GP

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

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.



Ecology of the Demodand

In the Abyss, I clung to a god who let my prayers go unanswered. And so, as I languished alone, my god deaf to my pleas, it was my captor's voice I heard. His master understands the futility of goodness and order. More importantly, he can use this understanding to give me—to give us—power over even the gods themselves. This realization I share with you, my dark flock. I beseech you: Become my titanic master's children. Spread his beautiful anarchy. Destroy the fallacy of all that is good and usher in a new world!"

—Excerpt from a cult recruitment speech given in rural Molchune
by Hanaline Wollentun, fallen cleric of Erastil

The multiverse's most powerful beings require like-minded subordinates; goodly gods guide angels, archdevils command infernal dukes, and thanatotic titans rule demodands. For millennia, demodands have committed heinous acts of destruction and cruelty while attempting to expand the thanatotic titans' territory and increase their influence. These horrors worship thanatotic titans as though they were gods, seemingly unaffected by their masters' lack of any true divine power. If anything, that lack has motivated demodands to compensate by torturing even more creatures and enslaving more mortals in their quest to impose their progenitors' will upon existence.

Created by thanatotic titans, cruel children of the gods who were shackled to the Abyss long ago when they lost their war with their creators, demodands will do almost anything to curry their lieges' favor. The resentment toward divinity inherited from their titanspawn masters drives them to serve eagerly as generals, shock troops, grunts, and slavers, sating their thirst for violence on the blood of all who find their power through faith in the divine. Not content to conquer enemy territory through warfare alone, demodands also spread the insidious tenets of their masters' false faith, seeking to usher in a new world order in which good decays into evil, order descends into chaos, and thanatotic titans rule over all.

Physically, demodands are horrific mockeries of their creators' humanoid bodies: the titanspawn's chiseled physiques find their twisted reflections in demodands' folds of thick, obsidian skin. The sculpted iron visages of the creators have devolved into lopsided grins with warped lips and jagged teeth on the faces of those the titans created. Demodands have ragged, batlike wings, and when they walk, their gates are exaggeratedly uneven, as if one leg were shorter than the other. Most demodands fall into one of several categories, which carry names connected to the hideous creatures' appearances, such as the shaggy demodand, the slimy demodand, tarry demodand, and the lesser-known stringy demodand.

Genesis

Long ago, as mortal life first dawned on the Material Plane, mortals began to offer their adoration to the multiverse's gods. The race said to be the first children of the gods, the thanatotic titans, grew more piqued with jealousy as mortals' praise grew louder. The titans were near to divinity themselves, and their lack of full omnipotence infuriated them as they observed the worship the gods received and the power they bestowed. In a covetous rage, the thanatotic titans launched an all-out war against mortal life, believing that by destroying the gods' worshippers they would supplant the gods.

As the war escalated, the gods began to consider direct intervention to salvage creation. Just as it appeared that

the conflict would spiral out of control, however, the gods were approached by the goodly Elysian titans, who had been watching the destruction wrought by their thanatotic kin in growing concern. The Elysian titans offered to sacrifice some of their own astonishing power if the gods would agree to banish their warmongering kin to the Abyss, on pain of death. The gods readily agreed, and thanatotic titans quickly found themselves shackled to the Abyss's depths.

As the thanatotic titans sulked in their planar prison, their jealousy and desire for divine power grew into the hubristic belief that they could create their own life. To prove this and cultivate their own group of worshippers, the thanatotic titans created the first demodands from clay they mixed from the foul black earth of the Abyss and the toxic waters of the River Styx. After shaping this dark clay into their own likenesses, the thanatotic titans spilled their blood into their creations' veins and blew breath into the puppets' lungs.

For a brief moment, when life first flickered in their eyes, demodands were nearly physically perfect—then the titans' folly manifested. Shortly after taking their first breaths, the demodands' flesh began to warp. Their grins became manic, and their majestic wings frayed and wilted. Their finely sculpted bodies bloated and swelled. Some grew folds of sweating, bulbous skin, while others lost all muscle tone and became emaciated. Some sprouted thick, putrid fur. Others found themselves with froglike heads or covered in thick, tarry goo. These first imperfect creations became the basis for the demodand race.

Although demodands were hideously deformed, they still held the prime quality sought after by their titan creators—they were more loyal than even the titans could have hoped. Rather than feeling anger or resentment for their grotesque forms, demodands delighted in being given the spark of life, and reveled in their hideousness, which they considered the ultimate expression of their chaotic origins. They were intrinsically devoted to their blasphemous cause, having even inherited their masters' disdain for the divine. The titans tasked them with supplanting goodly gods' peaceful orders and fomenting anarchy everywhere they ventured.

Demodands are not just revoltingly fearsome and impossibly strong; their devotion to chaos and fondness for intimidation also enables their words to wriggle into a mortal's faith and crumble it from within. Demodands particularly delight in killing, torturing, or turning divine agents such as clerics and paladins away from their faiths and divine patrons. Ever since the thanatotic titans decided to embrace their imperfect creations, demodands have served them with pleasure as generals, soldiers, slavers, and lackeys, waiting for the day when their masters' particular brand of anarchy and chaos will burst forth from the Abyss and consume all of creation.

Ecology

Although demodands vary wildly by type, they all share a basic physiology rooted in their common origin. Created as lesser versions of thanatotic titans, all demodands possess a small portion of their creators' power. This imbues demodands with incredible strength, intelligence belying their hulking forms, and an age-old hatred of the gods and their divine servants. This blasphemy grants them some measure of resistance against divine spells as well as a love of tormenting those who refuse to adopt their heretical ways.

Most demodands consider reproduction to be nothing more than a whim, as they care for little beyond spite and the concept of family is alien to them. All demodand types reproduce by laying and fertilizing eggs. Regardless of

which type of demodand lays or fertilizes an egg, the type of demodand that hatches forth is always random.

Though demodands have little regard for their reproduction, some take to eating the eggs of their kind, as the midnight-colored syrup inside seems to induce a euphoric and hallucinogenic effect for adult demodands. Both demons and thanatotic titans have tried ingesting demodand eggs, but quickly discovered that the intoxication appears to be specific to demodands alone, as other creatures experience nothing significant upon consuming the eggs. While under the effects of their cannibalized eggs, demodands are exceptionally volatile. They may sit in a stupor for hours or even days, or they might cavort through the Abyss in destructive rampages, killing every creature in sight and obliterating whatever they come across. Some demodands become addicted to eating their eggs, obsessively searching out hidden clutches, or tracking down demodands that are about to lay or fertilize eggs.

When demodands' eggs hatch, hundreds of tiny, ravenous monsters emerge, their eyes still closed, and commence a brutal battle for survival. For a few days, the stronger hatchlings kill and consume the weaker ones, driven not by hunger, as outsiders don't need to eat, but by rage. Eventually, their eyes open and their ravenous fury abates. Only one or two demodands per brood usually survive these first savage days, and some scholars believe juvenile demodands' violent beginnings give them an early thirst for the chaos that will characterize the rest of their lives. If nothing else, the period of unrestrained violence prepares the creatures for life in the Abyss.

Demodands don't rear their young. Instead, they lay their eggs in a dark, secluded spot and then leave the incubating brood alone forever. Further, nothing in the admittedly sparse scholarly research about these outsiders indicates that demodands are ever aware of how many of their brood survived, or that they see the life or death struggles of their hatchlings as anything other than proper rearing. These violent creatures show allegiance to nothing but their thanatotic masters, and have no emotional connection to their children or to each other.

Though there are many similarities between the different types of demodands, they all have their own set of physical and psychological traits. Below are details for the best known types of demodands.

Shaggy: These hulking, toad-faced demodands boast thick, putrid fur that typically comes in an array of grays, browns, or blacks. The largest of all demodands, shaggy demodands emit a noxious, rotten odor from their morbidly obese bodies.

Slimy: More muscular than the larger shaggy demodands, slimy demodands have powerful, compact bodies covered in a warm, viscous slime, which weeps



constantly from their skin. These rotund creatures superficially resemble frogs. They have wide mouths full of tiny, pointed teeth and wide-set, beady eyes.

Stringy: Lean and strong, stringy demodands have rope-like growths of black skin that hang from their putrid bodies. Stringy demodands lash out with these exceptionally dexterous prehensile growths and ensnare their enemies. This ability makes these creatures well suited to serving as captors and slavers for those who oppose their masters' plans.

Tarry: Lithe and agile compared to other types of demodands, tarry demodands produce a black, tacky discharge that seeps from their skin like tar. In battle, they use this discharge to mire the weapons of their opponents and disarm them. Tarry demodands' claws, while still menacing, are not as formidable as other demodands', so most tarry demodands prefer to use a light weapon in each hand, favoring short swords of wicked design.

Society

Among demodands, one simple rule governs the creatures' hierarchy—might makes right. The simplicity of this doctrine likely derives from demodands' lack of interest in creatures other than the titans. They eschew any semblance of family structures, alliances among themselves, and social contracts. Instead, demodands almost always act to further thanatotic titans' agendas, and when doing so they usually work in concert with one another or as members of larger Abyssal armies.

Their servitude to the thanatotic titans encompasses all creatures of that race. Some demodands, however, are dedicated to individual titans and refuse service to any titans who oppose their patron. But even if a titan chooses not to destroy a demodand for such a refusal, that defiance usually spells death for it anyway, for it must then defend itself against demodands devoted to serving that particular titan.

The ways in which demodands resolve clashes among their kind depend on the manner of the conflict. If mere words are involved, the disputes usually are quickly resolved with tests of physical might that aren't always lethal. Any conflict that escalates beyond verbal disagreement results in a fight to the death. When instructed by their thanatotic masters to fulfill their missions at any cost, demodands don't hesitate to cut down their own kind if they get in the way or impede the demodand's orders.

Demodands fulfill many roles to meet thanatotic titans' needs, working as generals, shock troops, grunts, slavers, enforcers, and torturers, although special qualities possessed by certain types of demodands lend themselves to specialized roles. Demodands' greatest role, however, is as the ultimate champions of the thanatotic titans, who they believe are destined to rule all planes. Toward this

The Origin of Demodands

The word "demodand" derives from the noun "deodand," which is type of creature in Jack Vance's *Dying Earth* series. In Vance's stories, originally published from 1950 to 1984, deodands are well-formed, muscular humanoid who resemble human men. However, their skin is black and lusterless, and their eyes are long, red slits. These deodands are incredibly strong, murderous, carnivorous creatures, although they are susceptible to offensive spells. According to Vance, deodands inhabit a far-future Earth in which the sun is dying, civilization is ruined or in decline, the human population wanes, and people make use of both technology and magic while truly understanding neither.

Outside of fiction, deodands have a long and superstitious history as a legal concept that dates to the 11th century. With origins in the Latin phrase "deodandum," which means "to be given to God," a deodand is an object or animal that has caused a person's death—a guilty object. The English common law practice of declaring property deodands traces to 1066; this legal concept was used on and off until Parliament abolished it in 1846. Under most versions of the law, personal property was deemed a deodand whenever an official inquest—usually consisting of a judge, government official, or jury—decided it had caused the death of a human being. In theory, deodands' owners forfeited them to the crown, which was supposed to sell the property and use the proceeds for a pious cause.

end, demodands take great pleasure in undermining divine followings. They often capture and torture mortal worshipers who have wandered into the Abyss, hoping—after long periods of taunting and suffering—to flip their captives' allegiance. Once captives are truly brought around to believing that the thanatotic titans deserve to rule creation, they are sent to the titans to receive their orders. This usually involves establishing cults on the Material Plane where they spread the titans' abhorrence of the gods. Mortals who refuse to break face long lives of forced labor or, more often, death at the hands of their cruel demodand captors.

In addition to performing their insidious duties in all corners of the Abyss, demodands frequently visit the Material Plane. There, they foment heresy and rebellion among all religious orders. Demodands deface temples and sacred sites, kill or capture holy leaders, and generally cast doubt upon deities' abilities to protect their flocks, typically under the cover of night or through other subversive methods. As the thanatotic titans cannot leave the Abyss without provoking the gods and their

celestial agents, the expendable demodands serve as the titans' proxies on the Material Plane. Demodands may also find themselves on the Material Plane after being called into service by cults dedicated to chaos and destruction, or by anti-theists who have a grudge against the gods and seek aid in thwarting their power.

To gather minions to serve these goals for the thanatotic titans, demodands engage in far-reaching slavery. They particularly enjoy capturing and enslaving enemies to serve as potential recruits, trusting to their slave pits and torture chambers to break their captives' wills. But the most valuable captives are celestial beings, whom demodands consider the incarnate form of the concepts they were created to destroy. Angels, in particular, are high-value targets, and anyone who seeks to bring down one of these powerful holy creatures can count demodands as allies. Demodands also hate the religious, laboring to subvert their faiths and disrupt their churches. And though they both dwell in the Abyss and have similar natures, demodands count demons among their enemies—though this conflict occurs primarily because of their struggle for dominion in the Abyss.

Demodands delight in making demon slaves for their masters. The strongest captured demons are used for their myriad individual talents. Some who've been properly cowed serve as bodyguards, while others are used as living magic items for their spell-like and special abilities. The more unruly demons find themselves serving as entertainment in the thanatotic titans' fabled arenas, where a single, massive gladiator brawl can last for weeks.

Though demodands have similar mind-sets, each type is inclined to fill its own role in the ranks of the thanatotic titans' servitors. Below are details for the best-known types of demodands.

Shaggy: The uncontested champions of the demodands, shaggy demodands often are the leaders of the thanatotic titans' Abyssal armies or battalions, taking pride in claiming the most kills and causing the most destruction. Though they use their wits to keep their armies in line, these vile creatures typically lead through strength. When the thanatotic titans wish to expand their Abyssal holdings, shaggy demodands are tasked to map battle plans and win the day. Similarly, shaggy demodands often lead forces into alternate planes of the Abyss, where they capture demons to enslave—particularly incubi and succubi. Rarely, shaggy demodands also serve the titans as military advisors, although they prefer the feeling of blood dripping down their claws to that of words passing their lips.

