DEAD IN THE STREETS

F ollowing the opening of its necropolis, the city of Wati is overrun by hordes of the unquiet dead. The heroes must once more brave the abandoned streets and dusty tombs of Wati's necropolis in search of the powerful artifact called the Mask of the Forgotten Pharaoh, as well as the necromancer who is using it to create the undead uprising. But mysterious masked cultists also seek the artifact so they can bring a pharaoh from the ancient past back to life. Can the heroes defeat the evil

necromancer and return the deceased to their graves, or will Wati truly become a city of the dead?

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

- "Empty Graves," a Pathfinder adventure for 4th-level characters, by Crystal Frasier.
- A double-sized article that peers into the gods and faiths of Ancient Osirion, by Rob McCreary.
- A terror-filled night in a family tomb in the Pathfinder's Journal, by Amber E. Scott.
- Five desert-dwelling monsters, by Crystal Frasier, Thurston Hillman, and Will McCardell.









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PART 2 OF



MUMMY'S MASK 🛱 Empty Grave



by Crystal Frasier

I n the vast desert stand ruins of Osirion's First Age. Statues of pharaohs tower proudly in the desert in places where ancient cities once thrived. Many of these statues are nameless today, victims of the long march of time. Osirionologists venture into the desert to study these monuments, believing they can unlock the great power the empire once held. These scholars claim that statues of the pharaohs were once enchanted with great power and would bestow boons upon those who showed the proper respect. If the proper offering was presented at the feet of these statues and the correct phrases were spoken aloud honoring the pharaoh, the supplicant would be granted luck, health, and prosperity. Osirionologists have identified some of the statues, but a vast number of them remain a mystery.

To construct a proper tomb to house a pharaoh eternally, a mountain of stones needed to be cut from the earth. Working day and night, slaves carved massive blocks from quarries in the hills and mountains. These quarries were often miles away from the pyramid site, so they had to be carefully ferried down the Sphinx River on sturdy barges. Some of the stonecutters employed magic that effortlessly cleaved stone from earth, but most of them labored in dangerous conditions, working only with copper tools. One team of stonecutters split the blocks from the walls of the quarry, and a second team shaped the blocks with copper saws. The shafts into the mountains were large enough only for the human slaves, and they worked in large teams to drag the blocks outside to be given to giants, who would then drag the stones downhill to be loaded onto barges.