

Wrath of the Righteous



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.

Herald of the Ivory Labyrinth

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

WRATH OF THE RIGHTEOUS

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.



Iomedae

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

WRATH OF THE RIGHTEOUS

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 Noctacula 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.

WRATH OF THE RIGHTEOUS

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.

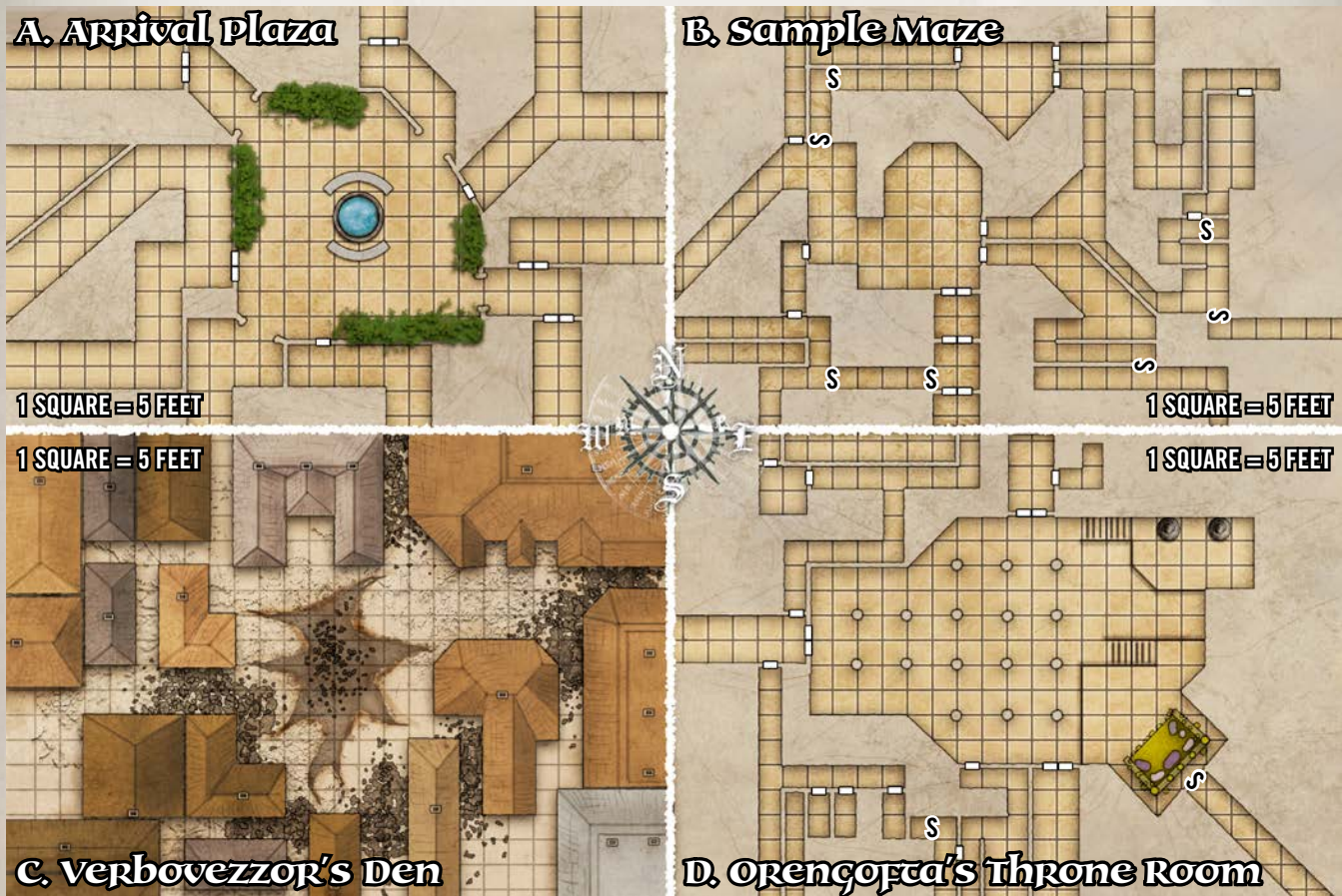
Planar travel into the Ivory Labyrinth is always shunted into one of many specialized "entrances" that even Baphomet himself cannot predict. A knowledgeable denizen of the realm can then navigate the maze to whatever locations he wishes of course, but those who arrive ill prepared can spend a lifetime 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