Slimy: The thanatotic titans' shock troops, these disgusting demodands use their physical repulsiveness to great effect. Whether in large demodand armies or in small, isolated groups, the creatures use intimidation to break enemies' conviction, then descend and tear their

foes apart with acidic teeth and claws. Although some slimy demodands take up the mantle of slavers, they typically prefer to leave the duties of slave-keeping to their stringy kin.

Stringy: Adept at hunting and bringing back their quarries alive, these demodands oversee Abyssal slave pits, where captives are kept for as long as it takes to break their wills and turn them to worship of the thanatotic titans. The demodands' only deficiency in this role is their tendency toward savagery and violence, which can cause them to forsake the role of slave-keeper for that of torturer.

Tarry: The most numerous of all demodands, tarry demodands take pleasure in doing grunt work for their masters. Tarry demodands are the most likely to work together to overwhelm their enemies with their numbers. They perform routine reconnaissance, infiltration, and other tasks that make use of their agility.

Lairs

Demodands live in various realms across the Abyss, and their lairs differ from place to place depending on the nature of the realm. Almost all demodands live close to the homes of thanatotic titans, relying on the protection of their powerful masters to claim various places in the Abyss. Yet this protection only goes so far, forcing demodands into conflict with demons for ideal lairs. In these places, demodands gather to form small holdings that radiate out from the titans' palaces. Here demodands herd their slaves to the titans for "redemption," hunt for stragglers in their territory, and plan raids on nearby demonic enclaves.

Rarely, small groups of demodands cluster together on their own and form gangs. Such gangs are often migratory, and camp in caves, canyons, and other dark, closed spaces. Although demodands often work together, if grudgingly, they may serve rival titans or clashing shaggy demodands, seeking out their rivals' holdings in hopes of laying ambushes. Once they defeat an enemy, the demodands raze most of its holding and rebuild the place to suit their own needs and whims.

Strangely, despite the physical bulk of many demodands, they prefer to live in tight, enclosed spaces such as caves, rift hollows, or even inactive volcanoes. Their cities are always cramped affairs with buildings abutting or even stacked atop one another, as if some great being swept the entire city into a single, unstable pile.

When not sent by the titans, demodands usually make their way to the Material Plane after being called by powerful spellcasters to aid in some inscrutable plot. In these situations, demodands dwell in the lairs of those who called them, serving multiple roles as advisors, guardians, and even weapons. Demodands have been known to bargain with liches and other evil spellcasters, particularly if they serve the creatures' masters.

For the rare demodands that find their way to the Material Plane by venturing through one of the Abyss's transitory rifts, the need for secure shelter is incredibly important. They often make homes in places similar to those they occupy in the Abyss—dark caves, cramped warrens of tunnels, sunless canyons, and even the murky sewers of some of Golarion's biggest cities. Curiously, spending too much time on the Material Plane seems to decay demodands' sanity, driving them to paranoia about divine agents conspiring to destroy them. These obsessed demodands are unpredictable and dangerous foes.

Demodands on Golarion

Although demodands' presence on Golarion is rare, a few such creatures are notorious for spreading their filth and subversion among civilization. Below are a few examples of known demodands that terrorize Golarion and its various pious peoples.

Gulagote: Unaffected by his long residence on the Material Plane, the slimy demodand Gulagote has spent extensive time honing and channeling his rage, both to calm his mind in battle and to terrify his opponents with a mere glance. Gulagote's control over his emotions makes him a powerful leader of several tarry demodands. Together, Gulagote and his horde terrorize the clerical orders in the Lands of the Linnorm Kings. They love to subvert the faiths of Gorum and Torag, whose strength and popularity with the Ulfen is particularly loathsome to Gulagote and his minions. Along with outright warfare and guerrilla attacks, Gulagote takes pleasure in turning settlements—particularly those with large congregations of faithful—against each other. Fomenting such chaos is not difficult, as most of the Linnorm Kings are always looking for reasons to fight.

Kaathoth: This remarkably vicious and volatile shaggy demodand has made it her personal mission to destroy followers of Desna, whom she considers a traitor to the cause of chaos. Kaathoth rampages through Kyonin, destroying Desna's temples, murdering Desnan clerics, and writing blasphemous messages in the clerics' blood in hopes of shaking the faith of any who witness the carnage left behind. Although shaggy demodands sometimes undertake less conspicuous missions, Kaathoth seems to have no problem with letting those in the wilds of Kyonin know she exists, remaining constantly on the move to stay ahead of the elves who hunt her.

Oozetooth: This tarry demodand periodically emerges from the wastelands in Qadira to wreak havoc on the missionaries of Sarenrae. Oozetooth typically attacks isolated caravans on his own under the cover of night. Still newly arrived on

the Material Plane, he has struck only a handful of times and claimed just a few dozen kills. The fear he has sown among the Dawnflower's faithful is arguably more potent than the destruction he's caused. Whether Oozetooth is working for a rogue master or is the harbinger of a larger, more powerful demodand force is still unclear.

Tedat: A powerful wizard in Nidal brought this sinister stringy demodand to his tower outside of Pangolais nearly a year ago. Called from the Abyss, Tedat is tasked with overseeing the wizard's growing collection of servants, slaves, and future biological experiments. Tedat serves to the best of his ability, but often goes too far with torture, which leads to periodic clashes with his new master. Tedat's year of servitude will be over in a few weeks; the creature hopes to stay on the Material Plane—after killing the shadowy wizard.





Baphomet

Baphomet, Demon Lord of Beasts and Labyrinths, began as a mortal. Born thousands of years ago in the mysterious land of Ibydos out of a vile act of the Demon Queen, he founded the minotaur race and led his people to the secret places of the world. After he died, Lamashtu seized his larval soul, transformed it into fiendish paragon of his mortal form, and claimed the new demon as her consort. As father to many majestic and horrific beast-headed demons, he had high status within her court, and served her for centuries. He broke with her after she abandoned him when he was captured by Asmodeus, and upon escaping, truly came into his own power. Yet now he seeks far greater glory and power.

Baphomet began his time as an outsider as a hand-crafted consort of Lamashtu, created from the soul of the first minotaur, but his path changed abruptly after his capture by Asmodeus. Hoping to win even greater favor with Lamashtu, he left her palace in her realm of Yanaron and crept away to the deepest layer of Hell to steal Asmodeus's ruby scepter for his goddess. Outmatched, Baphomet was captured, marked on his forehead with Asmodeus's pentagram, and imprisoned in a maze of ivory that the Prince of Darkness claimed was unsolvable even by the master of mazes. Eventually, Baphomet was forgotten. However, the demon proved far cleverer than his captors expected.

After 10 years with only his thoughts as company, the first minotaur discovered secrets in the winding passages within his own mind, and unraveled the mysteries of both his prison and magic itself. He emerged from the maze, having learned every inch of it and the magical roots that kept it in Hell, and used this knowledge to tear it free of Asmodeus's realm and plant it deep in the Abyss. Emaciated, ashamed, and infuriated by his imprisonment, Baphomet avoided his former lover and established himself as a demon lord of minotaurs, labyrinths, and beasts. Eventually he reconciled with Lamashtu, and the two are occasionally consorts, though he is no longer her subservient minion. He works to increase his cult on countless worlds, building his forces for the day he again invades Hell—for Asmodeus's mark still burns, and Baphomet wishes to carve his own mark upon the Lord of the Pit, before consuming the god's very soul.

Baphomet is unusual for a demon lord in that he was hand-picked as a new soul and transformed into a powerful demon worthy of his legend as the first minotaur. Instead of clawing his way up from a larva through various demonic incarnations until he became a demon lord, he was crafted to be a consort, and given obscene gifts to please Lamashtu instead of weapons to defeat potential rivals. Baphomet used his powers carefully and craftily, slaying and consuming others in Lamashtu's court who desired her favor or his status, and over time gained magic that allowed him to more directly confront his enemies. As a weaker member of Lamashtu's court, Baphomet used his vast cunning to parlay smaller measures of power into vast achievements. In the ages since, he's turned this knowledge upon the mortal world, using deception, promises, and veiled threats to infiltrate the hearts,

minds, and souls of those with status, who in turn convert others to his service.

Baphomet is cautious when dealing with other demon lords, knowing that most rose to power through brute force and blunt intimidation. Instead of testing his physical strength against them, he prefers to use lies and blackmail to destroy them or turn them to his side. His bestial origin as an inhuman mortal is a point of pride for him, and he considers himself superior to any demon lord created from a normal humanoid soul.

Like all demon lords, Baphomet covets power and territory. He respects the alliances he has formed with other demon lords (especially Lamashtu), and is careful when he has to work with more than one at a time, lest their grudges against each other interfere with his plans.

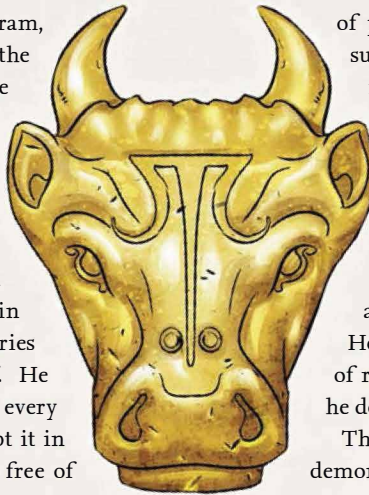
He has few enemies and a moderate number of rivals, though he plans ahead to make sure he doesn't have to fight more than one at a time.

The Lord of the Minotaurs has a horde of demons under his command, although they are not disciplined enough to be called an army. He often divides them into huge gangs and sets them loose in the Ivory Labyrinth, which gives the demons plenty of room and time to wander. This keeps them

from destroying his palace, starting wars with neighboring territories, or tearing each other apart, and also hones their skills for tracking and pursuing prey.

Having learned the secrets of mixing flesh from Lamashtu, Baphomet makes hybrid creatures to scout out new territory or infiltrate his enemies' palaces. Some of these are mere beasts, little more than eyes and ears through which he can see and hear. Others are intelligent, whispering promises to rival demons to entice them into his service. Imbued with his affinity for labyrinths, these creatures have a gift for moving about undetected and finding secret places where they can remain unnoticed. Other hybrids are bred for his horde, and blend the strength of beasts and the low cunning of savage humanoids.

Having experienced life as a mortal—most of which he spent rutting with various creatures in order to create as many new minotaurs as possible—he's still fond of mortal pleasures, a trait magnified by early molding to make him a fit companion to a lusty demon queen. When not corrupting mortals and manipulating their lives, he seeks out new conquests to be his next concubines. He has been known to take lovers of any gender, including demonic and alien sexes that have no equivalents among common humanoids.



"THE LORD OF THE MINOTAURS WHISPERS TO THE BEAST IN THE HEARTS OF MEN, TURNING THEM TO HIS CAUSE AND MAKING THEM BOLD WITH HIS POWER."

—FROM THE *BOOK OF THE DAMNED*

The Ivory Labyrinth

This maze of twisting walls and floors was built at the order of Asmodeus, and intended to be an eternal punishment for upstarts better left forgotten. Originally a perfectly ordered “unsolvable” puzzle-path, the maze became infused with chaos after Baphomet dragged it to the Abyss, and now pulses and contorts like the intestines of a living thing. Vast enough to be a world unto itself, the maze is often enclosed, its pale corridors and secret passages crawling along for thousands of miles before opening to the Abyssal sky, reaching upward hundreds of feet with walls topped by the teeth, claws, and bones of immense beasts.

Entire civilizations of primitive humanoids have arisen and died off within the Labyrinth, used for the demon lord’s breeding programs or as food for his demonic hordes. Some parts are controlled by his cultists (transplanted from the Material Plane) or are violent minotaur city-states whose gladiator champions battle each other in grand amphitheaters for the glory and pleasure of Baphomet himself. At the center of the Labyrinth is Baphomet’s palace, the Tower of Horns, which looms over the whole of the Labyrinth and is guarded by winged half-fiend minotaurs and his own elite labyrinth minotaurs.

He often wins over other demon lords—whether neutral parties or potential rivals—by seducing and dominating them. He has left other desired mates to wander in the Ivory Labyrinth, until fear, hunger, and loneliness convince them that submitting to the demon lord’s lust seems to be the best option. Given these inclinations, it’s no surprise that Baphomet’s realm welcomes any kind of lusty demon, corrupt mortal, or alien visitor. These creatures trade sex for magic, favors, secret knowledge, and exotic livestock. Others bring slaves or strange monsters for breeding or use in the fleshpits. The Lord of the Labyrinth frequently invites Socothbenoth to his realm to peruse these goods and gifts, for he values his alliance with The Silken Sin.

When dealing with his worshipers, Baphomet is dominant but personable. He gives his followers great discretion in using the power he grants them, confident that their exposure to demonic energies will corrupt them sufficiently for his purposes. As he’s worshiped on many worlds, his followers rarely get his full attention, and he often sends intermediaries when they call upon him for aid.

As the demon lord of beasts, he encourages his humanoid followers to practice animal husbandry, especially to breed strange monsters. Many of his secret temples serve as lairs for gorgons, chimeras, or similar creatures, raised from a young age and pampered by the cult. When these creatures grow old, it’s customary for cultists to

spare them the shame of enfeeblement by ritualistically sacrificing, butchering, and consuming them as a form of communion. He instructs his cults to remain patient and gather power, waiting for his command to rise up as one, seize control of all corners of civilization, and return the world to the dominion of the beast.

Baphomet appears as an unusually large, gaunt minotaur with feathered wings and three horns. Though in life his head was like a bull’s, overtime it has become more like that of a goat for reasons he’s never explained. He has glowing eyes, arcane runes tattooed on his arms, and a pentagram-shaped brand on his forehead; the mark and his central horn blaze with fire. Scrolls, books, and other writings adorn his clothing, and he wields an ivory glaive in the shape of a crescent moon (called *Aizerghaul*, which means “Labyrinth’s Final Edge” in Abyssal). In human cults, he’s depicted in this form or (more rarely) as a minotaur. In art created by minotaurs, he’s typically depicted as a more classical bull-headed creature, and when he deigns to appear before these worshipers, he often assumes his minotaur form.

When the demon lord is pleased, enemies become lost or confused, weapons cause uncontrollable bleeding, pentagrams appear on stone surfaces, and scrolls retain their magic after casting. When he is angry, sharp teeth become blunt and square, weapons become too heavy to lift, tunnels become claustrophobic, verbal components are slurred, and worshipers shudder with the feeling that an ominous presence looms behind them.

