

## Next Month

### MUMMY'S MASK BEGINS!

As modern Osirion opens its vaults and tombs to outsiders for the first time in centuries, many lost treasures and secrets are emerging out of the past—some more troublesome than others. Now, a forgotten pharaoh seeks to return to life and reclaim his throne. Can a group of heroes brave terrible guardians, foul cults, and the burning sands of the desert to stop the rebirth of this ancient tyrant?

### THE HALF-DEAD CITY

By *Jim Groves*

The church of Pharasma holds a lottery allowing bold explorers to delve the tombs of Wati's vast necropolis in search of the nation's lost glories. In the course of investigating dusty tombs and fighting their ancient guardians and devious traps, the heroes encounter a rival adventuring group intent on keeping one tomb's treasures for themselves. At the same time, the heroes learn that a potent artifact, potentially capable of animating the dead, has been stolen from the tomb. Can the adventurers defeat their rivals, or will they join the undead defenders of the city's necropolis?

### WATI, THE HALF-CITY

By *Crystal Frasier*

Dig in to the half-city of Wati! A massive necropolis fills part of the city, drawing a line between the living and the dead. Explore the deadly history of this city at the confluence of the Asp and Crook Rivers, the lifeblood of Osirion. Find out more about the denizens and dangers inhabiting a city devoted to honoring the dead in this double-sized gazetteer.

### AND MORE!

The Pathfinder's Journal gets a brand-new, GM-friendly format as Amber Scott kicks off a new adventure in Wati, and a handful of dangerous new desert monsters run riot in the Pathfinder Bestiary.

### SUBSCRIBE TO PATHFINDER ADVENTURE PATH

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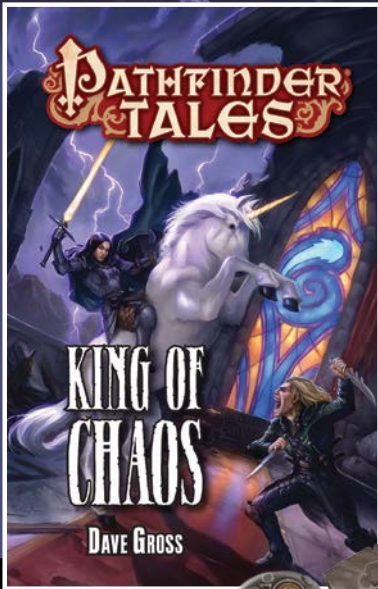


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W&P 13