

A PHARAOH RISES!

Hakotep's flying pyramid has been grounded, but the heroes must enter the ancient tomb to deactivate the fleet of smaller flying pyramids poised to attack cities across Osirion. Deep inside the Pyramid of the Sky Pharaoh, an untouched tomb from the heights of Ancient Osirion, the heroes face undying guardians woken from ageless sleep, culminating in a final battle with the reborn Sky Pharaoh Hakotep himself. Will the heroes defeat Hakotep and reunite the pieces of his sundered soul to send it into the Great Beyond, or will Osirion enter a new age under the rule of a mummified pharaoh from the distant past?

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

- "Pyramid of the Sky Pharaoh," a Pathfinder adventure for 15th-level characters, by Mike Shel.
- A detailed look into the questions of the afterlife, judgment, and the nature of souls, by F. Wesley Schneider.
- A collection of plots and intrigues to expand the scope of the campaign, by Adam Daigle.
- The exciting conclusion of "Shadow of the Sands" in the Pathfinder's Journal, by Amber E. Scott.
- Five new monsters created by Tyler Beck, F. Wesley Schneider, and Mike Shel.



PATHFINDER® ADVENTURE PATH™



MUMMY'S MASK

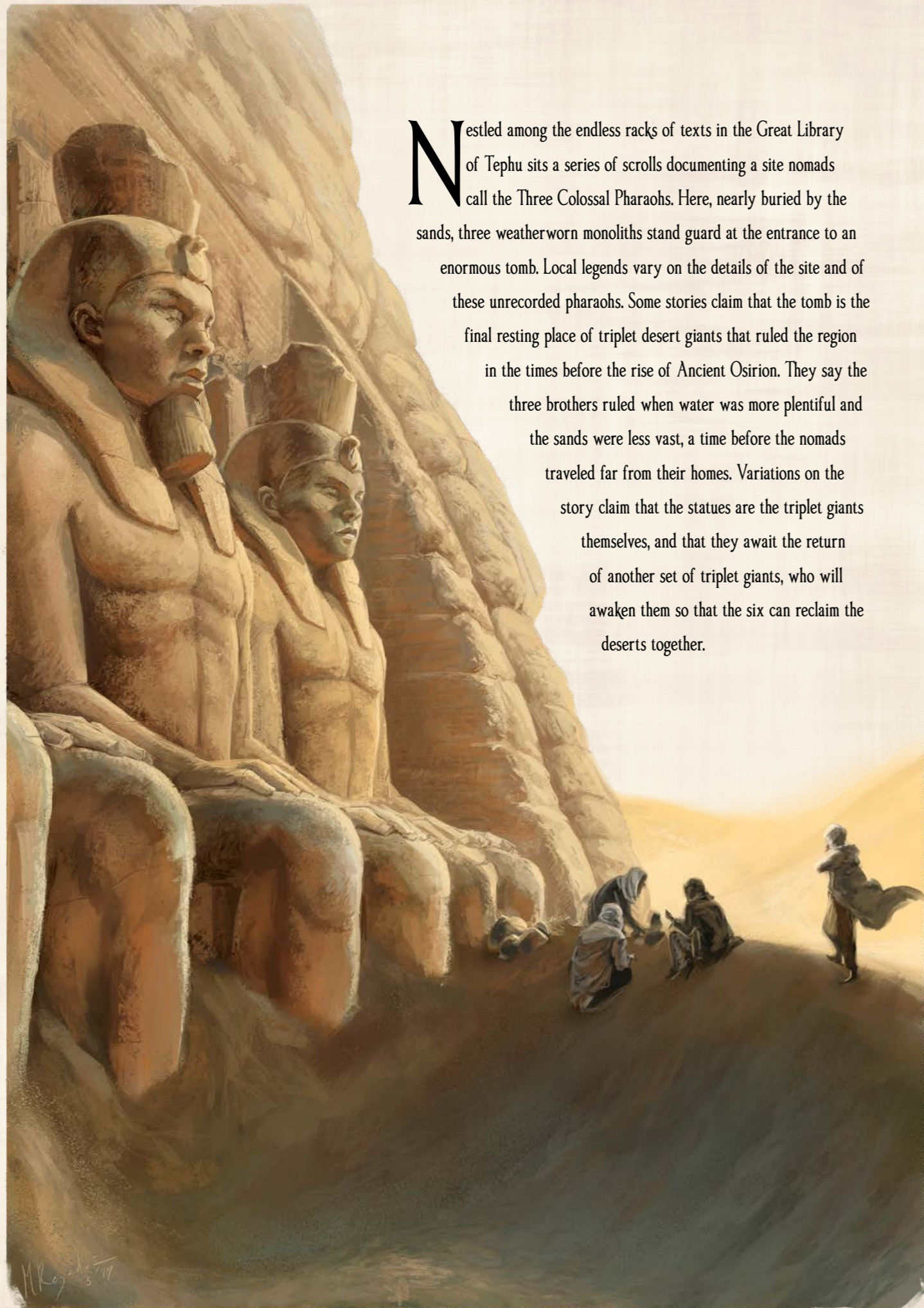
PYRAMID OF THE SKY PHARAOH

by Mike Shel

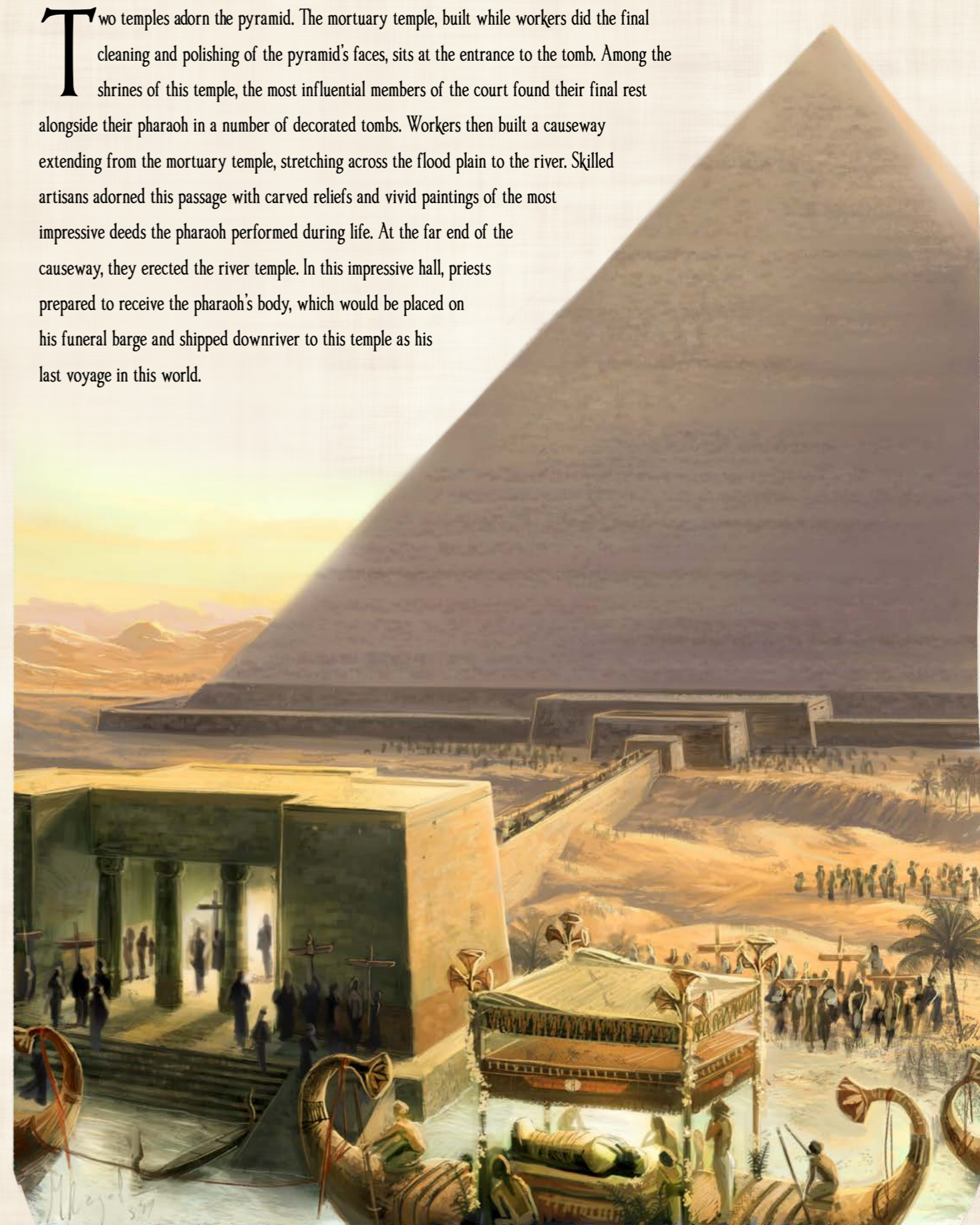


Printed in China. PZO9084

paizo.com/pathfinder



