permanent consumable cash

**Part 1**

Lv7 2x8th, 2x7th 2x8th, 2x7th, 2x6th 720gp

**Part 2**

Lv8 2x9th, 2x8th 2x9th, 2x8th, 2x7th 1,000gp

**Part 3**

Lv9 2x10th, 2x9th 2x10th, 2x9th, 2x8th 1,400gp

Party starts out at Lv7 in **Part 1** and should reach Lv8 before **Part 2**. Party should then be Lv9 before **Part 3** and Lv10 by the end of the adventure.

**Part 1**

Search for the Forgotten Pharaoh - **PCs Lv7**

**The Unnamed Isle:** Cultists: x6 *+1 falchion (P, Lv2)*, x6 gold funerary mask each worth 1 gp; Khabekh: *messenger’s ring (P, Lv9)*, *+1 striking dagger (P, Lv4)*, gold funerary mask worth 5 gp; or it is awarded in Event 6

**C2:** Udjebet has numerous rings: a length of leather twine wrapped around a tiny turquoise feather that is a *whip feather token (C, Lv9)*, a plain gold ring that functions as a *greater hat of disguise (P, Lv7)*, a worn leather band set with a silver bird’s foot that functions as a *boots of bounding (P, Lv7)*, a bone ring set with a tiny ruby worth 25 gp, x3 copper rings each worth 5 gp, a magnificent platinum ring set with a tiger eye worth 60 gp, x6 silver wedding rings each worth 5 gp, a carved stone ring worth 1 gp, and x6 rings made of twisted reeds, string, and wire.

**Event 2:** For winning the race, they earn a gem-encrusted gold camel statuette worth 200 gp, and their light chariot worth 10 gp and a racing camel worth 20 gp

Dark Depository

**D2:** silver collar worth 75 gp

**D4:** Secret door opens into a cramped chamber filled with refuse. A DC 21 Perception check finds a magical headband that is actually a cursed *headband of stupidity (P, Lv10, see below)* [Does not count against party loot]

**D6:** Reaching 2 Research points in the Dark Depository reveals the following spell scrolls: *scroll of animate dead (C, Lv1)*, *scroll of enervation (C, Lv7)*, *scroll of day’s weight (C, Lv5)*, and *scroll of glyph of warding (C, Lv5)*

**D10:** Reaching 7 Research Points in the Dark Depository reveals the following spell scrolls: *scroll of cloudkill (C, Lv9)*, *scroll of forceful hand (C, Lv9)*, and *scroll of banishment (C, Lv9)*

**D11:** Reaching 12 Research Points in the Dark Depository reveals the following spell scrolls inscribed on iron tablets that each weigh 4 bulk: *scroll of haste (C, Lv5)*, *scroll of resist energy (C, Lv3)*, and *scroll of gritty wheeze (C, Lv1)*.

**Event 4:** x3 *+1 striking composite shortbow (P, Lv4)*, x3 *+1 rapier (P, Lv2)*, x3 *invisibility potion (C, Lv4)*, x9 *giant centipede venom (C, Lv1)*, x3 *lesser darkvision elixir (C, Lv2)*,

Vault of Hidden Wisdom

**E3:** Reaching 5 Research Points in the Vault of Hidden Wisdom’s reveals a *spellbook of redundant enchantment (P, Lv8)*

**E4:** x2 *+1 halberd (P, Lv2)*, *major clockwork goggles (C, Lv8)*

**Event 6:** Cultists: x6 *+1 falchion (P, Lv2)*, x6 gold funerary mask each worth 1 gp; Khabekh: *messenger’s ring (P, Lv9)*, *+1 striking dagger (P, Lv4)*, gold funerary mask worth 5 gp; or it is awarded in The Unnamed Isle

**Part 2**

The Parched Dunes - **PCs Lv8**

**F:** x2 *bottle of shifting sand (C, Lv8 see below)*, an assortment of coins adding up to 13 gp

**H:** DC 24 Perception to find the following in the lair: *lesser starshot arrow (C, Lv7)*, *+1 striking falchion (P, Lv4)*, *moderate antiplague (C, Lv6)* in a beaten copper vial sealed with wax, *potion of quickness (C, Lv8)* in an old waterskin, an *arghul* (traditional Osirian double-pipe woodwind instrument) set with an onyx horse figurine worth 20 gp, and an assortment of coins adding up to 47 gp

**I:** dried suit of leather armor with a secret pocket (DC 29 Perception to spot) that contains a *+1 striking shock dagger (P, Lv8)*, *greater eagle-eye elixir (C, Lv10)*, a single right-handed *greater healer’s gloves (P, Lv9)* the other glove is found in area L, a copper wind chime decorated with gold jackal heads worth 15 gp, and 3 pp, 29 gp, and 110 sp.

