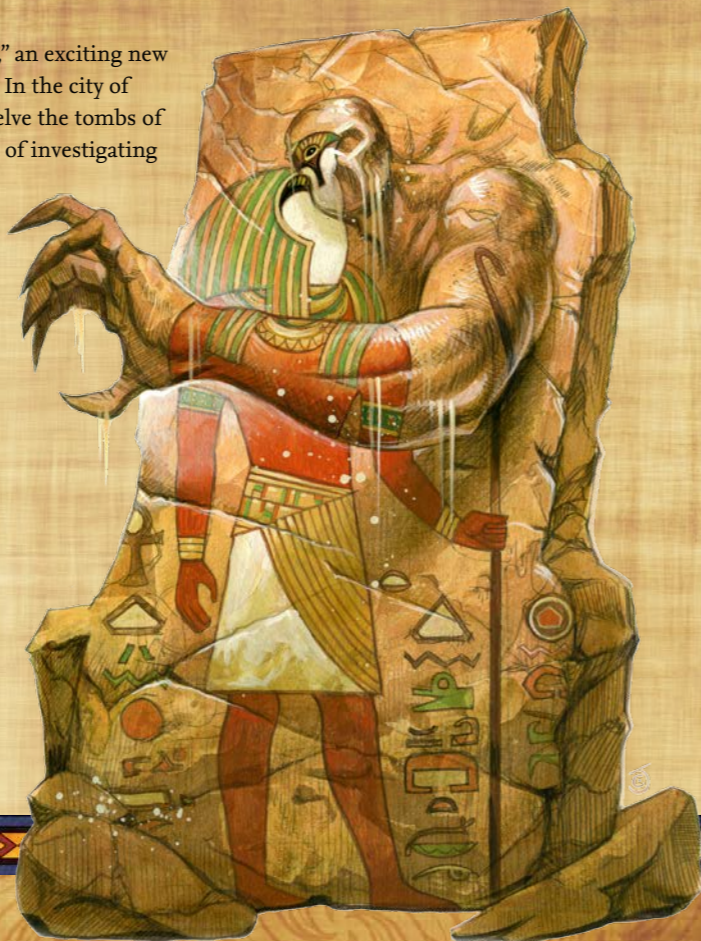


TREASURES OF THE DEAD

The Mummy's Mask Adventure Path begins with "The Half-Dead City," an exciting new adventure in the pyramid-laden realm of Osirion, Land of Pharaohs! In the city of Wati, the church of Pharasma holds a lottery allowing explorers to delve the tombs of the city'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 group of rival adventurers intent on keeping one tomb's treasures for themselves. At the same time, the heroes learn that a dangerous artifact has been stolen from the tomb. Can the adventurers defeat their rivals, or will they fall to the undead defenders of the city's necropolis?

This volume of Pathfinder Adventure Path launches the Mummy's Mask Adventure Path and includes:

- "The Half-Dead City," a Pathfinder adventure for 1st-level characters, by Jim Groves.
- A double-sized gazetteer of Wati exploring both parts of this vibrant city dedicated to the dead, by Crystal Frasier.
- A rough welcome to Wati in the Pathfinder's Journal, by Amber E. Scott.
- Five dangerous new monsters, by Jim Groves, Will McCardell, and Michael McCarthy.



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MUMMY'S MASK The Half-Dead City