Baphomet is chaotic evil, and his portfolio is beasts, labyrinths, and minotaurs. His weapon is the glaive, although he forbids any of his worshipers from using a weapon that copies the shape of *Aizerghaul*. He has two symbols; the primary is used in the open and is a brass minotaur’s head with ruby eyes, while secret societies use an inverted pentagram, sometimes decorated with a minotaur’s face. His domains are Animal, Chaos, Evil, and Strength, and his subdomains are Demon, Ferocity, Fur, and Resolve. Though Baphomet is popular with minotaurs, his congregations also include humans and other humanoids, with these latter tending to be conspirators, corrupted crusaders, or members of evil secret societies. His faith is common in Mendev (where his cultists infiltrate templar groups), Absalom (where “civilized” minotaurs are not unknown), Ustalav and Nex (where secret societies are common), and Iblydos (where he was born as a mortal). His priests are adepts, clerics, rangers, witches, and fallen paladins.

In past centuries, Baphomet was primarily worshiped by minotaurs. Those few humanoids in his cult passed their worship and teachings down secretly along family lines over generations. Relegated to the status of a “beast cult,” Baphomet’s minions had few opportunities to introduce others to the cult without risking exposure and

execution for demon worship. They achieved some inroads with isolated communities of Erastil worshipers, slowly tempting key figures away from venerating farming and hunting and toward the worship of beasts (worshipping Baphomet in an elk-headed, wendigo-like aspect).

The death of Aroden and the creation of the Worldwound gave Baphomet new mechanisms and incentives for spreading his religion to many human communities, and now the demographics of his religion have shifted, with humanoids (especially humans) in the majority. The number of secret societies dedicated to Baphomet operating in urban areas has increased; members of these societies refer to themselves as Templars of the Ivory Labyrinth, and work to hold political power in those cities where they dwell.

Services to the Lord of the Minotaurs usually involve chanting and animal or human sacrifice followed by an orgy of food and sex. Sacrifices are usually bled out, then burned or eaten, depending on the interests of the cult and the type of victim; cannibalism is uncommon but not unheard of. Many rituals involve burning a holy text from a good-aligned religion after reading it backward (though the *Asmodean Monograph* is also likely to be desecrated this way). Hollow bull horns are frequently used for drinking, as musical instruments, and as proxies for the god's ear.

Baphomet has no interest in permanent marriages, though he recognizes the value of these arrangements in influential mortal families. He appreciates the usefulness of powerful offspring, but sometimes reinforces his dominance over mortals by requiring a cultist to sacrifice one of her children (usually the second child, so the first can remain the heir). This not only condemns a new soul to the Abyss, but also incriminates the worshiper and cements her role in the cult. Minotaurs are much more lax about relationships and families than humanoid secret societies, and may have no preference at all.

Temples and shrines

Minotaurs normally set aside a portion of their lairs for Baphomet. If there is a priest or shaman in the tribe, this area usually doubles as the living quarters for that creature. In humanoid settlements where demon worship is forbidden, the cult uses basements, catacombs, and long-forgotten labyrinths to travel unseen and worship in private. Concealed doors, confusing passages, and false dead ends protect the temples from undesirable eyes. Shrines are easily hidden in plain view as statues or carvings of bulls, or depictions of heroes wrestling minotaurs—only careful scrutiny from the right angle reveals a pentagram on the creature's forehead. Other shrines are merely decorative brass bull heads hanging in alcoves, easily explained as art or ancestors' adventuring trophies. Some hedge mazes may be secretly consecrated to Baphomet by burying stone minotaur heads at key intersections.



A Priest's Role

The priest's main task is to acquire power for the cult and use it to further Baphomet's plans for domination. A priest must be watchful for enemies who come too close to discovering the cult, and likewise for potential recruits who could be tempted or blackmailed into joining. In humanoid secret societies, the priest must learn the secret hand signals used by the cult, know them well enough to teach them to others, and recognize incorrect attempts to use those signals in order to identify spies posing as true believers. High-ranking priests usually have ranks in Bluff, Diplomacy, Knowledge (local), and Knowledge (nobility).

Daily tasks for a priest usually involve planning cult meetings, vetting possible recruits, and observing members of the cult for signs of weakness. Although the cult is chaotic evil and some internal struggles do arise, outright violence is discouraged and the teachings of Baphomet

say that rivals should be dealt with via manipulation and shaming.

Formal dress is only used during ceremonies and is usually disguised so it can be placed in a wardrobe without drawing attention, such as a long, reversible cloak that can be buttoned like a robe, a helm with removable pieces that resembles a bull's head when fully assembled, and so on.

Holidays

Worshippers of Baphomet honor the solstices and equinoxes, especially the spring equinox, for that is the time of birth for many beasts and beast-hybrids. Temples in lands where Asmodeus is popular often hold blasphemous celebrations the night before holidays honoring the Prince of Darkness. This subtle act is intended to insult the rival church and perhaps steal some of its power. Births in the cult that occur on a holiday are especially blessed, and some births are magically or herbally induced so they occur on these unholy days.

Commandments

As Baphomet's followers are mainly influential humanoids with secret allegiances to the Abyss, the demon lord's commandments are about protecting power and influencing others without tipping one's hand.

Cleverness Is Strength: Though many beasts are openly aggressive, others hunt best by biding their time, allowing prey to grow weak and then striking when opportunity presents itself. The minotaur hunts in the maze not by climbing over the walls, but by following along them and knowing where his target's path leads.

Follow the Twisting Path: In any maze, there are dead ends and places where you must backtrack to make progress. Allow for these setbacks in your plans; sometimes you must wander before you discover a better path to your goal. Anticipate where your adversaries may become lost. Be watchful lest the prey becomes the pursuer. Find opportunities for you to turn the tables on those hunting you.

The Beast Takes Its Time: If something cannot harm you and you gain nothing by killing it, let it be. Destroying a non-threat is a waste of power—worse, it may reveal your strength to unknown enemies. It's better to let a weak creature escape than to expose your throat to a greater threat. Petty displays of aggression are only good for acquiring mates, not achieving victory. Only show your strength when you absolutely need to.

Holy Text

The official book of the demon's cult is the *Grimoire of the Beast*, a thin volume that contains information on rituals,



an overview of the most basic hand signals, a taxonomy of monsters favored by the cult, and diagrams of traditional maze patterns. Much of the more nuanced lore (particularly rituals and hand signals) is actually transmitted verbally so worshipers can easily spot pretenders and infiltrators who learned about the cult by reading the book.

Relations with other Religions

Baphomet is unique in that he has direct ties to two major deities. His creator and sometime lover, Lamashtu, thinks of him fondly (in her own way) and sometimes intervenes when he asks. His former captor Asmodeus is a hated rival (Baphomet can never forget Asmodeus's nail carving the Archfiend's symbol on his forehead), though the Lord of Hell thinks of Baphomet as merely a nuisance who outwitted him. Like all demon lords, Baphomet is a foe of the good deities but avoids directly confronting them. He is a frequent ally and lover of Socothbenoth, and is enraged by Noctacula. He has no personal vendetta against Pazuzu, but to maintain his favor with Lamashtu he must oppose the King of the Wind Demons.

New spell

Clerics of Baphomet may prepare *maze* as an 8th-level spell. His clerics and witches may prepare *monstrous physique*^{UM} spells at the same spell levels as the sorcerer/wizard versions, and his antipaladins and rangers may prepare them at 1 spell level lower than that. His priests also have access to the following spell.

BLEEDING STRIKE

School necromancy; **Level** antipaladin 1, cleric 1, ranger 1, witch 1 (Baphomet)

Casting Time 1 standard action

Components V, S

Range touch

Effect one slashing melee weapon touched

Duration 1 round/level or until discharged

Saving Throw Will negates (harmless, object); **Spell**

Resistance yes (harmless, object)

You imbue a slashing melee weapon with the ability to create a bleeding wound. As a free action when the weapon hits a living creature, the wielder can discharge this spell to add 1 point of bleed damage to the weapon's base damage. This bleeding is difficult to stop; add your spellcasting ability modifier (Wisdom for clerics, and so on) to the DC to stop the bleeding.

Servitor Demons

Baphomet believes that beast-headed, humanoid-bodied creatures such as himself (and Lamashtu) are the perfect form, and prefers similar creatures to use as his minions. Most of his demonic servitors are fiendish and half-fiend minotaurs, brimoraks, and bestial glabrezu

Customized Summon List

Baphomet's priests can use *summon monster* spells to summon the following creatures in addition to the normal creatures listed in the spells.

Summon Monster V

Half-fiend minotaur

Summon Monster VI

Fiendish chimera

demons. Succubi and incubi in his service tend to change shape into beast-headed forms (using *monstrous physique I* or *II* instead of *alter self*). Given Baphomet's sexual inclinations, most of these intelligent servitors are his descendants, though the weaker ones are many generations removed. Several of his direct lieutenants are his sons and daughters; one's known to have been birthed by Lamashtu herself, but Baphomet keeps that progeny's identity secret. Being related to him doesn't exclude them from his lust, of course, and inbreeding has both concentrated his demonic power in certain servitors and resulted in horrible deformities and mutations.

Most of his other servitors are beast-headed variants of standard demons, though this grants them no additional abilities. For example, a babau in the Lord of the Minotaurs' horde might have a jackal's head, a balor's head might be goatlike, a marilith might have a wolf's or goat's head, and so on. In addition to these demons, elite minotaurs known as labyrinth minotaurs serve him in his realm, constantly patrolling the Ivory Labyrinth. A small number of wendigos (*Pathfinder RPG Bestiary* 2 281) serve him, but it is not known whether they are descended from his demonic form or corrupted offspring of his mortal self.

Planar Allies

In addition to his servitor demons and other creatures of the Ivory Labyrinth, Baphomet has several proxies who answer worshipers on his behalf.

Phemetous-Purg: This incubus (*Pathfinder RPG Bestiary* 3 73) has bull horns and long, pointed carnivore's teeth. As a mortal, he cataloged many of the cult's early rites and practices in humanoid secret societies, and was rewarded for his service by being made a high-ranking servitor. He has the powers of a 9th-level witch.

Taxil: This former Mendevian crusader succumbed to Baphomet's temptations and wrote treatises mocking various good churches. He then falsely atoned for his transgressions and continued to spread lies until he was executed for apostasy and blasphemy by Sarenrae's church. As a demon, he resembles a long-necked glabrezu with a goat head, and has the powers of a 7th-level antipaladin.



The Turn

PATHFINDER'S JOURNAL: SWEET ICHOR 5 OF 6

Letter received by Venture-Captain Zhanneal of Razmiran,
24 Desnus

I understand now that I will never be a swindler. To conduct a gaffe requires the ability to predict what others will do in the future, when we mortals are governed more by sudden emotion than careful thought. You think you understand a person, that his interests are clear to you, and that he will therefore reliably act upon them. Yet this letter finds me discovering, Zhanneal, a fact that you, as a man of longer experience, surely build into your every plan: a sudden flare of impulse can shatter the most cautiously constructed scheme, throwing all to the wind.

The disaster coincided with the arrival of the next caravan, and with it, your latest and most necessary

shipment. Before that, events here at Fort Clearwater proceeded as uneventfully as one might hope, given that we had taken up residence in the Worldwound. The sky turned green for several days, and then seemed to drip with blood. Insect demons buzzed overhead one afternoon, dropping sacs of acrid liquid that burned all they touched, slaying a pair of unlucky crusaders who could not reach cover in time. A week later, small sinkholes appeared in the courtyard, in a pattern I could not help but perceive as a pair of glaring eyes and a gaping mouth. Sentinels rushed to fill them, arresting their growth. "This happens from time to time," one of them shrugged, as he reached for his shovel.

In my last letter I described the arrival of a previous caravan. What I did not quite note at the time was the

festering resentment it occasioned in the men and women of the Solar Lantern. The warriors here lead an austere existence, embracing the fortress's absence of material comforts. Yet they still expect to be paid—or rather, they expect payments to be issued to their families from the Solar Lantern headquarters in Kenabres. They may regard their mad mission with unstinting loyalty, but their dependents rely on these stipends. The last batch of letters from home, which the caravan leader was kind enough to take charge of while passing through Mendev, revealed that said dependents have not been paid for some time. With Svyn and Byre absent so long in the Worldwound, and mere caretakers left behind, fickle donors have gone elsewhere. That is what Svyn tells them. Certain of the crusaders, led by the ballista operator Eilin, suspect that the agent Byre left behind has been cheating them. They demanded a token payment, to be brought directly to them at the fort, to prove that the order's finances have not been absconded with.

The dissension rattled both Ylyda Svyn and Byre, clearly unused to discontent within the ranks. Byre assembled them for a scolding, worsening the rift. After coaching from Gad, Ylyda Svyn addressed them, promising not only full payment of the arrears, but a swift conclusion to the mission. She shared with them as never before the details of her plan: once ready, her alchemical product, derived from the bile of a demon lord, will act as an antidote for a poisoned land. They will inject it into a nearby geyser, where the separation between our own Golarion and the demon plane is thin. It will spread from there throughout the wounded land, healing it, severing entirely the connection to the Abyss. This moment, she promised, is not years away, nor months, but weeks.

From the success of this speech, using words Gad had supplied, sprang the catastrophe of which I must tell you. Byre bristled to see Gad's honey succeed where his stern exhortations had failed. He came to me to complain, but what could I say? If only I had received his dudgeon more seriously, perhaps I could have helped to contain his rage.

Spurred by her promises to the warriors, Svyn accelerated her efforts to perfect the bile infusion, even though your shipment of needed ingredients was still many days off.

She again pressed us about Calliard, whose addictions had for a time been tacitly set aside. How long had he been addicted? Was it true that his habit differed from the norm, having been inculcated directly by a demon? Was it always blood he drank, or sometimes bile?

One day she demanded that we bring him to her laboratory. When he entered the room, her alchemical apparatus trembled as if shaken by an unseen hand. The condensation she gathered turned to a choking vapor, sending us all rushing from the room. Whatever reaction

his proximity caused, it was not a positive one. Calliard returned to our bunkroom, as both Gad and I impressed this upon her. We judged the matter dropped.

