**Part 1 & 2**

Lv10 2x11th, 2x10th 2x11th, 2x10th, 2x9th 2,000gp

**Part 3**

Lv11 2x12th, 2x11th 2x12th, 2x11th, 2x10th 2,800gp

Lv12 2x13th, 2x12th 2x13th, 2x12th, 2x11th 4,000gp

Party starts out at Lv10 in **Part 1** and should reach Lv11 before **Part 3**. Party should then be Lv12 during **Part 3** and Lv13 by the end of the adventure. Some gold and the value of consumables were exchanged for extra Lv10 permanent items and an extra Lv13 item.

**Part 1**

Deeper into the Dunes - **PCs Lv10**

**A:** *+1 longbow* (P, Lv2), *+1 striking greatclub* (P, Lv4), *scorpion tail whip (P, Lv10 see below)*, small pouch containing 43 gp, and a decorative golden amulet engraved with a spiraling scorpion’s tail worth 85 gp

**B:** x8 art pieces in the hoard that are statues, paintings, and pottery worth a total of 800 gp. A DC 28 (expert) Arcana check reveals that a strange triangular piece of iron with a gold feather engraved along each surface is the power source for an automaton for a construct of some sort.

**C:** A small golden circlet dotted with teardrop-shaped diamonds worth 35 gp (this conversion assumes the party keeps the circlet, if they give it to Zereletan, give the party 35 gp somewhere else in this adventure)

**D:** If properly used, the obelisk gives the *shock* rune to up to three weapons for 1 week or the *greater shock* rune to one weapon for 1 week. This rune can not be transferred from the original target weapon and does not count against a weapon’s number of property runes. (These temporary runes do not count against the party’s accumulation of treasure.)

**E1:** An iron bracket inside the blue lantern was the target of a *continual flame* spell cast at 3rd level. It can be removed from the lantern.

**E2:** x6 large gold statues of dragons worth 15 gp each and weighs 7 bulk each, the box on the pedestal is a silver-and-jade jewelry box worth 12.5 gp holding x10 rough cut emeralds each worth 5 gp, the iron chest contains 18 pp, 338 gp, and 400 sp, a yellow leather case decorated with the holy symbol of Sarenrae contains a *moderate maestro’s instrument - lute (P, Lv10)*.

**G:** If the party slays the bulette, Naheeba gives them an *eye of Horus amulet (P, Lv11 see below).* In addition, Naheeba has the following wares to sell (the party is not assumed to steal or plunder these items, but can purchase them): *+2 striking khopesh (P, Lv10, cost: 1,000 gp)* of ancient Osirian design and its blade is decorated with hieroglyphs of birds; x6 *freezing ammunition - bolts (C, Lv5, cost: 25 gp)*, an *aeon stone (dusty rose prism) (P, Lv3, cost: 50 gp)*, x4 *clothing (heat) (P, Lv0, cost: 4 sp)* this functions as *clothing (winter)* but is for severe heat instead, and *moderate rope of climbing (P, Lv5, cost: 125 gp)*.

**I:** x4 *+1 striking scimitar (P, Lv2)*, x4 *lesser healing potion (C, Lv3)*, x4 gold funerary mask worth 1 gp, and a *bronze sentinel (P, Lv11 see below)*.

**Part 2**

Pride of the Dispossessed - **PCs Lv10**

**Meeting Erayu:** Erayu wields the *scimitar of the striking wind* (P, Lv9, see below) though it is not expected that the party will fight Erayu. The party is expected to earn this weapon if they return to Erayu after completing the Sightless Sphinx.

**H2:** Kjef-kadeq has buried its treasure beneath the sand in the courtyard, requiring a DC 31 Perception or DC 26 Survival check to reveal a grainier patch of sand where the treasure was buried. Within is a blue-green *elemental gem (C, Lv10)*, a *+2 striking khopesh (P, Lv10)*, a string of amber beads worth 100 gp, a silver circlet set with a pearl worth 75 gp, and 200 gp in loose coins in a wooden chest.