**J:** Agymah has the following wares to sell (the party is not assumed to steal or plunder these items, but can purchase them): *scroll of blade barrier (C, Lv11, cost: 300 gp)*, *scroll of hypnotic pattern (C, Lv5, cost: 30 gp)*, *scroll of stoneskin (C, Lv7, cost: 70 gp)*, a *wand of crackling lightning (P, Lv8, cost: 500 gp)*, a *wondrous figurine (onyx dog) (P, Lv2, cost: 34 gp)*, a mundane brass hunting horn that Agymah claims is a *horn of blasting (cost: 700 gp)*, x2 *greater salve of antiparalysis (C, Lv12, cost: 325 gp)*, x12 20-gallon barrels of fermented date wine each worth 10 gp, x20 pounds of cinnamon each worth 2 gp, x15 pounds of pepper each worth 3 gp, x20 pounds of tobacco each worth 1 gp, x3 polished gnoll skulls each worth 5 sp, x8 hyena pelts each worth 1 sp, the ornate sarcophagus of Remekin III (former merchant-prince of Eto) worth 25 gp (mummy not included), the supposed ashes of a lammasu held within a glass sphere worth 50 gp, and what the merchant calls the rarest of rare creature - a single-headed hydra in a brass and silver cage (that is a constrictor snake) worth 1,000 gp

**K:** x4 *+1 falchion (P, Lv2)*, x4 gold funerary mask each worth 1 gp; A fragment of a weathered stone carved with Chisisek’s double hieroglyph of an owl inside a house

**L:** DC 24 Perception to find one: brass lamp filled with *dragon’s breath potion (C, Lv7)*, a single left-handed *greater healer’s gloves (P, Lv9)* the other glove is found in area I, *stormfeather (C, Lv8)*, an *immovable rod (P, Lv9)*, *dust of corpse animation (C, Lv8)*, copper pot crammed with a fine silk shawl laced with gold threads worth 20 gp, a fancy pearl and obsidian fly-whisk worth 15 gp, a pair of camel saddle bags containing x3 jars of olives, and a leather sack containing 3 pp and 21 gp. The roc egg is worth 400 gp if it can be safely transported back to market (not included in party rewards).

Thriae Hive

**M:** *+1 glaive (P, Lv2)*, x6 merope

**M3:** *+1 glaive (P, Lv2)*, *swarmbow (P, Lv8 see below)*, x7 merope

**M4:** *+1 striking dueling spear (P, Lv4)*, x10 merope, x4 pounds of royal jelly each pound worth 10 gp

**O:** *rod of the uraeus (P, Lv8 see below)*

**Part 3**

The Tomb of Chisisek - **PCs Lv9**

**N1:** Desert Giant: *+1 striking scimitar (P, Lv4)*, *doubling rings (P, Lv3)*; Cultists: x2 *+1 falchion (P, Lv2)*, x2 gold funerary mask each worth 1 gp

**N3:** Cultist: *+1 falchion (P, Lv2)*, gold funerary mask each worth 1 gp; Lamia: x2 *+1 spear (P, Lv2)*, x2 gold funerary mask each worth 5 gp, *moderate healing potion (C, Lv6)*, piece of amber worth 5 gp, gilded dragonne skull worth 25 gp

**N4:** *sun falcon pectoral (P, Lv10 see below)*

**N6:** x4 *+1 falchion (P, Lv2)*, x4 gold funerary mask each worth 1 gp; a fine orange and gold rug worth 40 gp

**N7:** x2 *+1 falchion (P, Lv2)*, x2 gold funerary mask each worth 1 gp

**N9:** x2 *+1 falchion (P, Lv2)*, x2 gold funerary mask each worth 1 gp

**N10:** Jamirah: *locusts cuirass (P, Lv9 see below)*, *+1 striking composite shortbow (P, Lv4)*, *+1 striking fearsome longspear (P, Lv5)*, gold funerary mask worth 10 gp; Jamirah’s tent is crammed with objects including a silver kettle worth 20 gp, x2 bottles of luxuriant perfume worth 10 gp each, and a magnificent silver-and-gold teacup inlaid with obsidians worth 30 gp, x3 chests crammed with coinage from Ancient Osirion totaling 8 pp, 204 gp, and 405 sp

