

# UNWRAPPING THE PAST

To learn more about the ancient Pharaoh Hakotep I and the secretive cult that wants to revive him, the heroes travel to the city of Tephu to explore the vast archives in its Great Library. This is no small task, as they must contend with those who wish such knowledge to remain forgotten. With the clues they discover, the heroes venture deep into Osirion's uncharted deserts in search of the tomb of Hakotep's master pyramid-builder. There they face not only dangerous denizens of the desert, but the cult of the Forgotten Pharaoh—cultists who will stop at nothing to ensure their god-king remains undisturbed.

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

- "Shifting Sands," a Pathfinder RPG adventure for 7th-level characters, by Richard Pett.
- A gazetteer of the city of Tephu, the City of the Reed People, by Richard Pett.
- A study of the rituals of mummification, by Russ Taylor.
- Ancient secrets and deadly kidnappers in the Pathfinder's Journal, by Amber E. Scott.
- Five new monsters, by Benjamin Bruck, Adam Daigle, Thurston Hillman, Michael McCarthy, and Patrick Renie.

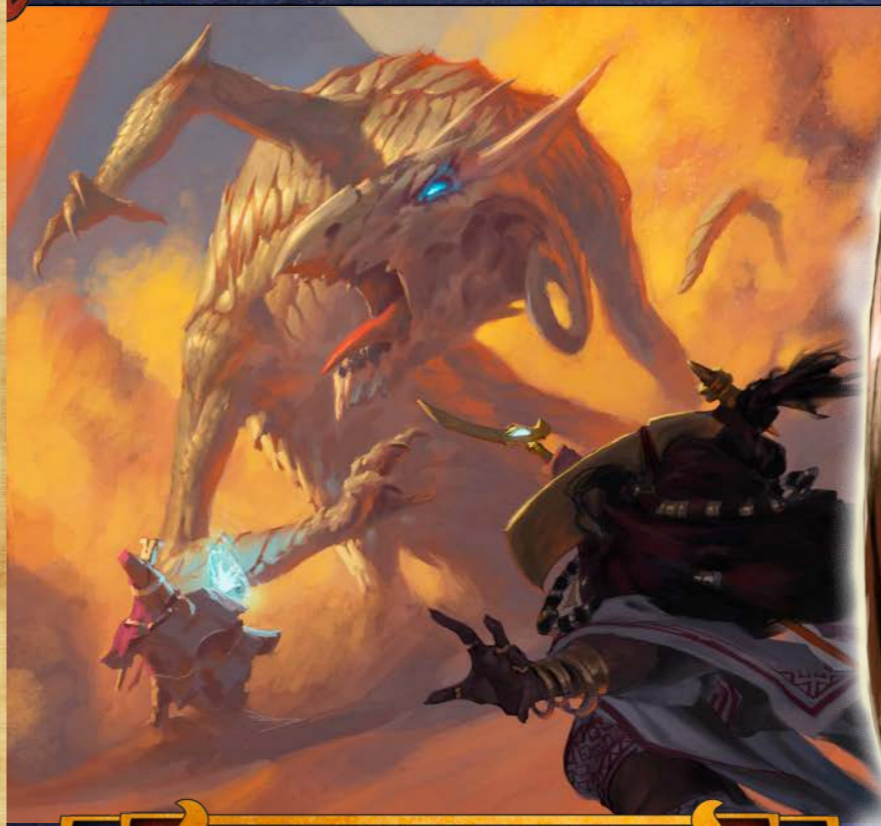


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MUMMY'S MASK Shifting Sands

PART 3 OF 6

# PATHFINDER® ADVENTURE PATH™



## MUMMY'S MASK

### SHIFTING SANDS

by Richard Pett

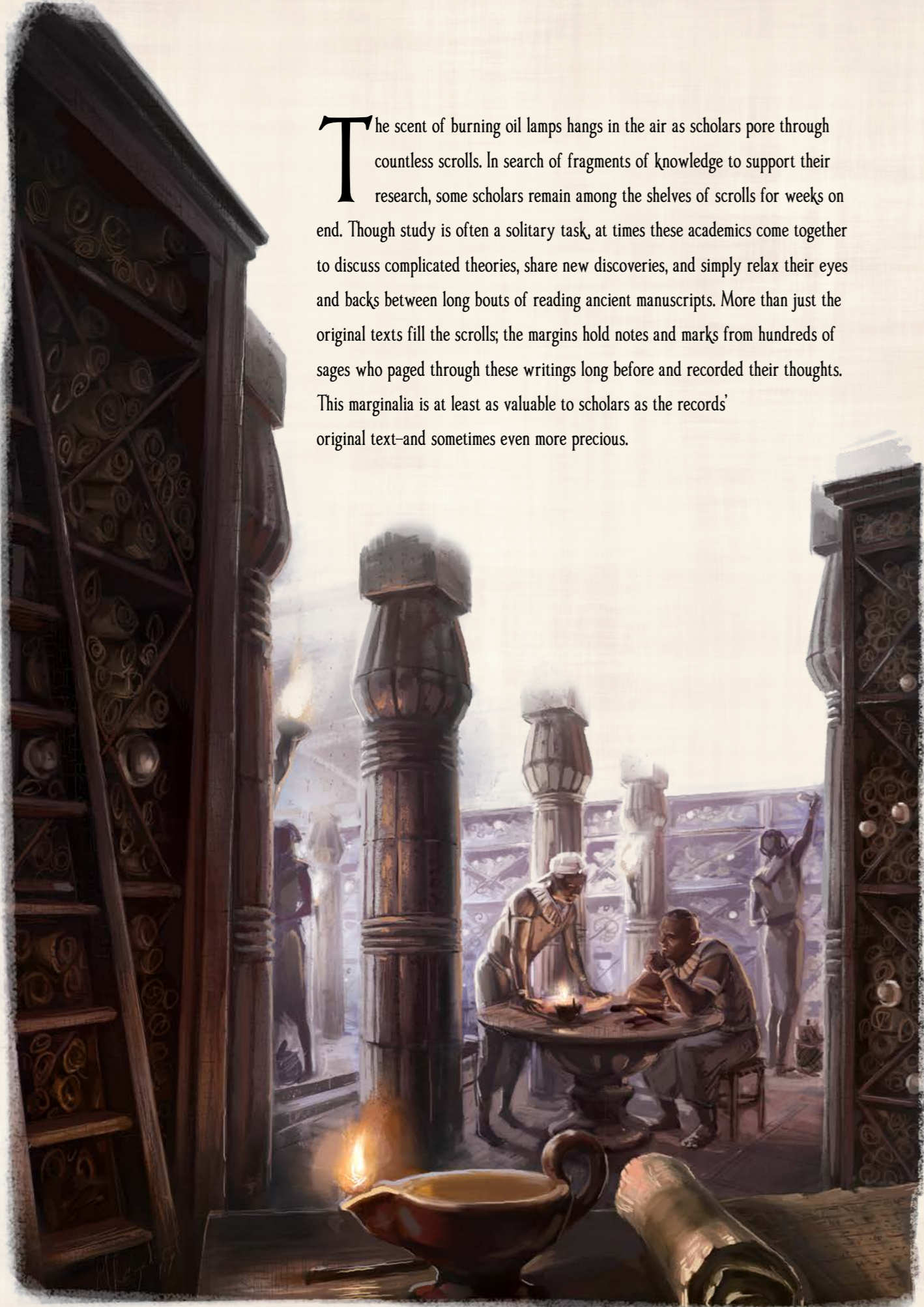