When next we saw Calliard, he said, "It'll never work."

"What?" Gad asked.

"Her formula. She can't turn the ichor of a demon lord against the Worldwound. The experiment will fail. If she's lucky."

"Expand on that thought," Gad said.

"If she's not, her attempt to seal shut the Worldwound will merely open it wider. Say goodbye to Mendev, to Numeria, maybe to Ustalav and beyond."

"You're certain of this?"

Calliard shrugged.

Vitta folded her arms. "Then we'd better get the crystal out of here before she tries it."

Knowing that a magical lock secured the door leading from Ylyda Svyn's apartments to the laboratory containing her apparatus, we had to send Vitta, as the lockbreaker, to attempt the theft. Then came the issue of who would go with her as lookout. The laboratory and Calliard did not mix. And if we were caught, Gad just might be able to disown us without losing the alchemist's favor. That left me as the expendable man.

The next day, Ylyda Svyn gave us our chance, inviting Gad to join her as she left the fort to test her latest distillation. Vitta and I watched her and Gad, in a party led by Byre, leave the complex. Few crusaders walked the corridors during the day, and so we made our way to Svyn's door undetected. The latch on the door to her personal chambers fell quickly to Vitta's expertise. We slipped inside the room. I took a position near the door, listening for approaching boots. Vitta knelt before the laboratory door, unrolling a leather kit bristling with assorted picks, levers, brushes, and devices whose use I could not divine. She probed the lock with a curved wand, withdrawing it after several careful minutes. Then she held the wand between her hands, crinkling her brow in concentration.

"That's a good lock," she said.

"Can you get past it?"

"Yes, but it's trapped with a magical alarm. It has to be opened with a magical key."

"I saw her use it," I said.

"I might be able to dull the magic with grindstone powder. But it has to be carefully applied to the entire tumbler mechanism, and there's a tricky bit at the back, obstructed by a gear."

"Meaning?"

"There's a chance I'll miss some of it, in which case the magic will still activate. Something will happen with Ylyda Svyn's key. It will glow, or heat up."

"How big a chance you'll miss it?"

"One in five, maybe one in four." She packed up her toolkit.

"We're going to give up?"

"Even if I unlocked the door, there's the matter of the crystal, that if you touch it, it will eat your mind." Vitta plainly thought me an idiot. "This is just the rehearsal."

We returned to the bunkroom well before Gad. When he got back, he recounted what he had seen. The crusaders took him past the ring of protective menhirs installed about a quarter mile away from the fortress. Ylyda Slyn explained that she had attuned these makeshift versions of the wardstones that protect the border with Mendev to the Bile of Abraxas. They repelled most, though by no means all, demons, who were as loath as any other creature to approach one of their lords unbidden. A few still got through to attack the fort—these were the heedless, the senseless, and those already inclined toward Abraxas, who had no reason to shrink from his aura. Without the wards, the attacks would surely have increased tenfold.

Gad lay in his bunk, hands behind his head. "Byre said they lost dozens of crusaders simply putting the menhirs in place. No wonder they don't see how far into madness they've plunged—they can't come to their senses and leave, because that would mean their comrades died for nothing."

The next morning a crusader rapped on our door. We were to join the rendezvous party, which would go to meet your caravan. Sir Byre had requested that all four of us accompany him, which we had not done before. Barded horses, provided for our use, waited with the rest of the group in the courtyard.

"What's this about, Byre?" Gad asked.

"Milady observes that the bond between us is not what it could be. If you four are to join us as members of the order, you must integrate with us. What better occasion for camaraderie, than to collect the goods your patron sends us?"

The rest of us looked to Gad, who heaved himself into the saddle.

As we rode out, a clacking sound echoed through the forest. I could not help but perceive it as the working of Abraxas's great beak, as if the demon lord itself waited for us out in the twisted wood.

In my uneasy reverie, it took me a while to note a curious undercurrent among the crusaders. One of them bit his lip. Another fidgeted with his horse's reins. Their unease seemed more than the jumpiness one might expect venturing into demon-infested territory. Not just apprehension, but gloom verging on remorse.

Silence descended. Vitta's hand had drifted to the haft of her mace. Likewise Calliard and his sword.

Byre wheeled his horse and rushed at Gad, sword outstretched. Gad ducked the blow and speeded his horse. Byre whistled; the horse obeyed this command and stopped, pitching Gad to the dirt.

"What are you doing?" I cried.

"What I should have done the day you arrived!" he shouted, and charged Gad, intending to ride him down.

Slapping reins, I kept by his side.

"Your lady commands this?"

With the point of his sword, he kept me at bay. "She will be saddened to learn of your deaths. But demon ambushes are so common here."

I drew and swung my scimitar.

"Betrayer!"

He continued his charge at Gad, who spun to the side, then used Byre's leg to climb up onto him, punching him in the face. The two struggled atop a spooked and wheeling horse.

Either could easily break his neck. Gad deserved this, but not yet, so I rode toward them, wondering how to pull him off without getting either of us killed.

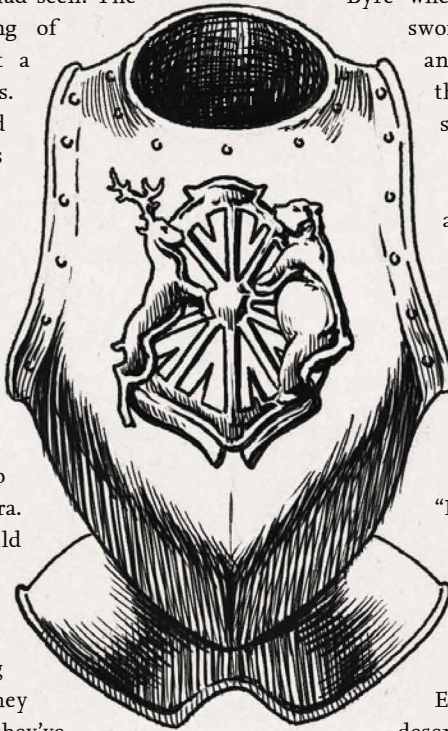
A crusader blocked me, aiming his flail at my head. As a son of the Bekyar, my horsemanship outshone his, even on

an unfamiliar mount. I spurred my steed toward him; it reared in panic. My opponent grasped his horse's neck, dropping his weapon. I slashed at his arm, loosing his grip on his steed. With one foot still caught in a stirrup, he slid from the horse, and was trampled by its hooves.

I caught flashes of the battle around me: Gad had knocked Byre to the ground; they grappled in ungainly fashion. The situation no longer called for my immediate intervention.

Chased by crusaders, Calliard and Vitta rode toward a thick stand of trees, then dismounted. Unable to continue into dense forest, their pursuers also unhorsed themselves, to resume the chase on foot, losing their advantage over opponents who could not hope to beat them fighting from the saddle.

Then another crusader rode to engage me, lance outthrust. I wheeled, forcing him to alter his trajectory,



"It seems even the Order of the Solar Lantern is not above petty rivalries."

and deflected the blow with my shield. Though jarred to the roots of my teeth, I remained on my steed. Our horses turned, ready for another pass. Between us I spotted a boulder projecting from the ground. Gambling that my enemy had not, I plotted my sally against him to place it in his horse's path. Crusader and mount thundered toward me; then hoof caught rock and the horse went tumbling. I winced as the horse's front leg shattered.

My foe lay pinned under his steed. I leapt down, ready to place my scimitar at his throat and demand surrender. But he wriggled free and came at me, hitting my chest with his shoulder. Knocked on my heels, I whiffed my retaliatory blow. This gave him time to draw his sword and come on again, fury redoubled. He screamed at me, his helmet muffling his shouts. I could only suppose that he, like most northerners, harbored undue sentiment for his horse. I taunted him with it, that rage might further blunt his judgment. "Who shall I put out of his misery first? You, or your nag?"

He barreled heedlessly at me, allowing me an easy parry, followed by a solid blow to his chest. For every blow he struck, I landed two. He endured mightily, and our bout left me gasping and winded. Finally he staggered from me, giving me the opening for a perfect strike at the side of his head. He collapsed, and I stepped back, lest he fall into me. At my feet he breathed his last.

I looked for my next opponent, but there were none to be seen. Byre, his breastplate torn from him, a dagger lodged to the crossguard below his clavicle, crawled on his back, away from Gad, who panted on all fours, blood dripping from his mouth.

"If you have any decency," Byre groaned, "you will take this as your victory, and leave my lady be."

"Fine words from a backstabber," Gad coughed.

"When you find a snake in your bed, chop off its head," Byre managed. He wrapped his fingers around the hilt of the dagger stuck in him. "Which demon cult do you serve?"

Gad made it to his knees. "You've got us wrong, Byre."

Byre tried to pull the dagger out but lacked the strength. "Then why do you rob me of my place? You've beguiled a holy woman, pulled her from the path of righteousness..."

We let him catch his breath.

"I warned her against you, but it only..." Byre took his own dagger from the sheath at his hip, but it tumbled from his trembling hand. "You can't have done all this just to steal from us."

Gad stood. "You need a healing draught."

"I won't take it," Byre said.

"You're dying," Gad said.

Byre's muscles went slack, leaving him lying awkwardly on his back, legs folded under him. "Then let me die," he wheezed. "I'll not go back to her in shame."

The Order of the Solar Lantern

Mendev is home to numerous crusader orders, ranging from small bands that amount to little more than adventuring parties to organizations large enough to own entire chapter houses and launch multiple missions up and down the border with the Worldwound. Similarly, these orders vary in their beliefs and ideals, from true-believing paladins fighting for the glory of their gods and the salvation of the Inner Sea region, to those rough-mannered mercenaries hoping to make some quick gold by looting fallen settlements and selling their swords to Mendev's military.

The Order of the Solar Lantern falls somewhere in between. Though originally a devout Iomedaeen mounted company with a reputation for bravery, the Kenabres-based group has expanded of late to include less pious mercenaries in order to help the mysterious miracle-worker Ylyda Ssyn establish Fort Clearwater, a daring military outpost positioned just inside the Worldwound border. Simultaneously lauded and pitied for what many saw as a suicide mission, the Solar Lantern crusaders surprised everyone by continuing to maintain their foothold in the demon lands. With every month they remain in the combat zone, however, the odds of them ever returning diminish—a fact that weighs heavily on their families and creditors. Many merchants already refuse to extend loans to soldiers considered as good as dead, and with **Chief Bursar Ablis Karlan** (N male human fighter 2/rogue 3) unable to pay for much-needed supplies out of an empty (or so he claims) treasury, it seems like only a matter of time before the order is forced to take down its pennants and sell its chapter house to another order. In the meantime, many crusaders and their families murmur that the order never had problems before it "threw in with that Ssyn witch."

Gad stumbled to his horse, reaching into a saddlebag. "She'll forgive you." He pulled out a potion bottle and thumbed loose the wax sealing its cork in place.

Byre wept. "My goddess does not forgive. And neither should milady."

Gad knelt over him. "What's a little betrayal between friends?"

Byre fumbled uselessly for his knife. "It's not that. It's the failure."

Gad poured healing philtre onto his lips. Byre kept them clamped shut.

"Don't waste that," I told Gad.

Gad nodded, and drank the rest himself. Cuts on his face and hands sealed shut; the bruises below his eyes withdrew.

Demon Blood Addiction

In this story, Calliard is addicted to demon blood. While rare, demon blood addiction is sadly an affliction that plagues more than just this demon-hunting bard. For most of the fallen crusaders, demon binders, and depraved cultists who voluntarily ingest this substance, demon blood is a powerful magical drug that nauseates its users even as it grants them greater powers and resistances against demons.

In most instances, the narcotic called "demon blood" is actually a specially treated combination of demon blood and various alchemical substances, particularly a mysterious component known as *mesz*. Because of the furtive and taboo nature of the addiction, however—and the tendency for addicts to be slain by their demonic providers—the long-term effects of demon blood addiction have yet to be studied. In certain cases (such as Calliard's), extensive use appears to further attune the addicts to demonkind, allowing them to gain benefits from drinking fresh, untreated demon blood (perhaps due to alchemical saturation of their systems).

Byre spat up blood and lapsed into unconsciousness, then death.

"The others," Gad said.

I hastened to the edge of the wood, where the abandoned horses milled. Scimitar ready, I stumbled in. My shoulder brushed a purulent tree and burned from its sap.

Following the sounds of snapping twigs, I came upon Vitta and Calliard—she, shaken; he, drenched in gore. Were it mostly his, he would not be walking, even at his leaden pace. He had neither cleaned nor sheathed his sword.

We rejoined Gad as he swigged from a second healing vial. Vitta helped herself to one from her own pack. I eavesdropped on her as she spoke into Gad's ear: "You should have seen it. It's not him anymore."

If this were the case, I for one felt secret gratitude. Despite the murderous intent of Byre's men, I would not have liked to be the one who had to slay them. Though glad to be alive, I could not claim we did not deserve the punishment they meant to mete.

"What do we tell the others?" Calliard asked.

"The truth raises questions we don't want to be asked," Gad said. "We use their cover story—that we were ambushed by demons."

Vitta pulled her mangled hair-lattice from her head and tossed it aside. "Does it stretch credibility that all of them died and all of us lived?"

Gad surveyed the bodies, which we would leave for carrion beasts. "They died as crusaders. Taking lead position in battle. They arrayed themselves to protect us, and bore the brunt of the attack."

We marched on to meet the caravan. Its Solar Lantern guardians, spattered with demon ichor from a recent fight, wearily accepted our tale. A complement of them had come to reinforce the fortress, while others turned back with the horses and carts after receiving a packet of letters and communiques.

Ylyda Svyn received the news of Byre's death, conveyed to her in the courtyard, with martial restraint. But in her apartments afterward, she reached for Gad's arm to steady her.

With Byre gone, I expected to be excluded from her regular meetings with Gad, as I had joined them only on his insistence. Yet she never barred me. At first, I thought guilt kept me at her side, as a chaperoning stand-in for Byre, a veiled admission that in her attachment to Gad lay something unseemly. As the days went on, however, I realized that it was simpler than that. Like Gad, I was an outsider, to whom she could show weakness without compromising fortress morale. She seemed to age overnight, in both gait and countenance.

