


PATHFINDER[®]

ADVENTURE PATH[™]

MUMMY'S MASK

ADVENTURE PATH  PART 3 OF 6

SHIFTING SANDS



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<i>Advanced Player's Guide</i>	APG
<i>Ultimate Equipment</i>	UE
<i>Ultimate Magic</i>	UM

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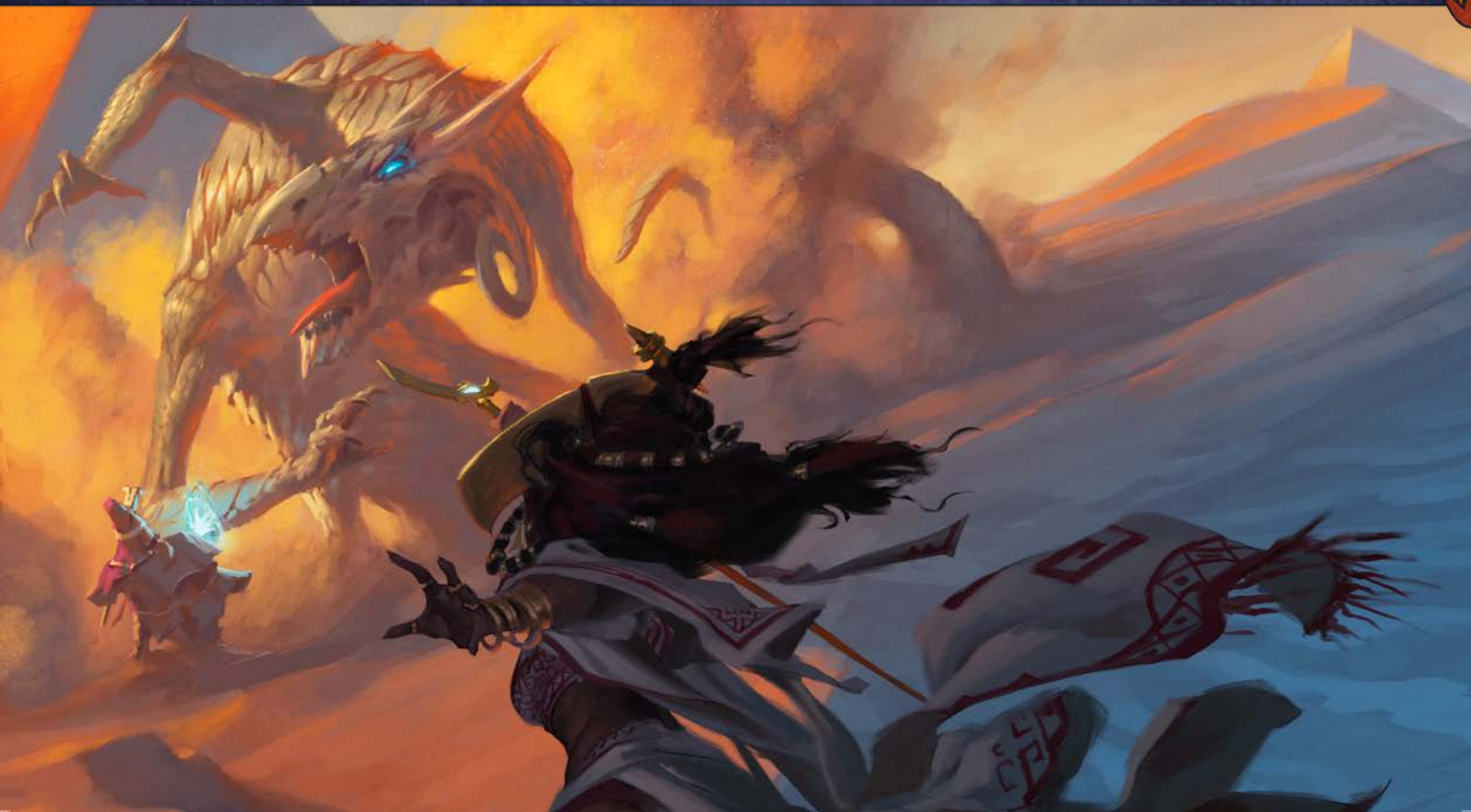


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MUMMY'S MASK



EVERYTHING OLD IS NEW AGAIN

Ever since *Pathfinder Adventure Path #2*—back so long ago that it was still just called *Pathfinder*, because we didn't yet know about all the different lines that our crazy little book would give birth to—the *Pathfinder's Journal* section has been a hotly contested topic. For years, fans on the messageboards have been passionate and vocal in both their love and hatred of having fiction in their gaming products. For some, it's a chance to get to experience the world firsthand through the eyes of the people actually living in it, and an easy way to introduce players to the flavor of a particular Adventure Path without reading GM-focused articles containing spoilers. For others... well, let's just say there have been a wide variety of suggestions for what we could do with those six pages a month, not all of them polite.

