

# PATHFINDER SOCIETY



## YEAR OF SHATTERED SANCTUARIES

Scenario #3-14

Levels 5-8

## THE TOMB BETWEEN WORLDS

By Jacob W. Michaels



#### AUTHOR

Jacob W. Michaels

#### DEVELOPMENT LEAD

Mike Kimmel

#### ADDITIONAL DEVELOPMENT

Linda Zayas-Palmer

#### EDITING LEAD

K. Tessa Newton

#### EDITORS

Stephanie Lundeen and Solomon St. John

#### COVER ARTISTS

Maurice Risulmi and Allan Santos da Silva

#### INTERIOR ARTISTS

Allan Santos da Silva

#### CARTOGRAPHER

Corey Macourek

#### ART DIRECTION

Tony Barnett

#### GRAPHIC DESIGN

Emily Crowell

#### DEVELOPMENT MANAGER

Linda Zayas-Palmer

#### ORGANIZED PLAY COORDINATOR

Alex Speidel

#### CREATIVE DIRECTOR

James Jacobs

#### DIRECTOR OF COMMUNITY

Tonya Woldridge

#### DIRECTOR OF GAME DEVELOPMENT

Adam Daigle

#### PUBLISHER

Erik Mona

# THE TOMB BETWEEN WORLDS

## TABLE OF CONTENTS

Adventure . . . . .	3
Appendix 1: Level 5–6 Encounters . . . . .	17
Appendix 2: Level 7–8 Encounters . . . . .	26
Appendix 3: Game Aids . . . . .	35
Organized Play . . . . .	38

## GM RESOURCES

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)



**Books:** *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, and *Pathfinder Lost Omens: Grand Bazaar*

**Maps:** *Pathfinder Flip-Mat Classics: Dungeon*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

## SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>.

-  **METAPLOT (SHATTERED SANCTUARIES)**
-  **HORIZON HUNTERS**
-  **VIGILANT SEAL**

## SUMMARY

Seeking the cause of an undead uprising in a Pathfinder lodge, a group of elite agents ventures through a magical pathway to an ancient pyramid caught between the Material Plane and the Shadow Plane. As they jump back and forth between the two planes, they battle undead, encounter ancient traps, learn the history of the pyramid—both ancient and new—and rescue three missing Pathfinders. They can piece together clues to learn the story of Pharaoh Rehenet I, who disappeared at the height of her rule, and of her wife who sought to find and rescue her. Along the way, they also learn about the Ardis Scholars, a group of Osirionologists who placed the four strange technological devices in the pyramid that have caused much of the mayhem. They have a chance to befriend the fiend that helped the scholars escape and to confront a strange fey that assisted the scholars by leading them to the pyramid before betraying them.

## HOW TO PLAY



**PLAY TIME: 4–5 HOURS**



**LEVELS: 5–8**



**PLAYERS: 3–6**



Paizo Inc.  
7120 185th Ave NE, Ste 120  
Redmond, WA 98052-0577

[paizo.com](http://paizo.com)



# THE TOMB BETWEEN WORLDS

By Jacob W. Michaels



## ADVENTURE BACKGROUND

Millennia ago, Pharaoh Rehenet I ruled Osirion with a gentle hand, leading the country to a brief period of prosperity amid its ongoing decline. Her rule was such that the few scholars who study it believe it might've prevented the ensuing Keleshite Interregnum had she not suddenly disappeared at the height of her reign. Bowing to the demand of the masses mourning their beloved ruler, her successor gave funds to Rehenet's wife, the priest-mage Khisisi, to build a pyramid for the Lost Pharaoh. But Khisisi, convinced that the Ancient Osirian god Set kidnapped Rehenet to serve as his consort in the darkness, refused to believe her dead. Determined to hunt for Rehenet, Khisisi gathered the pharaoh's most faithful supporters in the pyramid to travel to the Dark Desert—the Shadow Plane—to find her. But her audacious plan drew the attention of Set's cultists, who attacked and forced Khisisi to act before she was ready. The ritual to send the pyramid across the planes failed, leaving the tomb stuck between the Shadow Plane and the Material Plane.

Of course, the stories of the Lost Pharaoh and her ever-devoted wife faded into legend, forgotten by all but the most dedicated academics, such as the Ardis Scholars. But even among the Ardis Scholars—Osirionologists who sought lessons from the Land of the Pharaohs to battle the horrors that lurk in Ustalav—knowledge didn't always bring wisdom. When a mysterious benefactor offered the Ardis Scholars the resources for a journey to the Tomb Between Worlds (as they had come to call it), four members leaped at the opportunity. Their enthusiasm for the adventure of a lifetime took over, and they remained oblivious to their unknown backer's enmity for the Pathfinder Society and to the implications of her planned devices to stabilize the pyramid on the Material Plane.

The scholars believed the four devices, called “umbral vises,” would bring the Tomb Between Worlds back into the deserts of Osirion, but they didn't know it would also draw the barrier between planes closer, allowing necromantic energy to seep into the pyramid and awaken masses of undead. The mysterious benefactor's modifications to the vises further created a tunnel that Pathfinder agents named the Shadow Path. This tunnel

## WHERE ON GOLARION?

This adventure takes place in Sothis, capital of the ancient desert civilization of Osirion, and on the Shadow Plane, one of the transitive planes that overlaps the material world. For more information on these areas, see *Pathfinder Lost Omens World Guide* 53 and *Pathfinder Gamemastery Guide* 141.



links the Tomb Between Worlds with the Sandswept Hall, the Pathfinder lodge in Osirion's capital of Sothis. Facing a sudden undead uprising, Venture-Captain **Norden Balentiir** (N male human alchemist) called in an elite team of agents to stem the tide (in *Pathfinder Society Scenario* #3-09: *The Secluded Siege*, the first scenario in this two-part metaplot arc). The agents blocked the portal, giving Norden and the Pathfinder Society time to study the problem. Though unable to determine the exact nature of the magic behind the Shadow Path, Norden recognized it as a rare and powerful form of shadow magic and thus (incorrectly) assumed that the portal was created by the Onyx Alliance, a nefarious trade organization from the Shadow Plane that's been showing up to cause problems in Absalom as well. Norden doesn't realize a different enemy created the portal, intentionally using shadow magic to make the Society suspect the Onyx Alliance—and that they've been framing the Alliance for problems at other lodges across the Inner Sea. He also has no idea that the umbral vises in the tomb represent a test of this new, potentially devastating technology.

# THE TOMB BETWEEN WORLDS

Recently, the venture-captain sent scouts along the Shadow Path to determine what lies on the other side. The agents discovered an ancient pyramid, and they determined that someone installed strange magical devices to overcharge the site's necromantic energies, creating wave after wave of undead. Those overwhelming foes forced the agents to quickly retreat—they made it back safely through the Shadow Path thanks to the courage of a few brave agents willing to sacrifice themselves to draw the undead off!

## GETTING STARTED

The heroes begin in the Sandswept Hall, the Pathfinder lodge in Osirion's capital Sothis. Venture-Captain **Norden Balentiir** (N male human alchemist) gathers the Pathfinder agents for a pre-dawn meeting, before they've had the chance to make their daily preparations. He's joined by **Kinlynn Silverstride** (NG female half-elf investigator), a senior agent with the Vigilant Seal faction, and **Toruk Melgron** (N male dwarf explorer), a trailblazing agent with the Horizon Hunters faction.

---

"Please be seated, my friends," Venture-Captain Norden Balentiir gestures to seats around a table laden with breakfast foods, including bowls of bean stew with boiled eggs and flat bread, fried balls of ground fava beans and spices, and fresh dates. Deep shadows under his eyes are testament to the stress of recent weeks, as reports of an undead uprising in the Sandswept Hall have moved quickly through the Pathfinders' ranks. The venture-captain is joined by an elven woman with a tattoo on the left side of her face and a dwarf with dark hair and beard. He introduces them as Kinlynn Silverstride, an investigator with the Vigilant Seal faction, and Toruk Melgron, an explorer with the Horizon Hunters.

---

Norden briefly outlines how Pathfinder agents recently stopped an undead attack in the lodge, bravely holding the line against undead to protect the city, then fighting them back to their source: a portal deep beneath the lodge. He specifically acknowledges any PCs who have a Chronicle Sheet for *Pathfinder Society Scenario #3-09: The Secluded Siege*, thanking them sincerely for rescuing trapped Pathfinders from certain death and leading the charge against the strongest undead forces. He expresses relief at their return to Sothis Lodge in its hour of need and apologizes for the need to call on them so soon after their previous ordeal. Read or paraphrase the following to continue.

---

"We determined that the portal leads to a mysterious Shadow Path which connects the lodge's basement to an ancient pyramid by passing through the Shadow Plane. We were

able to open the portal again to send agents through to learn more, but in the face of even more undead, they were forced to retreat before they could finish their mission. Worse, three agents stayed behind, sacrificing themselves to draw the undead away from the fleeing Pathfinders. The mission wasn't a complete failure—the agents found some strange device that we suspect is responsible for the undead, but they didn't have time to learn anything more and didn't want to make things worse by tampering with it before they understood what it was.

"Clearly, we need to go back with agents who have what it takes. You are some of the Society's best, most experienced people. We need you to go through the Shadow Path, find whatever's responsible for raising the undead, and stop it. While you're there, look for our missing agents—a catfolk named Yawellis, a human named Janahar, and a dwarf named Tetabu. We hope they've managed to stay alive, but if not, bring back their remains. They deserve a second chance if we can resurrect them."

Kinlynn and Toruk both nod at the venture-captain's words. "Norden has laid out the most important tasks," the elven woman says, "but there's an opportunity to learn more. The Vigilant Seal wants to know what this device is. If you can bring it back so we can study it, that'll help us find whoever's responsible for these attacks." Toruk quickly swallows his mouthful of food, and chimes in. "There could also be information in the pyramid itself. The Shadow Path is particularly stable—according to the scouts' reports, when you're on it, you can't go anywhere but to the pyramid or back to the lodge. There must be some reason the path's creators chose to establish such a connection. If you can find out what this pyramid is and who was meant to stay dead in there, the Horizon Hunters would appreciate it. But please remember that any Ancient Osirian artifacts from the pyramid could draw the attention of the Ruby Prince, so only take notes, not historic items."

---

The briefing nearly finished, Norden urges the Pathfinders to wait a moment before heading off to make their daily preparations. He's had **Po'ogaat** (NG male gripli monk) gather some equipment that could be helpful on this mission, and he should be arriving at any moment. In the meantime, the PCs can review what they know about the pyramids of ancient Osirion, as well as the Shadow Plane.

## DESERT LORE OR SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 18 Desert Lore (or other appropriate Lore) check or a DC 20 Society check to Recall Knowledge knows more about what typically awaits those who venture into pyramids. A failure grants

# THE TOMB BETWEEN WORLDS

no knowledge, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly.

**Critical Success** The architects often assumed followers of the entombed pharaoh wouldn't desecrate the tombs, so traps were frequently designed to spare visitors who paid proper respect.

**Success** The architects of the ancient pyramids often set mechanical and magical traps inside to discourage tomb robbers who would steal the riches interred with pharaohs.

**Critical Failure** Previous Pathfinder Society explorations of Ancient Osirian pyramids have generally found the traps have broken down over the millennia. Despite inflated stories, such hazards rarely pose threats.

## OCCULTISM OR SHADOW PLANE LORE (RECALL KNOWLEDGE)

A PC who succeeds at a DC 18 Shadow Plane Lore or DC 20 Occultism check to Recall Knowledge knows more about the strange properties of and dangers in the Shadow Plane. Any PC with a Chronicle Sheet for *Pathfinder Society Intro: Year of Shattered Sanctuaries* or *Scenario #3-06: Struck by Shadows* gains a +2 circumstance bonus to this check due to their experiences in those adventures. A failure grants no knowledge, and a critical success grants the additional information in the critical success entry. These checks should be rolled secretly.

**Critical Success** In addition to the undead, other creatures lurk in the Shadow Plane, including velstracs. These horrific fiends find true pleasure in inflicting sadistic torments on mortals.

**Success** The Shadow Plane is a dark mirror of Golarion. As its name suggests, it's a place of gloom which light struggles to penetrate. It connects the Material and Negative Energy planes, giving rise to many undead that hide in its darkness.

**Critical Failure** The Shadow Plane overlaps the mortal plane, serving as little more than a conduit that lets those who can access it move incredible distances in the blink of an eye.

## GEARING UP

A male gripli enters the room, hands full with three wooden boxes labeled trapfinder's kit, undead hunter's kit, and Osirionologist's kit. He sets them down on the table before using a wet cloth to wipe his skin. Unlocking the boxes, he looks up and says, "We don't trust just any agents with these items, but I think you can handle them... and you may need them!"

"Unfortunately," he adds, "the Society's resources are strained right now, so we need to send some of this gear to other lodges. But you get first pick."

Realizing the urgency of the mission, the Pathfinder Society has arranged for additional gear for the PCs. As they look over the gear, Po'ogaat mentions that Norden Balentiir is prepared to call in some favors to remove any curses they might acquire on their adventure, but they should try to avoid becoming cursed in the first place if possible. Osirion's ruler, the Ruby Prince, already has his eyes on the Sandswept Hall, and it's best to avoid drawing further scrutiny by calling in such favors. (See the Conclusion for details about removing curses gained during the adventure.)

**Rewards:** Each PC can pick a single item, and each box has enough that multiple PCs can pick the same item. The names of the kits are indicative of the type of tasks that the items can help with, such as finding traps or defeating undead. Once each PC has made their choice, the Society etches any runes (without charge) while the agents make their daily preparations.

**Trapfinder's Kit:** *stanching rune* (*Pathfinder Lost Omens Grand Bazaar* 39), *ring of maniacal devices*

**Undead Hunter's Kit:** *deathless rune* (*Grand Bazaar* 10), *coin of comfort* (*Grand Bazaar* 26)

**Osirionologist's Kit:** *brooch of inspiration* (*Grand Bazaar* 110), *goggles of night*, *magnifying glass of elucidation* imbued with Ancient Osiriani (*Grand Bazaar* 110)

Po'ogaat, informally the second-in-command at the Sothis lodge, also hands the group a *slate of distant letters* (*Pathfinder Advanced Player's Guide* 262). They can write a message (no more than 25 words long) on this slate once per hour, and Po'ogaat can read the message on the paired slate in his possession. Po'ogaat tells them to use the slate when they want to tell the agents at the Sandswept Hall to open the Shadow Path to allow trapped agents (or the PCs) to return from the tomb. They'll otherwise keep the Shadow Path closed to prevent undead from wandering in.

