permanent consumable cash

**Part 1**

Lv4 2x5th, 2x4th 2x5th, 2x4th, 2x3rd 200gp

**Part 2**

Lv5 2x6th, 2x5th 2x6th, 2x5th, 2x4th 320gp

**Part 3**

Lv6 2x7th, 2x6th 2x7th, 2x6th, 2x5th 500gp

Party starts out at Lv4 in **Part 1** and should reach Lv5 before **Part 2**. Party should then be Lv6 before **Part 3** and Lv7 by the end of the adventure. A Lv5 permanent item was given in the previous book, taken from Lv4’s treasure in this book.

**Part 1**

And Lo, The Dead Shall Rise - **PCs Lv4**

**Canny Jackal:**   
 *Rescue Servants: moderate energy mutagen (C, Lv3)*, x2 *lesser healing potions (C, Lv3)*

*Rescue Maru & Namaru:* diamonds worth 35 gp and donation in the party’s name and they gain a +1 status bonus on Charisma check when dealing with members of that faith in Wati.

*Rescue Menya:* *+1 armor potency runestone (P, Lv5)* & 25% discount on other armor

*Four Lanterns: +1 dagger (P, Lv2)* and a *scroll of dancing shield (C, Lv3)*

**Event 2:** x2 *dreamtime tea (C, Lv4)*

**B:** Wagon’s driver payment of 5 gp, a crude silver chain worth 5 gp; secret compartment holds jewelry worth 21 gp 5 sp and a *hand of the honest man (P, Lv3, see below)*

**C:** *lesser elixir of life (C, Lv5)*; if the party returns with supplies, they earn 41 gp, 36 sp, a gold ring worth 3 gp, and an outlandish silk hat worth 7 gp

**D:** Sehhosep offers a *scroll of levitate (C, Lv5)*, *scroll of mirror image (C, Lv3)*, and 28 gp or if it was an ordeal she only offers a vulgar statuette carved from onyx worth 60 gp.

F. Chains of Silver

**F1:** x3 silver chain bracelets each worth 5 gp

**F2:** x3 10-pound kegs of saffron each worth 5 gp

**F4:** x12 ancient bottles of honeyed wine each worth 2 gp, sphinx like statue worth 64 gp (DC 19 Religion to identify the statue as the *Auroric Flame-Mother*, a representation of the elemental lord Ymeri thought lost to the ages), an old tome (DC 21 Society or Wati Lore to identify the book as the *Three Rivers Codex*) worth 88 gp, and a broken old water clock (DC 23 Engineering Lore or Osiriani Lore to recognize it as the handiwork of Pheron, a legendary pioneer in Ancient Osirian mechanics) worth 25 gp to a collector; Pharasmin cleric vestments and a silver holy symbol of Pharasma, both belong to Ptemenib

**F5:** silver chain bracelet worth 5 gp, a copy of the sect’s orders

**F6:** x3 silver chain bracelets each worth 5 gp

**F7:** loose brick conceals a *corpseward pendant (P, Lv5)*

**F8:** *ushabti of the willing servant (C, Lv5, see below)*

**F9:** x3 brass funerary masks each worth 5 gp; Ekram Iffek: *natron sword (P, Lv5)*; iron chest holds a *type 1 bag of holding (P, Lv4)* that contains an assortment of gemstones, necklaces, rings, statuettes, and other items worth a total of 157 gp; x2 *bird feather token (C, Lv3)* in a figurine of a bird made out of tin with slots for three feathers for its tail; Ekram offers the party 150 gp to leave and not fight

**Event 4:** if the party wins, they earn a *spell scroll of summon celestial (nosoi only) (C, Lv3, not counted against treasure allocation, normally this spell can’t be cast at Lv2 but this scroll makes an exception)* and a *spell scroll of summon celestial (vanth only) (C, Lv11, not counted against treasure allocation)*

**Part 2**

Best Left Buried - **PCs Lv5**

**Sebti:** *staff of final rest (P, Lv6)*

**Event 5:** *timeless salts (C, Lv4)*, x6 gold bracelets each worth 1 gp, a ruby-studded diadem worth 11 gp, and a necklace of smoky quartz worth 4 gp.