Nestled among the endless racks of texts in the Great Library of Tephu sits a series of scrolls documenting a site nomads call the Three Colossal Pharaohs. Here, nearly buried by the sands, three weatherworn monoliths stand guard at the entrance to an enormous tomb. Local legends vary on the details of the site and of these unrecorded pharaohs. Some stories claim that the tomb is the final resting place of triplet desert giants that ruled the region in the times before the rise of Ancient Osirion. They say the three brothers ruled when water was more plentiful and the sands were less vast, a time before the nomads traveled far from their homes. Variations on the story claim that the statues are the triplet giants themselves, and that they await the return of another set of triplet giants, who will awaken them so that the six can reclaim the deserts together.



Two temples adorn the pyramid. The mortuary temple, built while workers did the final cleaning and polishing of the pyramid's faces, sits at the entrance to the tomb. Among the shrines of this temple, the most influential members of the court found their final rest alongside their pharaoh in a number of decorated tombs. Workers then built a causeway extending from the mortuary temple, stretching across the flood plain to the river. Skilled artisans adorned this passage with carved reliefs and vivid paintings of the most impressive deeds the pharaoh performed during life. At the far end of the causeway, they erected the river temple. In this impressive hall, priests prepared to receive the pharaoh's body, which would be placed on his funeral barge and shipped downriver to this temple as his last voyage in this world.