**Development:** When the PCs are ready, they can travel through the portal. On the other side, they find themselves in a vast, grey desert that stretches as far as the eye can see. In the distance, scattered limestone ruins rise out of the sandy landscape, shadowy reflections of Osirion's ancient past. Most prominent among these distant structures is a white pyramid which glows faintly even through the Shadow Plane's persistent gloom. If the PCs turn around, they see a grayscale version of the basement chamber they just departed, oddly resting at ground level without any other portions of the lodge around it. A PC who succeeds at a DC 20 Perception check to Seek notices that the desert sand has only recently begun to encroach upon this isolated room, suggesting that the connection between this part of the desert and the Sandswept Hall hasn't existed for long.



# THE TOMB BETWEEN WORLDS

Movement the PCs make toward the pyramid (or, later, back to the chamber they've just left) proceeds at a dizzying pace, with the ruins around them blurring by. Reaching the pyramid takes 10 minutes. Movement toward any other features, such as the ruins, is impossible: though the sand beneath them churns by as though they were making progress, those distant features grow no closer no matter how far the PCs travel.

## A. THE TOMB BETWEEN WORLDS

Rehenet I's funerary pyramid was a massive limestone structure built with muscle and magic to grandiose scale to reflect the love and reverence her followers had for her. It suffered little harm during its transition to a state between two planes and has held up remarkably well over the millennia.

Use the map on page 7 for this level of the pyramid. Each room may have up to two descriptions, one marked with an "m" to indicate it's on the Material Plane, and one marked "s" to denote the Shadow Plane. If there's no "s" entry for a given room, nothing of significance exists in that room on the Shadow Plane, but the PCs can still move through the room. The PCs initially arrive at the tomb on the Material Plane in area A1m. Creatures can move between the Material Plane and Shadow Plane locations using the umbral vises (see below).

**Material Plane Features:** The walls, floors, and ceiling of the Tomb Between Worlds are made of stone, with 20-foot-high ceilings throughout. Gold-inlaid designs on walls glow with a steady, warm light, providing illumination throughout. The doors in the pyramid, also made of stone, can be barred, but they are open unless noted otherwise.

**Shadow Plane Features:** The linked planar nature of the Tomb Between Worlds means that aspects of the tomb on the Material Plane are perfectly duplicated on the Shadow Plane—walls prevent passage, doors exist in the same places (though they open or close independently of each other, so opening a door in one doesn't open it in the other), and rooms are the same size and in the same arrangement on each plane. Areas on the Shadow Plane are in darkness. The plane has the Neutral and Shadow traits (*Pathfinder Gamemastery Guide* 138) which causes several effects. The radius of all light from light sources and the areas of light spells are halved. Darkness and

## PYRAMID INSIGHTS

At various points labeled with Pyramid Insights in the text, PCs can attempt to Recall Knowledge to learn more about the pyramid. Typically, these are Religion or Society checks, though Lore checks may be appropriate at the GM's discretion. Lore checks are DC 18 while other checks are DC 20. For levels 7–8, increase these DCs by 3; this higher DC reflects damage to the pyramid from the weight of centuries, making distinguishing features harder to discern. A PC who understands Ancient Osirian (because they speak the language or use the *magnifying glass of elucidation* from the Osirionologist's Kit) gains a +1 circumstance bonus to these checks. To succeed at the Horizon Hunters faction mission, the PCs must discover at least 3 of these pieces of information.

shadow magic are enhanced, and light magic is impeded; anyone Casting a Spell with the darkness or shadow trait gains a +1 circumstance bonus to their spell DC or spell attack roll with that spell. A character who Casts a Spell or Activates an Item with the light trait must succeed at a DC 6 flat check or lose the spell or activation.

## UMBRAL VISES

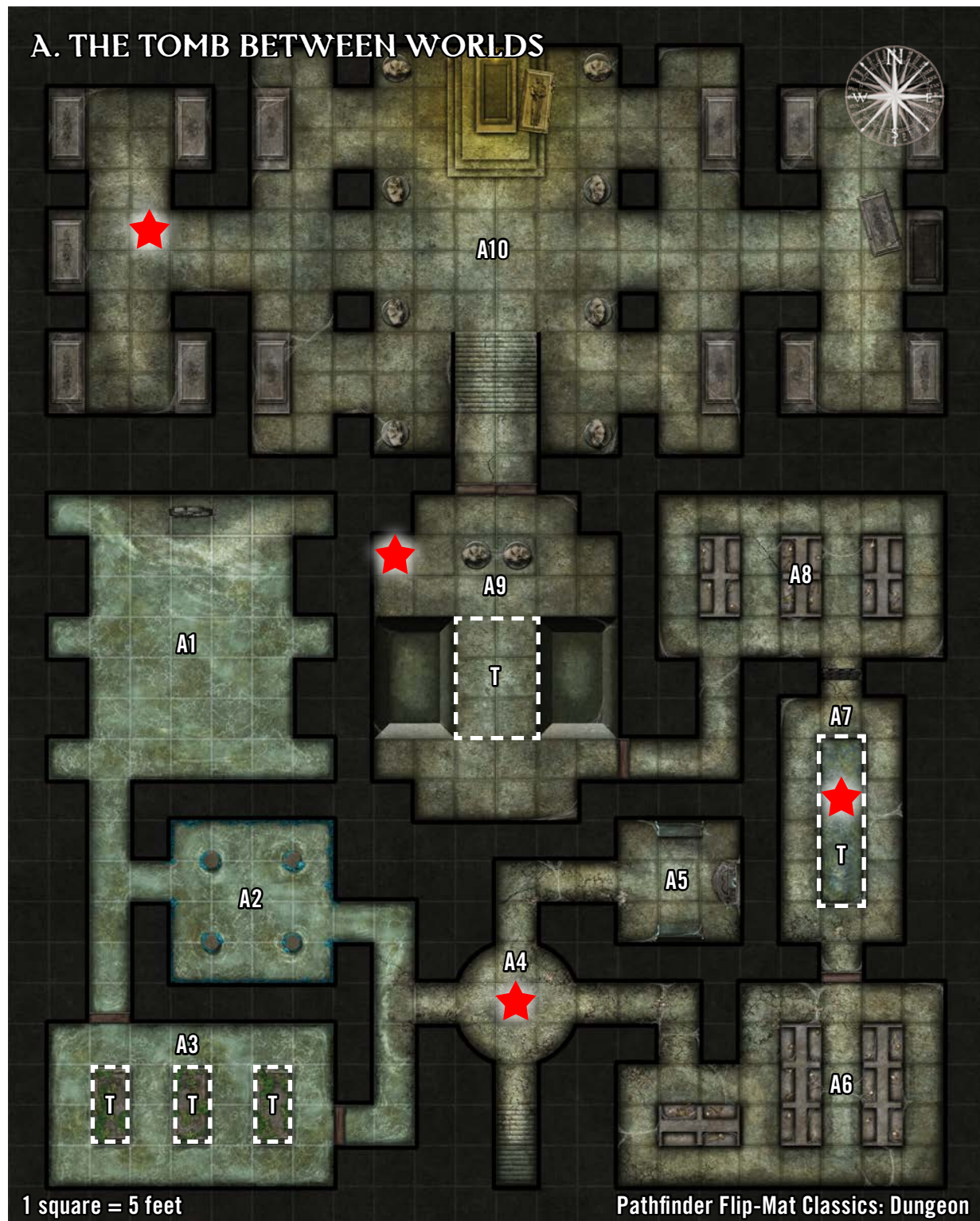
The Ardis Scholars built four devices called umbral vises using Stasian technology (*Pathfinder Guns & Gears* 82), a rare form of electrical technology occasionally smuggled out of Irrisen into Ustalav. The devices were intended to stabilize the Tomb Between Worlds so the scholars could explore it, though they failed to realize the full implications of design suggestions from their "benefactor" until it was too late.

Not only did the narrowing of the planar divide stir the dead in the Tomb Between Worlds, but the negative energy also leaked into the Material Plane, impairing the living. For each umbral vise that remains active in the pyramid, living PCs gain a cumulative weakness 1 to negative damage (or cumulative weakness 2 for levels 7–8), which manifests as an uncomfortable tingling that lessens when one of the vises is destroyed. PCs with negative healing are unaffected. The vises also cause strange hazards by interacting with the ritual power remaining from rites performed in the pyramid's early days; as noted in their descriptions, the PCs can defeat these hazards by destroying the nearest umbral vise.



UMBRAL VISE

# THE TOMB BETWEEN WORLDS





# THE TOMB BETWEEN WORLDS

The umbral vises are at the locations marked with a star on the map (on page 7) both on the Material Plane and the Shadow Plane. They are fragile and are automatically destroyed if a creature damages them with a Strike or spell or attempts to Disable them. Three of the four vises generate hazards on the Material Plane. Canny PCs might destroy the vises on the Shadow Plane to avoid the hazards entirely.

**Examining the Vises:** When the PCs discover an umbral vise, they can attempt several checks to learn more about the devices. Each check requires 1 minute of careful examination of the device. PCs can use relevant Lore skills such as Engineering Lore or Shadow Plane Lore, which have a DC 2 lower than indicated, at the GM's discretion. For levels 7–8, increase the listed DCs of checks except those to Recall Knowledge by 3; don't adjust the DC of Recall Knowledge checks.

- A PC who succeeds at a DC 15 Crafting or Society check to Recall Knowledge (DC 12 for PCs from Irrisen or Ustalav or for PCs with the inventor class or archetype) recognizes that the design suggests the device likely originated in Ustalav. On a critical success, the PC realizes that the devices are powered by Stasian coils, a new technology discovered in Irrisen and smuggled in to Ustalav. Stasian coils nonmagically generate electricity and power devices with unusual and sometimes unpredictable effects. Ustalavic researchers have been experimenting with using the devices as a sole power source as well as combining them with magic for greater effects.
- A PC who understands Infernal or Azlanti, or whose home region is Nidal, can attempt a DC 20 Occultism, Religion, or Society check to Decipher Writing to understand the Shadowtongue ciphers written on the devices. A PC who speaks Shadowtongue increases the degree of success of this check by one step. On a success, the PC learns that the devices are intended to stabilize areas of turbulence between the Material and Shadow Planes. On a critical success, they learn that the devices appear to have an (unintentional) effect of thinning the barriers between the planes, in this case allowing the Negative Energy Plane (which sits at the metaphysical center of the Shadow Plane) to seep into the Material Plane. Additionally with a critical success, the PC discerns that a hidden alteration to the ciphers caused the devices to generate the Shadow Path between the pyramid and the Sandswept Hall. (Unknown to the Ardis Scholars, these side effects were exactly what their benefactor wanted).
- A PC can attempt a DC 20 Medicine, Religion, or Occultism check to Recall Knowledge. On a success, they realize the planar warping around the device may be harmful, causing them to gain negative weakness and activating strange hazards nearby. On a critical success, they are certain destroying the device would prevent both effects. On a critical failure, they fear the device will explode in a blast of negative energy if it's tampered with.
- Lastly, a PC who succeeds on a DC 18 Crafting, Arcana, or Occultism check to Identify Magic can determine how they can use the device to travel between the Material and Shadow Planes in the pyramid. Even if all PCs initially fail this check, they have later opportunities to learn how to use the vises to move between planes.

**Moving Between Planes:** A living creature can spend an Interact action to activate an umbral vise and move between the Material and Shadow Planes; this action has the Concentrate trait. They appear in the new plane in the exact location they were in the first plane, or in the nearest adjacent space if that space is occupied. A creature cannot use the umbral vise in this way unless they know how the vises work, whether by succeeding at the aforementioned check or by learning the method from another creature. If the PCs destroy all four umbral vises, they no longer have a way to move between the two versions of the pyramid.

## A1M. PORTAL ROOM

Massive sandstone blocks form the walls, floor, and ceiling of this stone chamber. A warm glow emanating from golden decorations on the walls illuminates the room, reflecting off a shallow puddle of dirty water covering much of the floor.

The PCs enter the Tomb Between Worlds on the Material Plane from the Shadow Path terminus in the northern wall. As they arrive, all PCs (except those with negative healing) immediately feel a strange sensation verging on pain—like all their limbs fell asleep while needles jab repeatedly into their flesh—due to the negative energy suffusing the pyramid. It feels almost like a *harm* spell that hasn't quite been cast properly. A PC who succeeds at a DC 20 Religion or Occultism check to Recall Knowledge (DC 23 for levels 7–8) realizes they've gained a weakness to negative damage.

The water on the floor has flowed from area A3. It's not deep enough to hamper the PCs in any way.

## A2M. ANTECHAMBER

One of the Pathfinders who volunteered to draw the undeads' attention away from the fleeing agents has gone



# THE TOMB BETWEEN WORLDS

to ground here, hiding under an undead he destroyed near the northeast column. **Yawellis** (CG male catfolk Pathfinder agent; *Pathfinder Advanced Player's Guide* 9) notices the PCs, either when they enter the room or pass by the western entrance, and calls out to them, relief filling his voice.

"Pathfinders! You came!" a deep voice calls out from near one of the four columns supporting the ceiling of this square room. At first, it appears to be another undead, but as the body heaves, it merely splashes onto the wet floor, revealing the bedraggled form of a heavysset catfolk who had been hiding beneath it. Looking around anxiously, he struggles to stand up.

**Creatures:** Yawellis is a paunchy shemtej catfolk, native to Osirion. His full, leonine mane is bedraggled after his experiences in the pyramid. Despite his injuries, the proud agent is elated to see his rescuers at hand. Before asking to be escorted back to the Shadow Path, he tells the PCs that he was separated from his companions, **Janahar Atshekar** (N female human Pathfinder Society agent) and **Tetabu** (LG male dwarf Ouat guide to the dead), as they tried to draw the undead away from the other Pathfinders. The last time he saw either one was while they were investigating one of the strange technological devices they discovered a short distance to the east. Yawellis was keeping a lookout as they examined it, and when he looked back, they were gone (he's unaware they triggered the device and went to the Shadow Plane). He was attacked and forced to flee, hiding here after he was hurt. Noting that the scouts found only a warded stairway that they didn't enter, he tells the PCs that they can likely confine their search for Pathfinders to this level of the structure.