**N14:** sterling artisan's tools (stonemasonry) (P, Lv3), x3 flasks of *timeless salts (C, Lv4)*

**N16:** *effigy of Anubis (P, Lv10 see below)*, *scarab of mummy defense (P, Lv9 see below)*, *scroll of stone shape (C, Lv7)*, *mummified bat (C, Lv10)*, a platinum comb worth 30 gp, a crocodile mask with obsidian eyes worth 25 gp, a magnificent gold funerary mask set with jade worth 45 gp, a magnificent model of a galley crewed by ivory, jade, and onyx figurines worth 45 gp, a gold shepherd’s staff worth 29 gp, x3 mummified cats, collection of wax-sealed urns containing human ashes, and an assortment of coins totaling 8 pp and 183 gp.

**New Items**

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

**Bottle of Shifting Sand** / Level 8  
*Uncommon* / *Consumable* / *Earth* / *Magical* / *Transmutation*

**Price** 80 gp

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

**Activate** 1Action Strike; manipulate

This ornate glass bottle is filled with loose sand. You activate a bottle of shifting sand by throwing it as a Strike. It’s a simple thrown weapon with a range increment of 20 feet and it can be thrown up to the object’s sixth range increment, as normal. Targeting a specific area or square does not require an attack roll unless you are trying to hit a creature. If you attempt to hit a creature, you make your Strike against the target’s AC. On a critical success, the target treats their saving throw as one degree worse to resist the bottle of shifting sand’s effects.

When the bottle hits the ground, sand erupts in a 20-foot burst centered on the bottle. The area becomes difficult terrain and any tracks in the area are destroyed by the churning ground. Creatures standing in the area take a -1 status penalty to Acrobatics checks to Balance and Tumble Through and Athletics checks to High Jump and Long Jump. Creatures that enter or begin their turn standing in the shifting sand must attempt a DC 24 Reflex save. The shifting sand remains for 1 minute before the sand disappears, leaving no aftereffects.

**Critical Success** The creature is unaffected and ignores the area’s difficult terrain and penalty to skill checks until the end of its turn.

**Success** The creature ignores the area’s penalty to skill checks until the end of its turn.

**Failure** The creature is affected normally by the spell this turn.

**Critical Failure** The creature becomes immobilized within the spell’s area until it Escapes. If the creature was already immobilized by shifting sands, it also falls prone.

**Effigy of Anubis** / Level 10

*Rare* / *Magical* / *Necromancy*

**Price** 1000 gp

**Usage** the effigy is placed within the rib cage of a corpse; **Bulk** L

This figurine stands several inches tall and is carved of black stone with gold highlights, resembling a man with the head of a jackal. This figurine depicts Anubis, the Ancient Osirian god of burial, funeral rites, mummification, and a protector of the dead and their tombs.

**Activate** 10 minutes; manipulate; **Frequency** once per week

You place the effigy within the rib cage of a corpse. The effigy then casts *talking corpse* on the body and you are able to ask up to six questions, instead of only three.

**Activate** 1 minute; manipulate

You can break the figurine, revealing a hollow interior filled with diamond dust. If the diamond dust is sprinkled on a corpse that has been dead for less than 48 hours, the creature comes back to life as if you had succeeded on a *resurrect* ritual. The creature remains alive for 24 hours, at which point the creature dies again. Once used in this way, the effigy is destroyed.

**Headband of Stupidity** / Level 10

*Rare* / *Cursed* / *Enchantment* / *Invested* / *Magical*

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

This golden headband appears to be a magical headband (*Headband of Intellect Fortress*) that grants a +2 item bonus on saves against any mental effects. When you invest this headband, you become Stupefied 2 and the headband fuses to the wearer’s head. The wearer is unaware of this penalty.