"My last words to him were rebukes," she said. Presumably, their last argument concerned Gad's role as her confidant. We certainly did not press her to unburden. Luckily, her sorrow didn't extend to a reconsideration of Byre's demands. Svyn retreated to her meager bedchamber, to which we were admitted for the first time. Hunched under a fur blanket, dim candlelight reflecting on her mask, she had never looked so grotesque, or so pathetic. She asked us to read to her, from the great battle poems of the Iomedaeen canon.

The key to the laboratory became a thing of frustrating elusiveness. Ylyda Svyn wore it around her neck, on a thin silver chain. Often she would doze in our presence, lulled by the velvet depths of Gad's reading voice. But whenever he would reach over to snatch it from her neck, she stirred, as if excited by his proximity. I watched on tenterhooks at least half a dozen times as he tried for it, only to pull back.

One morning she regained her old industry, and urged us to join her in the laboratory. She set us to unpacking the load of ingredients you sent us, which until then had languished. In frantic bursts she commanded us to unpack this box or decant that bottle. She started an inventory, with me as her scribe, then abandoned it, then started it all over. Assisted by Gad, she fell into a frenzy of mixing and powdering and note-taking. "We're nearly there," she said. "His sacrifice will not have been in vain." Though she never said the name, plainly she meant Sir Byre.

The next day, she fell into a funk and would not leave her bed. Gad read to her, as before, and again tried and failed to remove the key.

"You were so close to getting it," I said to him, when we departed her chamber for the night.

"Even if we do, there's a problem of opportunity. She never fully dozes, and now never leaves her apartments."

"You're starting to feel sorry for her!" I immediately regretted my vehemence. But after all this, we could not afford to have our chief swindler go soft on us.

"I prefer to despise my marks," Gad said. "This one's near-mad with grief."

I turned and stood before him, blocking his progress through the hall. "There's still a second laboratory behind the one she shows us. Where she takes followers who've broken her prudish rules and grafts them with demon flesh. Remember that woman, Uldii, out in the forest?"

He recoiled from my words, as if he had forgotten.

"Don't let that hangdog piety fool you, Gad. She's mad all right, and was before we got here."

"You're right," said Gad.

"When you make a mark fall in love with you, you don't return the favor, do you?"

He pushed past me. "You've made your point."

When we arrived in the bunkroom, Vitta was waiting for us. "There's trouble," she said.

"What?"

With little to do while we consoled Ylyda Ssyn, she'd befriended Eilin and her ballista crew. "Fanatics or not, this fortress is one provocation shy of mutiny. Remember the problem with the remittances, which was supposed to be all sorted out? Well, along with those ingredients for milady's lab came a raft of letters from home. And while the families might have been paid in the meantime, as of last writing, not one family's seen a copper. Since Ssyn never leaves her compound, I imagine her derelict agents back in Mendev have little fear of reprisal."

"And it sure doesn't help that there's no one here to complain to. Before, the sergeants caught an earful and went to Byre—"

"Who made it worse," said Gad.

"Who went to Ylyda Ssyn," Vitta continued, "who with your advice was able to cool the pot." The halfling returned to a task in progress. She'd sketched a map of the fortress, and now measured a circle with a pin in the middle and a length of string. "It's been a week and no peep as to who replaces Byre as second-in-command."

"Maybe a revolt works in our favor," Calliard said.

"How so?" asked Gad.

"The crusaders desert, go off to join another order. Who's to guard the prize if they leave?"

Gad rubbed at his chin stubble. "It's a pay dispute. They'll loot the place before they go."

"So, in the confusion, we steal the crystal."

"Too much chaos. We don't control the timing."

"And," added Vitta, "if one of a hundred soldiers gets the crystal, who do we chase to retrieve it?"

"We're so close to having that key and doing it the easy way," said Gad. "I just have to lift it, and then get her out of there long enough to get into the lab unnoticed. For that we have to stabilize the situation. They know she's been getting shipments from Racid's patron, right?"

"Sure," said Vitta.

"Spread the word that our patron understands the problem and will start sending out remittances as soon as we can get a message to him."

"They've heard that before. They want money in hand this time."

So indeed, Zhanneal, consider this my request for a shipment in coin, to the fortress. I have attached the amounts in an accompanying document. We have invested so much already, in terms of both your gold and my own time and risk. To lose it all to a mutiny, when we are so close, would be insupportable.

Forgive the unsteady hand, Zhanneal. I rush to write so that I might return to an urgent matter. Ylyda Ssyn took Calliard. Gad and Vitta have already left to save him. I would hold until the situation clarifies itself, but we need to quell her restless ranks and restore this place to order. Thus I send this now, so that you may immediately equip your own caravan to get us the troop payments we need—by magic if at all possible, as I know not how much time we have left.

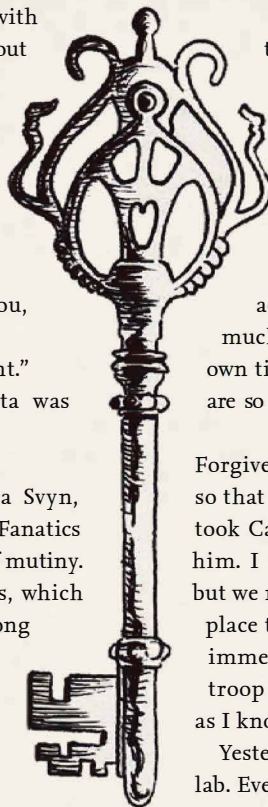
Yesterday Ylyda Ssyn had another restless day in the lab. Every reaction she attempted failed. The apparatus stopped working. The condensation that forms her distillation slowed, then ceased. Then she remembered how the Bile reacted when Calliard was in the room. We tried to

steer her from these thoughts but she would not budge from them. She called for her sentinels and had him brought to her. The substance bubbled and returned to life. We thought the matter ended, hearing the wildness in her voice only when it was too late. She ordered her men to seize Calliard and bear him to her surgery. Through its door I glimpsed a slab, stained with blood.

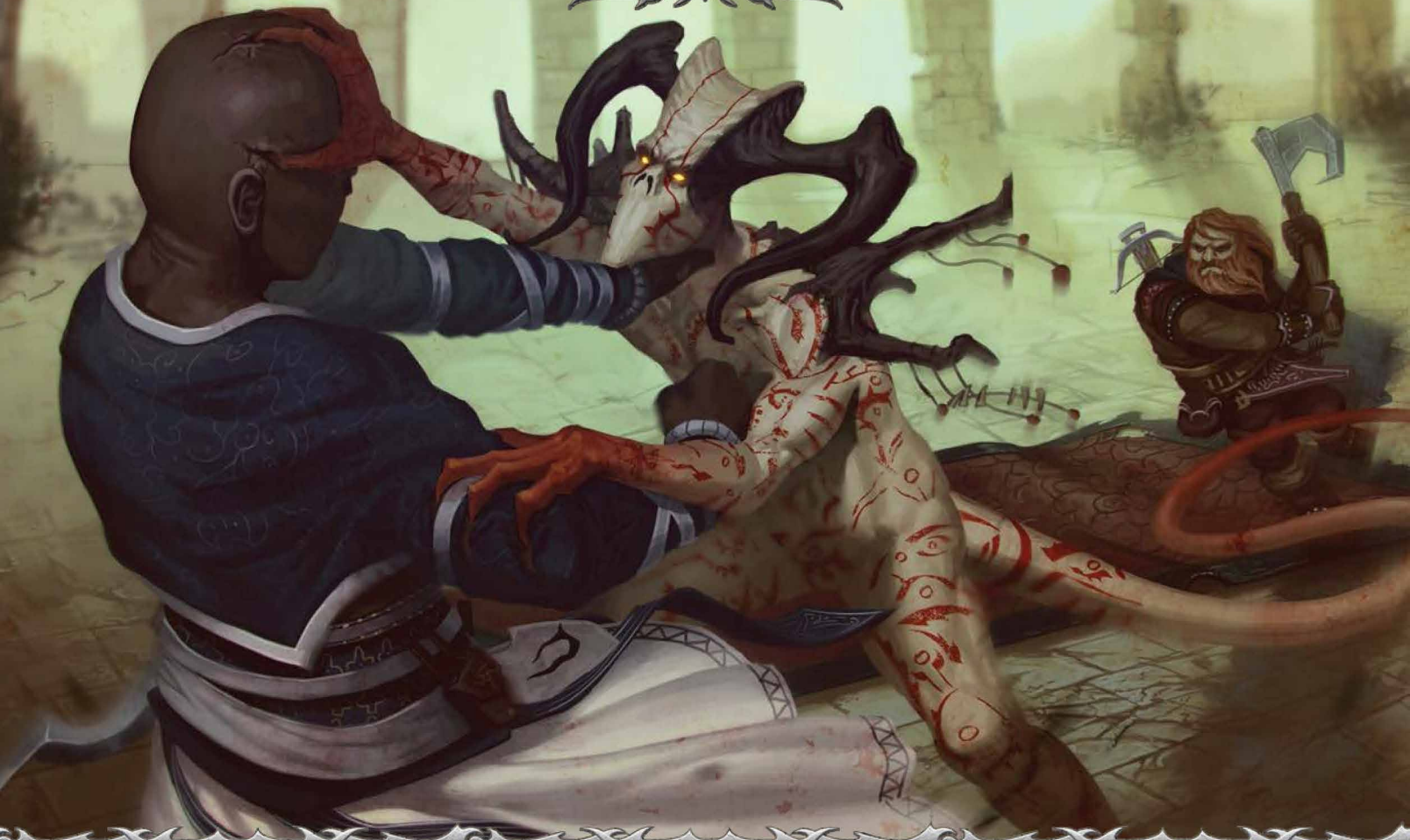
Gad pleaded with her—if his friendship meant anything to her, she would not hurt his friend.

"It's my fault we lost Byre," she said. "My contemptible hesitation. The breakthrough has been under my nose the whole time. It's him, the demon blood addict. I must open him up, and find his secret."

I slipped out, before her guards could point their swords at me. Gad is still in there. I will place this in the claws of my magic raven, send it to you, and get Vitta.



"Ssyn's key remains so close, yet also so far."



Bestiary

We walked the labyrinth for what seemed like months. A few days after we entered, what had begun as a classic maze carved from fitted stone with a ceiling of bones fell away to a hedge maze full of disturbing topiaries and thorny brambles. Nearly a week later, we entered an area that was nothing more than winding trenches of bones piled high into the starless sky. Madness began to creep into everyone, and more than once each day I had to shake Maunselo back to reality. After spending two weeks in a completely dark and damp section of the labyrinth, we were all close to breaking, but by Iomedae's light we endured.

—Marliss Nalathane, explorer

This volume of the Wrath of the Righteous Adventure Path features a bestiary that details a new demon born of corruption, a vile new demodand, powerful minotaur denizens of the Ivory Labyrinth, and statistics for the realm's ruler, Baphomet—demon lord of beasts, labyrinths, and minotaurs.

MORE MALICIOUS ENCOUNTERS

The random encounter table presented here features a number of typical threats the PCs could encounter while in the Ivory Labyrinth. During the course of the adventure, the PCs have 60% chance of a random encounter every hour they spend on the plane. Since this adventure spans a range of levels, some of the results might be too easy or difficult for the PCs, depending on where they are in the course of the adventure. If the result rolled is outside the challenge rating range appropriate for the PCs, roll again or scale it to be a more appropriate encounter.

Labyrinth Minotaur Patrol (CR 19): Favored servants of Baphomet, labyrinth minotaurs (see page 90) patrol the seemingly endless Ivory Labyrinth. The patrols typically include four labyrinth minotaurs, who sniff and snort their way through the halls.

Lost Wanderer (CR 18): Ensilote (use the statistics for a mage hunter on page 142 of the *Pathfinder RPG NPC Codex*) came to the Ivory Labyrinth while pursuing a rogue mage. Ensilote confronted his quarry and killed him, but has since been stuck in the Labyrinth. He spent his first decade trying to find the way out, but in the years that followed, his mind snapped. He talks to himself, answers unasked questions, and constantly thinks he smells or hears something dangerous, often prompting him to stop mid-sentence and dash off to find a place to hide. His desire to escape the Labyrinth vanished with his sanity; now he finds life between the maze walls so comfortable that he doesn't want to leave.

Ensilote can reduce by half the amount of time the PCs must wander a particular maze realm before passing into the next. He can attempt Survival checks to try leading the group to another maze realm. Even though he can't attempt Knowledge (planes) checks to help the PCs get to a specific maze realm, he's familiar enough with the Ivory Labyrinth to provide a +5 bonus on any Knowledge (planes) checks they attempt to reach a specific maze realm.

Maze Shift (CR varies): While exploring the limitless passages of the Ivory Labyrinth's multitude of maze realms, the PCs can be spontaneously shunted to a different maze realm. When this result comes up, roll to determine the maze realm in which they end up (see pages 14–15). If the result is the same maze realm where they currently are, reroll until you get a different result. If this occurs while the PCs are moving about and adventuring, they perceive the shift 1 round before they actually are teleported to a

IVORY LABYRINTH ENCOUNTERS

d%	Result	Avg. CR	Source
01–03	1 half-fiend great cyclops	15	See page 26
04–10	1d8 retrievers	15	<i>Bestiary</i> 234
11–16	Empowered disintegrate trap	16	<i>Core Rulebook</i> 422 and see below
17–20	1 nightwalker	16	<i>Bestiary</i> 2 201
21–24	1d4 nightwings	16	<i>Bestiary</i> 2 203
25–31	Planetary agent	16	<i>Bestiary</i> 11
32–35	Lightning bolt gallery trap	17	<i>Core Rulebook</i> 422 and see below
36–41	1 mythic half-feshnee	17	<i>Mythic Adventures</i> 183
42–49	1d8 tarry demodands	17	<i>Bestiary</i> 3 71
50–59	Lost wanderer	18	See below
60–64	1 nightcrawler	18	<i>Bestiary</i> 2 200
65–69	1 shaggy demodand	18	<i>Bestiary</i> 3 69
70–74	1d6 ulkreths	18	<i>Pathfinder</i> #73 82
75–79	Labyrinth minotaur patrol	19	See below
80–82	1d8 stringy demodands	19	See page 84
83–88	1 balor	20	<i>Bestiary</i> 58
89–93	1d8 shemhazians	20	<i>Bestiary</i> 2 80
94–95	1 mythic marilith	21	<i>Mythic Adventures</i> 182
96–98	1 thanatotic titan	22	<i>Bestiary</i> 2 267
99–100	Maze shift	Varies	See below

new maze realm. The air seems to condense, and reality ripples and buckles under their feet. As their surroundings shimmer, everything seems to spiral inward and then grow utterly dark before they find themselves in another maze realm. If this occurs while the PCs are sleeping, they don't notice a thing and simply wake up in a new place.