Yawellis is in no condition to fight and wants to return to the Sandswept Hall after telling the PCs what he knows. He answers any questions to the best of his ability, though much of his time here was spent fleeing undead so he can't describe other areas in any detail. Answers to some likely questions are below:

## What device?

"That's what we were trying to figure out before the undead overwhelmed us. It's some blend of tech and magic, unlike anything I've seen before."

**What other hazards have you encountered?** "Mostly undead, in every flavor you can imagine!"

**Why is the floor wet?** "To make this more miserable for me? No, I don't know, but it's only this part of the pyramid. It seemed dry in other areas, though I didn't have time to do a close examination."

**Can you tell us anything about the wards on the stairs?** "They looked like they were created recently; definitely not by the ancient Osirians. I don't think anything living or dead was getting through them."

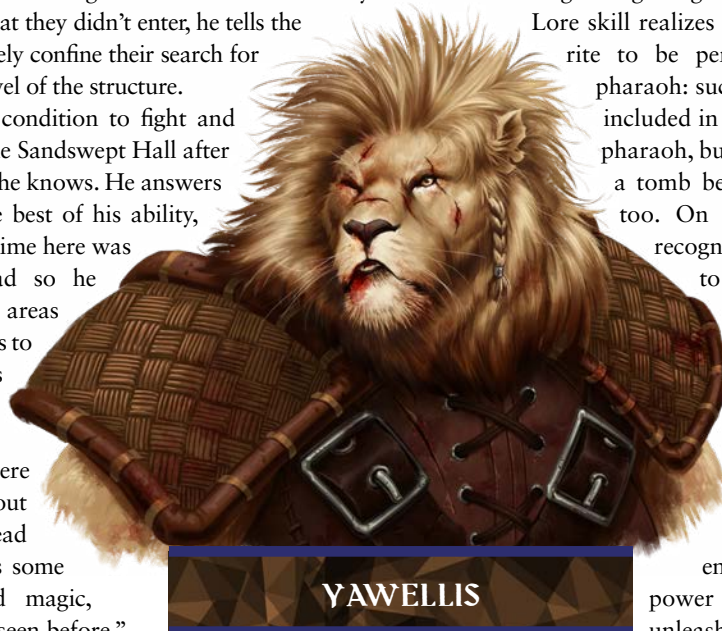
## A3M. PLACE OF PURIFICATION TRIVIAL

Clean water spills out of three long tubs in the center of this room, covering the floor and leaking out through the doors in the north and east. The walls are covered with engraved images showing ancient Osirians cleaning themselves, some in deep tubs, others by pouring water from vessels over their head, before meeting a woman wearing a pharaoh's crown.

The doors to this room are closed. Rehenet's followers intended to use this room to purify themselves before meeting with the pharaoh, once they rescued her. The enchanted basins remain magically filled, similar to a *decanter of endless water*, but have malfunctioned due to the necromantic energy from the umbral vise in area **A4**. They are spilling water over the edge of the tubs, soaking the floor of this area of the pyramid.

**Pyramid Insights:** A PC who successfully Recalls Knowledge using Religion, Society, or an appropriate Lore skill realizes the images show a cleaning rite to be performed before meeting a pharaoh: such a chamber would only be included in a tomb intended to house a pharaoh, but the pyramid wasn't merely a tomb because living people used it too. On a critical success, the PC recognizes the ritual was intended to pay respect to the pharaoh, and any PC who attempts a Religion check to Disable the hazard here gains a +2 circumstance bonus to the check.

**Hazard:** As long as the umbral vise remains active in area **A4**, the necromantic energies and lingering ritual power play havoc on the basins, unleashing a torrent of purifying waters against anyone who tries to leave without first ritually cleansing themselves.



YAWELLIS

# THE TOMB BETWEEN WORLDS

## LEVELS 5-6

### CLEANSING CASCADE

### HAZARD 7

Page 17

## LEVELS 7-8

### CLEANSING TORRENT

### HAZARD 9

Page 26

## A3S. PATHFINDER'S REDOUBT LOW

A wayfinder creates a tiny, fragile bubble of light amid the crushing gloom of this room. Shadows fill three tubs here, spilling oppressively over the sides.

The doors to this room are closed.

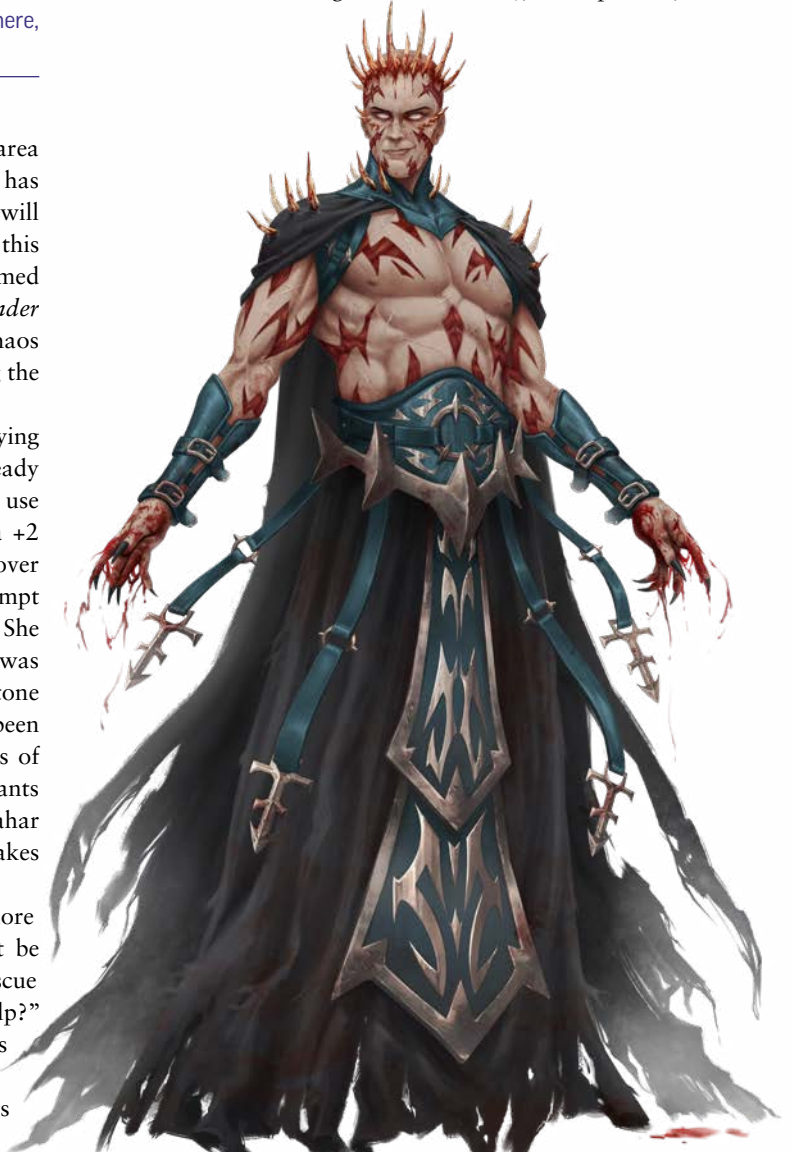
**Creatures:** After triggering the umbral vise in area **A4**, Janahar, one of the missing Pathfinder agents, has gone to ground here, hoping the pyramid's undead will be too distracted to search for her. She stayed alive this long thanks only to a strange ally—a velstrac named **Glurorchaes** (LE male ostiarius velstrac; *Pathfinder Bestiary* 2 281) who has taken advantage of the chaos in the pyramid to entice some mortals into accepting the pleasures of pain.

Janahar decided the fiend's help was better than dying and vouches for Glurorchaes. If they haven't already figured it out, Janahar can tell the PCs how to use the vises to travel between planes, granting them a +2 circumstance bonus to their next attempt to discover how the vises work (and allowing each PC to attempt this check again, even if they previously failed). She has little other information to give the PCs—she was separated from Tetabu when he triggered a falling-stone trap on the Shadow Plane (in area **A7s**) and has been too distracted by trying to stay alive to note details of the pyramid. Having reached her limits, she only wants the PCs to escort her back to the Shadow Path. Janahar doesn't participate in any combat (she merely Takes Cover as far from danger as she can).

Glurorchaes greets the PCs warmly, seeing more mortals he can potentially corrupt: "Ah, you must be the heroes my friend was so sure would come to rescue him, or perhaps just more lost lambs in need of help?" If the PCs don't immediately attack, Glurorchaes is perpetually pleasant and willing to talk endlessly, always with the goal of encouraging the Pathfinders to accept pain to bring them freedom. He should come across as oily and obsequious, a quiet blade hidden behind a false smile. "Perhaps I can help you too? Like those trapped little Ustalavs who needed a way out?

Such a lovely place, Ustalav. I quite recommend a visit there if you have a chance," he gushes, hinting that he helped the Ardis Scholars escape the pyramid.

He proffers his aid to the PCs, saying he can use his Sense Portal ability to lead them to the other umbral vises and offering to give them courage when they need it. If the PCs allow him to accompany them, he trails along. He uses his Compel Courage ability in combat, but otherwise stays out of harm's way. Glurorchaes abides by any agreements with the PCs and lets them leave the pyramid at any time (he doesn't return to the Sandswept Hall with them, vaguely responding that he has other things to do if asked); he is patient,



GLURORCHAES



# THE TOMB BETWEEN WORLDS

believing that their acceptance of his aid is the first step to his eventual goal of corrupting them. If the PCs try to leave the room without agreeing to allow Glurorchaes to accompany them, the fiend decides they are incorruptible and attacks. Depending on Challenge Point adjustments, Glurorchaes may have befriended one or more lovelorns in the pyramid; they remain invisible during the PCs' discussions with the velstrac, revealing themselves only if combat breaks out.

Answers to some questions that may come up during conversation with Glurorchaes are below.

**Why are you helping us/what do you want?** "Oh, my suspicious little cactus, I know people spread dreadful rumors about us, but I just want to open your eyes to what we have to offer."

**What Ustalavs?** "Just some other lovely mortals I met here. But, of course, friends shouldn't talk about friends; such a painful betrayal that would be! Could you imagine? Especially when they were already so upset about being abandoned here. How could *you* ever trust me if I did such a thing to my other friends?"

**Can you tell us anything else about the pyramid?** "Oh, I simply couldn't, my sweet follypop. After all, can we really learn without a little pain? Tell a child not to play with knives, and she may listen; let the child cut herself and she will never do it again, after all."

## LEVELS 5-6

### GLURORCHAES

### CREATURE 6

Page 18, art on page 35

## LEVELS 7-8

### GLURORCHAES

### CREATURE 8

Page 27, art on page 35

## A4M. CROSSWAY

Hallways from the north, south, east, and west connect in this circular room. A strange box sits on the floor in the center of the chamber. Dark purplish-red electricity flickers along a wire coiled around the handles of two paddles that emerge from this box which is etched with writing in a strangely angular script. A roiling ball of shadow is caught between the paddles.

This device is likely the first of the umbral vises the PCs encounter, giving them the chance to make several checks to learn more about it (page 8). Destroying it deactivates the hazard in area **A3m** (and reduces the

PCs' weakness to negative damage). To the south, silver dust forms a circle of arcane runes, and a powerful ward set up by the Ardis Scholars blocks the stairway up to another level of the pyramid. What can be found there is beyond the scope of this adventure, and PCs should be reminded of Yawellis' words if they try to go that way.

## A5M. SHRINE

An altar holding a shield and two crossed arrows draws the eye to the eastern wall of this shrine, where hieroglyphics remain etched into the stone blocks. To the north, a stone table holds a ram's skull with a crook and flail. A similar table to the south holds a ceramic sculpture of an ugly dwarf's head with big eyes, a full beard, and an open mouth with a comically protruding tongue. Several stone tablets are scattered around each of the altars, and a single piece of paper is tucked under a silver amulet.

Khisisi erected this shrine to the Ancient Osirian pantheon, devoting the main altar to Neith, the goddess of hunting, in hopes she would bless their search for Rehenet, with lesser monuments to Osiris, the resurrected god of life after death, and to Bes, the guardian of marriage and protector of households.

The paper is a farewell letter, written in Common, from one of the Ardis Scholars to her sister, discussing the betrayal of a fey ally (see area **A9s**). When the PCs discover it, give them **Handout: Letter from Rozla** (page 37). After reading it, a PC can attempt a DC 20 Nature, Occultism, or Religion check to Recall Knowledge. On a success, the PC recognizes Count Ranalc's name and knows he is the fey lord of betrayal who was cast out into the Shadow Plane before disappearing completely. They can also attempt a DC 25 Nature check to Recall Knowledge about cu siths.

**Pyramid Insights:** A PC who successfully Recalls Knowledge using Religion, Society, or an appropriate Lore skill recognizes the deities that the symbols represent and realizes that the shrine indicates the pyramid dates to before the Keleshite Interregnum, which began about 3,000 years ago in 1532 AR. On a critical success, the PC also understands the central altar to Neith, instead of a deity more traditionally associated with Osirion's rulers, is unusual. A hunt of some kind played a large role in the life of this pyramid's creator.

**Rewards:** Rozla's silver amulet is clearly modern, with the words "Ardis Scholars" on one side and the group's motto, "To Learn, To Understand, To Embrace," on the other. It is worth 10 gp (or 22 gp for Levels 7-8).

# THE TOMB BETWEEN WORLDS

## A6M. ROOM OF REFLECTION **LOW**

Faded paintings cover the walls of this room, showing a giant man with a dog-like head holding a regal-looking falcon. He commands an army against a force of human warriors, winged cat-like creatures with human heads and torsos, and flying figures with leonine lower bodies. In the background, a pyramid seems to fade at its apex. Several tall, wooden, shrine-like chests fill much of the room. A few chests hold alabaster jars, with lids carved to resemble human or animal heads. Many more open jars are scattered over the floor, lids lying discarded nearby.

The survivors of the attack by Set's cultists performed ceremonial burials for those who died, hoping to protect the victims' souls from the evil god. They stored canopic jars containing their organs here and memorialized the battle in paintings on the walls.

