


# **PATHFINDER**<sup>®</sup> ADVENTURE PATH™

## MUMMY'S MASK

ADVENTURE PATH  PART 1 OF 6

# THE HALF-DEAD CITY





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# MUMMY'S MASK



## HERE THERE BE MUMMIES

Welcome to the first volume of the Mummy's Mask Adventure Path! This Adventure Path, set in the nation of Osirion—Golarion's answer to the wonder and mystery of our own real-world Egypt—is full of everything you'd expect: ancient sand-choked ruins, dusty tombs, majestic pyramids, enigmatic sphinxes, and of course, mummies!

Osirion has always been pretty popular, and was one of the first regions in Golarion to be detailed. Besides being one of the original factions for Pathfinder Society Organized Play, Osirion was the subject of one of the first Pathfinder Player Companions, *Osirion, Land of Pharaohs*, as well as the setting for two Pathfinder Modules: *J1: Entombed with the Pharaohs* and *J4: The Pact Stone Pyramid*, both written by Michael

Kortes. Later, *Dungeons of Golarion*, *Lost Cities of Golarion*, and *Lost Kingdoms*, all in the Pathfinder Campaign Setting line, detailed more of Osirion's history and key locations.

This brief history is really just a roundabout way of saying that I've been a big fan of Osirion since the beginning. I absolutely loved *Entombed with the Pharaohs* when it came out, and when I was fortunate enough to make it to the final round of the inaugural RPG Superstar competition back in 2008, I knew I wanted to set my proposed adventure in Osirion. I *really* wanted to write a sequel to *Entombed with the Pharaohs*, and while I couldn't just come out and say that my adventure proposal (entitled *Twilight of the Phoenix*) was a sequel, I did my best to hint at exactly that in my 2,000-word pitch.



*Twilight of the Phoenix* didn't win RPG Superstar 2008 (that honor went to Leandra Christine Schneider's *Clash of the Kingslayers*), and Michael Kortess's official follow-up to *Entombed with the Pharaohs*, *The Pact Stone Pyramid*, was published later that year, but I never gave up hope that one day I might get to play in the sandbox of Osirion. Fast-forward to 2013 when we were deciding on the next Adventure Path after *Wrath of the Righteous*, and Osirion was a no-brainer.

Mummy's Mask is not a sequel to *Entombed with the Pharaohs* and *The Pact Stone Pyramid*, nor is it *Twilight of the Phoenix* finally seeing the published light of day, but it's a spiritual successor to them. The same themes in those modules that prompted me to propose *Twilight of the Phoenix* influenced me in outlining Mummy's Mask, and the writers of the six adventures to come are certainly no strangers to those early works about Osirion either.

That being said, Mummy's Mask doesn't cover the same ground as *Entombed with the Pharaohs* and *The Pact Stone Pyramid*. Neither the Four Pharaohs of Ascension nor the Dominion of the Black appear in Mummy's Mask. The Aucturn Enigma is just one small piece of Osirion's mystery, and with more than 8,000 years of history, this land of pharaohs has a lot more stories to tell. Instead, we decided to take a more pulp approach to this Adventure Path, and tell a story that wouldn't be too out of place in the Universal Mummy movies (both the original, starring Boris Karloff, and the 1999 remake and its sequels), the Egyptian novels of H. Rider Haggard, or even the Indiana Jones films. This is an Adventure Path all about exploring and looting forgotten tombs, facing mummies and sphinxes and other guardians of Osirion's past, and contending with an undead pharaoh from long ago returning to claim his ancient throne!

Jim Groves opens the doors to Mummy's Mask and introduces us to the city of Wati and its necropolis with his adventure, "The Half-Dead City." There's even more excitement and danger to be found in Wati in the next adventure, "Empty Graves," Crystal Frasier's entrance to the Adventure Path line. Following that, the heroes leave Wati and head to the city of Tephu and its famous library in "Shifting Sands," an adventure from the devious Richard Pett. After her Adventure Path debut in *Wrath of the Righteous*, Amber E. Scott returns with the fourth adventure in the series, "Secrets of the Sphinx," where the PCs head into the sandy wastes of Osirion's deserts and maybe run into a sphinx or two. But that's not all from her—Amber is also penning all six installments of the Mummy's Mask Pathfinder's Journal. There was no way I could conceive of doing an Osirion-themed Adventure Path without Michael Kortess, who gave us *Entombed with the Pharaohs* and *The Pact Stone Pyramid*, and I was luckily able

## ON THE COVER

This month's cover brings us the ruthless and ambitious Velriana Hypaxes—she's the Taldan leader of the Scorched Hand, the rival adventuring group whom the PCs are destined to come into conflict with as they explore the long-closed tombs of Wati's necropolis.



to coax him to write the fifth volume, "The Slave Trenches of Hakotep." Finally, Mike Shel returns to his "Mud Sorcerer's Tomb" roots and closes out the Adventure Path with "Pyramid of the Sky Pharaoh." And of course, there are plenty of support articles to go along with Mummy's Mask, including an exploration of the afterlife, details on the rituals of mummification and some variant mummy abilities, and complete information on the 20 major gods of the pantheon of Ancient Osirion, as well as six bestiaries packed with new monsters to add to your campaigns.

One change you'll notice this month is that the Pathfinder's Journal has a new format. In some respects, it hearkens back to the early days of the Pathfinder's Journal, while also providing some new content that GMs can add to their campaigns. Fiction Editor James L. Sutter will delve into the history of the Pathfinder's Journal and explain more about the new format in an upcoming foreword.

Besides the books already mentioned, we've got some new products coming out alongside Mummy's Mask that examine Osirion and the lands and people of northern Garund in greater detail. *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs* updates the older Osirion Player Companion to Pathfinder RPG rules and adds a lot more detail (and new monsters) in its 64 pages of content. For players, there's *Pathfinder Player Companion: People of the Sands*, which provides new options for PCs from Osirion, Rahadoum, and Thuvia. As usual, we'll be putting out Pathfinder Face Cards, Pathfinder Item Cards, a Pathfinder Map Folio, and Pathfinder Pawns for Mummy's Mask as well.

Pick up your torch, grab your crowbar, put on your *scarab of protection*, and get ready. It's dark and dangerous in Osirion's tombs, so watch out for mummies!

**ROB**

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