


# **PATHFINDER**<sup>®</sup> **ADVENTURE PATH**<sup>™</sup>



ADVENTURE PATH  PART 5 OF 6

## **HERALD OF THE IVORY LABYRINTH**

# PATHFINDER

## ADVENTURE PATH™

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<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
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## 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.

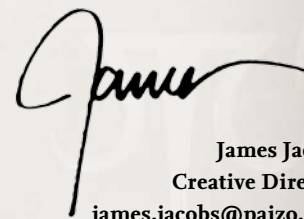
**Rescuing Prisoners:** If the PCs set at least a dozen significant prisoners free (or, alternatively, rescue all four of the key prisoners at areas **H1–H4**), they complete a mythic trial.

**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](http://paizo.com) as well—I'll be there to offer advice along with numerous other experienced GMs.



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