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Pathfinder Adventure Card Game: Mummy's Mask Base Set



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Synopsis

On the Threshold of Discovery! The ancient lands of Osirion are blanketed by the sands of time, and eldritch secrets and vast riches lie just beneath the sun-blistered surface. As modern Osirion opens its tombs to outsiders for the first time in centuries, many of these lost treasures and secrets are now emergingÃ¢â ¬â •some more malign than others. Can your group of heroes brave terrible guardians, foul cults, and the burning sands of the desert to stop the rebirth of an ancient tyrant? This complete cooperative strategy game pits 1 to 4 heroes against the monsters, curses, and traps of the MummyÃ¢â ¬â„¢s Mask Adventure Path. Choose your characterÃ¢â ¬â„¢s class, build a deck of equipment, magic, and allies; and explore dangerous locations as you journey through an exciting fantasy tale. As your adventures continue, your characters add unique gear and awesome magic to their decks as they gain incredible powers, all of which theyÃ¢â ¬â„¢ll need to challenge more and more powerful threats.The Pathfinder Adventure Card Game: MummyÃ¢â ¬â„¢s Mask Base Set includes:Ã¢â ¬Â¢ More than 500 cards, featuring 7 character classes, a wide array of gear and magical treasures, and dozens of allies, monsters, and villains from the MummyÃ¢â ¬â„¢s Mask storyline.Ã¢â ¬Â¢ The Half-Dead City Adventure Deck, which begins your journey through the MummyÃ¢â ¬â„¢s Mask Adventure Path.Ã¢â ¬Â¢ A complete set of 5 polyhedral dice.Supplement your MummyÃ¢â ¬â„¢s Mask experience with the Character Add-On Deck, Class Decks, monthly Adventure Decks, and UltraÃ¢â ¬Â¢PRO accessories (all sold separately).Ã¢â ¬Å“Price Includes VATÃ¢â ¬Â•

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Customer Reviews

Awesome product, Great Seller

LOVE this game! The developers are clearly not willing to sit on their laurels. They keep managing to improve this already great system. The new setting introduces Scourges (curses) and Triggers that cause effects when a card is examined. People who favor lots of scouting beware! The heavily-Egyptian-esque flavor is fun and... well... flavorful. I've played through deck 4 (deck 5 is waiting at home) and I'm enjoying the daylights out of it.The folks at the Paizo Forum are extremely interactive and responsive. They'll happily answer questions, give insight into design intent, and are very interested in player input.

On about hour 75 of replay value. Been snapping these up as they come out and have yet to be disappointed. This may be my favorite set so far as I feel the formula gets slightly better each time around. If you poke around the interwebs you can find a storyline guide to read alongside the adventure that includes triggers for when to read. Definitely increases the Adventure side of the ACG.

A card based rpg experience has been a concept I've been intrigued with for years. The primary reason is the adaptability to solo play (like a gamebook), as well as the ability to randomize encounters for fresh experiences even within same scenario.This game satisfies on those levels. There is even player progression and "permanence" after a fashion. I have admittedly only played the 2 base (unnumbered) adventures but it's a lot of fun and satisfies enough of my rpg Jones.But there are a few cons to be aware of.First of all, the price. There are six modules in each campaign's adventure path. You are "given" the first. Each additional is $20. There is a set of additional characters tailored to this campaign too... $20. There are also nearly a dozen class expansions that are portable between Base Sets/campaigns. $20 each. Sigh.Second, the tray. There's a blow-molded plastic tray for card organization. It's super fragile. I've seen chocolate Easter bunnies packaged on sturdier plastic. Compared to games with lower price points, like Machi Koro or King of Tokyo, this tray looks shameful. It is functional, but not durable. Mine came partially crushed to boot.Three, it doesn't diminish the value of the game but the box size is misleading. It's mostly empty even once you unpack. The bulk of the space within is to accommodate expansions. Seems crass, but maybe handy. Even then, I have some concerns with how they chose to allot the space.Four, the rules are a little rough to follow. The inclusion of a tutorial mission with a separate

cellophane wrapped deck was a great move. You'll learn more on the play through and scrambling through the main rule book to clarify verbiage than you will reading the quick start guide. It sometimes mentions terms or refers to pages on main rules that are not overall very helpful. A comprehensive glossary in the main book would've been nice.Five, the design. This is a minor gripe, but I don't understand why they built the mechanic on 5 of the 6 classic polyhedral dice and excluded the d20. Especially since players are performing checks. A simple d20 with modifier system would've dovetailed the experience to those familiar to rpgs. And who knows? Maybe a card game fan may sit at a table for a Pathfinder game and benefit from this concept familiarity. They give you a set of polyhedrals... 5 dice, no d20. There's even room in the dice caddy for a d20. A complete set (even if they choose not to employ it) would've been nice for us gamers.Along with that, there's a sixth gripe: the compatibility. I asked several people online and at stores about mix and matching cards. I was told various things, but the common theme was that the game's expansions really only "work" if you have the same core set. Not just any core set will do.However, the rule book briefly addresses this by remarking that the cards ARE interchangeable, that you CAN homebrew your own adventures, and they even provide links to resources and even a company that they have partnered with to print custom cards.The problem is two-fold (again, as someone admittedly not experienced with the game yet). One: the attribute and character stat system is entirely new and difficult to build a balanced experience for. All of our earned intuition from RPGs is hampered by not using the 3d6 attributes and the d20 check. Two: the rules are so vague and confusing that it doesn't really lend itself to homebrew. Either the rules needed to be better or they needed to provide a section with some recipes for developing a homebrew adventure path.That sounds like a lot of griping, but to be honest it's fun and unless I'm doing it wrong, not as hard to play as they go out of their way to make it sound. If it wasn't branded Pathfinder, I'd forgive it the d20 beef... I just don't understand not cross pollinating that core concept. Everything else though is as polished and as captivating as any Pathfinder product. Imaginative and thrilling.I'd say it's a small toss up if this box is worth $60. You'll get a lot of fun out of it, especially if the rules come naturally to you. The cooperative element retains enough friendly competition to stay fun, and less like simultaneous solitaire. The solo play is functional (if not more challenging). You aren't getting much fluff, if any, and they produced the components on the cheap.But, on sale around $40 it's a strong suggestion. Cheaper, it's a must. Compared to a good $40 video game, I'd say it's a wash for longevity and satisfying experience out of the box. The option to use persistent characters through expansions is very appealing. If you can afford it.

Game is solid, very light (not too much rules) and thematic. It's much easier to watch play video to learn and then use rulebook as reference.

Played RotR, this one brings back the excitement again plus more

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