

MUMMY'S MASK

SANDS OF TIME

Spoiler Alert! On these pages you'll find the background and outline for the *Mummy's Mask* Adventure Path. If you intend to play in this campaign, be warned—these pages spoil the plot for the upcoming adventures.



During the First Age of Osirion, the Sky Pharaoh Hakotep I ruled the Land of the Pharaohs. Prior to his death, Hakotep began construction of a flying pyramid tomb using stolen technology from the Shory Empire. Before the pharaoh was buried, however, a sect of Nethys worshipers called the Sacrosanct Order of the Blue Feather stole Hakotep's heart and funerary mask. These two elements contained parts of the dead pharaoh's soul: his *ib*, the seat of his emotion, thought, will, and intention, embodied in his heart; and his *ka*, or "vital spark," which they trapped in his funerary mask. Separated in this way, Hakotep I was unable to pass on into the afterlife, and the third part of his soul, his *ba*—his personality or psyche—remained trapped within his mummified body.

The Sacrosanct Order wanted these items so they could learn the secrets that the Sky Pharaoh had gleaned from studying Shory magic and technology, but with his soul split, they couldn't communicate with him. The pieces of Hakotep's soul empowered the two items, however, creating two powerful magic items, the *heart of Hakotep* and the *mask of the Forgotten Pharaoh*. When Hakotep's successor, Djederet II—also a priest of Nethys—took the throne, he learned about the Sacrosanct Order's actions. In hopes of hiding this shameful event for all time, Djederet purged the records of these happenings and sealed away the two items. Hakotep's heart was placed beneath Azghaad's Spire in Sothis, and his mask was placed in a shrine in the newly founded city of Wati.

However, hidden things have a habit of rising, and when a priestess of Nethys discovered the *heart of Hakotep*, the Sky Pharaoh's spirit rose to possess her. Eager to reunite his splintered soul, Hakotep has gathered a cult of loyal followers to help him find his tomb and his mask so he can once again rule Osirion.

To accent the Adventure Path, GM's can pick up the following resources: *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs*; *Pathfinder Player Companion: People of the Sands*; *Pathfinder Cards: Mummy's Mask Item Cards*; *Pathfinder Cards: Mummy's Mask Face Cards*;

Pathfinder Pawns: Mummy's Mask Pawn Collection; *Pathfinder Campaign Setting: Mummy's Mask Poster Map Folio*; *Pathfinder Maps: Desert Ruins*; and the *Mummy's Mask Player's Guide*, the latter of which is available as a free PDF download at paizo.com.

THE HALF-DEAD CITY

By Jim Groves

Pathfinder Adventure Path #79, Levels 1–4

The campaign begins in the city of Wati as the church of Pharamasma opens the city's vast necropolis for the first time, allowing explorers to delve the tombs in search of the nation's lost glories.

The PCs are assigned three tombs to explore, but while investigating these tombs, the PCs encounter a group of adventuring Nethys-worshippers called the Scorched Hand who have their eyes on one of the PCs' assigned sites, an abandoned shrine to Nethys called the Sanctum of the Erudite Eye. These rival adventurers feel it is their divine right to explore this tomb, so they plan an attack on the PCs in order to get what they want.

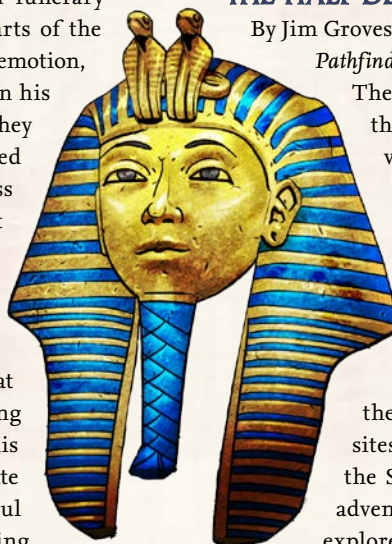
After dealing with the Scorched Hand and completing their search of the Sanctum, however, the PCs learn that a significant treasure was removed from the shrine by an unknown third party, though the repercussions of this event remain a mystery for now.

EMPTY GRAVES

By Crystal Frasier

Pathfinder Adventure Path #80, Levels 4–7

Having recently learned about the *mask of the Forgotten Pharaoh*, a necromancer named Nebta-Khufre stole the mask from the Sanctum of the Erudite Eye and is now using its power to create an undead uprising in Wati. The PCs must help out where they can and figure out what's going on. As they make their way through a city in turmoil, the PCs meet and rescue a Pharasmin priest named Ptemenib who instructs them how to best deal with this onslaught of undead and find its source. The PCs eventually track Nebta-Khufre to a tomb he's been using



as a base of operations. After confronting the necromancer in the heart of his complex, the PCs reclaim the *mask of the Forgotten Pharaoh* and determine that its necromantic magic fueled the undead uprising.