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The scent of burning oil lamps hangs in the air as scholars pore through countless scrolls. In search of fragments of knowledge to support their research, some scholars remain among the shelves of scrolls for weeks on end. Though study is often a solitary task, at times these academics come together to discuss complicated theories, share new discoveries, and simply relax their eyes and backs between long bouts of reading ancient manuscripts. More than just the original texts fill the scrolls; the margins hold notes and marks from hundreds of sages who paged through these writings long before and recorded their thoughts. This marginalia is at least as valuable to scholars as the records' original text—and sometimes even more precious.



A pharaoh's tomb is built layer by layer, with sacred engineers directing thousands of laborers and slaves in the placement of each and every stone. The work is exhausting and dangerous, with the shouts and sometimes violent encouragement of taskmasters making the seemingly impossible undertaking all the more brutal. After the foundation is set, construction begins at the center of the gigantic structure and radiates out to the edge. Once a layer of stones is set in place, workers build gradually sloping ramps of rubble held together with river mud. Logs are embedded into the top of the ramps, acting as steps for the workers and preventing the runners on the stones from gouging the ramps. As construction mounts and the structure reaches to the sky, these ramps spiral around the pyramid. Some workers don't leave the pyramid for weeks, choosing to camp atop the construction rather than march down the ramps each night and back up again in the morning.