Cenotaph of the Cynic

**H1:** x24 earrings worth a total of 12 gp

**H3:** collection of essential oils, fragrances, and perfumes worth 13 gp

**H4:** an alchemist’s lab (P, Lv0), a handheld musical instrument (lyre, P, Lv0), and a locust-shaped clockwork music box worth 10 gp

**H5:** *+1 spear (P, Lv2)*, Hepsushep’s journal, the Nihilibrum which contains a vast collection of philosophical texts and scrolls from Osirion’s Second Age worth 16 gp; secret compartment: x36 holy symbols from a variety of faiths

Asetiti Estate

**I:** 4-pound funerary cone carved from gold worth 13 gp and Nebta-Khufre's star chart

Kawab Villa

**J2:** several pieces of gold, silver, and lapis lazuli jewelry worth a total of 22 gp; hidden stash contains x2 *moderate healing potion (C, Lv6)* and *lesser potion of disguise (C, Lv5)*

**J4:** bolt of Qadiran silk worth 8 gp, a jar of giant bee royal jelly worth 2 gp, x20 ivory servant statuettes worth a total of 10 gp

Marid’s Caress Bathhouse

**K:** *jar of shifting sands (P, Lv7)*

The Ghoul Market

**M2:** *insistent door knocker (P, Lv6)*

**M4:** Bheg: *dagger of venom (P, Lv5)*; *barkskin potion (C, Lv4)*, *oil of revelation (C, Lv5)*, *lesser potion of fire resistance (C, Lv6)*, *malyass root paste (C, Lv7)*

Pyramid of Arithmetic Bliss

**N1:** x3 brass funerary masks each worth 5 gp

**N2:** several original manuscripts and historical treatises worth a total of 24 gp

**N3:** *traveler's any-tool (P, Lv6)*

**N4:** personal notebook of the cultist, brass funerary mask worth 5 gp, *iron cube (C, Lv6)*

Tomb of Menet Maatya

**O:** *game of fortunate passing (P, Lv4, see below)*

**Part 3**

Sepulcher of the Servant - **PCs Lv6**

**Q1:** x30 silver funerary rods worth a total of 15 gp

**Q2:** x3 brass funerary masks each worth 5 gp; Meret-Hetef: *scroll of spectral hand (C, Lv3)*, *wand of bind undead (P, Lv7)*, and spellbook; hidden panel conceals a Shepses family heirloom: *lion’s shield (P, Lv6)*

**Q5:** Hidden panel contains a *scroll of vital beacon (C, Lv7)*

**Q8a:** *coin of comfort (P, Lv3)*

**Q10:** x100 figures of people and animals carved from various semi-precious stones are worth a total of 42 gp

**Q12:** Preserved corpses dressed in fine Taldan silks and Osirian jewelry worth a total of 13 gp

**Q13:** *+1 striking flail (P, Lv4)*

**Q14:** Nebta Khufre: x2 *lesser healing potion (C, Lv3)*, *scroll of stinking cloud (C, Lv5)*, *Mask of the Forgotten Pharaoh (P, see below)*, *+1 striking club (P, Lv4)*, spell component pouch, spellbook, silver holy symbols of Anubis and Pharasma, silver unholy symbol of Urgathoa

**New Items**

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

**Game of Fortunate Passing** / Level 4

*Rare* / *Divination* / *Magical*

**Price** 100 gp

**Usage** played for 30 minutes; **Bulk** 1

This wooden box contains a popular Osirian board game called senet, a game which has been played since the earliest days of Osirion’s First Age. Ten pawns (two sets of five) carved from petrified wood are stored within the box. The top of the box serves as the game board, with three rows of 10 squares each. Two characters can play the game against each other, or a single character can play against the game itself, which animates to play against its opponent. While a mundane senet game emulates the journey into the afterlife, a game of fortunate passing exerts genuine influence over a player's fate-it's said that the winner earns the protection and favor of the gods of Ancient Osirion.

**Activate** 30 minutes of play; **Requirements** Two creatures are playing the game, or one creature plays the game itself; **Frequency** once per day; **Effect** At the end of the time, the creatures make opposed Intelligence checks; whoever wins the check wins the game. (The game has a +4 Intelligence.) The winner gains a +1 item bonus on saving throws to resist fear and death effects for 24 hours.

**Hand of the Honest Man** / Level 3

*Rare* / *Invested* / *Necromancy* / *Magical*

**Price** 50 gp

**Usage** worn around the neck; **Bulk** L

This mummified human hand comes from an honest man punished for a crime they didn’t commit, and is dried and hung from a simple twine thong around the neck. The hand’s scapegoat origins offer protection to its wearer. While invested, the wearer is uneasy when they deceive and takes a -1 item penalty to Deception checks.