WRATH OF THE RIGHTEOUS

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 Blackburn (Navigation DC 30, attempted once every day):** Blackburn 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,

WRATH of the RIGHTEOUS

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

WRATH OF THE RIGHTEOUS

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 Noctacula 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)



Verbovezzor

Wrath of the Righteous

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’s 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)

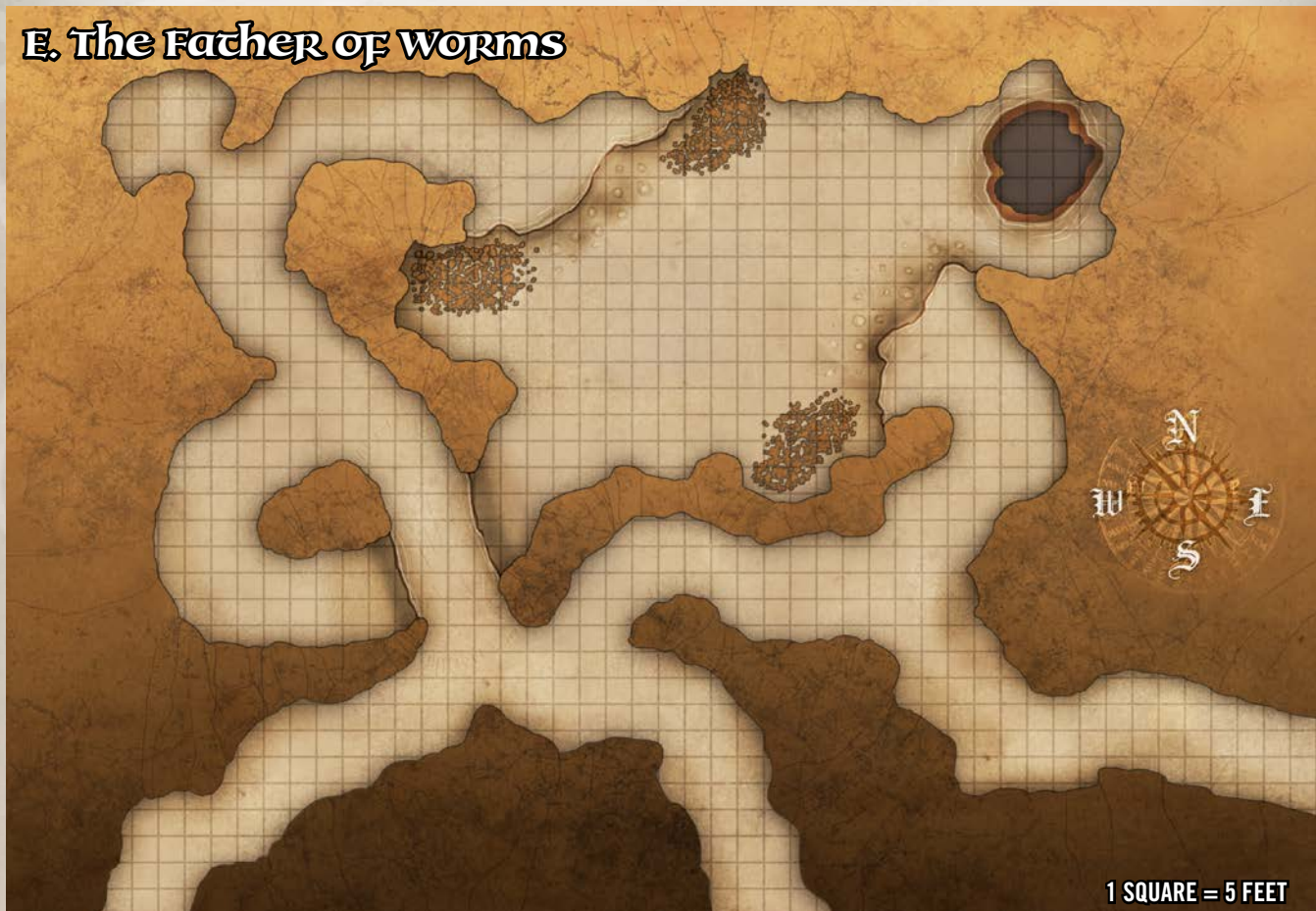
hp 287



ORENGOFTA

WRATH OF THE
RIGHTEOUS

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.

