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## Module Review: J1 - Entombed with the Pharaohs

Contributed by dDemonicAngels

Tuesday, 19 February 2008

Last Updated Thursday, 21 February 2008

### Module Review: J1 - Entombed with the Pharaohs

A sandstorm reveals an ancient burial ground and already artifacts have been found on the site. Is this the mystical burial tomb of the Four Pharaohs? Try to unravel the clues at a black market antiquities auction but you're not the only one interested in the new found site. If you're successful, you'll find yourself battling undead defenders, all the while ensuring that you don't become another victim of the burial tomb itself.

Okay, this is it. The module I've been waiting for. Something to get excited about. This was fun to read, intriguing and looks like an excellent romp for any party.

This mid-level module for four 6nd-level characters is part of Paizo's line of GameMastery adventures. As with similar modules in this line, the presentation is sleek and polished with superior art and layout.

Title:

J1 - Entombed with the Pharaohs

Publisher:

Erik Mona, Paizo

Terrain:

Town/City, Dungeon

Level:

Four 6th-level characters

System:

D&D 3.5 d20

Format:

High gloss, full color

Pages:

32

MSRP:

\$12.99

Author:

Michael Kortes

Cartographer:  
Christopher West

Artist:

Vincent Dutrait (cover), Drew Pocza, Wayne Reynolds & Imaginary Friends

Editor:

Jason Bulmahn, Mike McArtor & Jeremy Walker

## Overview

J1 - Entombed with the Pharaohs is a pyramid adventure that starts in a town or city some distance away. This full-sized, 32-page adventure is flexible enough to set the opening act in a variety of locales.

In this module, the PCs become involved in tracking down a mystical tomb of lost pharaohs. But first they must work through an auction of recently found relics that will help them find their way into the pyramid and survive.

## Organization/Layout (10 out of 10)

Like all the GameMastery modules, the layout and look of the module is superior with artwork scattered throughout to enhance the story and sidebars to further define the plot.

## Writing (9/10)

I'm not familiar with the name Michael Kortes but a quick Google search shows he has two Dungeon adventures to his name. I like the variety in his writing and the different scenarios set up. You could easily eliminate portions of the adventure or expand on them if necessary. There's also a good sense of suspense throughout the module that I enjoyed.

## Maps (8/10)

This module has excellent cartography that works well with the text. There is a nice cross section of the pyramid that explains well how the floors are laid out. A minor point that I appreciated was that although the pyramid is very large, only

a relatively small portion is occupied. Of course one could also argue that this leaves the map open to further adventures.

Where the maps lose points is on the WOW factor. The maps are functionally well-done with plenty of playing/fighting space, but uninspirational. There is nothing here that could not be reproduced easily in Dunjinni with 4-5 floor and wall textures and a few objects. Even the shadows and rounded walls are easily doable.

An example of this is the museum rooms which have showcases and tables with articles from different eras and societies. These have a single table/stand with no details to represent the different treasures. This could easily have been touched up with a leaning or open sarcophagus, a statue or different type of table. But everything is straight and in line but purely functional. No WOW factor.

#### Innovations (9/10)

This is where the module shines. Mr Kortes has taken a relatively simple idea and used it to create an intriguing level of suspense. The idea is simple and could be used elsewhere quite easily, but it fits in just perfectly here. In another module this idea might be just another side plot. But in this adventure the hook is introduced in such a way that the suspense just hangs over the PCs. Sorry, I won't spill the beans on this.

#### Art quality (10/10)

The art is plentiful, varied and top notch. There are scenes for the story, individual monsters and magic items. Everything works well to enhance the story.

#### Editing (9/10)

Unlike my other Paizo reviews where I was able to nitpick some editing choices or blunders, I couldn't find anything to complain about. I think everything comes together vey well.

#### Overall Rating (9/10)

Like I said, this is the Paizo adventure that I was expecting the other Paizo adventures to be. I read through the module quickly, enjoying the twists and plots as the story evolved. Everything in the module enhanced the story line, from the art to the maps to the scene description.

dDemonicAngels is the online identity of Bil White, a freelance writer from Montreal. Bil's faith in Paizo has been restored and he is currently enjoying a second Paizo module called E1 - Carnival of Tears.