Planetary Agent (CR 16): The PCs came here after being tasked by Iomedae to rescue her herald, but they aren't the only ones on this mission. Sargona (use the statistics for a planetary on page 11 of the *Pathfinder RPG Bestiary*) slipped away unnoticed to the Ivory Labyrinth. The angel was supposed to leave the mission to the mortal heroes, but felt they could use some help. Sargona will fight for the PCs and cast spells for them as needed, but may need to leave in a hurry. The GM can control how much of a benefit the angel is to the PCs. If the PCs learn from Sargona that she's here without approval, they can try to convince her to return home instead of fighting on with them in the Ivory Labyrinth.

Traps (CR varies): Many dangers await in the endless corridors and pathways that make up the Ivory Labyrinth. Not all of these are patrolling minotaurs and cruel fiends. Traps are littered various maze realms, providing hidden threats for all who walk the winding halls. Though only two traps are listed on the table, GMs can include different traps that might be a better fit depending on which maze realm they happen to be in at the time.

Demodand, Stringy

This lanky humanoid is covered in layers of long, ropy skin growths that sway wildly from its body with each move.

STRINGY DEMODAND

CR 15



XP 51,200

CE Medium outsider (chaotic, demodand, evil, extraplanar)

Init +6; Senses darkvision 120 ft., detect good, detect magic;

Perception +24

DEFENSE

AC 28, touch 16, flat-footed 22 (+6 Dex, +12 natural)

hp 210 (20d10+100)

Fort +17, Ref +12, Will +13; +4 vs. divine spells

DR 10/good and magic; Immune acid, poison; Resist cold 10, fire 10; SR 26

OFFENSE

Speed 40 ft., fly 40 ft. (average)

Melee bite +29 (2d6+9/19–20), 2 claws +29 (1d10+9/19–20)

Special Attacks entangling folds, faith-stealing strike

Spell-Like Abilities (CL 15th; concentration +19)

Constant—detect good, detect magic

At will—detect thoughts (DC 16)

3/day—fear (DC 18), greater dispel magic

1/day—hold monster (DC 19), summon (level 6, 1d4 tarry demodands or 1d2 stringy demodands 40%)

STATISTICS

Str 28, Dex 23, Con 21, Int 12, Wis 13, Cha 18

Base Atk +20; CMB +29; CMD 45

Feats Blind-Fight, Cleave, Combat Reflexes, Flyby Attack, Improved Critical (bite), Improved Critical (claw), Improved Vital Strike, Intimidating Prowess, Power Attack, Vital Strike

Skills Acrobatics +24, Bluff +27, Climb +22, Fly +19, Intimidate +36, Knowledge (planes) +14, Perception +24, Sense Motive +14, Stealth +24, Survival +14

Languages Abyssal, Celestial, Common

SQ heretical soul

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or tangle (3–8)

Treasure standard

SPECIAL ABILITIES

Entangling Folds (Ex) Although the disgusting growths on a stringy demodand are technically part of its skin, the demodand has a small measure of control over these ropy appendages. As a standard action, a stringy demodand can use its growths to entangle any adjacent creatures of its size or smaller. To resist being entangled, a target must succeed at a DC 25 Reflex save. As long as the stringy demodand is entangling one or more creatures, any creature that moves adjacent to the demodand must successfully save or likewise be entangled. Entangled creatures can't move farther than 5 feet from the stringy demodand until they break free from its growths. An entangled creature can break free as a move

action by succeeding at a DC 25 Strength or Escape Artist check. The save DCs are Constitution-based.

Like all demodands, stringy demodands are devoted to serving their thanatotic titan masters in the Abyss. Stringy demodands fulfill this duty by serving as kidnappers, slavers, and slave masters throughout the Abyssal realms. Stringy demodands are physically well suited to this charge, being lankier, scrappier, and more agile than other demodands. Such agility allows a stringy demodand to quickly snatch up slaves-to-be and prevent slave revolts before they start. Taut muscles, wicked teeth, and sharp claws also make a stringy demodand a formidable fighter in the event of a struggle, and it should go without saying that a stringy demodand's defining feature—its hundreds of long, obscene ropes of skin—are ideal tools for easily binding and restricting its quarry.

It's the stringy demodands' long, obsidian-colored skin growths that give the abhorrent outsiders their name. These growths resemble nothing so much as elongated skin tags the girth of a human finger and roughly 4 feet in length. The fibrous outgrowths stretch from stringy demodands' heads to the tips of their batlike wings to their shins. These ropy villi bob and sway wildly as a stringy demodand moves, creating a truly disturbing image for those victims who dare to look back at their Abyssal pursuer.

Because these rubbery growths cover most of the creatures' bodies, they provide greater natural protection than the hides of other kinds of demodands and allow stringy demodands to eschew armor. Stringy demodands are typically 6 feet tall and weigh almost 300 pounds.

ECOLOGY

Although all demodands are disgusting creatures, stringy demodands are among the most unnerving in terms of appearance. It's thought that when the thanatotic titans were sculpting the first stringy demodand, its waxen image drooped and melted from head to toe, forming the foul, stringy growths that now define these misbegotten monsters. Like the hairs of a human, these growths don't contain nerves yet grow at an incredible rate. When a stringy demodand loses these growths through carelessness or from wounds in battle, the fleshy strands rapidly regenerate. When at rest, stringy demodands wrap their ropy growths around their bodies like grotesque shawls. Some twist them around their lean torsos and intertwine the growths to produce elaborate headdresses of braided black skin.

Stringy demodands arise from fertilized demodand eggs just like all others of their kind. Since a given demodand's clutch produces a random distribution of different types of demodands, a stringy demodand's emergence cannot be planned. When a stringy demodand does happen to hatch from a demodand egg, it quickly

savages the other eggs in the clutch to eliminate its competition. If it cannot ruin or consume the other eggs in its clutch before they hatch, a stringy demodand swiftly bullies its brethren into submission and proves itself to be the dominant sibling, establishing from birth its natural instinct to coerce and enslave.

A stringy demodand's horrific appearance is often cause enough for potential victims to quake in their boots, but its unsightly aspect is far from the only feature that makes this being a formidable intimidator. In addition to its grotesque appendages and distasteful visage, a stringy demodand has a grating, alien voice that is simultaneously guttural and nasal. So terrible is its call that when it roars, a stringy demodand sends humans and demons alike scurrying for safety. Some say that when the thanatotic titans accidentally created the demodands and beheld their monstrous progeny for the first time, one of the titans let out a cry of anger and shock that shook the whole of the Abyssal realm. It's said that the stringy demodand heard his creator's shout and swallowed it hungrily, learning to scream like a god in so doing.

HABITAT & SOCIETY

Though they prefer to work alone, stringy demodands grudgingly accept the company of other demodands when their thanatotic titan masters demand it. Stringy demodands' devotion to the titans is as fervent as that of any other among their kind, but these beings have the unusual tendency to take their masters' orders to the extreme, justifying any and all obscenities and collateral damage in the name of their Abyssal overlords. Such devotion can sometimes even lead stringy demodands to obliterate their demodand kin during missions should they see their brethren's efforts as lacking. Only shaggy demodands can deter stringy demodands' bloodlust with any consistency, as the latter realize that to attack their commanding brethren would be very foolish.

Always striving to please their masters, stringy demodands can be found on nearly every Abyssal realm capturing and enslaving future minions and playthings for thanatotic titans. When at rest, stringy demodands gather alongside other demodands to form enclaves of like-minded fiends so they can plot their next moves and calculate the most prime specimens to subjugate. In the Abyss, these victims are typically demons, the enslaved prisoners of these demons, and wandering mortals who happened into the Abyss at the wrong time. Though rarely encountered on the Material Plane, stringy demodands can sometimes be found as part of larger hunting parties tasked with capturing valuable mortals to bring back to their Abyssal realm.

Stringy demodands' loyalty and rashness make them well suited to serving as solitary slave masters,

roles the thanatotic titans delight in having them serve. The demodands embrace this task with their typical overzealous fervor and happily bully, abuse, and torture their charges, often shattering slaves' minds as well as their bodies in the process. Although they understand that their thanatotic titan masters want as many mortal recruits as possible, it's sometimes difficult for the reckless stringy demodands to bring slaves to the titans without irreversibly breaking them first. Stringy demodands kill or violently maim more slaves than they successfully convert into the titans' faithful. This predilection for violence explains why, when stringy demodands take part in Abyssal slaving parties, they are usually accompanied by enough slimy and tarry demodands to keep their violent urges in check.



Demon, vilsteth

This fiend seems carved from weathered ivory, and runes and symbols of power cover its pale flesh. Its eyes glow an eerie yellow, and horns curl from its eerie, mouthless head.

VILSTETH

CR 16



XP 76,800

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

Init +8; Senses darkvision 60 ft., see *invisibility*; Perception +36

DEFENSE

AC 30, touch 14, flat-footed 26 (+4 Dex, +16 natural)

hp 225 (18d10+126)

Fort +18, Ref +10, Will +14

DR 10/cold iron and good; Immune electricity, mind-affecting effects, poison; Resist acid 10, cold 10, fire 10; SR 27

OFFENSE

Speed 30 ft.

Melee 2 claws +24 (2d6+6), gore +24 (2d6+6 plus 1d4 Wis), tail slap +19 (1d8+3)

Special Attacks idolatry, labyrinthine mindtrap, mindrender, powerful charge (gore, 4d6+12), rend (2 claws, 2d6+9), unspeakable truth

Spell-Like Abilities (CL 18th; concentration +24)

Constant—see *invisibility*At will—*enter image*^{APG}, *greater teleport* (self plus 50 lbs. of objects only), *meld into stone*, *possess object*^{UM}, *ventriloquism* (DC 17)3/day—*charm monster* (DC 20), *quicken dominate person* (DC 21), *stone shape*, *vengeful outrage*^{UM} (DC 22)1/day—*mass suggestion* (DC 22), *statue*, *summon* (level 7, 1 shachath^{AP75} or 1d3 succubi 50%), *symbol of persuasion* (DC 22)

STATISTICS

Str 22, Dex 19, Con 24, Int 23, Wis 16, Cha 23

Base Atk +18; CMB +24; CMD 38

Feats Alertness, Combat Casting, Deceitful, Greater Vital Strike, Improved Initiative, Improved Vital Strike, Persuasive, Quicken Spell-Like Ability (*dominate person*), Vital Strike

Skills Bluff +31, Craft (sculpture, stonemasonry) +18, Diplomacy +31, Disguise +31, Intimidate +31, Knowledge (engineering, history, local, nobility, religion) +15, Perception +36, Perform (oratory) +15, Sense Motive +28, Spellcraft +16, Stealth +25, Use Magic Device +14; Racial Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic; can't speak, telepathy 100 ft.

SQ change shape (Medium humanoid; *polymorph*), no breath

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or conspiracy (3–12)

Treasure standard

SPECIAL ABILITIES

Idolatry (Su) When a vilsteth uses *enter image*, *meld into stone*, *possess object*, or *statue* to assume the appearance

of a public or religious monument (either by entering or controlling an existing object or by taking the semblance of one), it can make itself an object of worship and adoration. This functions as *sympathy* (DC 25, CL 18th) upon either a single creature within 30 feet or all creatures of the chosen type or alignment within 30 feet. Any creature that fails its saving throw against this effect must attempt an additional DC 25 Will save after spending 24 hours within 30 feet of the object of worship. If the targeted creature fails this second save, it's affected as if under a permanent *mind fog* effect with respect to the vilsteth. This is a curse effect and cannot be dispelled (although *dispel chaos* or *dispel evil* can remove this effect, as does *break enchantment*).

Labyrinthine Mindtrap (Su) Whenever a vilsteth is targeted with a divination or mind-affecting effect, including effects that simply facilitate mental communication, the caster's mind is entrapped within the twisted corridors and pathways of the vilsteth's intellect, causing the caster to become dazed (Will DC 25 negates). Each round on the victim's turn, it can attempt a new saving throw to escape this mind trap, ending its turn, but each failed save deals 1 point of Intelligence, Wisdom, and Charisma drain to the creature. A creature that successfully saves against this effect is immune to the same vilsteth's labyrinthine mindtrap for 24 hours.

Mindrender (Su) When a vilsteth hits with both claw attacks and rends its target, it gains a +4 profane bonus on its gore attack for that turn. In addition, if the vilsteth's gore attack hits, the target is affected by the vilsteth's labyrinthine mindtrap ability, even if the targeted creature already successfully saved against that ability in the last 24 hours.

Unspeakable Truth (Su) A vilsteth is surrounded by a mantle of misinformation. Creatures within 30 feet are affected by a curse that manifests the next time they attempt to share information about the vilsteth, including things they have observed the demon saying or doing. This curse affects the creature as *fumbletongue*^{UM} (Will DC 25 negates). A successful save negates the curse, but if the target fails the save, this curse manifests every time that target attempts to talk about the vilsteth. This curse is a mind-affecting compulsion effect and can't be dispelled or suppressed with *protection from evil*. A vilsteth can order creatures affected by charm or compulsion effects that it creates to share information about it without triggering the curse.

Vilsteth demons, also known as corruption demons, are calved from the essence of the demon lord Baphomet's realm of the Ivory Labyrinth. Vilsteths form from the souls of corrupt and deceitful politicians, priests, and power brokers—those who in life abused and misused whatever ephemeral power they wielded. The defining sin of these souls was pride, fueled by vanity and a desire for adulation and ever-greater authority to be wielded in

whatever selfish way they saw fit, coupled with a furious envy of anyone more beloved, respected, or feared than they. Vilsteths epitomize these traits, and can often be found lurking in monuments dedicated to important political figures or disguised within statues of prominent saints and heroes. In their natural form, vilsteths are over 7 feet tall and weigh 400 pounds.