Herald of the Ivory Labyrinth

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*

WRATH OF THE RIGHTEOUS

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 $\times 3$ 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

WRATH OF THE RIGHTEOUS

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, Cyclops, Giant

SQ flash of brutality

Gear +2 *breastplate*, +1 *wounding glaive*



Half-Fiend Great cyclops

Herald of the Ivory Labyrinth

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*.

WRATH OF THE RIGHTEOUS

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

Herald of the Ivory Labyrinth

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* 3 71)

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

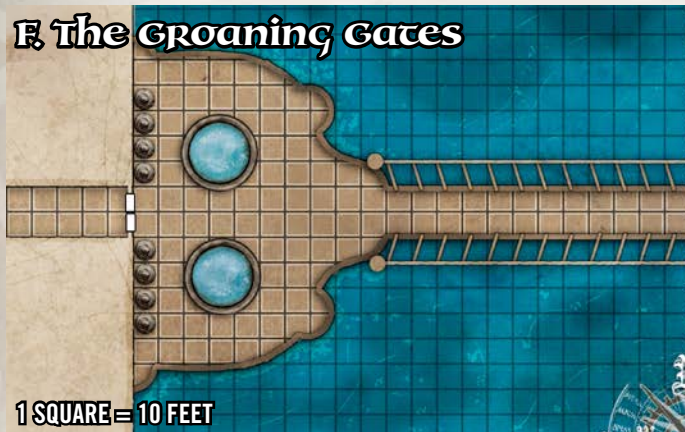
Exploring the entire prison in one shot is likely an impossible tactic—eventually the PCs will need to rest and recover from their encounters. If the PCs elect to camp in the halls or in a cellblock, the chance of their rest being disrupted by a patrol of demodands is 30% per 4 hour period. If the PCs 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,