**Pyramid Insights:** A PC who successfully Recalls Knowledge using Religion, Society, or an appropriate Lore skill realizes the canopic jars contain the remains of those who died battling forces of Set, the Ancient Osirian god of darkness, deserts, murder, and storms, also known as the Lord of the Dark Desert. They further recognize the iconography shows Set's army trying to stop the other figures from taking the falcon back from Set. On a critical success, the PC understands the falcon represents a stolen pharaoh. PCs can attempt a separate Arcana or Nature check to Recall Knowledge to recognize the cat creatures as sphinxes and a separate Society check to recognize the winged humanoids as maftets (*Pathfinder Bestiary* 3 166). These checks have the same DC as other attempts to Recall Knowledge related to the pyramid.

**Creatures:** The Ardis Scholar **Viorel Fidatov** (LN male human Osirionologist) was unable to resist the temptation to claim some trophies in the pyramid. When he disturbed the canopic jars, necromantic energy brought the organs inside to unlife. They emerged and killed Viorel, shattering his body and incorporating it into hideous undead masses of bone, muscle, and sinew. The undead aberrations remain in this room, feeling a connection to their shattered canopic jars. They fight any living intruders until destroyed.

### LEVELS 5-6

#### SHANRIGOL HEAPS (2)

Page 20

#### CREATURE 4

### LEVELS 7-8

#### SHANRIGOL MOUNDS (2)

Page 29

#### CREATURE 6

**Rewards:** If the PCs Search the room or take time to restore the canopic jars to their proper place, they discover Viorel's scholarly journal. PCs who read it learn the information about the Ardis Scholars from the Adventure Background (that they hoped to find a way to deal with undead through their studies, that a group of four Scholars accepted help to find the pyramid known as the Tomb Between Worlds, and that they constructed devices—with help from a mysterious benefactor—to stabilize the pyramid). The final entry indicates the umbral vises to stabilize the pyramid on the Material Plane were ready, and the journey would begin soon. The book wasn't updated after the Scholars reached the pyramid. There is no mention of the Pathfinder Society or the Sothis Lodge in the journal. Reading the book allows the PCs to attempt any skill checks related to the umbral vises (even if they previously failed) and grants them a +2 item bonus to such checks. A silver bookmark in the journal is inscribed with Pharasma's spiraling comet symbol and is worth 5 gp (11 gp for levels 7-8).

## A6S. FADED GALLERY

This room features the same paintings that adorn the walls in area **A6m**, though they have faded in a different way; while they share some features in common, a Seeking PC who has observed both versions of area **A6** can attempt a DC 20 Perception check or a DC 15 Art Lore check. On a success, they realize that all the areas that have faded from the painting on the Material Plane are clearly present in this version, and all the areas that have faded from this version are clearly present in the painting on the Material Plane. A stone slab—part of a trap triggered by Tetabu—blocks the northern door and prevents passage until it's moved. The way it's wedged into the area means it can't be moved from the south, though a PC who succeeds at a DC 20 Athletics or Architecture Lore check to Recall Knowledge realizes that the slab could probably be moved away by someone standing on its northern side. Barring magical solutions, it's likely that reaching area **A7s** will require the PCs to return the Material Plane and then pass back to the Shadow Plane through a different umbral vise.

## A7M. EMBALMING ROOM **TRIVIAL**

A statue of a jackal-headed man appears to be emerging from the western wall. His arms are spread as if to embrace the long stone basin full of white salt in the middle of the room.

Unless the PCs already destroyed it in the Shadow Plane version of this room, a second umbral vise sits in the natron tub that was used by ancient Osirians to



# THE TOMB BETWEEN WORLDS

preserve bodies for mummification. PCs can recognize the statue as Anubis, the Osirian god of burial, the dead, funeral rites, mummification, and tombs, with a successful DC 20 Religion check to Recall Knowledge. On a critical success, they recognize the material in the basin as natron and realize its purpose (as a desiccating agent and the main ingredient in the mummification process). Alternatively, they can identify the material with a successful DC 20 Medicine or Nature check to Recall Knowledge.

**Hazard:** The thinned planar barrier due to the umbral vise reacts badly with the lingering energy of the ancient Osirians' mummification rituals. Unless the PC previously removed or destroyed the umbral vise in the Shadow Plane, any attempt to affect it here triggers a spray of natron.

## LEVELS 5-6

### NATRON ERUPTION

### HAZARD 7

Page 21

## LEVELS 7-8

### NATRON EXPLOSION

### HAZARD 9

Page 30

## A7S. BLOCKED PASSAGE NORTH

Gritty black crystals fill a long, crumbling stone basin in the center of the room. A stone slab fallen from a hole in the ceiling blocks the southern door.

A stone slab blocks the way south to area **A6s**. It has 10 Bulk, but while the angle of the slab makes it impossible to remove while in **A6s**, it is possible to drag it out of the way from this side. Unless the PCs destroyed the umbral vase in area **A7m**, an umbral vise sits in the basin. The natron here has absorbed the shadow that makes up the plane, turning it black and harmless.

## A8M. RITUALISTS' CRYPT

Three ossuaries in the center of this room hold the shattered remains of stone tablets along with several amulets, figurines, and other ritual items made of faience. Writing on the tablets includes both Ancient Osirian hieroglyphics and the same angular script as on the strange devices in the pyramid.

The dozen ritualists who tried to send the pyramid into the Shadow Plane died in the process. They were interred here, close to Khisisi's own resting place as an honor,

along with their equipment. Their bodies are gone—they were animated by the umbral vise's effects and destroyed in the Sandswept Hall—but PCs may glean information from their remaining ritual tools.

**Pyramid Insights:** A PC examining the ritual material can attempt an Arcana, Nature, Occultism, or Religion check or Shadow Plane Lore check to Recall Knowledge here; on a success, the PC recognizes the items were part of a ritual intended to allow the pyramid and its occupants to travel the planes (as shown in the fading pyramid in area **A6m**), though the shattered tablets indicate something went wrong when the ritual was performed. On a critical success, the PC realizes the disrupted ritual left the pyramid trapped between planes, not fully present on either the Material Plane or its intended destination.

## A9M. GRAND GALLERY

## TRIVIAL

A 10-foot-wide span leads to a pair of statues. One depicts a veiled woman in a pharaoh's robe and crown standing amid sheaves of wheat and reaching a hand out. Her other hand locks grips with the second statue, which depicts a woman in scholarly garments with a pectoral collar. Behind them, the spread wings of a scarab carved into the northern wall reveal double doors. On either side of the span, two deep pits gape.

The double doors to area **A10m** are closed. The pits are 20 feet deep, and the Athletics DC to Climb them is 20. The third umbral vise sits in the northwest corner of the room unless the PCs destroyed it in area **A9s**. As long as it's intact, the vise fills the pits with roiling shadows.

**Pyramid Insights:** A PC who successfully Recalls Knowledge using Religion, Society, or an appropriate Lore skill learns the statues show a woman named Pharaoh Rehenet I, who disappeared at the height of her rule, and her wife, Khisisi. The simple robes and outstretched hand on Rehenet's statue indicate the sculptor considered her a humble ruler who sought to give her people a helping hand, instead of ruling with an iron fist. The other statue shows a priest-mage adviser who worked in lockstep with the pharaoh. On a critical success, the PC realizes that this area likely served as the entrance to the burial chamber beyond and that anyone who didn't show proper respect by bowing to the statues was thrown into the pits, where they were easy targets for archers standing guard here.

**Hazard:** This room contains an ancient booby trap on the span between the pits. Any PC who bows or makes a similar show of respect gets a free (secret) check to Seek to see if they notice the hazard, even if they weren't using the Search exploration activity and lack the listed proficiency rank. In addition, if the umbral vise is in the room, any

# THE TOMB BETWEEN WORLDS

creature that lands in the pit is coated with planar shadow residue. Until they clean it off, any darkness and shadow magic they use is enhanced, while light magic is impeded, as if they were on the Shadow Plane (see page 6). A PC who succeeds at a DC 18 Shadow Plane Lore or DC 20 Occultism check to Recall Knowledge knows the residue can be washed off with water.

## LEVELS 5–6

### INSOLENT'S RETORT

### HAZARD 7

Page 22

## LEVELS 7–8

### INSOLENT'S CASTIGATION

### HAZARD 9

Page 31

## A9S. CU SITH LAIR

## MODERATE

Oppressive shadows spilling from the corners of this room make it feel smaller than it really is. A carving in the northern wall depicts a scarab with a closed wing case. Adventuring equipment—the contents of a ruined backpack—lies scattered everywhere.



CU SITH

The western door to this room is closed. To the north, the double doors indicated on the map are sealed behind the carving; they cannot be seen or detected in area **A9s** unless they've been opened from area **A10s**. The pits are 20 feet deep, and the Athletics DC to climb them is 20. The third umbral vise sits in the northwest corner of the room unless the PCs destroyed it in area **A9m**.

**Creatures:** To help find the Tomb Between Worlds, the Ardis Scholars tracked down a cu sith, a hound-like fey doorkeeper of remote portals to other planes. Most cu sith in the marshy highlands of Ustalav guard entrances to the First World, but the scholars found one devoted to Count Ranalc, a fey Eldest banished millennia ago to the Shadow Plane. They enlisted her help, only to have her turn on them when they arrived at the pyramid as she claimed it as her territory. The Ardis Scholars locked her in this room where she angrily waits. She attacks any intruders, though she's grateful enough to anyone who opens the door that she uses her Dooming Bark on her first three turns to give them time to flee. She takes her wrath out on any creatures foolhardy enough to not do that, fighting for as long as she remains conscious. Depending on Challenge Point adjustments, one or more amulets the cu sith ripped off an Ardis Scholar (see Rewards below) may have become home to a shadowy spirit, which uses Sudden Manifestation and attacks the PCs when they enter. Both the amulet and the spirit are clearly Ustalavic, and the amulet has no special abilities once the spirit is defeated.

## LEVELS 5–6

### CU SITH

### CREATURE 7

Page 23, art on page 35

## LEVELS 7–8

### UMBRAL CU SITH

### CREATURE 9

Page 32, art on page 35

**Rewards:** The cu sith ripped the backpack off one of the fleeing Ardis Scholars. PCs can find the contents of an adventurer's pack, as well as a *wand of flaming sphere* and two *moderate healing potions* (or a *wand of fireball* and four *moderate healing potions* for levels 7–8).

## A10M. CONSORT'S CHAMBER SEVERE

A wide stairway leads down to the floor of this massive sandstone chamber. An open sarcophagus sits on a raised dais to the north. Its impressive lid, carved in the form of a human woman, perches precariously on the dais steps.



# THE TOMB BETWEEN WORLDS

Eight statues of people in priestly garments look up toward the ceiling, which is painted with a planar map of the Great Beyond. Shadows flit around the room, though it's not clear what, if anything, is casting them. Wings to the west and east hold more sarcophagi.

A broad set of stairs leads 10 feet down to the floor of this room, which is 30 feet below the ceiling. A tiered dais to the north rises 5 feet, holding Khisisi's sarcophagus in an honored position. The final umbral vise the Ardis Scholars placed is in the western alcove.



KHISISI

**Shadow Shunting:** Khisisi planned to pilot the pyramid from here, and the lingering planar magic interacts oddly with the umbral vise in this room. At the end of each creature's turn, it must succeed at a DC 18 Will save (DC 21 for levels 7–8) or find itself shunted momentarily through the Shadow Plane, in a process similar to *shadow walk*. A creature reappears 5–30 feet away from its location in a random direction; if it would end in a solid object or outside area **A10m**, it appears in the nearest open space in area **A10m**. On a critical failure, it doubles the distance it moves. This movement doesn't trigger reactions. A creature can voluntarily fail its save or, on a critical success, choose the direction it travels (the distance remains random). The shadow stuff held by the umbral vise surges to the creature and its destination during this movement, making it clear it's the source of the effect. Destroying the umbral vise or removing it from this room ends this effect.

**Pyramid Insights:** A PC who successfully Recalls Knowledge using Religion, Occultism, or an appropriate Lore skill interprets the map of the Great Beyond as proof that Khisisi intended to guide the pyramid through the planes from here to “the Dark Desert”—the Shadow Plane. On a critical success, the PC can see she was specifically attempting to find Rehenet I to guide the pyramid to her.

**Creatures:** When the Ardis Scholars activated the fourth umbral vise, it transformed the mummified Khisisi and several of her guards into undead. If the room contains one or more sphinxes due to Challenge Point adjustments, they peacefully slumbered here, guarding Khisisi until she rose as undead, and continue to serve her. Khisisi, wearing the same clothing and collar as the statue in area **A9m**, leads her guards in an attack against any living creatures that enter, believing they are servants of Set. The guards prioritize protecting Khisisi and focus their attacks on any creature that harms her.

## LEVELS 5–6

### WEAK CAIRN WIGHTS (2)

CREATURE 3

Page 24

### KHISISI

CREATURE 7

Page 24, art on page 36

## LEVELS 7–8

### MAFTET SKELETONS (2)

CREATURE 5

Page 33

### KHISISI

CREATURE 9

Page 33, art on page 36

# THE TOMB BETWEEN WORLDS

## A10S. PATHFINDER'S REFUGE

Tetabu, the last of the missing Pathfinders, sealed the doors to this area from area **A9s** to keep the cu sith from attacking him, preventing any entry except via the umbral vise in area **A10m**. The doors can be opened from here which causes the scarab wings in the carving in **A9s** to spread, similar to the one in **A9m**.

**Creatures:** Tetabu escaped here after finding his way into area **A10m**. Trapped by the mummy in the Material Plane and the cu sith in the Shadow Plane, he serenely awaits his fate. Demoralized, he knows he's overmatched by the foes and doesn't participate in any combat.

## CONCLUSION

Once the PCs finish exploring this level of the pyramid, they can return to the Sandswept Hall, where they are greeted by Venture-Captain Norden Balentiir, Kinlynn Silverstride, and Toruk Melgron. The three congratulate the PCs if they were able to accomplish any of their objectives. While Kinlynn eagerly takes any umbral vise the PCs brought back, Toruk asks what they learned. He's especially interested to learn anything about the Ardis Scholars as he's heard of that Ustalavic group before. While Toruk enthusiastically begins planning an expedition to learn more, the venture-captain assesses the PCs' state.

### Curse Removal:

If any of the PCs are afflicted by a curse that needs to be removed, Norden offers the Pathfinder Society's assistance, though he looks frustrated. Calling in the favors to do so could draw attention from the Ruby Prince—attention Norden is trying to avoid. Still, he says, it's the right thing to do to thank the agents for their help. Any curses the PCs gained during the adventure are cleared, leaving the character available for play (but such aid should be noted; see the Reporting Notes).

