




ADVENTURE PATH  PART 5 OF 6

THE SLAVE TRENCHES OF HAKOTEP



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Advanced Player's Guide

APG

Ultimate Equipment

UE

Ultimate Combat

UC

Ultimate Magic

UM

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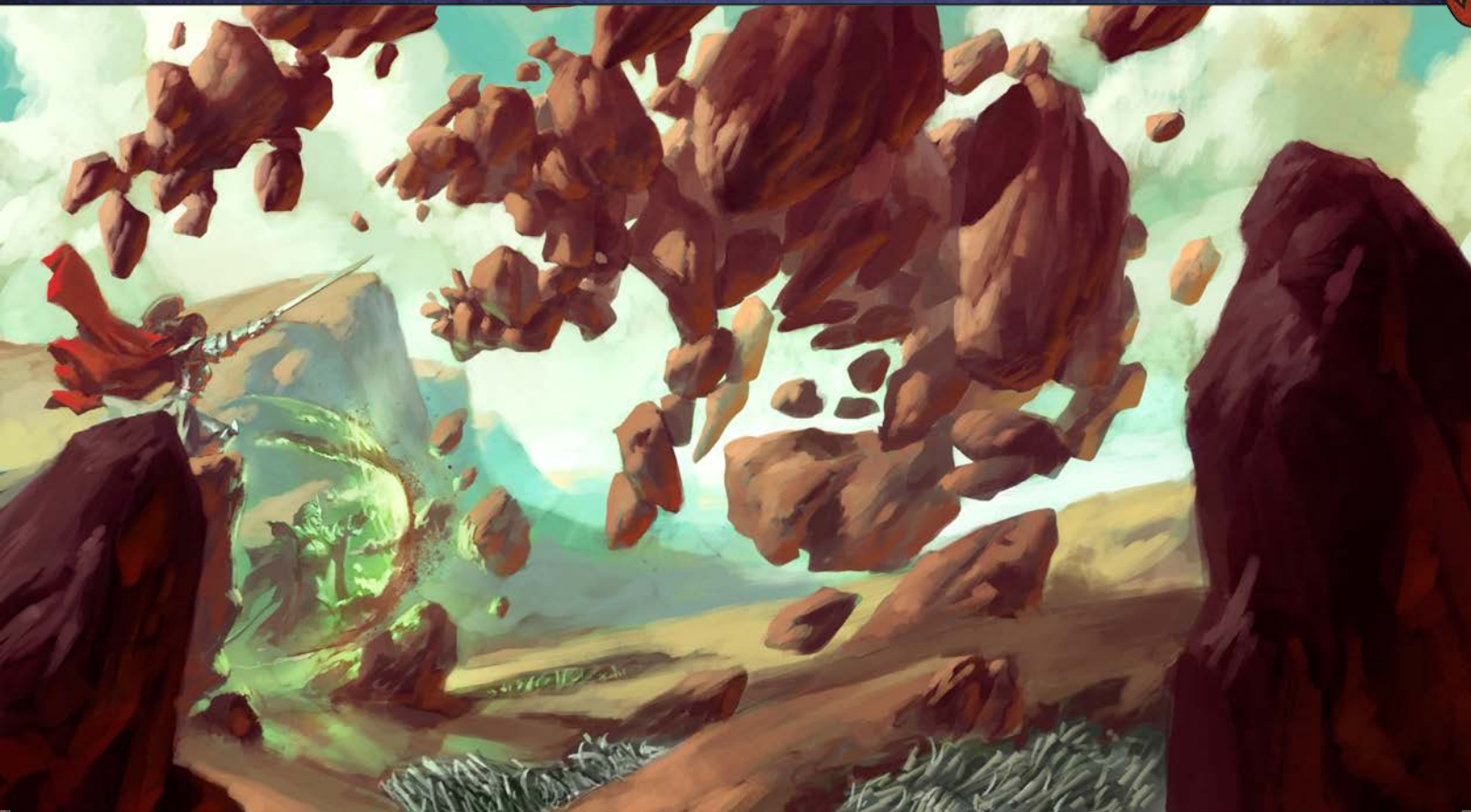


TABLE OF CONTENTS

Foreword	4
The Slave Trenches of Hakotep by Michael Kortés	6
NPC Gallery by Michael Kortés	58
Mummy's Mask Treasures by Michael Kortés	62
Rise and Fall of the Shory Empire by Neil Spicer	64
Lost Treasures of Ancient Osirion by Tim Hitchcock	70
Pathfinder's Journal: Shadow of the Sands 5 of 6 by Amber E. Scott	76
Bestiary by Robert Brookes, Adam Daigle, Michael Kortés, and David N. Ross	82
Preview	92

MUMMY'S MASK



WALK LIKE AN OSIRIAN

Ancient Egypt has fascinated archaeologists, historians, and storytellers for centuries, in part because of its proximity to the cradles of Western civilization (and incorporation into both Hellenistic Greece and the Roman Empire), and in part because of the ruins and relics it left behind. The Library and Lighthouse of Alexandria may be gone, but the Great Pyramids, the Great Sphinx of Giza, the temples of Karnak and Luxor, the tombs in the Valley of the Kings and the Valley of the Queens, the Rosetta Stone, and many more objects and structures remain to this day. For some reason, these ancient monuments instill a sense of wonder in those who look upon them. They've inspired artists, architects, poets, sculptors, writers, and gamers with their ageless grandeur and mysterious history. Even so, these relics of an earlier age are only fragments of a much greater story,

leaving gaps that must be filled in with conjecture, theory, or flights of fancy.