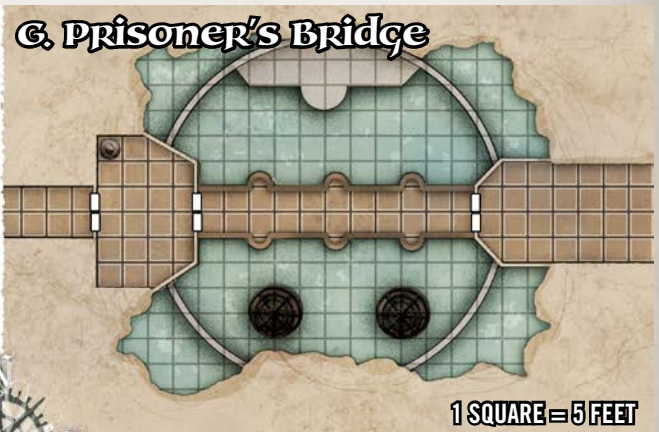
WRATH OF THE RIGHTEOUS

F. The Groaning Gates



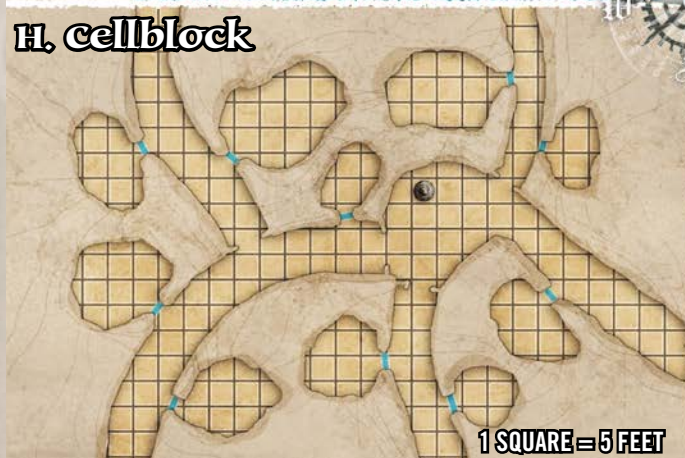
1 SQUARE = 10 FEET

G. Prisoner's Bridge

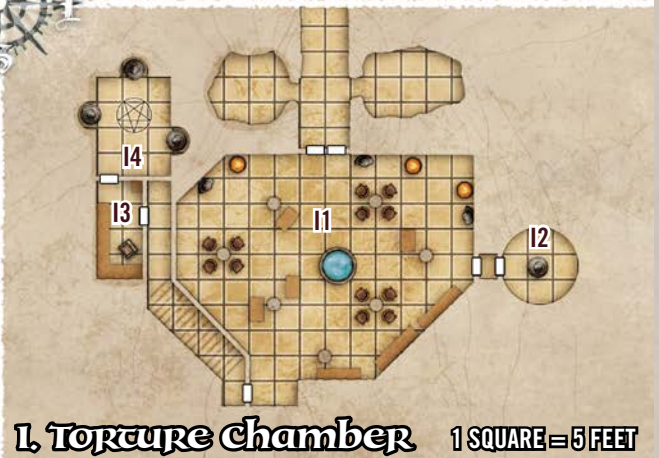


1 SQUARE = 5 FEET

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

WRATH OF THE RIGHTEOUS

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

WRATH OF THE RIGHTEOUS

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 worshipers 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 Dispater—or more likely, to one of Dispater'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

WRATH OF THE RIGHTEOUS

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.



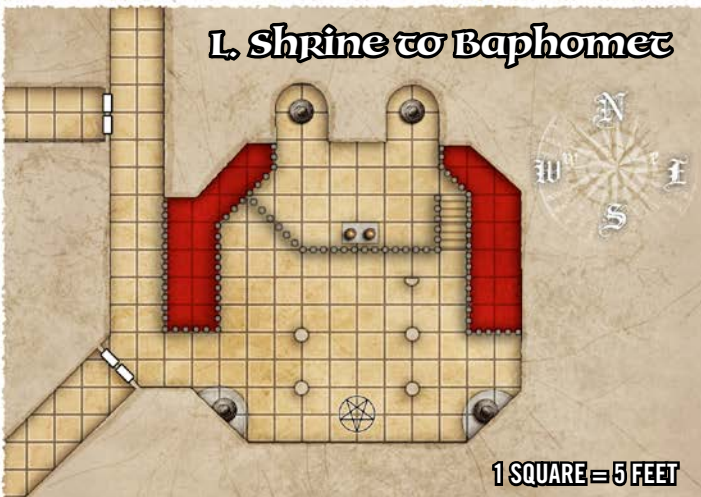
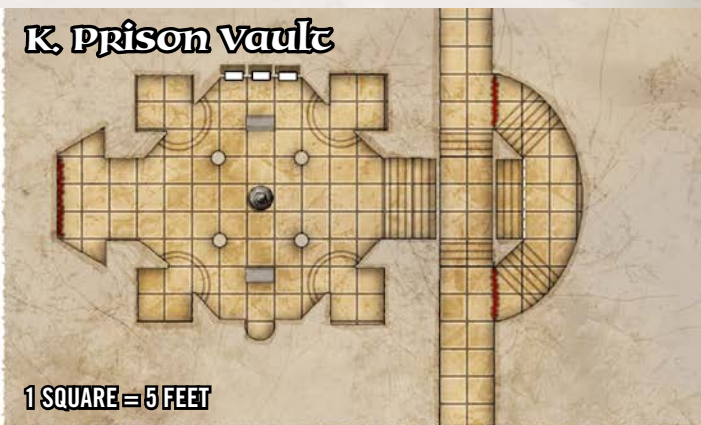
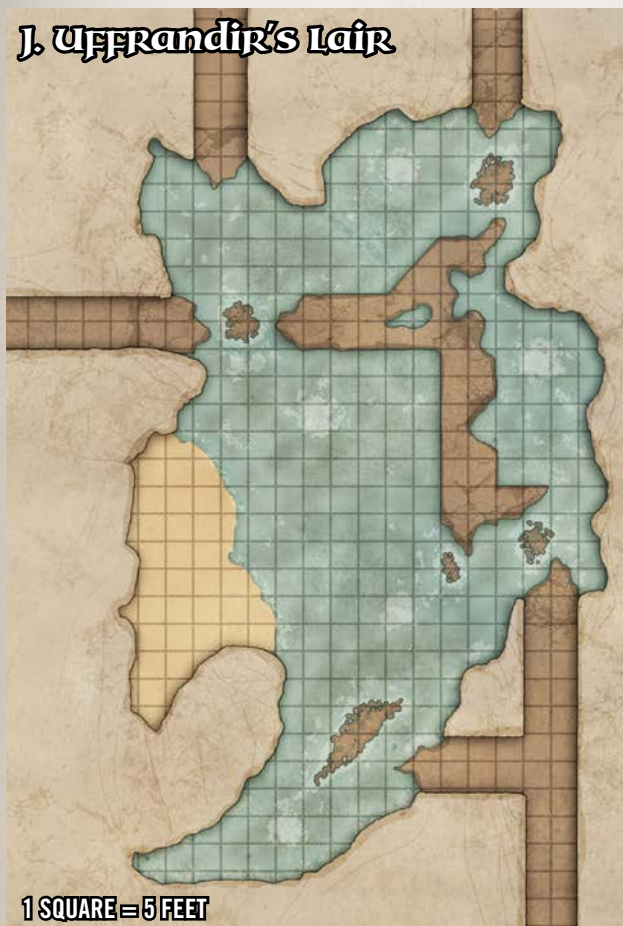
Plorig-stagul