But Nebta-Khufre isn't the only one interested in obtaining Hakotep's mask. Cultists dedicated to the Forgotten Pharaoh have come to Wati to seek their master's lost soul fragment. The PCs cross blades with these cultists in the course of the adventure and learn that the cult of the Forgotten Pharaoh is dedicated to finding the *mask of the Forgotten Pharaoh* and returning the Sky Pharaoh Hakotep I to life to retake his throne.

SHIFTING SANDS

By Richard Pett

Pathfinder Adventure Path #81, Levels 7–10

The PCs travel to the city of Tephu to make use of its vast archives to piece together the different parts of the puzzle of Hakotep I and the *mask of the Forgotten Pharaoh*. Here the PCs must overcome two obstacles: getting access to the archives, which are controlled by the Sacrosanct Order of the Blue Feather, and avoiding the cult of the Forgotten Pharaoh, which causes trouble for the PCs when the cultists discover the PCs are seeking information on Hakotep as well.

Though they don't turn up any decisive information about the cult or the location of Hakotep's tomb, the PCs discover that a man named Chisisek, the architect of Hakotep's tomb, is buried in the desert and his place of rest might hold the key to their quest.

Venturing out to the tomb, the PCs face the desert's deadly threats and eventually find the tomb, but the cult of the Forgotten Pharaoh has gotten there first and stolen the architect's body—something the PCs need if they hope to learn the secrets of Hakotep's tomb.

SECRETS OF THE SPHINX

By Amber E. Scott

Pathfinder Adventure Path #82, Levels 10–13

After wrapping up at Chisisek's tomb, the PCs learn two things: the slave trenches of Hakotep could be a key to finding Hakotep's pyramid, and the cult of the Forgotten Pharaoh has a base inside a giant sphinx statue called the Sightless Sphinx. When the PCs find the Sightless Sphinx after a difficult journey through the desert, they discover that a tribe of girtablilu has surrounded the strange statue. The PCs must deal with this force and gain entrance to the sphinx, where they must defeat the cultists and their leader, a former Nethysian priestess, now possessed by the ib of Hakotep, calling herself the Forgotten Pharaoh.

Defeating the Forgotten Pharaoh doesn't end Hakotep's threat, however. With Hakotep's ib freed, it returns to

his tomb and rejoins with his ba, and the pharaoh rises as a mummy lord in his tomb high above in his flying pyramid. Though the PCs have not yet faced the pharaoh, they know that he has now risen and is an even greater threat than the cult of the Forgotten Pharaoh.

THE SLAVE TRENCHES OF HAKOTEP

By Michael Kortez

Pathfinder Adventure Path #83, Levels 13–15

Using information from Chisisek's recovered body in the Sightless Sphinx, the PCs find out the nature of Hakotep's flying pyramid. The pyramid is invisible and protected by numerous magical wards, making it next to impossible to find and enter without significant magic. The PCs learn that the slave trenches of Hakotep were designed as a powerful weapon against the Shory's flying cities and the PCs can use the slave trenches to call down the flying pyramid and deactivate the Shory technology within.

Before they can travel to the slave trenches, the PCs receive a message from their friend Ptemenib in Wati informing them that the city is under attack by a flying pyramid and pleading for their assistance. Hakotep decided has launched an exploratory attack against Wati, and he has sent a flying pyramid under control of one of his generals.

The PCs make it back to Wati, where they must fight the monstrous forces deployed from the flying war machine before they can gain access to its interior. After putting down this invasion, the PCs travel to the slave trenches to call Hakotep's pyramid down, but they must first conquer the elemental monsters of the slave trenches themselves.

PYRAMID OF THE SKY PHARAOH

By Mike Shel

Pathfinder Adventure Path #84, Levels 15–17

As the Sky Pharaoh's tomb hovers in the skies above the slave trenches, the PC deactivate its defenses and the massive tomb settles to the ground. The PCs must enter the ancient tomb in order to deactivate the fleet of smaller flying pyramids that are poised to attack Osirion. Inside, the PCs face Hakotep's greatest guardians placed there to attend the pharaoh during his eternal rest. They make their way through the complex tomb evading dangerous traps, ancient curses, and devious monsters until they finally reach the Sky Pharaoh Hakotep and his elite guard.

After defeating Hakotep, the PCs can place the *mask of the Forgotten Pharaoh* on his body, reuniting his ka with the rest of his soul. With all the pieces of his soul finally returned, Hakotep passes into the Great Beyond, ending his threat to Osirion forever.