ECOLOGY

Like all demons, vilsteths aren't born in a biological sense. Instead, the souls of corrupt mortals find their way to Baphomet's Ivory Labyrinth after judgment, and in there gradually transform into these crooked beings. From their positions of power, the sinful souls that birth vilsteths manifested every kind of malfeasance, from pecuniary greed to self-indulgence of gluttony, sloth, and lust in life, but the common thread is always the arrogation of the self over the state or church or whatever organization upon which they presided, coupled with a narcissistic smugness that their pride and pleasures were of greater import than any other consideration. Of course, these sinful leaders' cynical pragmatism demanded that they keep their perverted proclivities secret, as they knew those beneath them would never understand, so each spun an ever-expanding labyrinth of lies to keep their corruption under cover. Some succeeded, living out their days shrouded in their sinister secrets; others failed spectacularly, leading to dissolution, schism, treason, social collapse, and revolution when the extent of the awful truth finally surfaced. Whether their sins were ever exposed, however, their corrupted pride and devious secrecy drew their souls into the Abyss and the Ivory Labyrinth of Baphomet, where they formed into vilsteth demons.

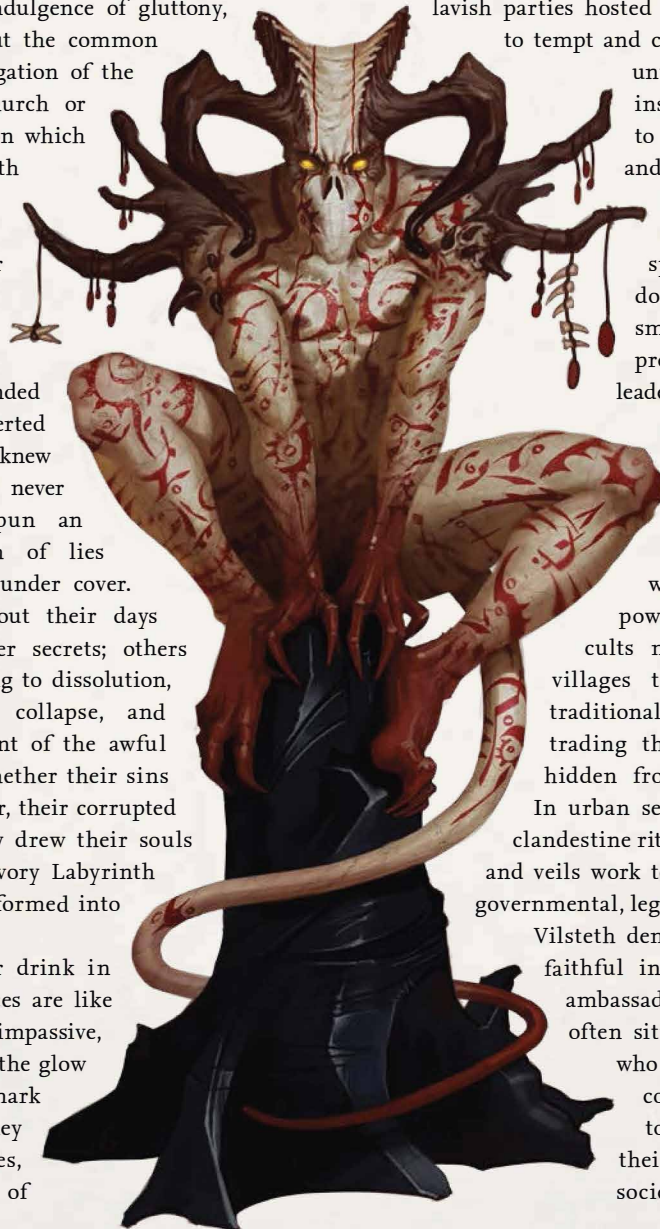
Vilsteths do not eat or drink in the usual sense. Their faces are like ivory masks—unmoving, impassive, and implacable, with only the glow of their amber eyes to mark their attention. Instead, they are emotional parasites, feeding on the reactions of

others, sowing confusion and suffering and feasting upon the psychic residue that follows. Likewise, they do not speak with voices that humans might understand. Their communication is purely telepathic, from a subtle whisper to a psychic scream, echoing down the corridors of the minds of those to whom they “speak” and pushing them, whether gently or urgently, toward acts of sabotage, sedition, and sin of every kind.

HABITAT & SOCIETY

Corruption demons are often solitary creatures who work independently on their schemes, though they sometimes summon lesser demons of like talents to further their pernicious agendas of subversion. They amass vast monetary wealth for common bribery and for lavish parties hosted by their minions in order to tempt and corrupt the unwary and the unwise. They encourage and inspire artists and sculptors to raise great monuments and masterworks for their own glory, and through these graven images they spy and speak and exercise a quiet dominion upon the great and small alike, working through prominent and respected leaders to delude the masses and subvert the common good.

When vilsteths are encountered outside of the Abyss, these demons are often found in places where Baphomet's cults hold power. In rural areas, such cults may form around insular villages that have abandoned the traditional gods of hunt and harvest, trading them for a predatory faith hidden from the eyes of outsiders. In urban settlements, cultic cells and clandestine rites conducted behind masks and veils work together to suborn existing governmental, legal, and cultural authorities. Vilsteth demons may visit Baphomet's faithful in either milieu, acting as ambassadors and agents provocateur, often sitting in judgment of those who have violated the cult's confidentiality and helping to design and implement their agendas for anarchy and societal upheaval.





Demon Lord, Baphomet

Fire burns on the central horn and in the rheumy eyes of this bestial winged demon, who stands more than twice a human's height.

BAPHOMET

CR 27



XP 3,276,800

CE Large outsider (chaotic, demon, evil, extraplanar)

Init +23; **Senses** darkvision 60 ft., *detect good*, *detect law*, see in darkness, *true seeing*; Perception +53

Aura frightful presence (180 ft., DC 38), *unholy aura* (DC 30)

DEFENSE

AC 45, touch 34, flat-footed 45 (+4 deflection, +11 Dex, +11 natural, +10 profane, -1 size)

hp 643 (33d10+462)

Fort +36, **Ref** +26, **Will** +31

Defensive Abilities Abyssal resurrection, *freedom of movement*, supernatural cunning; **DR** 20/cold iron, epic, and good;

Immune ability damage, ability drain, charm and compulsion effects, death effects, electricity, energy drain, fire, maze, petrification, poison; **Resist** acid 30, cold 30; **SR** 38

OFFENSE

Speed 50 ft., fly 50 ft. (good)

Melee *Aizerghaul* +52/+47/+42/+37 (2d8+28/19-20/x3), gore +40 (2d8+6 plus 2d6 fire plus burn), bite +40 (1d8+6)

Space 10 ft.; **Reach** 10 ft. (20 ft. with glaive)

Special Attacks burn (4d6 fire, DC 40), glaive mastery, powerful charge (gore, 4d8+19 plus 2d6 fire and burn), scroll use

Spell-Like Abilities (CL 27th)

Constant—*detect good*, *detect law*, *freedom of movement*, *speaking with animals*, *true seeing*, *unholy aura* (DC 30)

At will—*astral projection*, *baleful polymorph* (DC 27), *blasphemy* (DC 29), *desecrate*, *dominate person* (DC 27), *greater dispel magic*, *greater teleport*, *telekinesis* (DC 27), *shapechange*, *unhallow*, *unholy blight* (DC 26)

3/day—*quicken greater dispel magic*, *maze*, *summon demons*, *summon minotaurs*, *symbol of persuasion* (DC 28)

1/day—*imprisonment* (DC 31), *mass charm monster* (DC 30), *time stop*

STATISTICS

Str 36, **Dex** 32, **Con** 38, **Int** 37, **Wis** 29, **Cha** 35

Base Atk +33; **CMB** +47 (+51 bull rush); **CMD** 82 (84 vs. bull rush)

Feats Combat Reflexes, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Critical Focus, Greater Bull Rush, Greater Weapon Focus (glaive), Greater Weapon Specialization (glaive), Improved Bull Rush, Improved Critical (glaive), Improved Initiative, Power Attack, Quicken Spell-Like Ability (*greater dispel magic*), Scribe Scroll, Staggering Critical, Weapon Focus (glaive), Weapon Specialization (glaive)

Skills Acrobatics +44, Bluff +48, Diplomacy +48, Fly +49, Handle Animal +45, Intimidate +45, Knowledge (arcana) +49, Knowledge (dungeoneering) +46, Knowledge (geography) +46, Knowledge (history) +46, Knowledge (nobility) +46, Knowledge (planes) +49, Knowledge (religion) +49, Linguistics +46,

Perception +53, Sense Motive +45, Spellcraft +49, Stealth +43, Use Magic Device +45; **Racial Modifiers** +8 Perception

Languages all languages; *speaking with animals*; telepathy 300 ft.

SQ change shape (any animal, magical beast, or minotaur; greater polymorph), infernal brand, language mastery

ECOLOGY

Environment any (Abyss)

Organization solitary (unique)

Treasure triple (*Aizerghaul*, 2d6 scrolls, other treasure)

SPECIAL ABILITIES

Aizerghaul *Aizerghaul* (Abyssal for "Labyrinth's Final Edge") is a uniquely shaped glaive, the head of which consists of a double blade akin to a crescent moon. This blade is made of ivory, but is razor sharp and as hard as adamantite (and possesses all the qualities of that material). It is a +5 *lawful-outsider-bane unholy wounding glaive* capable of inflicting particularly horrible and painful wounds on good-aligned targets and devils alike. Such a creature must succeed at a DC 38 Fortitude save each time it's wounded by *Aizerghaul* or be sickened with pain for as long as the damage caused by the wound persists. Whether the save succeeds or fails, these wounds don't heal naturally and resist magical healing. A character attempting to heal these wounds must succeed at a DC 32 caster level check or the healing has no effect on the injured creature.

Glaive Mastery (Ex) Baphomet is exceptionally skilled at fighting with a glaive. He is treated as a 20th-level fighter for the purposes of fulfilling any feat prerequisites, such as that for Weapon Specialization.

Infernal Brand (Su) The mark of Asmodeus is branded on Baphomet's brow, yet this is no mark of fealty or servitude. Rather, Baphomet has claimed the pentagram—a remnant of the time he spend as the archdevil's prisoner—and now draws power from it. The brand grants him his devil-like abilities of fire immunity and see in darkness. In addition, all devils and worshipers of devils take a -2 penalty on saving throws against Baphomet's special attacks and spell-like abilities. He gains a +4 bonus on caster level checks to penetrate a devil's spell resistance, and automatically penetrates a devil's damage reduction with his glaive and natural attacks.

Language Mastery (Ex) Baphomet can speak, read, and understand all languages.

Scroll Use (Ex) Baphomet can cast spells from any scroll as if he possessed the spell on a spell list. Spells he casts from scrolls always resolve at caster level 27th.

Summon Minotaurs (Sp) Baphomet can summon half-fiend minotaurs, labyrinth minotaurs (see page 90), and mythic minotaurs as if casting a *summon monster* spell. He can summon eight half-fiend minotaurs three times per day, and four mythic minotaurs or one labyrinth minotaur once per day. This ability functions as a swift action, but otherwise works like the summon universal monster rule with 100% chance of success and counts as a 9th-level spell effect.

Supernatural Cunning (Su) Baphomet is never caught flat-footed and gains a +8 bonus on initiative checks. In addition, he's immune to *maze* spells and can never become lost. He always knows the shortest, most direct route through any maze. After spending 1 minute in any maze, he understands its entire layout implicitly and can teleport to any location using his greater teleport spell-like ability.

Baphomet—Lord of the Minotaurs—was created by Lamashtu from the soul of the first minotaur. In those days, he was a powerfully muscled specimen, and the Queen of Demons kept him as a consort until the day Baphomet stole away from her palace in Yanaron, seeking to gain even greater favor by claiming a legendary trophy. Baphomet's ambition was as great as his folly, and he invaded the deepest layer of Hell, intent on stealing Asmodeus's ruby rod for his mistress. Needless to say, he was swiftly caught. Lamashtu claimed no allegiance to him, and Asmodeus imprisoned Baphomet in a devious maze the archdevil proclaimed to be unsolvable, even by the first minotaur. The archdevil also carved his own symbol into Baphomet's brow with the nail of his index finger in an attempt to fully subjugate the minotaur.

But in this attempt, it was Asmodeus who overstepped his bounds. Not only did Baphomet solve the seemingly unsolvable maze after a mere decade, but as he escaped, he also took the world-sized labyrinth with him. Baphomet had changed over that time, becoming almost emaciated in his build, yet growing much wiser. He did not return to Lamashtu's side, but instead took the archdevil's infernal maze and made it his own as he claimed a portion of the Abyss as his realm.

This was eons ago, and now Baphomet is a powerful demon lord in his own right. He has forgiven Lamashtu, and serves as her lover now and then, yet he's no longer her direct subservient minion. He works to increase the influence of his cult on countless worlds, building his forces so that one day he might again invade Hell. But this time, Baphomet plans on taking much more than Asmodeus's weapon—he intends to take Asmodeus's life!

BAPHOMET'S CULT

Baphomet is worshiped by conspirators, secret societies, corrupted crusaders, and above all else, minotaurs. His minotaur worshipers venerate him openly; in their art, Baphomet is typically depicted as a more classical bull-headed, minotaur-like creature, and when he deigns to appear before these worshipers he often assumes this form. His humanoid worshipers venerate him

in secret, offering prayers and sacrifices in hidden shrines and dark temples beyond the sight of society and communicating in a complex series of hand gestures when in mixed company.

Baphomet has two symbols. To most, including his minotaurs, his symbol is a brass minotaur's head with ruby eyes. His secret societies use this symbol as well, but also mark his works with the inverted pentagram, sometimes decorating the star shape with an image of his face. Baphomet's favored weapon is the glaive, although he does not abide any of his followers wielding a weapon that looks like *Aizerghaul*. He grants access to the domains of Animal, Chaos, Evil, and Strength, and to the subdomains of Demon, Ferocity, Fur, and Resolve.