Lastly, Po'ogaat collects the items the Society loaned to the PCs for the mission (including transferring any loaned runes to different weapons), though he encourages the PCs to purchase similar items to help them in their future adventures!

## REPORTING NOTES

If the PCs allied with Glurorchaes, check box A on the reporting sheet. If the PCs needed Norden Balentiir to remove any curses, check box B on the reporting sheet.

## PRIMARY OBJECTIVES

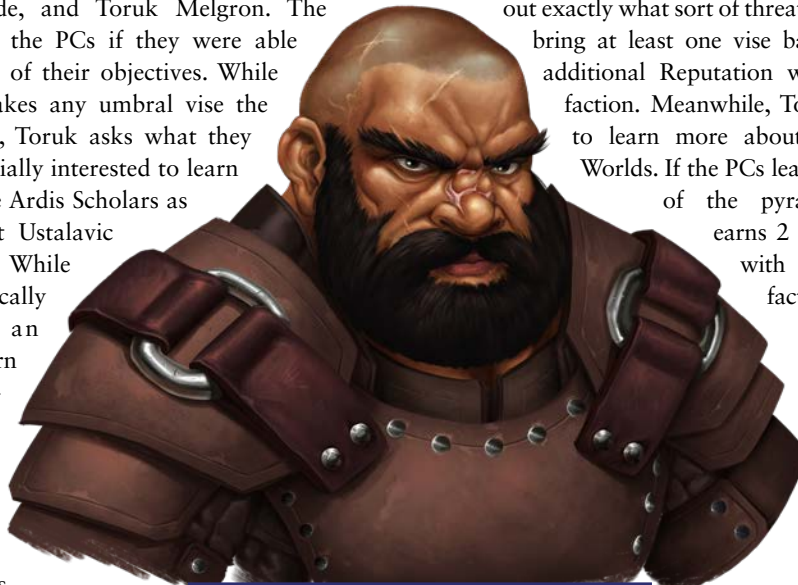
The PCs complete their primary objective if they destroy or remove all four umbral vises from the Tomb Between Worlds. Doing so earns each PC 2 Reputation with their chosen faction.

## SECONDARY OBJECTIVES

The PCs complete their secondary objective if they rescue the three lost Pathfinder agents. Doing so earns each PC 2 Reputation with their chosen faction.

## FACTION NOTES

Kinlynn Silverstride is eager to study an umbral vise to find out exactly what sort of threat it is. If the Pathfinders bring at least one vise back, each PC earns 2 additional Reputation with the Vigilant Seal faction. Meanwhile, Toruk Melgron wanted to learn more about the Tomb Between Worlds. If the PCs learn at least three pieces of the pyramid's history, each earns 2 additional Reputation with the Horizon Hunters faction.



TETABU



# THE TOMB BETWEEN WORLDS

## APPENDIX 1: LEVEL 5~6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, refer to the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

## A3M. PLACE OF PURIFICATION (LEVELS 5-6)

### CLEANSING CASCADE

### HAZARD 7

UNIQUE MAGICAL TRAP WATER

**Stealth** DC 27 (expert)

**Description** The ritual power in this room, corrupted by necromantic energy, slams purifying water into all “unclean” creatures that try to leave.

**Disable** Religion DC 25 (expert) to ceremonially purify everyone in the room, by pouring water from a tub over their hands, or *dispel magic* (4th level; counteract DC 25) to counteract the corrupted ritual magic.

**Purifying Blast** ➤ **Trigger** A living creature steps out of the room. **Effect** Water sprays out of the tubs. Every creature in the room or within 10 feet of the doors takes 4d10+18 bludgeoning damage (DC 27 basic Reflex save) and the water casts 4th-level *dispel magic* with a counteract modifier of +15 against the highest-level spell active on each target (or all spells on a target that critically fails its Reflex save).

**Reset** 1 minute

# THE TOMB BETWEEN WORLDS

## A3S. PATHFINDER'S REDOUBT (LEVELS 5-6)

### GLURORCHAES

### CREATURE 6

UNIQUE LE MEDIUM FIEND VELSTRAC

Elite ostiarius (*Pathfinder Bestiary* 2 6, 281)

**Perception** +17, greater darkvision, painsight, sense portal

**Languages** Common, Infernal, Shadowtongue; telepathy 100 feet

**Skills** Acrobatics +15, Deception +14, Diplomacy +14, Intimidation +18, Religion +13, Torture Lore +13

**Str** +0, **Dex** +4, **Con** +2, **Int** +2, **Wis** +4, **Cha** +5

**Painsight** (divination, divine) A velstrac automatically knows whether a creature they see has any of the doomed, dying, or wounded conditions, as well as the value of those conditions.

**Sense Portal** (divination, divine) The ostiarius always knows the direction and distance to the closest portal between the Shadow Plane and the Material Plane. This sense functions only on these two planes.

**AC** 23; **Fort** +11, **Ref** +17, **Will** +15, +1 status to all saves vs. magic

**HP** 87, regeneration 5 (deactivated by good or silver);

**Immunities** cold; **Weaknesses** good 5, silver 5

**Whispering Wounds** (aura, divine, enchantment, mental, visual) 30 feet. When a creature ends its turn in the aura, it hears the wounds on the ostiarius's body whisper obscene truths. The creature must succeed at a DC 23 Will save or become sickened 1.

**Speed** 25 feet

**Melee** ♦ claw +15 (agile, evil, finesse, magical), **Damage** 2d6+4 slashing plus 2d6 persistent bleed

**Divine Innate Spells** DC 26; **3rd** *enthrall*, *wanderer's guide*; **2nd** *calm emotions* (at will), *darkness*, *silence*; **Cantrips** (3rd) *shield*

**Rituals** DC 24; **2nd** *inveigle*

**Compel Courage** ♦ (auditory, divine, emotion, enchantment, linguistic, mental) The ostiarius inspires their willing allies and themselves by whispering words of courage from their wounds. The ostiarius and their allies in a 50-foot emanation gain a +1 status bonus to attack rolls, damage rolls, and saves against fear effects. The ostiarius can Sustain Compel Courage. Non-velstracs who accept this compelled courage find bleeding wounds opening on their own bodies to whisper in thanks. They take 1 persistent bleed damage and can't attempt a flat check to end this damage as long as they're compelled.

### SCALING ENCOUNTER A3S

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Add one weak lovelorn to the encounter.

**12-13 Challenge Points:** Add one lovelorn to the encounter.

**14-15 Challenge Points:** Add one elite lovelorn to the encounter.

**16-18 Challenge Points (5+ players):** Add two lovelorns to the encounter.

**Focus Gaze** ♦ (concentrate, divine, enchantment, fear, mental, visual) The ostiarius stares at a creature they can see within 30 feet. The creature must immediately attempt a Will save against whispering wounds. In addition, if the creature was already sickened and fails its save, the creature is fascinated by the ostiarius and can't use hostile actions. This fascination lasts for 1 round or until the ostiarius takes any hostile action against the creature or the creature's allies. Whether the creature succeeds at or fails the save, it is temporarily immune for 1 hour.

# THE TOMB BETWEEN WORLDS

## LOVELORNS (0)

## CREATURE 4

UNCOMMON CE TINY UNDEAD

Pathfinder Bestiary 3 65

**Perception** +10 (+12 to Sense Motive); darkvision, lifesense 30 feet

**Languages** Common (can't speak any language)

**Skills** Athletics +12, Occultism +8, Stealth +13


**Str** +4, **Dex** +5, **Con** +3, **Int** -2, **Wis** +2, **Cha** +3

**AC** 21; **Fort** +9, **Ref** +13, **Will** +12


**HP** 60, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious


**Gloom Aura** (aura, emotion, illusion, mental, occult) 60 feet.

A lovelorn's presence instills unease and turns the air cold, dark, and stale. Creatures within the aura take a -1 circumstance penalty to saving throws made to resist emotion effects. If the lovelorn makes a place home for a week or more, that location can become suffused with this magic even outside the lovelorn's aura, lasting until the lovelorn leaves or is destroyed.

**Skitter Away**  **Trigger** A creature ends its movement in a space adjacent to the lovelorn; **Effect** The lovelorn Strides or Climbs 10 feet away from the triggering creature. This movement does not trigger reactions.

**Speed** 25 feet, climb 25 feet

**Melee**  fangs +13 (finesse), **Damage** 1d6+6 piercing plus 1d6 persistent bleed and cynic's curse

**Melee**  gory tendril +13 (agile, finesse), **Damage** 1d4+6 bludgeoning plus Grab

**Occult Innate Spells** DC 21; **2nd** *fear* (\*3), *illusory creature* (at will), *illusory object* (at will), *invisibility*; **Cantrips (2nd)** *ghost sound*, *mage hand*

**Rituals** DC 21; *create undead* (doesn't require secondary casters)

**Cynic's Curse** (curse, emotion, enchantment, mental, occult)

A creature hit by a lovelorn's fangs Strike must attempt a DC 19 Will save as it grows morose and listless. If the creature would be affected by a *calm emotions* spell, that spell attempts to counteract this curse instead of having its normal effect.

**Critical Success** The target is unaffected.

**Success** For 1 minute, the target can't benefit from helpful emotion effects, but can still be affected by harmful emotion effects.

**Failure** As success, plus the target is fatigued for the same duration.

**Critical Failure** As failure, but the curse's effects are permanent.



# THE TOMB BETWEEN WORLDS

## A6M. ROOM OF REFLECTION (LEVELS 5–6)

### SHANRIGOL HEAPS (2)

### CREATURE 4

**N** **MEDIUM** **ABERRATION** **UNDEAD**

*Pathfinder Adventure Path #164: Hands of the Devil* 84

**Perception** +9; darkvision, tremorsense (imprecise) 30 feet

**Skills** Athletics +12, Stealth +10

**Str** +5, **Dex** +2, **Con** +3, **Int** –4, **Wis** +1, **Cha** –5

**AC** 20, all-around vision; **Fort** +14, **Ref** +11, **Will** +9

**HP** 55, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** slashing 5, piercing 5; **Weaknesses** positive 5

**Speed** 20 feet, climb 20 feet, swim 20 feet

**Melee** ♦ fleshy slap +14 (forceful), **Damage** 2d6+8 bludgeoning plus Grab

**Ranged** ♦ bone shard +11 (agile, range increment 20 feet, versatile P), **Damage** 1d8+8 bludgeoning

**Sapping Squeeze** ♦ **Requirements** The shanrigol has a creature grabbed; **Effect** The shanrigol squeezes the life essence from its target, dealing 1d6+5 bludgeoning and 1d4 persistent bleed damage (DC 18 basic Fortitude save). The shanrigol regains temporary Hit Points equal to half the amount of bludgeoning damage a single target takes; these temporary Hit Points last for 1 minute.

**Shred Flesh** A shanrigol rips flesh away from targets in great chunks. Creatures critically hit by the shanrigol's fleshy slap Strike take an additional 1d6 persistent bleed damage and are enfeebled 1 for as long as they are bleeding.

**Undulating Step** ♦♦ The shanrigol separates its flesh from its bones to fit through small spaces. It Strides, ignoring difficult terrain and fitting through tight spaces as though it were a Tiny creature. It can't use any actions other than Undulating Step until it occupies an area large enough for its normal form.

### SCALING ENCOUNTER A6M

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10–11 Challenge Points:** Apply the elite adjustment to one shanrigol heap.

**12–13 Challenge Points:** Add one shanrigol heap to the encounter.

**14–15 Challenge Points:** The PCs face one shanrigol heap and two elite shanrigol heaps.

**16–18 Challenge Points (5+ players):** The PCs face three elite shanrigol heaps.

# THE TOMB BETWEEN WORLDS

## A7M. EMBALMING ROOM (LEVELS 5-6)

### NATRON ERUPTION

### HAZARD 7

UNIQUE MAGICAL TRAP

**Stealth** DC 30 (expert)

**Description** Negative-energy charged natron sprays out of the tub and starts to mummify nearby creatures.

**Disable** Thievery DC 27 (trained) to safely remove the umbral vise from the tub without triggering the natron or *dispel magic* (4th level; counteract DC 25) to counteract the ritual energy.

**Mummify** ☞ (divine, necromancy); **Trigger** A creature touches or disturbs the umbral vise. **Effect** Natron sprays out of the tub, infusing all creatures adjacent to the tub with negative energy and desiccating their internal organs. Each creature takes 2d10 negative damage and 2d10 poison damage (DC 29 basic Fortitude save). On a failure, the internal damage makes the creature more susceptible to other effects that would cause it to mummify, such as Mummy Rot. For 1 day, the first time it is exposed to such an effect, it uses the outcome one degree of success worse than the result of its saving throw.

**Reset** The trap resets after 24 hours.

# THE TOMB BETWEEN WORLDS

## A9M. GRAND ENTRANCE (LEVELS 5-6)

### INSOLENT'S RETORT

### HAZARD 7

RARE

MECHANICAL

TRAP

**Stealth** DC 27 (trained)

**Description** Pressure plates trigger hidden mauls in the walls of the pits that swing up to slam creatures and knock them off the span.

**Disable** Society DC 23 (expert) to locate the hidden deactivation switch or Thievery DC 30 (trained) to jam the mechanics on the span.

**AC** 25; **Fort** +18, **Ref** +12

**Hardness** 15; **HP** 60 (BT 30); **Immunities** critical hits, object immunities, precision damage

**Chastise the Disrespectful** ➔ **Trigger** A creature moves onto the span. **Effect** The mauls swing up, making an attack against the triggering creature.

**Melee** mauls +22, **Damage** 4d10+18 bludgeoning plus the target must succeed at a DC 25 Fortitude save or be knocked off the span into a pit. The target can use the Grab an Edge reaction to avoid falling.

**Reset** The trap resets over the course of the round and is ready to swing again 1 round later. It can be manually reset if Disabled.



