

# 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.



WRATH OF THE RIGHTEOUS Herald of the Ivory Labyrinth

PART 5 OF 6

# PATHFINDER® ADVENTURE PATH™



## Wrath of the Righteous

# HERALD OF THE IVORY LABYRINTH

by Wolfgang Baur



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**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.



**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.



**Arelu Vorlesh**  
Architect of the Worldwound

Just as the crusaders toil on the ritual to close the Worldwound, so does Arelu 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 Arelu 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 Arelu and others, he hastens his plans to expand the Worldwound while shoring up his defenses in the Rasping Rift.

