



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

By Jim Groves



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— 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 Pharsasma 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.



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Pathfinder Adventure Path: Mummy's Mask Part 1 - The Half-Dead City By Jim Groves Bibliography

- Sales Rank: #66470 in Books
- Brand: Paizo Publishing
- Published on: 2014-04-15
- Original language: English
- Number of items: 1
- Dimensions: 10.70" h x .20" w x 8.20" l, 2.70 pounds
- Binding: Paperback
- 96 pages

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