PATHFINDER
ADVENTURE PATH

MUMMY'S MASK

ADVENTURE PATH 🪲 PART 6 OF 6

PYRAMID of the SKY PHARAOH

Pathfinder®
Adventure Path™

CREDITS

Authors
Tyler Beck, Adam Daigle, F. Wesley Schneider, Amber E. Scott, and Mike Shel

Cover Artist
Tyler Jacobson

Interior Artists
Igor Artyomenko, Ekaterina Burmak, Johan Grenier, Miguel Regodón Harkness, Maichol Quinto,
Jason Rainville, Kiki Moch Rizky, Kim Sokol, Florian Stitz, Raoul Vitale, Tyler Walpole, and Kieran Yanner

Cartographers
Jared Blando and Robert Lazzaretti

Creative Director • James Jacobs
Editor-in-Chief • F. Wesley Schneider
Managing Editor • James L. Sutter
Development Leads • Logan Bonner, Adam Daigle,
and Rob McCreary

Senior Developer • Rob McCreary
Developers • Logan Bonner, John Compton,
Adam Daigle, Mark Moreland, and Patrick Renie
Associate Editors • Judy Bauer and Christopher Carey
Editors • Justin Juan, Ryan Macklin, and Matthew Simmons
Lead Designer • Jason Bulmahn
Designer • Stephen Radney-MacFarland

Managing Art Director • Sarah E. Robinson
Senior Art Director • Andrew Vallas
Art Director • Sonja Morris
Graphic Designers • Emily Crowell and Ben Mouch

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Chief Operations Officer • Jeffrey Alvarez
Director of Sales • Pierce Watters
Sales Associate • Cosmo Eisele
Marketing Director • Jenny Bendel
Finance Manager • Christopher Self
Staff Accountant • Ashley Gillaspie
Chief Technical Officer • Vic Wertz
Senior Software Developer • Gary Teter
Campaign Coordinator • Mike Brock
Project Manager • Jessica Price
Licensing Coordinator • Michael Kenway

Customer Service Team • Erik Keith, Sharaya Kemp,
Katina Mathieson, and Sara Marie Teter
Warehouse Team • Will Chase, Mika Hawkins,
Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Christopher Anthony, Liz Courts,
Crystal Frasier, Lissa Guillet, and Chris Lambertz

This book refers to several other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at **paizo.com/prd**.

Advanced Player's Guide	APG	*Mythic Adventures*	MA
Bestiary 2	B2	*Ultimate Combat*	UC
Bestiary 3	B3	*Ultimate Equipment*	UE
Inner Sea Gods	ISG	*Ultimate Magic*	UM

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

TABLE OF CONTENTS

THE MAKING OF A VILLAIN

The threat of the Sky Pharaoh Hakotep I has hung over the Mummy's Mask Adventure Path from almost the beginning—first through his devoted adherents, the Cult of the Forgotten Pharaoh; then in the form of the possessed priestess Serethet, who called herself the Forgotten Pharaoh; and finally, the threat manifests in this adventure as an undead mummy lord.

But Hakotep was not the villain we had initially planned for Mummy's Mask. When putting together the outline for the campaign, we looked closely at the original Osirion book, *Pathfinder Campaign Setting: Osirion, Land of Pharaohs*, which held the vast majority of information on Osirion and its history up to that point. In keeping with our theme of traditional Egyptian-style adventures, we knew we wanted pyramids, mummies, and of course, an undead pharaoh

that comes back to reclaim his throne. Looking at all of the pharaohs that had been mentioned throughout Osirion's history, one stood out: the Pharaoh of No Rain, An-Hepsu XI, also known as the Incorruptible Pharaoh.

Here was a guy who was already undead during his almost 400-year reign, which lasted almost 400 years, and had a great story about his overthrow by the clergy of Pharasma and Nethys. He was so powerful, in fact, that he couldn't be destroyed, and the priests who finally defeated him were forced to split his body up and bury the pieces in a tomb that was carefully hidden away so no one could ever find it and assist in the Incorruptible Pharaoh's return.