# THE TOMB BETWEEN WORLDS

## A9S. CU SITH LAIR (LEVELS 5–6)

### CU SITH

### CREATURE 7

UNCOMMON N LARGE FEY

*Pathfinder Adventure Path #153: Life's Long Shadows* 79

**Perception** +16; low-light vision, scent (imprecise) 30 feet

**Languages** Sylvan (can't speak any language)

**Skills** Acrobatics +15, Athletics +17, Stealth +17, Survival +16

**Str** +6, **Dex** +4, **Con** +4, **Int** –3, **Wis** +3, **Cha** +5

**AC** 24; **Fort** +15, **Ref** +17, **Will** +16

**HP** 140; **Immunities** fear; **Weaknesses** cold iron 5

**Speed** 40 feet

**Melee** ♦ jaws +17, **Damage** 2d10+9 piercing plus Grab

**Dooming Bark** ♦♦ (auditory, concentrate, fear, mental, necromancy, primal) Any creature within 200 feet of the cu sith that hears its Dooming Bark must attempt a DC 24 Will save.

**Critical Success** The creature is unaffected and immune to Dooming Bark for 24 hours.

**Success** The creature is frightened 1.

**Failure** The creature is frightened 2.

**Critical Failure** The creature is frightened 3 and fleeing.

If a creature is already frightened when it fails a save against Dooming Bark, its frightened value increases by 1 and it becomes doomed 1. A creature in an area that the cu sith can't easily reach—such as a hidden burrow or enclosed building—increases the degree of success of its saving throw against Dooming Bark by one step.

**Worry Prey** ♦ (attack) **Requirements** The cu sith has a Large or smaller creature grabbed in its jaws; **Effect** The cu sith viciously shakes its prey. The cu sith makes a jaws Strike against the grabbed creature with a +2 circumstance bonus to the attack roll. If the cu sith hits, it deals jaws damage, maintains its Grab, and attempts an Athletics check to Disarm its target of anything it is holding. On a miss, the cu sith releases the creature.

### CORRUPTED RELICS (O)

### CREATURE 4

RARE CE MEDIUM INCORPOREAL SPIRIT UNDEAD

*Pathfinder Bestiary* 3 55

**Perception** +9; darkvision, lifesense (imprecise) 60 feet

**Languages** Common, Elven

**Skills** Acrobatics +11, Intimidation +10, Stealth +11

**Str** –5, **Dex** +3, **Con** +0, **Int** +1, **Wis** +1, **Cha** +4

**Items** amulet

**AC** 19; **Fort** +6, **Ref** +11, **Will** +11

**HP** 50, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

### SCALING ENCOUNTER A9S

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10–11 Challenge Points:** Add one weak corrupted relic to the encounter.

**12–13 Challenge Points:** Add one elite corrupted relic to the encounter.

**14–15 Challenge Points:** Add two corrupted relics to the encounter.

**16–18 Challenge Points (5+ players):** Add two elite corrupted relics to the encounter.

**Amulet Relic** (curse, divine, necromancy) The corrupted relic is an amulet cursed to contain a malevolent spirit. The statistics in this stat block are for the spirit while it's manifested (see Manifest). The amulet can't take any actions except Sudden Manifestation and Manifest. As long as the spirit is manifested, the amulet is immune to spells and magical abilities and uses the saves listed here.

Regardless of whether the spirit is manifested, the amulet can be targeted by Strikes (AC 21, Hardness 5, BT 10). It's not incorporeal. If the amulet becomes broken, the spirit is bound within and can't Manifest, and if the amulet is destroyed, so is the spirit. Destroying the spirit frees the amulet from its curse.

**Sudden Manifestation** ⤴ **Trigger** The relic detects a creature using its lifesense; **Effect** The relic Manifests. If this causes an encounter to begin, the relic gains a +4 status bonus to its initiative roll.

**Speed** fly 30 feet

**Melee** ♦ spectral hand +14 (agile, finesse, magical), **Damage** 2d6+3 negative

**Ranged** ♦ deadly spark +14 (air, electricity, divine, evocation, range 20 feet), **Damage** 1d12 electricity

**Death Gaze** ♦♦ (concentrate, divine, necromancy, negative)

The spirit targets a creature it can see within 30 feet, dealing it 4d6 negative damage (DC 20 basic Fortitude save). A creature with negative healing instead regains 4d6 HP and is temporarily immune for 10 minutes.

**Manifest** ♦ (divine, necromancy) **Requirements** The relic detects at least one creature using its lifesense; **Effect** The spirit within the relic manifests in an open space within 10 feet of the amulet. When it does, the relic teleports around its neck. The spirit remains in its manifested state until it no longer senses any living creatures within range of its lifesense.

# THE TOMB BETWEEN WORLDS

## A10M. CONSORT'S CHAMBER (LEVELS 5-6)

### WEAK CAIRN WIGHTS (2)

### CREATURE 3

UNCOMMON LE MEDIUM UNDEAD WIGHT

*Pathfinder Bestiary* 2 6, 292

**Perception** +9; darkvision

**Languages** Common, Necril

**Skills** Athletics +10, Intimidation +9, Religion +7, Stealth +10  
**Str** +4, **Dex** +2, **Con** +4, **Int** +1, **Wis** +3, **Cha** +3

**Items** longsword, studded leather armor

**AC** 18; **Fort** +10, **Ref** +8, **Will** +9

**HP** 52, negative healing; **Immunities** death effects, disease, paralyze, poison, unconscious

**Final Spite** ➤ **Trigger** The cairn wight is reduced to 0 Hit Points; **Effect** The cairn wight makes a Strike before being destroyed. It doesn't gain any temporary HP from drain life on this Strike.

**Speed** 25 feet

**Melee** ➤ longsword +12 (versatile P), **Damage** 1d8+5 slashing plus drain life

**Melee** ➤ claw +12 (agile), **Damage** 1d6+5 slashing plus drain life

**Cairn Wight Spawn** (divine, necromancy) A living humanoid slain by a cairn wight's weapon or claw Strike rises as a spawned wight after 1d4 rounds. This spawned wight is under the command of the cairn wight that killed it. It doesn't have drain life or cairn wight spawn and is clumsy 2 for as long as it is a spawned wight. If its creator dies, the spawned wight becomes a full-fledged, autonomous cairn wight; it regains its free will, gains drain life and cairn wight spawn, and is no longer clumsy.

**Drain Life** (divine, necromancy) When the cairn wight damages a living creature with a melee Strike, using an unarmed attack or its bound weapon, the cairn wight gains 5 temporary Hit Points and the creature must succeed at a DC 16 Fortitude save or become drained 1. Further damage dealt by the cairn wraith increases the drained condition value by 1 on a failed save, to a maximum of drained 4.

**Funereal Dirge** ➤➤ (auditory, divine, emotion, fear, mental, necromancy) The cairn wight chants a low, haunting melody. Living creatures within 50 feet must attempt a DC 19 Will save. The cairn wight can't chant a new Funereal Dirge for 1d4 rounds.

**Critical Success** The creature is unaffected.

**Success** The creature is frightened 1.

**Failure** The creature is frightened 2.

**Critical Failure** The creature is frightened 2 and takes a -2 status penalty to saving throws against drain life.

### SCALING ENCOUNTER A10M

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**10-11 Challenge Points:** Add one cairn wight (without weak adjustments) to the encounter. Applying the elite adjustment to the weak cairn wight statistics removes the weak adjustment.

**12-13 Challenge Points:** Add one elite hieracosphinx to the encounter.

**14-15 Challenge Points:** Add one cairn wight (without weak adjustments) and one elite hieracosphinx to the encounter. Applying the elite adjustment to the weak cairn wight statistics removes the weak adjustment.

**16-18 Challenge Points (5+ players):** Add two elite hieracosphinxes to the encounter.

### KHISISI

### CREATURE 7

UNIQUE LE MEDIUM MUMMY UNDEAD

Variant mummy guardian (*Pathfinder Bestiary* 240)

**Perception** +18; darkvision

**Languages** Ancient Osiriani, Necril

**Skills** Athletics +17, Stealth +13

**Str** +4, **Dex** +0, **Con** +2, **Int** -2, **Wis** +4, **Cha** +2

**AC** 25; **Fort** +16, **Ref** +12, **Will** +18

**HP** 130, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 5

**Despair** (aura, divine, emotion, enchantment, fear, incapacitation, mental) 30 feet. Living creatures are frightened 1 while in Khisisi's despair aura. They can't naturally recover from this fear while in the area but recover instantly once they leave the area. When a creature first enters the area, it must succeed at a DC 22 Will save (after taking the penalty from being frightened) or be paralyzed for 1 round. The creature is then temporarily immune for 24 hours.

**Speed** 20 feet

**Melee** ➤ fist +18, **Damage** 2d6+9 bludgeoning plus mummy rot

**Mummy Rot** (curse, disease, divine, necromancy, negative)

This disease and any damage from it can't be healed until this curse is removed. A creature killed by mummy rot turns to dust and can't be resurrected except by a 7th-level *resurrect* ritual or similar magic. **Saving Throw** DC 24 Fortitude; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 4d6 negative damage and stupefied 1 (1 day)

# THE TOMB BETWEEN WORLDS

## ELITE HIERACOSPHINXES (0)

## CREATURE 6

UNCOMMON CE LARGE BEAST

*Pathfinder Bestiary* 3 6, 250

**Perception** +16; darkvision

**Languages** Sphinx

**Skills** Acrobatics +13, Athletics +15, Intimidation +11, Survival +14

**Str** +4, **Dex** +4, **Con** +3, **Int** -2, **Wis** +3, **Cha** +0

**AC** 24; **Fort** +14, **Ref** +17, **Will** +12

**HP** 90

**Buck** ⤵ DC 25

**Contingent Glyph** (abjuration, occult) A hieracosphinx has an innate magical defense similar to a *contingency*. When they take electricity damage, they can use their reaction to have the glyph cast *haste* on them. The glyph is then dormant for 1 week. A critical success to Recall Knowledge about a particular hieracosphinx (30 or higher on the check) reveals which damage type triggers the glyph.

**Speed** 30 feet, fly 60 feet

**Melee** ⤵ beak +17, **Damage** 2d10+6 slashing

**Melee** ⤵ claw +17 (agile), **Damage** 2d8+6 slashing

**Pounce** ⤵ The hieracosphinx Strides and makes a Strike at the end of that movement. If they began this action hidden, they remain hidden until after the attack.

**Shriek** ⤵ (auditory, incapacitation) The hieracosphinx emits a shrill, ear-piercing shriek. Each non-sphinx in a 60-foot emanation must attempt a DC 24 Fortitude save. Any creature that attempts a save is temporarily immune for 24 hours.

**Critical Success** The creature is temporarily immune to that hieracosphinx's shriek for 24 hours.

**Success** The creature is deafened for 1 round.

**Failure** The creature is deafened for 1 minute and stunned 1.



# THE TOMB BETWEEN WORLDS

## APPENDIX 2: LEVEL 7-8 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 7th-level PCs. If your group has a different composition or size, refer to the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*. If a creature is marked “(0)”, don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

## A3M. PLACE OF PURIFICATION (LEVELS 7-8)

### CLEANSING TORRENT

### HAZARD 9

UNIQUE MAGICAL TRAP WATER

**Stealth** DC 30 (expert)

**Description** The ritual power in this room, corrupted by necromantic energy, slams purifying water into all “unclean” creatures that try to leave.

**Disable** Religion DC 28 (expert) to ceremonially purify everyone in the room, by pouring water from a tub over their hands, or *dispel magic* (5th level; counteract DC 28) to counteract the corrupted ritual magic.

**Purifying Blast** ➤ **Trigger** A living creature steps out of the room. **Effect** Water sprays out of the tubs. Every creature in the room or within 10 feet of the doors takes 4d10+26 bludgeoning damage (DC 30 basic Reflex save), and the water casts 5th-level *dispel magic* with a counteract modifier of +18 against the highest-level spell active on each target (or all spells on a target that critically fails its Reflex save).

**Reset** 1 minute

# THE TOMB BETWEEN WORLDS

## A3S. PATHFINDER'S REDOUBT (LEVELS 7-8)

### GLURORCHAES

### CREATURE 8

UNIQUE LE MEDIUM FIEND VELSTRAC

Variant ostiarius (*Pathfinder Bestiary 2* 281)

**Perception** +18, greater darkvision, painsight, sense portal

**Languages** Common, Infernal, Shadowtongue; telepathy 100 feet

**Skills** Acrobatics +16, Deception +18, Diplomacy +18, Intimidation +21, Religion +16, Torture Lore +16

**Str** +1, **Dex** +4, **Con** +2, **Int** +2, **Wis** +4, **Cha** +6

**Painsight** (divination, divine) A velstrac automatically knows whether a creature it sees has any of the doomed, dying, and wounded conditions, as well as the value of those conditions.

**Sense Portal** (divination, divine) The ostiarius always knows the direction and distance to the closest portal between the Shadow Plane and the Material Plane. This sense functions only on these two planes.

**AC** 26; **Fort** +13, **Ref** +19, **Will** +17, +1 status to all saves vs. magic

**HP** 125, regeneration 10 (deactivated by good or silver);

**Immunities** cold; **Weaknesses** good 10, silver 10

**Whispering Wounds** (aura, divine, enchantment, mental, visual) 30 feet. When a creature ends its turn in the aura, it hears the wounds on the ostiarius's body whisper obscene truths. The creature must succeed at a DC 25 Will save or become sickened 1.

**Speed** 25 feet

**Melee** ♦ claw +18 (agile, evil, finesse, magical), **Damage** 2d6+8 slashing plus 2d6 persistent bleed

**Divine Innate Spells** DC 28; **3rd** *enthrall*, *wanderer's guide*; **2nd** *calm emotions* (at will), darkness, silence; **Cantrips** (4th) *shield*

**Rituals** DC 26; **2nd** *inveigle*

**Compel Courage** ♦ (auditory, divine, emotion, enchantment, linguistic, mental) The ostiarius inspires their willing allies and themselves by whispering words of courage from their wounds. The ostiarius and their allies in a 50-foot emanation gain a +1 status bonus to attack rolls, damage rolls, and saves against fear effects. The ostiarius can Sustain Compel Courage. Non-velstracs who accept this compelled courage find bleeding wounds opening on their own bodies to whisper in thanks. They take 1 persistent bleed damage and can't attempt a flat check to end this damage as long as they're compelled.

### SCALING ENCOUNTER A3S

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Add one lovelorn to the encounter.