At least, that's how Ancient Egypt has always seemed to me, but I'm an unabashed history geek. It certainly doesn't hold true for everybody. When I was teaching English in the Czech Republic, I once asked my students what they had done over the summer, and one student answered that she had gone on vacation to a resort in Egypt on the Red Sea. I asked if she had gone to see the pyramids or any of the other amazing historical places that Egypt is known for, and was floored when she responded that she never left the resort! Admittedly, the Czech Republic is a landlocked country, so going to the beach is a big deal for a lot of Czechs. Egypt apparently has a lot of nice resorts on the Red Sea, it's not too far from Europe, and travel agencies (in the Czech Republic,

at least) have some really good vacation deals for Egypt. Taking all that into account, I guess it kind of makes sense from a Czech perspective, but I still can't imagine going to a place like Egypt just for the beaches and nothing else!

For me, Egypt has always been about the history, and in something of a parallel, Osirion has a long history in Pathfinder as well. Thassilon and Varisia are frequently remembered as places where some of Golarion's early worldbuilding took place, but Osirion has been there from the beginning as well. Michael Kortés—author of this month's adventure, "The Slave Trenches of Hakotep"—wrote two early Pathfinder Modules set in Osirion, *Entombed with the Pharaohs* and *The Pact Stone Pyramid; Osirion, Land of Pharaohs* was also one of the first Pathfinder Campaign Setting books to detail a nation of the Inner Sea region (now updated to the Pathfinder RPG rules in *Pathfinder Campaign Setting: Osirion, Legacy of Pharaohs*). Osirion was one of the original factions for Pathfinder Society Organized Play, and two scenarios in Pathfinder Society's inaugural Season 0 took place in Osirion.

On Golarion itself, Ancient Osirion was one of the first human civilizations to rise from the ashes of the Age of Anguish, and one of the major gods of the Inner Sea region—Nethys, god of magic—came from Osirion. Ancient Osirion was the target of one of the first of the Spawn of Rovagug, the titanic beetle Ulunat, whose hollow carapace now decorates its capital of Sothis. The nations of Rahadoum, Thuvia, and Katapesh were all born from the holdings of Ancient Osirion, while Osirion itself came under the domination of Qadira for a good chunk of its history. As with Egypt, Ancient Osirion had a significant impact on the development of the world beyond its borders, and modern Osirion continues to have an important place in the region's current politics and happenings.

All of this wonder and history makes Osirion the perfect setting for heroic adventures, and I'm glad we finally had the chance to set an entire Adventure Path there. Of course, there's only so much that you can fit into even the six volumes of an Adventure Path, and invariably, some things are going to have to be left out. Still, we've tried to hit all of the major themes of Ancient Egypt/Osirion to impart that sense of great age, lost empire, and forgotten gods to Mummy's Mask. I hope that you're enjoying the journey as well.

RISEN FROM THE SANDS

If you're looking for more Ancient Osirian flavor to add to Mummy's Mask or just want more adventure in the deserts of Osirion, check out our offering for Free RPG Day 2014, *Pathfinder Module: Risen from the Sands!*

In July of last year, I was already working on Mummy's Mask and delving deep into Egyptian history and flavor, so I decided to run an adventure set in Osirion for PaizoCon 2013. I grabbed a map from an old solo adventure, *Ghost of Lion Castle*, populated it with mummies and other undead, added some insect swarms, and called it "Secrets of the

ON THE COVER

This month's cover depicts the shaitan magus Tef-Naju, overseer and warden of the Khepsutanem—more commonly known as the Slave Trenches of Hakotep. Although he was bound to the Slave Trenches by Hakotep himself, Tef-Naju is not necessarily an enemy of the PCs. After millennia of service, Tef-Naju would like nothing more than to fulfill the terms of his contract and return home, so PCs who talk to the shaitan before attacking him might be able to gain his assistance in completing their quest.



Sphinx." The players had a pretty fun time romping through the halls of the sphinx, and though they skipped a lot of areas, they got to the big bad mummy at the end. Thanks to a well-played Plot Twist card the paladin had hoarded for the entire session that made his weapon *holy*, the mummy was handily defeated, and the PCs emerged victorious.

Fast-forward several months to discussions about what we wanted to do for our module for Free RPG Day 2014. Since Mummy's Mask would be in full swing, we thought it would be cool if the Free RPG Day adventure had some connection to Osirion as well. Enter "Secrets of the Sphinx." Of course, I had already appropriated that title (and the basic shape of the dungeon) for the fourth Mummy's Mask adventure, *Pathfinder Adventure Path #82*, so we needed a new title and a new map. It also had to fit into 16 pages and had to preview four of the new classes from the upcoming *Pathfinder RPG Advanced Class Guide*. The end result was *Risen from the Sands*.

It has a new title and a new map (and four shiny new icons!), and a few encounters had to be changed or cut to fit in the printed book, but *Risen from the Sands* is still the same adventure I ran at PaizoCon 2013, so if you are one of the six people who got to play it, you'll see some familiar faces and foes. In any case, it was a lot of fun turning a quick adventure I wrote up for a con into a published module that gamers all over the country could pick up for free and play! By the time you're reading this, *Risen from the Sands* has already debuted, and if you missed picking up a copy at your local game store on Free RPG Day, there are likely still some copies to be had from paizo.com. Take a look, try out the new characters from the *Advanced Class Guide*, and maybe even work it into Mummy's Mask if you feel like it. Don't forget to head over to paizo.com to let me know what you think!

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