PART 1 OF 6

PATHFINDER® ADVENTURE PATH™



MUMMY'S MASK

THE HALF-DEAD CITY

by Jim Groves

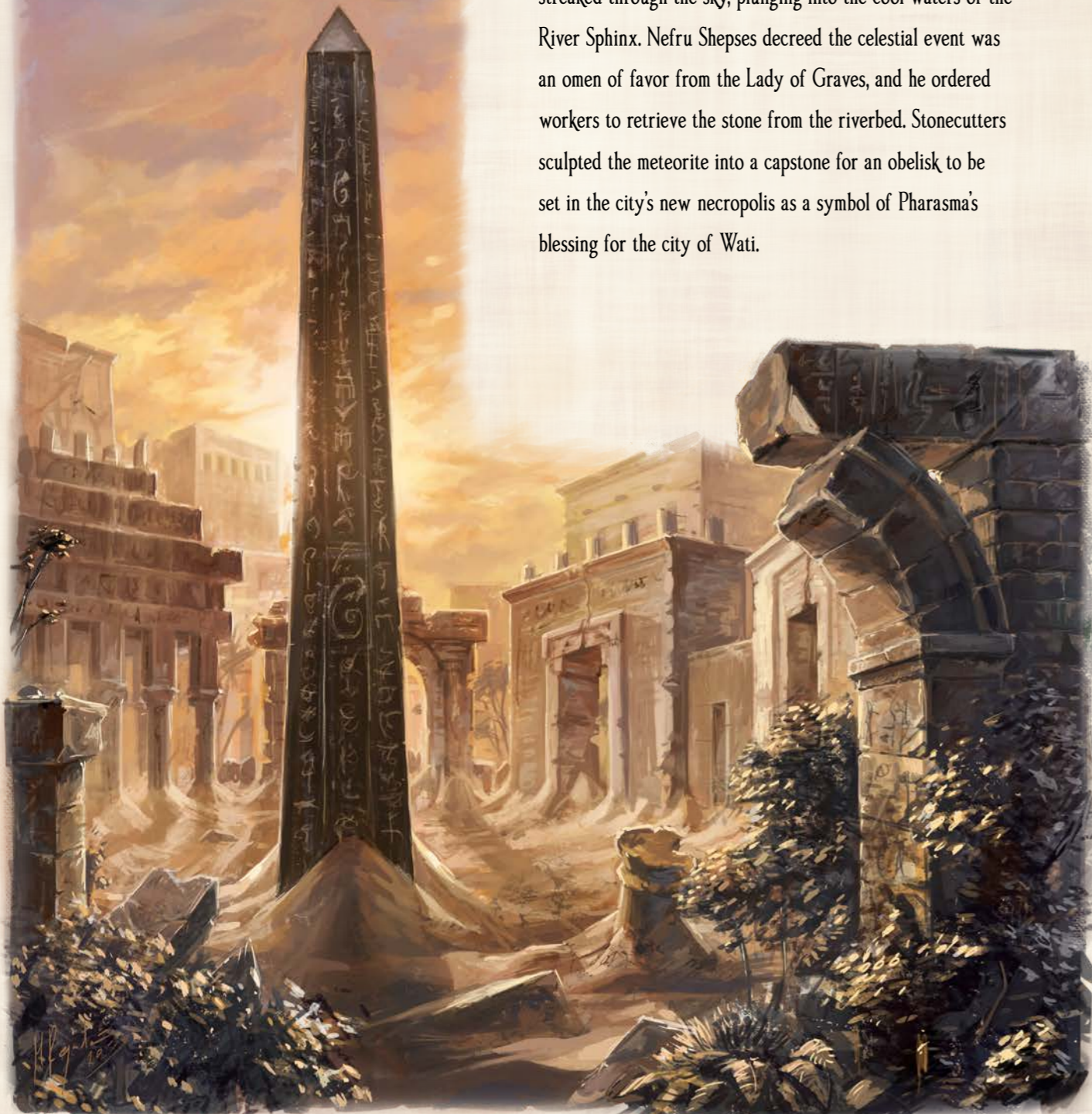


ISBN 978-1-60125-588-4 US \$22.99
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Printed in China. PZO9079

paizo.com/pathfinder

Pharasma's Needle stands proud in Wati's necropolis, greeting mourners as they come to entomb their loved ones in the famous burial site. Seventeen hundred years ago, while the Pharasmin priest Nefru Shepses began the process of rebuilding the city, along with sealing away the dead part of the city from the living and consecrating the necropolis, a stone from the heavens streaked through the sky, plunging into the cool waters of the River Sphinx. Nefru Shepses decreed the celestial event was an omen of favor from the Lady of Graves, and he ordered workers to retrieve the stone from the riverbed. Stonecutters sculpted the meteorite into a capstone for an obelisk to be set in the city's new necropolis as a symbol of Pharasma's blessing for the city of Wati.



The first step in constructing a pharaoh's tomb is selecting the proper location. The site must be far enough from a river so that the seasonal floods don't inundate the work site and slow progress, but close enough to it to facilitate ferrying in materials and laborers. Surveyors align the site with the cardinal directions and the movement of the stars, then workers clear away the sand and rubble to expose the rock below. Next, they divide the land into a grid and cut a network of trenches cut into the ground; when they then level the site before construction begins, these trenches are filled with the excavated stones and debris. The ancient Osirians commanded squads of elementals and enslaved giants to carry stones, shape the earth, and blow away sand during the construction of these pyramids.