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



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

WRATH OF THE RIGHTEOUS

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 drippage—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 stonewall (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

WRATH OF THE RIGHTEOUS

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*^D, *quicken flame strike*^M, *miracle* (DC 28)

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

7th—*blasphemy*^D, *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*^D, *word of recall*

5th—*quicken cure light wounds* (2), *dispel good*^D (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*^D

2nd—*align weapon*^D (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*^D (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 qlippoth.

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

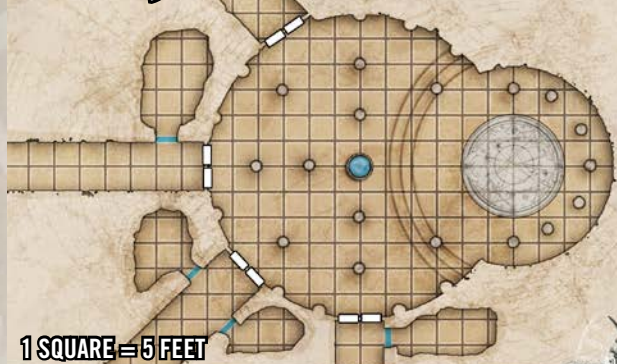
Trigger proximity; **Reset** automatic

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).

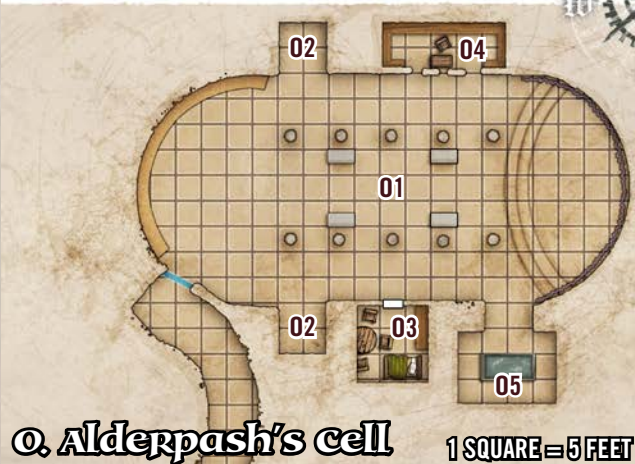
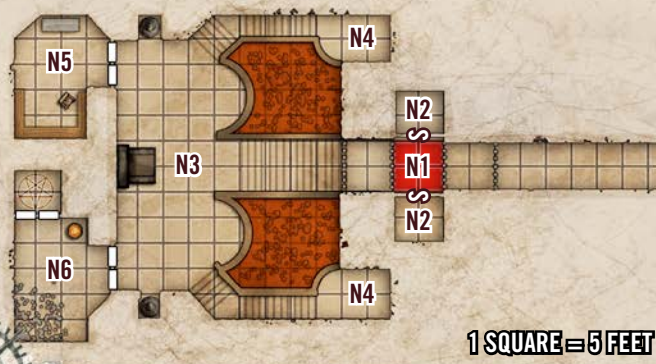
Connections: Area **H** (01–10), area **I** (11–50), area **J** (51–70), area **L** (71–85), or area **N** (86–100).

WRATH OF THE RIGHTEOUS

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 qliphoth 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.

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*, quickened *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

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.



Igramalash

WRATH OF THE RIGHTEOUS

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 worshipers.

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 Igramalash'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, "Suplicants! 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.

Herald of the Ivory Labyrinth

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-Bakrakhhan, 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

Wrath of the Righteous

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.

