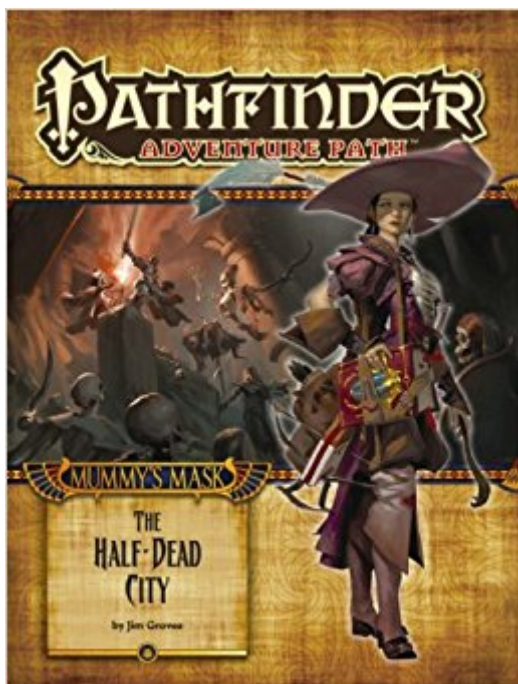


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# Pathfinder Adventure Path: Mummy's Mask Part 1 - The Half-Dead City



## Synopsis

The Mummy's Mask Adventure Path begins with "The Half-Dead City," an exciting new adventure in the pyramid-laden realm of Osirion, Land of Pharaohs! In the city of Wati, the church of Pharasma holds a lottery allowing explorers to delve the tombs of the city's vast necropolis in search of the nation's lost glories. In the course of investigating dusty tombs and fighting their ancient guardians and devious traps, the heroes encounter a group of rival adventurers intent on keeping one tomb's treasures for themselves. At the same time, the heroes learn that a dangerous artifact has been stolen from the tomb. Can the adventurers defeat their rivals, or will they fall to the undead defenders of the city's necropolis?

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

- "The Half-Dead City," a Pathfinder adventure for 1st-level characters, by Jim Groves.
- A double-sized gazetteer of Wati exploring both parts of this vibrant city dedicated to the dead, by Crystal Frasier.
- A rough welcome to Wati in the Pathfinder's Journal, by Amber E. Scott.
- Five dangerous new monsters, by Jim Groves, Will McCardell, and Michael McCarthy.

## Book Information

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Average Customer Review: 4.3 out of 5 stars 7 customer reviews

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Fiction & Fantasy > Gaming > Pathfinder #30267 in Books > Teens

## Customer Reviews

It's a very nice adventure

I'm really enjoying the detail they went with in this module, the gazetteer at the end regarding the

city of Wati is surprisingly full of depth and fluff. Unfortunately, the binding is terrible, with pages coming off the spine after what was likely my second read-through. Taking a star away because I'm going to have to pay more to have this thing spiral bound.

It was a gift

First, I want to state that I am a huge fan of Adventure Path (AP) books. Take special note: This is the first book in the campaign series of Mummy's Mask. Pros: This is a well written and very fluid AP. The AP uses varying types of mobs, traps and even haunts. Very awesome. I don't really have very many cons about this book in particular. Cons: Perhaps it is user error, but my copy of the book began to fall apart after the 3rd or 4th use.

Well designed adventure. Useful both for the RPG game and for playing the Pathfinder Adventure Card Game and needing more information about what is really going on.

Great Well written Adventure Path for Pathfinder. Great to have in you collection and a great possession to pass on to worthy Pathfinder aspiring GM's

A solid first installment to an Adventure Path. Since many of my players are new to the game, the basic dungeon-delving and smallish cast of NPCs provides several teaching opportunities. None of the locations are overly tricky or complicated, and most of the monsters are exotic and interesting. I look forward to completing this installment of the path and moving into some of the more juicy bits of the story. There is enough information here to make the start of this path more compelling for experienced players. I'd suggest that players look through the player's guide over on Paizo so that they can build appropriate characters and get some background on what they will be doing. The book itself is rather flimsy - it fell apart while I was reading through it, never mind when it started seeing use at the table.

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