permanent consumable cash

**Part 1**

Lv1 2x2nd, 2x1st 2x2nd, 3x1st 400sp

**Part 2**

Lv2 2x3rd, 2x2nd 2x3rd, 2x2nd, 2x1st 700sp

**Part 3**

Lv3 2x4th, 2x3rd 2x4th, 2x3rd, 2x2nd 110gp

Party starts out at Lv1 in **Part 1** and should reach Lv2 before **Part 2**. Party should then be Lv3 before **Part 3** and Lv4 by the end of the adventure. A Lv5 permanent item is given in **Part 3** which is taken from the loot in the next book when the players reach Lv4.

**Part 1**

Tomb of Akhentepi - **PCs Lv1**

**A3:** x2 *lesser alchemist’s fire (C, Lv1)*, *climbing kit (P, Lv0)*, *swarmsuit (P, Lv1)*

**A6:** If chest is undamaged it is worth 50 sp as an art piece (including a functional trap), x2 *minor healing potions (C, Lv1)*, x2 books with gold-plated metal sheets (2 bulk each) each worth 15 sp, and the chariot is an art piece but requires to be disassembled and then put back together and is worth 50 sp.

**A7:** x4 golden funerary masks each worth 15 sp

**A8:** Akhentepi’s *+1 khopesh (P, Lv2)*, *hunter’s bane (C, Lv2)*, and *scarab shield (P, Lv2, see below)*

**A15:** false sarcophagus is trimmed with gold leaf worth 25 sp

**A17:** x2 *silversheen (C, Lv2)*, *psychopomp mask (C, Lv1)*, gold scarab clasp worth 20 sp, silver hand mirror worth 33 sp, and a wax-sealed clay urn of nard worth 15 sp

**A18:** gold leaf decorating sarcophagus is worth 30 sp, gold funerary mask worth 20 sp; a chest contains *Akhentepi’s armor (P, Lv2, see below)*; a chest holds 28 sp and a well preserved darkwood coffer worth 10 sp; inside the coffer is a *gecko potion (C, Lv1)*, an assortment of carnelian, lapis lazuli, and turquoise stones worth a total of 12 sp

**Part 2**

The House of Pentheru - **PCs Lv2**

**B6:** Small cache of treasure contains 25 sp, 10 cp and a turquoise earring worth 15 sp

**B9:** *low-grade silver war flail (P, Lv2)*

**B12:** Silver anklet set with tiny gems and an ankh charm worth 2 gp, tarnished silver serving tray worth 3 gp 5 sp, a small ornate vase worth 40 sp, *Ariseti’s engagement ring (P, Lv3, see below)*

**B15:** Scale mail, crossbow, x10 crossbow bolts, gold holy symbol of Sarenrae worth 20 sp, 1 pp, 3 gp, 7 sp

**B17:** x6 silver goblets each worth 7 sp and x6 silver plates each worth 3 sp

**B21:** Large darkwood box worth 30 sp contains: white silk Osirian wedding robe worth 100 sp if successfully restored with magic, assorted jewelry worth 30 sp, *kohl of uncanny discernment (C, Lv3, see below)*, *cat’s eye elixir (C, Lv2)*, and a self-portrait of Ariseti worth 40 sp to a collector

**B22:** Gamebox worth 30 sp

**B23:** Brass key to B25

**B24:** Body has a gold wedding ring worth 30 sp

**B25:** Chest contains x20 small gold ingots worth 3 sp each, *demon mask (P, Lv4)* that is cursed (once it is invested, it can not be removed without magic - if a creature dies while wearing this mask, their head is animated as a beheaded in 1 round)

**B30:** *mummified guardian (P, Lv1, see below)* [this item is treated as a Lv1 item for the party’s wealth], Pentheru’s gold funerary mask worth 15 sp, *timeless salts (C, Lv4),* an assortment of semiprecious stones worth 15 sp, and the sarcophagus’ gold trim can be salvaged and is worth 5 sp

**Part 3**

Sanctum of the Erudite Eye - **PCs Lv3**

**D4:** *low-grade silver dagger (P, Lv2)*, chalice worth 3 gp

**D9:** Collection of documents can be sold for 15 gp, *scroll of remove paralysis (C, Lv3)*, *scroll of spirit sense (C, Lv3),* a *scrollstaff (P, Lv1)* contains a *scroll of pocket library (C, Lv1)*; secret panel holds a *tablet of languages lost (P, Lv5, see below)*, *lover’s ink (C, Lv2)*, x2 scroll tubes containing *scroll of disrupting weapon (C, Lv1)* and *scroll of knock (C, Lv3)*; a second stone tablet written in Ancient Osiriani hieroglyphs is worth 5 gp.

**D13:** *+1 striking staff (P, Lv4)*

**D16:** x6 golden funerary masks each worth 15 sp; secret vault in **D16i** contains *hat of the magi (P, Lv3)*, *moderate juggernaut mutagen (C, Lv3)*, x2 *minor healing potion (C, Lv1)*, 100 sp, and a pouch containing x6 rubies each worth 6 sp

**D17:** *spear of the watchful guardian (P, Lv3, see below)*, keys to the Sanctum, gold chalice worth 5 gp

**D19:** Velriana: *invisibility potion (C, Lv4)* [if consumed during the fight, find another chance to give the party a Lv4 consumable]

**D20:** Onyx funerary mask worth 5 gp, holy symbol of Nethys worth 5 gp; secret compartment contains a *wand of grease (P, Lv3)* and a *savior spike (C, Lv2)*

**End of Adventure**

Player’s end adventure at Lv4 and continues in **Book 2**. A Lv5 permanent item is given in **Part 3** which is taken from the loot in the next book when the players reach Lv4.