**23-27 Challenge Points:** Add two lovelorns to the encounter.

**28-32 Challenge Points:** Apply the elite adjustments to Glurorchaes and add one elite lovelorn to the encounter.

**33+ Challenge Points:** Apply the elite adjustments to Glurorchaes and add two elite lovelorns to the encounter.

**Focus Gaze** ♦ (concentrate, divine, enchantment, fear, mental, visual) The ostiarius stares at a creature they can see within 30 feet. The creature must immediately attempt a Will save against whispering wounds. In addition, if the creature was already sickened and fails its save, the creature is fascinated by the ostiarius and can't use hostile actions. This fascination lasts for 1 round or until the ostiarius takes any hostile action against the creature or the creature's allies. Whether the creature succeeds at or fails the save, it is temporarily immune for 1 hour.

# THE TOMB BETWEEN WORLDS

## LOVELORNS (0)

## CREATURE 4

UNCOMMON CE TINY UNDEAD

Pathfinder Bestiary 3 165

**Perception** +10 (+12 to Sense Motive); darkvision, lifesense 30 feet

**Languages** Common (can't speak any language)

**Skills** Athletics +12, Occultism +8, Stealth +13


**Str** +4, **Dex** +5, **Con** +3, **Int** -2, **Wis** +2, **Cha** +3

**AC** 21; **Fort** +9, **Ref** +13, **Will** +12


**HP** 60, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious


**Gloom Aura** (aura, emotion, illusion, mental, occult) 60 feet.

A lovelorn's presence instills unease and turns the air cold, dark, and stale. Creatures within the aura take a -1 circumstance penalty to saving throws made to resist emotion effects. If the lovelorn makes a place home for a week or more, that location can become suffused with this magic even outside the lovelorn's aura, lasting until the lovelorn leaves or is destroyed.

**Skitter Away**  **Trigger** A creature ends its movement in a space adjacent to the lovelorn; **Effect** The lovelorn Strides or Climbs 10 feet away from the triggering creature. This movement does not trigger reactions.

**Speed** 25 feet, climb 25 feet

**Melee**  fangs +13 (finesse), **Damage** 1d6+6 piercing plus 1d6 persistent bleed and cynic's curse

**Melee**  gory tendril +13 (agile, finesse), **Damage** 1d4+6 bludgeoning plus Grab

**Occult Innate Spells** DC 21; **2nd** *fear* (\*3), *illusory creature* (at will), *illusory object* (at will), *invisibility*; **Cantrips (2nd)** *ghost sound*, *mage hand*

**Rituals** DC 21; *create undead* (doesn't require secondary casters)

**Cynic's Curse** (curse, emotion, enchantment, mental, occult)

A creature hit by a lovelorn's fangs Strike must attempt a DC 19 Will save as it grows morose and listless. If the creature would be affected by a calm emotions spell, that spell attempts to counteract this curse instead of having its normal effect.

**Critical Success** The target is unaffected.

**Success** For 1 minute, the target can't benefit from helpful emotion effects, but can still be affected by harmful emotion effects.

**Failure** As success, plus the target is fatigued for the same duration.

**Critical Failure** As failure, but the curse's effects are permanent.



# THE TOMB BETWEEN WORLDS

## A6M. ROOM OF REFLECTION (LEVELS 7-8)

### SHANRIGOL MOUNDS (2)

### CREATURE 6

**UNCOMMON** **N** **MEDIUM** **ABERRATION** **UNDEAD**

Variant shanrigol heap (*Pathfinder Adventure Path #164: Hands of the Devil* 84)

**Perception** +12; darkvision, tremorsense (imprecise) 30 feet

**Skills** Athletics +15, Stealth +13

**Str** +6, **Dex** +2, **Con** +4, **Int** -4, **Wis** +2, **Cha** -5

**AC** 23, all-around vision; **Fort** +16, **Ref** +14, **Will** +12

**HP** 85, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Resistances** slashing 5, piercing 5; **Weaknesses** positive 5

**Necrotic Decay** (divine, necromancy, negative) When the shanrigol mound dies, its flesh rots away and sublimates into a foul-smelling gas that fills a 5-foot emanation around the body. This gas deals 4d6 negative damage to creatures in this area as their flesh curdles and rots as well (DC 22 basic Fortitude save).

**Speed** 20 feet, climb 20 feet, swim 20 feet

**Melee** ♦ fleshy slap +17 (forceful), **Damage** 2d6+11 bludgeoning plus Grab

**Ranged** ♦ bone shard +14 (agile, range increment 20 feet, versatile P), **Damage** 1d8+11 bludgeoning

**Sapping Squeeze** ♦ **Requirements** The shanrigol has a creature grabbed; **Effect** The shanrigol squeezes the life essence from its target, dealing 1d6+8 bludgeoning and 1d4 persistent bleed damage (DC 21 basic Fortitude save). The shanrigol regains temporary Hit Points equal to half the amount of bludgeoning damage a single target takes; these temporary Hit Points last for 1 minute.

**Shred Flesh** A shanrigol rips flesh away from targets in great chunks. Creatures critically hit by the shanrigol's fleshy slap Strike take an additional 1d6 persistent bleed damage and are enfeebled 1 for as long as they are bleeding.

**Undulating Step** ♦♦ The shanrigol separates its flesh from its bones to fit through small spaces. It Strides, ignoring difficult terrain and fitting through tight spaces as though it were a Tiny creature. It can't use any actions other than Undulating Step until it occupies an area large enough for its normal form.

### SCALING ENCOUNTER A6M

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Apply the elite adjustment to one shanrigol mound.

**23-27 Challenge Points:** Add one shanrigol mound to the encounter.

**28-32 Challenge Points:** The PCs face one shanrigol mound and two elite shanrigol mounds.

**33+ Challenge Points:** The PCs face three elite shanrigol mounds.

# THE TOMB BETWEEN WORLDS

## A7M. EMBALMING ROOM (LEVELS 7-8)

### NATRON EXPLOSION

### HAZARD 9

UNIQUE MAGICAL TRAP

**Stealth** DC 33 (expert)

**Description** Negative-energy charged natron sprays out of the tub and starts to mummify nearby creatures.

**Disable** Thievery DC 30 (expert) to safely remove the umbral vise from the tub without triggering the natron or *dispel magic* (5th level; counteract DC 28) to counteract the ritual energy.

**Mummify** ☞ (divine, necromancy); **Trigger** A creature touches or disturbs the umbral vise. **Effect** Natron sprays out of the tub, infusing all creatures adjacent to the tub with negative energy and desiccating their internal organs. Each creature takes 2d10+4 negative damage and 2d10+4 poison damage (DC 32 basic Fortitude save). On a failure, the internal damage makes the creature more susceptible to other effects that would cause it to mummify, such as Mummy Rot. For 1 day, the first time it is exposed to such an effect, it uses the outcome one degree of success worse than the result of its saving throw.

**Reset** The trap resets after 24 hours.

# THE TOMB BETWEEN WORLDS

## A9M. GRAND ENTRANCE (LEVELS 7-8)

### INSOLENT'S CASTIGATION

### HAZARD 9

RARE

MECHANICAL

TRAP


**Stealth** DC 30 (expert)

**Description** Pressure plates trigger hidden mauls in the walls of the pits that swing up to slam creatures and knock them off the span.

**Disable** Society DC 30 (expert) to locate the hidden deactivation switch or Thievery DC 33 (expert) to jam the mechanics on the span.

**AC** 28; **Fort** +21, **Ref** +15

**Hardness** 17; **HP** 68 (BT 34); **Immunities** critical hits, object immunities, precision damage

**Castigate the Disrespectful**  **Trigger** A creature moves onto the span. **Effect** The mauls swing up, making an attack against the triggering creature.

**Melee** mauls +25, **Damage** 4d10+26 bludgeoning plus the target must succeed at a DC 28 Fortitude save or be knocked off the span into a pit. The target can use the Grab an Edge reaction to avoid falling.

**Reset** The trap resets over the course of the round and is ready to swing again 1 round later. It can be manually reset if Disabled.



# THE TOMB BETWEEN WORLDS

## A9S. CU SITH LAIR (LEVELS 7-8)

### UMBRAL CU SITH

### CREATURE 9

UNCOMMON N LARGE FEY

Variant cu sith (*Pathfinder Adventure Path #153: Life's Long Shadows* 79)

**Perception** +19; low-light vision, scent (imprecise) 30 feet

**Languages** Sylvan (can't speak any language)

**Skills** Acrobatics +18, Athletics +20, Stealth +20, Survival +19

**Str** +7, **Dex** +5, **Con** +5, **Int** -3, **Wis** +4, **Cha** +6

**AC** 27; **Fort** +18, **Ref** +20, **Will** +19

**HP** 190; **Immunities** fear; **Weaknesses** cold iron 10

**Speed** 40 feet

**Melee** ♦ jaws +20, **Damage** 2d10+11 piercing plus Grab

**Dooming Bark** ♦♦ (auditory, concentrate, fear, mental, necromancy, primal) Any creature within 200 feet of the cu sith that hears its Dooming Bark must attempt a DC 27 Will save.

**Critical Success** The creature is unaffected and immune to Dooming Bark for 24 hours.

**Success** The creature is frightened 1.

**Failure** The creature is frightened 2.

**Critical Failure** The creature is frightened 3 and fleeing.

If a creature is already frightened when it fails a save against Dooming Bark, its frightened value increases by 1 and it becomes doomed 1. A creature in an area that the cu sith can't easily reach—such as a hidden burrow or enclosed building—increases the degree of success of its saving throw against Dooming Bark by one step.

**Worry Prey** ♦ (attack) **Requirements** The cu sith has a Large or smaller creature grabbed in its jaws; **Effect** The cu sith viciously shakes its prey. The cu sith makes a jaws Strike against the grabbed creature with a +2 circumstance bonus to the attack roll. If the cu sith hits, it deals jaws damage, maintains its Grab, and attempts an Athletics check to Disarm its target of anything it is holding. On a miss, the cu sith releases the creature.

### DEBASED RELIC (0)

### CREATURE 6

RARE CE MEDIUM INCORPOREAL SPIRIT UNDEAD

Variant corrupted relic (*Pathfinder Bestiary* 3 55)

**Perception** +12; darkvision, lifesense (imprecise) 60 feet

**Languages** Common, Elven

**Skills** Acrobatics +14, Intimidation +15, Stealth +14

**Str** -5, **Dex** +4, **Con** +0, **Int** +0, **Wis** +2, **Cha** +5

**Items** amulet

**AC** 22; **Fort** +8, **Ref** +14, **Will** +14

**HP** 80, negative healing; **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Resistances** all 5 (except force, ghost touch, or positive; double resistance vs. non-magical)

## SCALING ENCOUNTER A9S

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Add one weak debased relic to the encounter.

**23-27 Challenge Points:** Add one elite debased relic to the encounter.

**28-32 Challenge Points:** Add two debased relics to the encounter.

**33+ Challenge Points:** Add two elite debased relics to the encounter.

**Amulet Relic** (curse, divine, necromancy) The debased relic is an amulet cursed to contain a malevolent spirit. The statistics in this stat block are for the spirit while it's manifested (see Manifest). The amulet can't take any actions except Sudden Manifestation and Manifest. As long as the spirit is manifested, the amulet is immune to spells and magical abilities and uses the saves listed here.

Regardless of whether the spirit is manifested, the amulet can be targeted by Strikes (AC 24, Hardness 5, BT 20). It's not incorporeal. If the amulet becomes broken, the spirit is bound within and can't Manifest, and if the amulet is destroyed, so is the spirit. Destroying the spirit frees the amulet from its curse.

**Sudden Manifestation** ⤴ **Trigger** The relic detects a creature using its lifesense; **Effect** The relic Manifests. If this causes an encounter to begin, the relic gains a +4 status bonus to its initiative roll.

**Speed** fly 30 feet

**Melee** ♦ spectral hand +17 (agile, finesse, magical), **Damage** 2d6+6 negative

**Ranged** ♦ deadly spark +17 (air, electricity, divine, evocation, range 20 feet), **Damage** 1d12+3 electricity

**Death Gaze** ♦♦ (concentrate, divine, necromancy, negative)

The spirit targets a creature it can see within 30 feet, dealing it 5d6 negative damage (DC 23 basic Fortitude save). A creature with negative healing instead regains 5d6 HP and is temporarily immune for 10 minutes.

**Manifest** ♦ (divine, necromancy) **Requirements** The relic detects at least one creature using its lifesense; **Effect** The spirit inside the relic manifests in an open space within 10 feet of the amulet. When it does, the relic teleports around its neck. The spirit remains in its manifested state until it no longer senses any living creatures within range of its lifesense.

# THE TOMB BETWEEN WORLDS

## A10M. CONSORT'S CHAMBER (LEVELS 7-8)

### MAFTET SKELETONS (2)

### CREATURE 5

**UNCOMMON** **NE** **MEDIUM** **MINDLESS** **SKELETON** **UNDEAD**  
 As harpy skeleton (*Pathfinder Bestiary* 3 236)  
**Perception** +9; darkvision  
**Skills** Acrobatics +11, Intimidation +13  
**Str** +4, **Dex** +4, **Con** +2, **Int** -5, **Wis** +0, **Cha** +4  
**AC** 22; **Fort** +11, **Ref** +15, **Will** +9  
**HP** 60, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5  
**Speed** 20 feet, fly 40 feet  
**Melee** ✦ talon +15 (agile), **Damage** 2d6+7 slashing  
**Melee** ✦ club +15, **Damage** 1d6+7 bludgeoning  
**Ranged** ✦ club +15 (thrown 10 feet), **Damage** 1d6+7 bludgeoning  
**Shriek** ✦✦ (auditory, concentrate, emotion, fear, mental) The maftet skeleton emits an unearthly, bone-chilling scream that deals 4d10 mental damage to all creatures in a 30-foot cone (DC 26 basic Will save). A creature that fails its save is frightened 1 (or frightened 2 on a critical failure). The maftet skeleton can't Shriek again for 1d4 rounds.