**Activate** Reaction (mental); **Trigger** You fail the initial saving throw against a curse or misfortune effect; **Effect** The curse targets the hand instead and is contained within it. The hand can only contain one curse or misfortune effect and the effect does not end, even if it only lasts for a set period of time. The hand retains the curse until it is the target of a successful counteract from a *remove curse* spell, and the caster gains a +1 item bonus to their roll. If the hand is removed or uninvested while it holds a curse, it immediately transfers the curse to the creature who wore and invested the hand with no save to resist it.

**Mask of the Forgotten Pharaoh** / Item 22

*Unique* / *Apex* / *Artifact* / *Invested* / *Magical* / *Necromancy* / *Transmutation*

**Usage** worn mask; **Bulk** 1

Carved from gold and inlaid with cobalt, lapis lazuli, and onyx, this elaborate funerary mask was crafted for the Sky Pharaoh Hakotep I, and was intended to be interred along with his mummy in his tomb. Empowered by Hakotep's ka, the *Mask of the Forgotten Pharaoh* is a powerful artifact.

Once invested, you gain powers from the mask based on your alignment. Evil aligned creatures gain greater control over the undead, while good-aligned creatures are provided warding against death. A neutral aligned creature must choose to be treated as either good or evil when the mask is first invested; once this choice has been made, it cannot be reversed.

The mask unlocks additional powers as the wearer increases in level. At 7th level, when you invest the mask, you either increase your Wisdom score by 2 or increase it to 18, whichever would give you a higher score as if the mask were an apex item.

**Evil Aligned abilities** You can cast the *chill touch* cantrip as a divine innate spell at will.

**Activate** ThreeActions command; **Frequency** Once per day; **Requirements** You are evil aligned; **Effect** You cast the *animate dead* spell heightened to half your level.

**Activate** TwoActions command; **Frequency** Once per day; **Requirements** You are evil aligned and 11th level; **Effect** You cast the *bind undead* spell heightened to half your level.

**Activate** TwoActions command; **Frequency** Once per day; **Requirements** You are evil aligned and 15th level; **Effect** You cast the *necrotize* spell and the save DC is 38.

**Good Aligned abilities** You gain +3 item bonus to Fortitude saving throws against diseases; this applies to your daily save against a disease’s progression.

**Activate** ThreeActions command; **Frequency** Once per day: **Requirements** You are good aligned; **Effect** You cast the *talking corpse* spell.

**Activate** TwoActions command; **Frequency** Once per day: **Requirements** You are good aligned and 11th level; **Effect** You cast the *death ward* spell.

**Activate** TwoActions command; **Frequency** Once per day: **Requirements** You are good aligned and 15th level; **Effect** You cast the *finger of death* spell and the save DC is 38.

**Destruction** So long as the soul of Hakotep I remains sundered, the *Mask of the Forgotten Pharaoh* cannot be destroyed. If the three pieces of Hakotep's divided soul (his ba, ib, and ka) are reunited, the mask loses all of its magical abilities, becoming a mundane but valuable funerary mask.

**Natron Sword** / Level 5

*Rare* / *Magical* / *Necromancy* / *Negative* / *Positive*

**Price** 160 gp

**Usage** wielded in 1 hand; **Bulk** 1

This *+1 striking khopesh* is carved from a single chunk of magically strengthened mineral salts. Any hit with this sword deals 1 extra damage; this extra damage becomes negative damage against living creatures or positive damage against undead.

**Activate** OneAction (concentrate); **Effect** Until the end of your turn, the blade deals 1d6 extra damage instead of just 1. After you use this action, you can’t use it again for 10 minutes.

**Ushabti of the Willing Servant** / Level 5

*Rare* / *Conjuration* / *Consumable* / *Magical*

**Price** 30 gp

**Bulk** L

This small stone figure depicts a mummified servant holding carved tools in its crossed arms. It appears similar to the funerary figurines called ushabti frequently found buried with the deceased in Osirian tombs.

**Activate** ThreeActions (interact); **Effect** You conjure a warrior to fight for you. You summon a bodyguard (GMG p.226) who fights for you for 1 hour, or until reduced to 0 hit points.