While it's true that the journal has been a fixture in *Pathfinder Adventure Path* since day one, it certainly hasn't been static. Of all the article types that go into a given Adventure Path, it was the one we knew the least about when we first launched, which is why the first installment was more setting article than fiction. By the time I was put in charge of the section, beginning with *Pathfinder Adventure Path #2*, we had decided to go a more fiction-based route, with journal entries from our soon-to-be iconic *Pathfinder*: an unknown explorer named Eando Kline, whom Erik Mona had name-dropped in the first volume. Through Eando's journals, we'd get to explore parts of the world relevant to the Adventure Path but not visited in the campaign, and also offer setting sidebars useful to Game Masters.

Little did Jason Bulmahn and I know when we simultaneously wrote the entries for volumes #2 and #3 that we would be launching Eando on an epic quest that would span three whole Adventure Paths, introducing us to people and places we'd not yet imagined, from Kaer Maga's bloatmages and the Shoanti burn riders to the orc war beasts of Belkzen, telepathic serpentfolk to the Grand Lodge of Absalom. Every month, a different author gave us a whole new adventure. It was thrilling. It was fascinating.

It was exhausting. Trying to build a cohesive story arc with a different author every month has always been a challenge for the Adventure Paths, and the same was true of the journal. There were times when I had to write a 2000-word outline for a 4500-word journal entry just to make sure everything fit together (one of the reasons I ended up writing about a third of the Eando Kline journals). So with the start of the Legacy of Fire Adventure Path, we decided to try something new: giving a single author, such as *New York Times* best-seller Elaine Cunningham, a whole 6-part journal and letting her do everything. The result was "Dark Tapestry," and over the next few years we would repeat the experiment many more times, letting authors like Dave Gross and Robin D. Laws work their magic.

Yet complacency breeds stagnation, and we're always on the lookout for ways we can improve Pathfinder. With the successful launch of the Pathfinder Tales novel line, we began to hear more and more from fans who felt they no longer needed the journal to get their in-world fiction, and who were interested in something more immediately useful to Game Masters. At the same time, however, there were still just as many people who claimed that the journal was their favorite part of Pathfinder Adventure Path, as even if they were playing in a given AP—and thus felt they couldn't read the articles without spoilers—there was always something there for them. Many said the Pathfinder's Journal was the first thing they read each month. So what were we to do?

Then it hit us: What if we could keep the fiction but make it more useful to people running the campaign? What if we could make the art useful as player handouts, or have the stories provide additional in-character setting information for GMs? We thought back to the section's roots as a journal, and to things like naturalists' sketchbooks or explorers' travelogues (both historical and fantastical), and decided to take up the challenge. Henceforth, the Pathfinder's Journal would try to bridge the gap between fiction fans and gaming purists, and be everything to everyone.

All of which is why, starting with this Adventure Path, the Pathfinder's Journal has a new look. There'll still be a fun first-person story penned by a Pathfinder, pulled from that adventurer's notes for potential inclusion in the *Pathfinder Chronicles*. Yet there will also be hand-drawn maps that can be used as handouts for additional locations useful to the adventure, illustrations and information about NPCs that a

ON THE COVER

The Parched Dunes contain many mysteries—some lost to time, others newly unearthed. One such mystery is the desert druid gynosphinx Tetisurah, guardian of the hidden valley containing Chisisek's tomb. Tetisurah is now a prisoner of the Cult of the Forgotten Pharaoh, but if rescued, she can be a valuable ally for the PCs.



Game Master can pick up and include, naturalist sketches of monsters, diagrams of traps, and whatever else we and the journal's author—in this case veteran adventure writer Amber E. Scott—can think up.

You've probably already noticed the changes. In the first installment, we presented a map and setting information for The Tooth & Hookah, an inn in Wati designed specifically to be an attractive base of operations for PCs starting the adventure. We also gave you an introduction to the inn's proprietor—the retired adventurer Farhann—and what may be my favorite inn or tavern sign *ever*.

In the second, we had a hand-drawn tomb map—perfect if your players take a wrong turn and end up in a crypt not mapped in the adventure, or purchase a map from a shady information merchant—plus an Osirian-style frieze to help give players a feel for the decorations on tomb walls in the adventure. That month also offered the illustration I've been most excited about since we had this idea: a naturalist's (or mortician's) illustrated autopsy of an undead creature.

This month, we've got even more maps, a sage NPC in Tephu for GMs whose PCs zig when they were expected to zag, and an exploration of the mysterious Nethysian Eye glyph, marker of ancient secrets. Future installments will continue to parallel the adventures both thematically and geographically, and give GMs more in-character information and artwork to help enrich their games.

Rob, Jacobs, Daigle, Andrew, and I have all worked hard on the new format, and we hope that you're as excited about it as we are. But like blind archers, we only know if we've hit the mark when you tell us. Hop on the messageboards at paizo.com and let us know your ideas and opinions. Because like old Eando Kline, we never know where the next volume might take us...

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