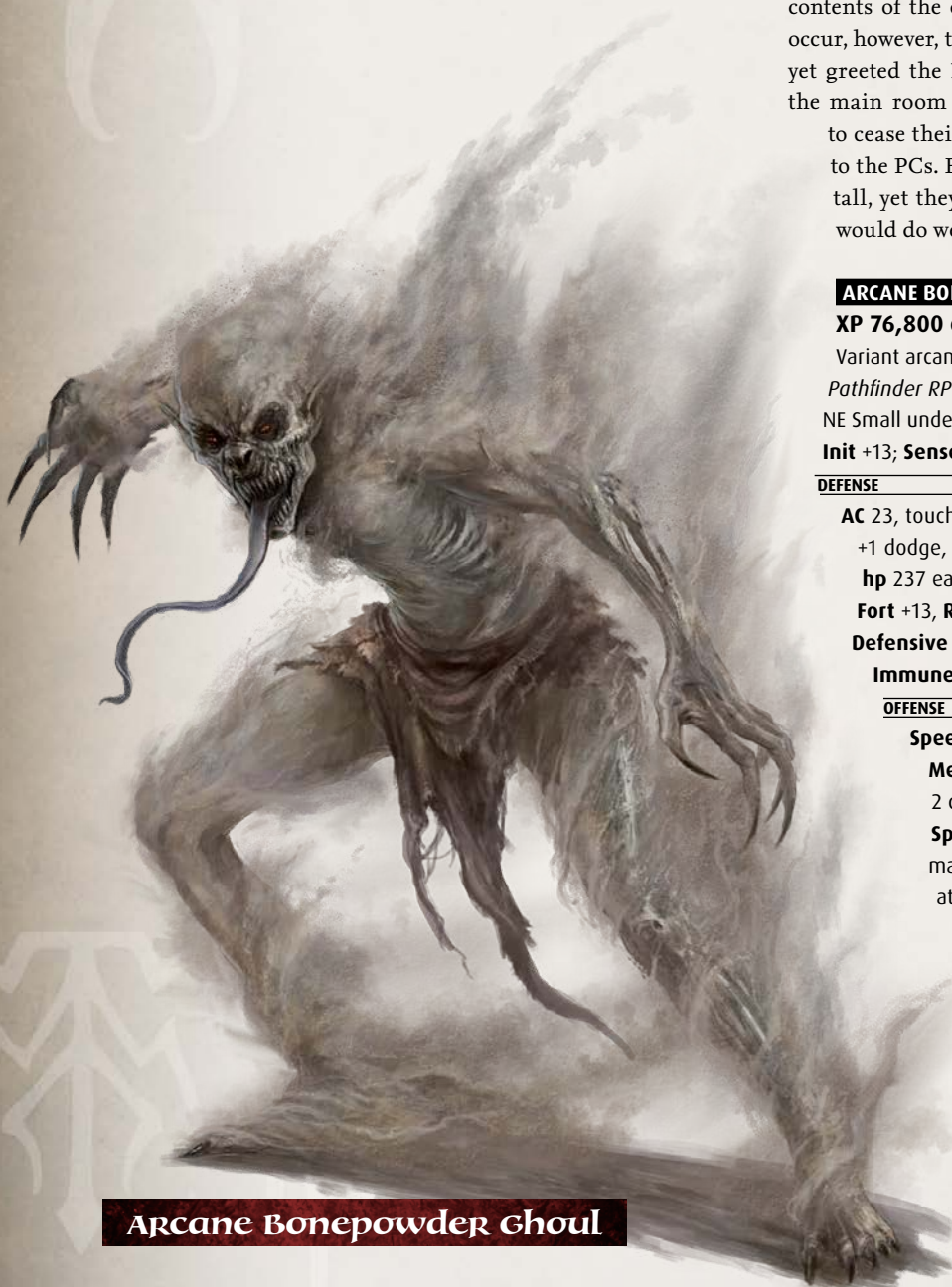
02. Guardian Alcoves (CR 20)

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 Ghoul

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 *energation*

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)

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

WRATH of the RIGHTEOUS

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

WRATH OF THE RIGHTEOUS

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 CMB 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 lomedaeen
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

WRATH OF THE RIGHTEOUS

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 Focus^M, Double Slice, Improved Critical^M (glaive), Improved Initiative^M, Quicken Spell-Like Ability (*flame strike*), Staggering Critical, Toughness^M, 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 lomedæan, 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 lomedæ. 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 lomedæ.

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 lomedæan (Su) The first time in a round that the Herald of the Ivory Labyrinth damages a worshiper of lomedæ 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 lomedæ 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 lomedæ. 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

WRATH OF THE RIGHTEOUS

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."