Good stuff, and it gets even better when you discover the Hungry Sepulcher of Kemusar I, one of An-Hepsu's apprentices, the Pharaoh of No Rains' successor, crown

regent of Osirion, and one of the only people to know the location of the Incorruptible Pharaoh's tomb. Kemusar has his own intricate story—he was murdered by members of the royal court (possibly in an attempt to free An-Hepsu) and buried in a tomb that subsequently vanished into thin air. Kemusar himself might even have been undead, and there were also hints that his tomb was "magically mobile"—did it truly disappear, or did Kemusar move it so that no one would find it and learn the secret of freeing An-Hepsu?

All of this sounded like a great background for the Mummy's Mask Adventure Path, which I was tentatively calling "Mummy's Hand" at this time. The PCs were going to get ahold of An-Hepsu's mummified hand, you see, which the Incorruptible Pharaoh wanted back so he could rebuild his body and reclaim his kingdom. It seemed like a perfect fit, and we started weaving these threads together to build the overall plot for the Adventure Path.

But then we discovered one little problem.

Hidden away on page 6 of *Osirion, Land of Pharaohs*, in what seemed like the totally unrelated entry for the Labyrinth of Shiman-Sekh, there's mention of An-Hepsu XI, the Lich Pharaoh.

Lich. Not mummy. Lich.

I mean, don't get me wrong, liches are fine and all, but this is Osirion! Ancient, lost pyramids entomb mummies, not liches! Of course, liches can also live in pyramids, and it would probably be boring if *every* Osirian pyramid had a mummy in it, but for the purposes of Mummy's Mask, we needed a mummy, not a lich. So in one fell swoop, we no longer had a big bad guy. (At about the same time, we realized that *The Mummy's Hand* was a Universal Studios mummy movie from 1940, which meant it was probably not the best title for the Adventure Path. This was unfortunate, because I really liked the image of PCs wearing a mummified hand around their necks for an entire campaign.)

In any event, we had to find someone to replace An-Hepsu, whose "lichiness" just wasn't "mummyish" enough for what we wanted to do. So who to choose? Should we pick somebody else—a pharaoh that had some history in Osirion—but not enough that it would interfere with the story we wanted to tell? Or should we just make up somebody the histories had never mentioned?

Enter Hakotep I, an otherwise unknown pharaoh whose only mention was as the namesake for the Slave Trenches of Hakotep, a vast series of earthworks whose true purpose was up to that point unknown. So who was Hakotep? Why did he build the Slave Trenches, and what was their function?

With these questions in mind, we started reworking our ideas for the campaign with Hakotep as the bad guy. Our first stop was the Slave Trenches; if they were named for Hakotep, and he was going to be the villain for the whole AP, we needed to figure out exactly what they were. One of the rumored uses for them was as a defense for the Kho-Rarne Pass between

the Barrier Wall mountains and the Brazen Peaks—on the other side of which lay the Shory. What better purpose for the Slave Trenches then, than as a weapon against the flying cities of Shory? From there, it was a short leap to having Hakotep's tomb utilize Shory technology—suggesting why it was still undiscovered, and requiring that the PCs use the Slave Trenches to bring it to the ground.

Hakotep himself was a blank slate, though one minor problem did crop up. Here's a dude obsessed with the Shory and their flying cities, and who even built himself a flying pyramid to be buried in, making him the perfect candidate for the epithet "Sky Pharaoh." Except Osirion already had a Sky Pharaoh, in the person of Menedes I, who ruled Osirion some time during its Second Age, at least 1,600 years after Hakotep, and was best known for building the so-called Sphinx Head. Fortunately, with the memory of Hakotep effectively wiped out over the intervening centuries, it was easy enough to say that Menedes took the title "Sky Pharaoh" for himself, and probably worked to erase any last vestiges of Hakotep's name from history.

With those plot points resolved, An-Hepsu's dismembered body became Hakotep's sundered soul, the mummy's hand became the *Mask of the Forgotten Pharaoh* (though the original idea turned into a magic item in "Empty Graves", as the *hand of the honest man*), and the cult working to bring An-Hepsu back to life became the Cult of the Forgotten Pharaoh.

So that's a glimpse behind the scenes of the creation of Mummy's Mask, and the story of how Hakotep became the villain of the campaign. Next month, we leave the desert sands of Osirion for the wilds of Numeria and the Iron Gods Adventure Path—with more androids, robots, and aliens than you can shake a laser gun at!

Rob

Rob McCreary
Senior Developer
rob.mccreary@paizo.com