

NEXT MONTH

SHIFTING SANDS

By Richard Pett

To learn more about the ancient pharaoh Hakotep I and the secretive cult seeking to revive him, the heroes travel to the city of Tephu to explore its vast archives. But first they must contend with those who want such knowledge to remain forgotten. Armed with the clues gained there, the heroes venture deep into Osirion's uncharted deserts in search of the tomb of the architect who built Hakotep's pyramid, facing not only dangerous denizens of the desert but also the Cult of the Forgotten Pharaoh—whose members stop at nothing to ensure their god-king remains undisturbed.

TEPHU, CITY OF THE REED PEOPLE

By Richard Pett

Built where the Asp and Crook Rivers converge to create the mighty River Sphinx, Tephu grew to become a center of papermaking and, in turn, a center of knowledge, recorded by the city's Academy of Scribes. Discover the intrigues that weave their way through the city's market stalls and merchant houses, and learn more about the mysterious Great Library of Tephu in this gazetteer.

RITUALS OF MUMMIFICATION

By Russ Taylor

Not all mummies are resting in desert tombs. Find out more about how people throughout Golarion preserve their dead, and the sinister monsters improper burial can unleash upon the populace.

AND MORE!

A caravan journeys through the merciless desert in the *Pathfinder's Journal* by Amber E. Scott, including player-ready map handouts and more! Plus five new Osirion monsters in the *Pathfinder Bestiary*.

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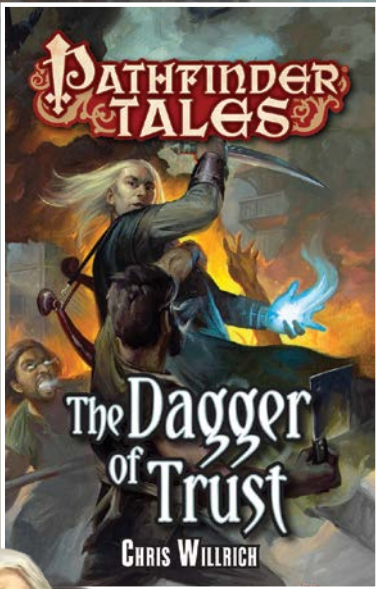
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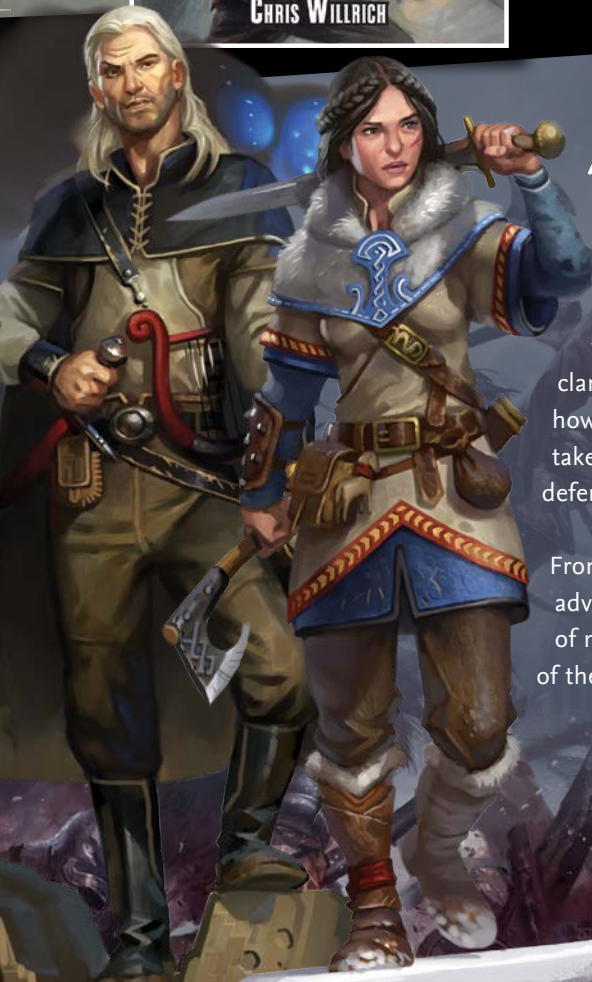
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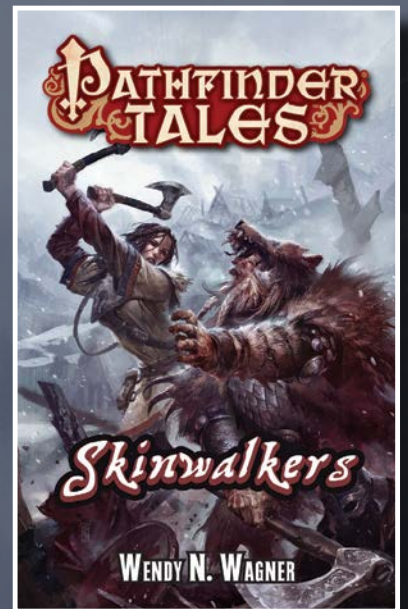
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