

Wrath of the Righteous



Baphomet

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

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

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

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

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

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

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

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

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

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

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

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



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

—FROM THE *BOOK OF THE DAMNED*

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The Ivory Labyrinth

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

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

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

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

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

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

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

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

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

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

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

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

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

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

Temples and shrines

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



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A Priest's Role

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

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

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

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

Holidays

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

Commandments

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

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

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

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

Holy Text

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



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

Relations with Other Religions

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

New Spell

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

BLEEDING STRIKE

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

Casting Time 1 standard action

Components V, S

Range touch

Effect one slashing melee weapon touched

Duration 1 round/level or until discharged

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

Resistance yes (harmless, object)

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

Servitor Demons

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

Customized Summon List

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

Summon Monster V

Half-fiend minotaur

Summon Monster VI

Fiendish chimera

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

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

Planar Allies

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

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

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