**New Items**

[**These items are available as a bundle on Wanderer’s Guide.**](https://wanderersguide.app/homebrew/?view_id=688)

**Akhentepi’s Armor** / Level 2

*Unique* / *Divination* / *Magical* / *Necromancy*

**Price** 35 gp

**Usage** worn armor; **Bulk** L

This suit of padded armor is of traditional Osirian design, consisting of a quilted cuirass of lightweight, breathable linen; a linen kilt; and a teardrop-shaped groin guard of stiffened linen. When worn, the thick quilted linen reduces the DC of the flat check to end persistent bleed damage from 15 to 14 (9 with particularly effective assistance).

In addition, this armor grants its wearer a sense of impending danger.

**Activate** FreeAction envision; **Frequency** once per day; **Trigger** You roll for initiative; **Effect** You gain a +1 item bonus to your initiative roll.

**Ariseti’s Engagement Ring** / Level 3

*Unique* / *Abjuration* / *Invested* / *Magical*

**Price** 60 gp

**Usage** worn ring; **Bulk** L

A simple engagement ring with an inscription on the inner band *“Ariseti”*.

**Activate** TwoActions; **Frequency** once per day; **Effect** You cast a 1st-level arcane *mage armor* spell.

**Kohl of Uncanny Discernment** / Item 3

*Uncommon* / *Alchemical* / *Consumable*

**Price** 8 gp

**Usage** applied to the eyes; **Bulk** L

The dark cosmetic in this small decorative tube is made from finely ground minerals. Favored by Osirian men and women alike, nonmagical kohl is applied around the eyes and is used to reduce the glare from the desert sun, and cosmetically to cause the whites of the wearer's eyes to stand out distinctly.

**Activate** ThreeActions interact; **Effect** You gain low-light vision and a +1 item bonus on saving throws against visual effects for 1 hour.

**Mummified Guardian** / Item 1+

*Uncommon* / *Magical* / *Necromancy*

**Usage** interred in a sarcophagus; **Bulk** 1

This mummified house cat-dried, filled with sand, and bound in linen wrappings­ appears to be nothing more than a family pet buried alongside its deceased master. Far more than a mere pet, however, a mummified guardian protects and preserves the corpse it is interred with and acts as a guardian against grave robbers and looters, potentially driving such trespassers toward more dangerous defenders or traps. The mummified guard infuses a corpse it is interred with positive energy, preventing the corpse from being transformed into an undead while it remains in contact with the corpse.

**Mummified Guardian (Used)**; **Item** 1; **Price** 10 gp

**Mummified Guardian (New)**; **Item** 3; **Price** 35 gp

In addition, the first sarcophagus the mummified guardian is interred with gains additional protection against grave robbers.

**Activate** Reaction; **Frequency** Once; **Trigger** The sarcophagus that the guardian is interred with is opened; **Effect** All creatures within 20 feet of the opened sarcophagus are the target of a *fear* spell and must succeed on a DC 17 Will save. A creature that critically fails the save flees in a direction of the original owner’s set direction.

**Scarab Shield** / Item 2

*Uncommon* / *Abjuration* / *Magical*

**Price** 35 gp

**Usage** held in 1 hand; **Bulk** 1

A *scarab shield* (Hardness 5, HP 20, BT 10) is a steel shield fashioned in the shape of a scarab beetle-a creature that functions as a psychopomp for Pharasma, guiding the souls of the departed into the afterlife. While you have it raised, the *scarab shield* grants you a +1 item bonus to Will saving throws against Fear effects.

**Activate** Reaction envision; **Frequency** once per day; **Trigger** A swarm of animals attempts to occupy your space; **Requirements** You have the *scarab shield* raised; **Effect** The swarm treats you as being Unnoticed and can’t enter your space until you no longer spend an action on your turn to raise the *scarab shield* or you use a hostile action, in which case this effect ends after that hostile action is completed or at the end of your turn.

**Spear of the Watchful Guardian** / Item 3

*Unique* / *Magical* / *Divination* / *Fortune*

**Price** 70 gp

**Usage** held in 1 hand **Bulk** 1

This *+1 cold iron spear* has a magically strengthened tip and enables its wielder to face down many foes.

Once per day, a spear of the watchful guardian can be used to cast *true strike*.

**Activate** OneAction (interact); **Frequency** Once per day; **Effect** You cast *true strike*.

**Tablet of Languages Lost** / Item 5

*Rare* / *Divination* / *Magical*

**Price**  160 gp

**Usage** held in 2 hands; **Bulk** 1

Fashioned from granite, this stone tablet is approximately 2 feet long, 1 foot wide, and just over an inch thick. Dating to the period of the Keleshite Interregnum in Osirion over 2,000 years ago, the tablet was once part of a larger stone stele that was publicly displayed for all to see. The broken slab is inscribed with a vow of fealty to the Padishah Emperor of Kelesh in three different languages: Ancient Osiriani, Kelish, and contemporary Osiriani. The characters and hieroglyphs of the three languages correspond to one another and serve as a translation key between the languages.

**Activate** TwoActions; **Frequency** Once per day; **Effect** You cast a 2nd-level divine *comprehend languages* spell.