### KHISISI

### CREATURE 9

**UNIQUE** **LE** **MEDIUM** **MUMMY** **UNDEAD**  
 Variant mummy pharaoh (*Pathfinder Bestiary* 241)  
**Perception** +20; darkvision  
**Languages** Ancient Osiriani, Necril, Sphinx  
**Skills** Deception +18, Intimidation +20, Occultism +15, Religion +20, Stealth +13  
**Str** +5, **Dex** +2, **Con** +4, **Int** +0, **Wis** +5, **Cha** +5  
**Items** +1 striking *longspear*  
**AC** 27; **Fort** +19, **Ref** +15, **Will** +20; +1 status to all saves vs. positive  
**HP** 165, negative healing; **Immunities** death effects, disease, paralyzed, poison, unconscious; **Weaknesses** fire 10  
**Despair** (aura, divine, emotion, enchantment, fear, incapacitation, mental) 30 feet. Living creatures are frightened 1 while in Khisisi's despair aura. They can't naturally recover from this fear while in the area but recover instantly once they leave the area. When a creature first enters the area, it must succeed at a DC 25 Will save (after taking the penalty from being frightened) or be paralyzed for 1 round. The creature is then temporarily immune for 24 hours.  
**Rejuvenation** (divine, necromancy) When Khisisi is destroyed, necromantic energies rebuild her body in her tomb over 1d10 days. If the re-forming body is destroyed during that time, the process starts anew. Khisisi can be destroyed for good with a *consecrate* ritual.

## SCALING ENCOUNTER A10M

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

**19-22 Challenge Points:** Add one maftet skeleton to the encounter.

**23-27 Challenge Points:** Add one sphinx to the encounter.

**28-32 Challenge Points:** Add one sphinx and one elite maftet skeleton to the encounter.

**33+ Challenge Points:** Add two sphinxes to the encounter.

**Undead Mastery** (aura, divine, necromancy) 100 feet. Commanded or allied undead in the aura that have a lower level than Khisisi gain a +1 circumstance bonus to attack rolls, damage rolls, AC, saves, and skill checks.

**Attack of Opportunity** ✦ Khisisi can use Attack of Opportunity when a creature within her reach uses a concentrate action, in addition to its normal trigger. She can disrupt triggering concentrate actions, and she disrupts actions on any hit, not just a critical hit.

**Speed** 20 feet

**Melee** ✦ fist +20 (agile), **Damage** 1d10+11 bludgeoning plus insidious mummy rot

**Melee** ✦ longspear +21 (magical, reach 10 feet), **Damage** 2d8+11 piercing plus insidious mummy rot

**Channel Rot** (divine, necromancy) Khisisi can deliver insidious mummy rot through the melee weapons she wields.

**Insidious Mummy Rot** (curse, disease, divine, necromancy); This disease and any damage from it can't be healed until this curse is removed. A creature killed by insidious mummy rot turns to sand and can't be resurrected except by a 7th-level *resurrect* ritual or similar magic. **Saving Throw** DC 26 **Fortitude**; **Stage 1** carrier with no ill effect (1 minute); **Stage 2** 8d6 negative damage and stupefied 2 (1 day)

**Sandstorm Wrath** ✦✦ (concentrate, divine, evocation, fire) Khisisi exhales a 60-foot cone of superheated sand that deals 5d6 fire and 5d6 slashing damage (DC 28 basic Reflex save). Khisisi can't use Sandstorm Wrath again for 1d4 rounds.

# THE TOMB BETWEEN WORLDS

## SPHINXES (0)

## CREATURE 8

**N** **LARGE** **BEAST**

*Pathfinder Bestiary* 305

**Perception** +18, darkvision; *detect magic*, *see invisibility*

**Languages** Common, Draconic, Sphinx; comprehend language

**Skills** Arcana +17, Athletics +18, Bardic Lore +19, Deception +16, Diplomacy +16, Intimidation +18, Occultism +17

**Str** +6, **Dex** +1, **Con** +3, **Int** +5, **Wis** +4, **Cha** +4

**Bardic Lore** Sphinxes are naturally curious, and their love of puzzles and mysteries leads them to gather information on a broad range of topics. Sphinxes have the Bardic Lore bard feat, allowing them to Recall Knowledge on any topic.

**AC** 27; **Fort** +16, **Ref** +14, **Will** +19

**HP** 135

**Speed** 35 feet, fly 40 feet

**Melee** ♦ claw +20 (agile), **Damage** 2d6+9 slashing

**Occult Innate Spells** DC 27; **4th** *clairaudience* (at will), *clairvoyance* (at will), *read omens*, *remove curse*; **3rd** *dispel magic*, *locate*; **Cantrips (4th)** *detect magic*; **Constant (5th)** *tongues*; **(2nd)** *see invisibility*

**Claw Rake** ♦♦♦ The sphinx rears back on their hind legs and makes two claw Strikes at the same target, using the same attack bonus as their highest melee attack. If both attacks deal damage, the target takes extra damage equal to one claw Strike.

**Pounce** ♦ The sphinx Strides and makes a Strike at the end of that movement. If the sphinx began this action hidden, they remain hidden until after the attack.

**Warding Glyph** Once per week, a Sphinx can create a magical symbol as though casting a heightened *glyph of warding* spell. The sphinx usually shapes the glyph to take the form of a written riddle and sets the password to the answer. A creature that gives the wrong answer or tries to pass without answering must succeed at a DC 26 Will save or suffer one of the following spell effects, chosen by the sphinx when creating the symbol: *synaptic pulse* (5th), *charm* (4th), *fear* (3rd), *phantom pain* (3rd), *sleep* (3rd). The sphinx learns the identity of any creature that answers the riddle and tends to be friendly to them.



# THE TOMB BETWEEN WORLDS

## APPENDIX 3: GAME AIDS



UMBRAL VISE

GLURORCHAES



YAWELLIS

CU SITH



# THE TOMB BETWEEN WORLDS

## APPENDIX 3: GAME AIDS



KHISISI



TETABU

# THE TOMB BETWEEN WORLDS

## HANDOUT: LETTER FROM ROZLA

Dear Revecka,

Most likely you will never see this note, but I left it with an offering in hopes that the Osirians' ancient deities might still have some power to get it to you. We seem destined to die here. Our "benefactor" has abandoned us! Perhaps she has just not received our sendings, but considering her enthusiasm for the umbral vises, I suspect worse. Did the umbral vises have some other purpose beyond stabilizing the tomb? Have we unleashed some horror through the paths and portals we created? Was this some kind of test of the vises' capabilities? Betrayal upon betrayal! You were right about the cu sith. It helped us find our way here—its allegiance to Count Ranalc made it more than happy to find a portal to the Shadow Plane instead of the First World. But of *course*, a creature devoted to that Eldest would turn on us. It even stole the equipment we brought to battle undead and now hoards it on the pyramid's Shadow Plane. I suspect our benefactor may have encouraged it to turn against us. Our choices seem sadly simple—die by fey dog or die by undead. Viorel is already dead, and I think we will soon join him if we can't find some way out. Know that I love you and wish I had listened better.

—Rozla



# THE TOMB BETWEEN WORLDS

## ORGANIZED PLAY

### TREASURE TABLE

LEVEL	TREASURE BUNDLE
5	10 gp
6	15 gp
7	22 gp
8	30 gp

### TREASURE BUNDLES

- ☐ Area **A2m**, page 8: 1 Treasure Bundle for rescuing Yawellis.
- ☐ Area **A3s**, page 10: 1 Treasure Bundle for rescuing Janahar.
- ☐ ☐ Area **A5m**, page 11: 2 Treasure Bundles for finding the Ardis Scholar's letter and amulet.
- ☐ ☐ Area **A6m**, page 12: 2 Treasure Bundles for recovering Viorel Fidatov's journal and bookmark.
- ☐ ☐ ☐ Area **A9s**, page 14: 3 Treasure Bundles for defeating the cu sith.
- ☐ Area **A10s**, page 16: 1 Treasure Bundle for rescuing Tetabu.



Location\_\_\_\_\_

Faction:			
Character Name:		<input type="checkbox"/> Grand Archive <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Slow Track	
		<input type="checkbox"/> Radiant Oath <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Dead	
Org Play #:	-2	<input type="checkbox"/> Vigilant Seal <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Infamy	
	Level		

# THE TOMB BETWEEN WORLDS

## Open Game License Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document © 2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Core Rulebook (Second Edition) © 2019, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, and Mark Seifter.

Pathfinder Society Scenario #3-14: The Tomb Between Worlds © 2022, Paizo Inc.; Author: Jacob W. Michaels.

## PAIZO INC.

**Creative Director** • James Jacobs

**Director of Game Design** • Jason Bulmahn

**Director of Visual Design** • Sarah E. Robinson

**Director of Game Development** • Adam Daigle

**Development Managers** • Jason Keeley, Ron Lundeen, and

Linda Zayas-Palmer

**Senior Developers** • Eleanor Ferron, Thurston Hillman, Luis Loza, and

Patrick Renie

**Developer** • Jenny Jarzabski

**Starfinder Lead Designer** • Joe Pasini

**Starfinder Senior Developer** • John Compton

**Organized Play Line Developers** • Jessica Catalan and Mike Kimmel

**Pathfinder Lead Designer** • Logan Bonner

**Designers** • James Case and Michael Sayre

**Managing Editor** • Leo Glass

**Senior Editor** • Avi Kool

**Editors** • Patrick Hurler, Ianara Natividad, K. Tessa Newton,

Solomon St. John, and Shay Snow

**Managing Art Director** • Sonja Morris

**Art Directors** • Kent Hamilton, Kyle Hunter, and Adam Vick

**Senior Graphic Designer** • Emily Crowell

**Production Designer** • Justin Lucas

**Director of Brand Strategy** • Mark Moreland

**Paizo CEO** • Lisa Stevens

**President** • Jeffrey Alvarez

**Chief Creative Officer** • Erik Mona

**Chief Financial Officer** • David Reuland

**Chief Technical Officer** • Vic Wertz

**Director of People and Culture** • Maggie Gallagher

**Vice President of Sales & E-Commerce** • Mike Webb

**Sales & E-Commerce Assistant** • Mika Hawkins

**Sales Manager** • Cosmo Eisele

**Vice President of Marketing & Licensing** • Jim Butler

**Director of Licensing** • John Feil

**Marketing and Licensing Coordinator** • Raychael Allor

**Marketing and Media Manager** • Aaron Shanks

**Director of Community** • Tonya Woldridge

**Organized Play Coordinator** • Alex Speidel

**Director of Project Management** • Glenn Elliott

**Project Manager** • Lee Aula

**Senior Accountant** • William Jorenby

**Finance Operations Specialist** • B. Scott Keim

**Director of Technology** • Rei Ko

**Front End Engineering Lead** • Andrew White

**Senior Software Developer** • Gary Teter

**Software Architect** • Brian Bauman

**Software Developer** • Robert Brandenburg

**Software Test Engineers** • Erik Keith and Levi Steadman

**System Administrators II** • Whitney Chatterjee and Josh Thornton

**Web Content Manager** • Maryssa Marie Lagervall

**Webstore Coordinator** • Katina Davis

**Customer Service Team** • Logan Harper, Jonathan Morgantini, and

Austin Phillips

**Warehouse Manager** • Jeff Strand

**Logistics Coordinator** • Kevin Underwood

**Warehouse Distribution Lead** • Heather Payne

**Warehouse Team** • Alexander Crain, James Mafi, Evan Panek, and

Loren Walton

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game (Second Edition).

**Product Identity:** The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, organizations, plots, storylines, and trade dress. (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration.)

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

**Pathfinder Society Scenario #3-14: The Tomb Between Worlds** © 2022, Paizo Inc. All Rights Reserved. Paizo Inc. All Rights Reserved. Paizo, the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; the Pathfinder P logo, Pathfinder Accessories, Pathfinder Adventure, Pathfinder Adventure Card Game, Pathfinder Adventure Card Society, Pathfinder Adventure Path, Pathfinder Battles, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Lost Omens, Pathfinder Pawns, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Flip-Tiles, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc.



## Scenario #3-14: The Tomb Between Worlds

Character Name	Organized Play #	2 Character #
Adventure Summary		
<p>To find the cause of an undead uprising in a Pathfinder lodge, you ventured through a magical pathway to an ancient pyramid caught between the Material Plane and the Shadow Plane. Jumping back and forth between the two planes, you battled undead and encountered ancient traps as you learned the history—both ancient and new—of the pyramid and rescued three missing Pathfinders. You learned the story of Pharaoh Rehenet I, who disappeared at the height of her rule, and her wife who sought to find and rescue her. You also learned about the Ardis Scholars, a group of Osirionologists who placed the four strange technological devices in the pyramid that caused much of the mayhem. You <input type="checkbox"/> fought or <input type="checkbox"/> befriended the fiend that helped the scholars escape, and you confronted a strange fey that helped lead the scholars to the pyramid before betraying them.</p>		
Boons		Rewards
<p>Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that can be redeemed on our website at <b>paizo.com</b> for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to <b>paizo.com/organizedPlay/myAccount</b> and click on the Boons tab. Note that you must have created a <b>paizo.com</b> account and registered a character before you can begin making Achievement Point transactions.</p>		Starting XP
		XP Gained
		Total XP
		Starting GP
		GP Gained
		Total GP
Reputation Gained		
Items		
<p>You can purchase up to two items from this Chronicle Sheet. Once you have made these purchases, the other options become unavailable for purchase from this Chronicle Sheet, though you can still purchase them normally if you otherwise have access to them.</p> <p><i>brooch of inspiration<sup>U</sup></i> (item 8, 425 gp; <i>Pathfinder Grand Bazaar</i> 110) <i>coin of comfort<sup>U</sup></i> (item 3, 45 gp; <i>Grand Bazaar</i> 26) <i>deathless rune<sup>U</sup></i> (item 7, 330 gp; <i>Grand Bazaar</i> 10) <i>goggles of night</i> (item 5, discounted to 140 gp; limit 1) <i>magnifying glass of elucidation<sup>U</sup></i> (item 5, 125 gp; <i>Grand Bazaar</i> 110) <i>ring of maniacal devices</i> (item 11, discounted to 1,089 gp; limit 1) <i>stanching rune<sup>U</sup></i> (item 5, 130 gp; <i>Grand Bazaar</i> 38)</p>		
Purchases		
Items Sold / Conditions Gained		
TOTAL VALUE OF ITEMS SOLD <small>Add 1/2 this value to the GP Gained Box</small>		
[ ]		
Items Bought / Conditions Cleared		
TOTAL COST OF ITEMS BOUGHT		
[ ]		
Notes		
FOR GM ONLY		
EVENT	EVENT CODE	DATE
GM Organized Play #		

Chronicle Code: WPN9

For more information about the Pathfinder Society Organized Play program, including how to use this Chronicle Sheet, visit [pathfindersociety.club](http://pathfindersociety.club)