**Locust Cuirass** / Level 9

*Uncommon* / *Invested* / *Magical*

**Price** 700 gp

**Usage** worn armor; **Bulk** 1

This *+1 resilient leather armor* feels oddly like insect chitin than supple leather. You gain a +2 item bonus to Athletic checks to High Jump and Long Jump.

**Activate** Reaction, Mental; **Trigger** You begin falling; **Duration** You land or have fallen for 6 rounds; **Frequency** Once per day; **Effect** A swarm of locusts spawn around you, arresting your fall. Your fall slows to 10 feet per round and, while falling, you can move up to 5 feet in any horizontal direction for every 1 foot you fall, moving up to 50 feet per round. When calculating falling damage, you do not count the portion of the fall you are under this effect.

**Rod of Uraeus** / Item 8

*Uncommon* / *Evocation* / *Poison* / *Invested* / *Magical*

**Price** 450 gp

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

**Requirements** The wielder must be of lawful alignment.

This *+1 striking light mace* is a rod fashioned in the form of a uraeus, the legendary two-headed winged cobra that is the symbol of the Ancient Osirian deity Wadjet, patron of Osirion and the goddess of good serpents, the River Sphinx, and wisdom. The priesthood of Wadjet is credited with creating the first rods of the uraeus, but others have since replicated the feat.

**Activate** 2Actions, mental; **Frequency** Twice per day; **Effect** The rod spits stinging poison in a 30-foot line (DC 24 Reflex save).

**Critical Success** The target is unaffected.

**Success** The target is dazzled for 1 round.

**Failure** The target is blinded for 1 round and dazzled for 1 minute. The creature can spend an Interact action rubbing its eyes and make a DC 24 Fortitude save, ending the dazzled condition on a success.

**Critical Failure** The target is blinded for 1 minute. The creature can spend an Interact action rubbing its eyes and make a DC 24 Fortitude save, ending the blinded condition and gaining the dazzled condition for the remainder of the duration. It can repeat the Interact action and save to end the dazzled condition.

**Scarab of Mummy Defense** / Level 9

*Uncommon* / *Detection* / *Divination* / *Invested* / *Magical*

**Price** 650 gp

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

This gold amulet is fashioned in the shape of a winged scarab beetle holding a large ruby that represents the solar disk. You gain a +2 item bonus on saving throws against fear effects.

**Activate** 1Action; Mental, Concentrate; **Frequency** Three times per day; **Effect** You detect any creatures with the Mummy trait within 60 feet.

**Sun Falcon Pectoral** / Level 10

*Uncommon* / *Evocation* / *Light* / *Magical* / *Invested*

**Price** 900 gp

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

This ornate pectoral necklace is crafted out of articulated gold plates arranged in the shape of a falcon—the sacred animal of Horus, the Ancient Osirion god of the sun and the sky.

**Activate** 3Action; Mental, Concentrate; **Requirements** You are in an area with direct, natural sunlight; **Duration** 5 rounds; **Frequency** Once per day; **Effect** You call down a dazzling beam of sunlight. You call down a beam of sunlight that is 30 feet long and 5 feet wide within 100 feet. A creature struck by a beam takes 3d8 fire damage and makes a DC 27 Reflex save. Once per round for the duration, you can spend an action with the Mental and Concentrate trait to call down another beam of sunlight.

**Critical Success** The creature is unaffected.

**Success** The creature takes half damage and is dazzled for 1 round.

**Failure** The creature takes full damage and is blinded for 1 round.

**Critical Failure** The creature takes double damage and is blinded for 3 rounds.

**Activate** 1Action; Mental, Concentrate; **Requirements** You are indoors, underground, or in areas of darkness; **Frequency** Once per day; **Effect** You cast the cantrip *light* heightened to 4th-level.

**Swarmbow** / Item 8

*Uncommon* / *Conjuration* / *Magical*

**Price** 500 gp

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

This *+1 thundering striking composite shortbow* is carved of withered juniper wood to resemble a swarming mass of wasps.

**Activate** FreeAction (on a successful ranged Strike); mental; **Frequency** Once per day; **Effect** You conjure a wasp swarm (Lv4, PB p324) to fight for you. The wasp swarm immediately takes its turn after you and attacks any creature within its space. It can not leave its space and lasts for 1 minute or until destroyed.