Labyrinth Minotaur

This hulking minotaur's hooves are clad in imposing steel. The massive beast wears a heavy bronze mask that covers most of its face.

LABYRINTH MINOTAUR

CR 16



XP 76,800

CE Large outsider (chaotic, evil, extraplanar)

Init +4; Senses darkvision 60 ft.; Perception +26

DEFENSE

AC 29, touch 13, flat-footed 29 (+4 Dex, +16 natural, -1 size)

hp 232 (15d10+150)

Fort +19, Ref +9, Will +17

Defensive Abilities natural cunning; Resist fire 20

OFFENSE

Speed 30 ft.

Melee +1 greataxe +26/+21/+16 (3d6+17/19-20/x3), gore +20 (1d8+5) or

gore +25 (1d8+16)

Space 10 ft.; Reach 10 ft.

Special Attacks bronze mask, powerful charge (gore, 2d8+16), steel-shod hooves, trample (2d6+16, DC 28)

STATISTICS

Str 33, Dex 19, Con 30, Int 17, Wis 26, Cha 14

Base Atk +15; CMB +27 (+31 bull rush); CMD 41 (43 vs. bull rush)

Feats Awesome Blow, Cleave, Greater Bull Rush, Improved Bull Rush, Improved Critical (greataxe), Intimidating Prowess, Power Attack, Quick Bull Rush^{UC}

Skills Climb +24, Craft (armor) +21, Craft (weapons) +21, Heal +18, Intimidate +31, Knowledge (engineering) +21, Knowledge (planes) +21, Perception +26, Sense Motive +26, Survival +21

Languages Abyssal, Common, Giant

SQ compression

ECOLOGY

Environment any (Ivory Labyrinth)

Organization solitary, pair, or gang (3-6)

Treasure standard (+1 greataxe, other treasure)

SPECIAL ABILITIES

Bronze Mask (Su) A labyrinth minotaur draws agility and ferocity from its bronze mask. When it makes a full-attack action, a labyrinth minotaur wearing its bronze mask can give up its regular attacks and instead make one gore attack or bull rush against each opponent within reach. It must make a separate attack roll against each opponent, and it can't choose to move with targets that are pushed back. A labyrinth minotaur's bronze mask has 40 hit points, hardness 20, and a break DC of 40. If a labyrinth minotaur's bronze mask is stolen or destroyed, it can create a replacement with 1 week of work.

Natural Cunning (Ex) Like a normal minotaur, a labyrinth minotaur possesses innate cunning and logical ability, granting it immunity to *maze* spells and preventing it from ever becoming lost. Further, a labyrinth minotaur is never caught flat-footed.

Steel-Shod Hooves (Ex) A labyrinth minotaur's steel-shod hooves are particularly devastating when used to trample an opponent. A creature that takes full damage from a labyrinth minotaur's trample ability (because the creature either failed its Reflex save or chose to take an attack of opportunity instead of attempting a Reflex save) is knocked prone and is staggered for 1d4 rounds. A successful Fortitude save (DC equal to that of the labyrinth minotaur's trample ability) reduces the duration of the staggered condition to 1 round.

Labyrinth minotaurs are the elite guards and favored servitors of Baphomet. They are thicker and taller than mortal minotaurs, and possess skill in metalcraft that they use to forge armor, weapons, and their personalized and iconic bronze masks. Labyrinth minotaurs eagerly charge intruders, trampling smaller opponents and knocking back larger foes. As they are perceptive, tireless, and incapable of becoming lost, labyrinth minotaurs make excellent guardians of Baphomet's bewildering maze of a domain, the Ivory Labyrinth. Labyrinth minotaurs stand about 11 feet tall and weigh 1,200 pounds.

ECOLOGY

Labyrinth minotaurs resemble their mortal counterparts, as each has the form of a massive, burly humanoid with thick fur on the chest and legs and a horned, bovine head. The hairless skin of a labyrinth minotaur's head is thin and stretched so tightly over the bone that the beast appears to have just a skull atop its neck. This tight skin makes the creature's sharp eyes bulge from their sockets.

Unlike mortal minotaurs, labyrinth minotaurs have no need to eat or sleep and consider the need for either activity a weakness. Labyrinth minotaurs don't age as mortal creatures do; over the centuries of their existence as guardians and enforcers, they instead accumulate masses of battle scars, which they wear with arrogant pride.

Labyrinth minotaurs speak little, but make a lot of noise. They breathe in great snorts, bang their weapons against their armor, and stomp their steel-shod hooves on the ground as they walk. Labyrinth minotaurs seethe with anger and energy, constantly moving about and shifting from hoof to hoof when required to stand in place for more than a few minutes. A labyrinth minotaur prefers to range throughout the narrow, turning corridors of its maze-like hunting grounds, even into dead ends and back, searching for hints of intruders upon which it can vent its bestial fury.

HABITAT & SOCIETY

The first minotaurs were created by Lamashtu, and the first and greatest of these creations was none other than Baphomet. These minotaurs came into existence

on Golarion in the vast mazes beneath Ibydos. After becoming a demon lord, Baphomet collected the souls of these primal minotaurs and forged them into the labyrinth minotaurs, paragons of their kind and Baphomet's favored servants. The labyrinth minotaurs constantly patrol the twisting pathways of the Ivory Labyrinth to enforce Baphomet's will on lesser denizens of the domain (such as mortal minotaurs and cultists) and to challenge intruders.

Labyrinth minotaurs are as bestial as their mortal kin and prone to outbursts of violent rage, but their high status in Baphomet's service makes them haughty and given to boasting. They feel contemptuous disdain for all mortal creatures but are particularly derisive of mortal creatures lost or confounded by mazes. Like mortal minotaurs, labyrinth minotaurs are perfectly at home in mazes of any kind and are incapable of becoming lost. This affinity for mazes applies to their thinking as well—despite their brutish demeanors, labyrinth minotaurs are good with puzzles and are keen tactical thinkers. When labyrinth minotaurs meet in peace, they sometimes exchange inscrutable riddles or short descriptive puzzles (such as, “How would you drink a drop of blood inside a severed eyeball while it's in an iron coffer sunk to the bottom of a well without getting wet or being seen by the eye?”).

Labyrinth minotaurs prefer gear and armor made of bronze and steel, as few other materials are sufficiently sturdy for them to use over a long period of time. In addition to their steel shoes, heavy armor, and massive greataxes, all labyrinth minotaurs wear heavy bronze masks. Each labyrinth minotaur makes its own mask, and some spend weeks or even months obsessively shaping and reshaping the bronze over hot forges. At first glance, each of these bronze masks might seem superficially similar, but upon closer inspection a viewer can clearly see the subtle embellishments built in by the individual labyrinth minotaur. These flourishes communicate the minotaur's status and history to other servants of Baphomet. A labyrinth minotaur often adds an embellishment to its mask when it accomplishes an important task on Baphomet's behalf or kills a particularly powerful intruder. A labyrinth minotaur's obsession makes its mask more than mere ornamentation—each is mystically connected to its mask.

Labyrinth minotaurs prefer to patrol alone or in small gangs. They maintain a central communal headquarters that's usually crewed by about six members, with the fiercest labyrinth minotaur commanding the others through bullying and intimidation. This headquarters is concealed

deep within a maze and serves as a safe storage area, a locus for discussing strategy, and the site of the gang's forge and metalworking tools.

When labyrinth minotaurs meet others of their kind while out patrolling a maze, they usually share a short exchange of riddles or boasts. Occasionally, labyrinth minotaurs recognize each other as being on opposite sides of sprawling, ancient rivalries. In such cases, the first labyrinth minotaur to recognize the other as an enemy surges forward with murderous fury, hoping to catch its rival off guard. Large congregations of labyrinth minotaurs are rare—even when large groups don't engage in these feuds, labyrinth minotaurs fall into divisive boasting that frequently erupts into bloodshed anyway.

Labyrinth minotaurs are rarely encountered outside of the Ivory Labyrinth, and therefore have little interaction with other races beyond visitors to their master's realm. Labyrinth minotaurs display grudging respect for glabrezu and vilsteth demons and undisguised contempt for mortal minotaurs and cultists of Baphomet. Their arrogance precludes true camaraderie with anyone other than those of their own kind.



CITY OF LOCUSTS

By Richard Pett

The heroes of the Fifth Crusade have risen to heights of power undreamed of and have dealt blow after blow to the demonic armies of the Worldwound. The ability for closing the Worldwound for all time lies within the heroes' grasp, but in order to achieve this they must venture where no crusader has ever returned from intact—into the crumbling and chaotic City of Locusts. But even this task is but a stepping stone to the final battle against Deskari himself!

DESKARI

By Sean K Reynolds

Learn more about the Lord of the Locust Host. Find out more about his cult and how it works to break down the barriers between worlds.

BEYOND THE CAMPAIGN

By Adam Daigle

Now that the PCs have fought demon lords and are the most powerful mortals on Golarion, where do they go

from there? Find out what terrible things could happen to Golarion if the heroes fail in their mission to close the Worldwound, and discover what other exciting events could be in store for the heroes in this campaign-expanding article.

AND MORE!

The thrilling conclusion to "Sweet Ichor," the Pathfinder's Journal by Robin D. Laws! Plus foul demons, Abyssal war machines, flesh-eating plants, and the demon lord Deskari in the Pathfinder Bestiary.

SUBSCRIBE TO PATHFINDER ADVENTURE PATH!

The Wrath of the Righteous is here! Don't miss out on a single demon-thwarting volume—head on over to paizo.com/pathfinder and subscribe today to have each Pathfinder Adventure Path, Pathfinder Campaign Setting, Pathfinder Player Companion, Pathfinder Module, Pathfinder Tales, and Pathfinder Accessories product delivered to your door. Also, be sure to check out the free *Wrath of the Righteous Player's Guide*, which is available now!

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with

any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

The Book of Fiends © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

Midgard Bestiary for Pathfinder RPG, © 2012 Open Design LLC; Author: Adam Daigle with Chris Harris, Michael Kortes, James Mackenzie, Rob Manning, Ben McFarland, Carlos Ovalle, Jan Rodewald, Adam Roy, Christina Stiles, James Thomas, and Mike Welham.

Demodand, Shaggy from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Demodand, Slimy from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Demodand, Tarry from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Demon Lord, Baphomet from the Tome of Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on material by Gary Gygax.

Ooze, Crystal from the Tome Horrors Complete © 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author: Scott Greene, based on original material by Gary Gygax.

Pathfinder Adventure Path #77: Herald of the Ivory Labyrinth © 2013, Paizo Publishing, LLC; Author: Wolfgang Baur.



Khorramzadeh Demonic Ruler of Iz

Khorramzadeh has taken note of the heroes of the Fifth Crusade, and knows that if they survive their assault on the Ivory Labyrinth, the city of Iz may be next. He spends this adventure preparing his defenses and readying a new weapon to use against the PCs and their homes in Drezen.



Areelu vorlesh Architect of the Worldwound

Just as the crusaders toil on the ritual to close the Worldwound, so does Areelu work at finalizing her plans to violently expand the rift. After coordinating her plans with Khorramzadeh, she retreats to the source in Threshold and begins to reclaim the prison tower as her base of operations and fortress.

Nurah Dendiwhar Deceitful Worldwound Historian

If Nurah has survived and now works with the PCs, she grants a +2 bonus on all Knowledge checks in and about the Ivory Labyrinth. If she survives but remains allied with Deskari, she has finally managed to regain Khorramzadeh's trust and is aiding the preparation of the defense of Iz.



Staunton vhane Traitorous Warden of Drezen

If Staunton has come back as a graveknight in your game, he spends this adventure bolstering his power and gaining levels and tiers so that when he faces the PCs in the final adventure, he'll be much more powerful than he was the first time he and the heroes clashed.



Xanthir vang Master of the Blackfire Adepts

If Xanthir Vang still survives, he's now a conjurer 8/blackfire adept 6/archmage 6. He travels to the Ivory Labyrinth on Deskari's request to observe events there, but does not engage the PCs. If the PCs succeed, Xanthir reports their tactics and failures to Areelu swiftly.



Minagho Vengeful Agent of Baphomet

If Minagho survived the previous adventure, Baphomet has finally grown tired of her failures. She can be encountered as a prisoner in the Ineluctable Prison, and if the PCs play their cards right, she might even become an ally—at least until they can help her escape the prison!

Hepzamirah Daughter of Baphomet

Hepzamirah is dead as this adventure begins, sacrificed by her father in a desperate attempt to stop the PCs. Her unquiet shade or spirit might now be encountered in the Labyrinth, but she should not be a foe the PCs must defeat again.



Deskari Lord of the Locust Host

Deskari took note of the change in Baphomet's fortunes, and now realizes the PCs may well be a danger to him personally. Working with Areelu and others, he hastens his plans to expand the Worldwound while shoring up his defenses in the Rasping Rift.



Lost in the Labyrinth!

The cult of Baphomet has been delivered a critical blow, yet the demon lord remains undeterred. Now he's taken hostage the herald of Iomedae, goddess of justice and valor. The heroes of the Fifth Crusade must attempt their most dangerous and audacious mission yet—travel to Baphomet's Abyssal realm known as the Ivory Labyrinth, navigate its trackless mazes, and find the ancient prison in which he's keeping the abducted herald. Can the heroes rescue the goddess's messenger, or are they already too late? And was the abduction merely a ruse by the demon lord to lure the heroes into his clutches?

This volume of Pathfinder Adventure Path continues the Wrath of the Righteous Adventure Path and includes:

- "Herald of the Ivory Labyrinth," a Pathfinder RPG adventure for 15th-level characters with 7 mythic tiers, by Wolfgang Baur.
- A look into Baphomet—demon lord of beasts, labyrinths, and minotaurs—and the workings of his sinister cults, by Sean K Reynolds.
- An exploration of the foul fiends known as demodands and their place in the Abyss, by Amanda Hamon.
- Betrayal and bloodshed in the Pathfinder's Journal, by Robin D. Laws.
- Four new monsters, by Amanda Hamon, James Jacobs, Ron Lundeen, and Jason Nelson.



paizo.com/pathfinder

Printed in China. PZO9077