**H3:** a barrel holds x2 magical arrows: *storm arrow (C, Lv9)* and a *penetrating arrow (C, Lv12)*.

**H4:** *+1 striking scimitar (P, Lv4)*, A wax-sealed tin casket contains pungent spice worth 6 gp

**H5:** *+1 striking scimitar (P, Lv4)*

**H6:** Kixexa wears jewelry worth a total of 100 gp. A brass strongbox engraved with flames contains a handful of old coins from various kingdoms, a few chips of semiprecious stones, a small length of brass chain, a key, and other sundries, worth 25 gp in all. The key opens the chest in area H9. The strongbox also holds x6 maps of the Parched Dunes. While the Sightless Sphinx does not appear on the maps, they do detail the locations of an abandoned temple of Sarenrae (the Lair of the King, area B), the obelisk in area D, and the Garden of Symmetry (area E), though they contain no clues as to what those locations are. In total, the beautifully drawn maps are worth 60 gp.

**H9:** x2 *everburning torch (P, Lv1)*; An iron chest bound in brass bands with a lock shaped like a grinning efreeti that requires three DC 30 Thievery checks to unlock or use the key in H6. The chest contains a *necklace of fireballs type iv (P, Lv11)*, a set of silver cups engraved with river scenes worth 45 gp, a gold ring set with lapis lazuli worth 18 gp, 5 pp, and 280 gp. The chest also holds a triangular iron bar engraved along each side with a stylized silver eye and gives off a faint transmutation aura. This is the control rod containing the sentience and programmed responses for a type of automaton or construct (the *bronze sentinel* at area I).

**Part 3**

In the Shadow of the Sightless Sphinx - **PCs Lv11, Lv12**

**J1:** x3 *+1 striking longspear (P, Lv4)*

**J2:** x3 *+1 striking scimitar (P, Lv4)*, x3 *+1 striking warhammer (P, Lv4)*, x6 *lesser healing potion (C, Lv3)*, and x6 gold funerary mask worth 1 gp

**J3:** *+1 striking longspear (P, Lv4)*

**J4:** x2 *+1 striking longspear (P, Lv4)*

**J5:** x3 *+1 striking longspear (P, Lv4)* and *+1 striking glaive (P, Lv4)*

Sightless Sphinx

**K1:** x2 *lesser healing potion (C, Lv3)*, x2 gold funerary mask worth 1 gp, and x2 *+1 striking longspear (P, Lv4)*.

**K3:** x2 *lesser healing potion (C, Lv3)* and x2 gold funerary mask worth 1 gp

**K4:** x2 *+1 striking longspear (P, Lv4)*, x2 casks contain 4 pints of lamp oil, but a successful DC 27 Perception check reveals a ruby worth 250 gp.

**K5:** x4 *lesser healing potion (C, Lv3)*, x2 *+1 striking warhammer (P, Lv4)*, and x4 gold funerary mask worth 1 gp, another gold funerary mask worth 1 gp is under a bed along with an *invisibility potion (C, Lv4)*

**K6:** x2 *+1 striking longspear (P, Lv4)*; within the pool is a platinum circlet set with a brilliant oval worth 50 gp and a gold armband shaped like a serpent with emerald chips for eyes worth 45 gp.

**K7:** x2 *lesser healing potion (C, Lv3)* and x2 gold funerary mask worth 1 gp

**K8:** *+2 resilient moderate dread half plate (P, Lv12)*

**K9:** x2 *+1 striking longspear (P, Lv4)*, x2 *+1 striking scimitar (P, Lv4)*, x2 *lesser healing potion (C, Lv3)*, and x2 gold funerary mask worth 1 gp; A successful DC 27 Perception check reveals

a secret door in the pyramid's eastern face. The door leads to a small chamber where a few valuables are in a woven reed basket, consisting of a *moderate juggernaut mutagen (C, Lv11)*, two pearls worth 10 gp each, and a pouch containing 9 gp.

**K10:** x2 *lesser healing potion (C, Lv3)* and x2 gold funerary mask worth 1 gp

**K11:** One of the paint pots on the table contains *ghostly portal paint (C, Lv9)*.

**K12:** x2 *+1 striking longspear (P, Lv4)*, *+1 striking corrosive shortsword (P, Lv8)*, *sterling artisan’s tools - armorsmithing (P, Lv3)*, and *sterling artisan’s tools - weaponsmithing (P, Lv3)*.

**K16:** *potion of invisibility (C, Lv4),* a platinum bracelet worth 30 gp, and a ceramic tile marked with the image of an armored warrior for area K18; The scroll racks hold x4 magic scrolls: *scroll of chain lightning (C, Lv11)*, *scroll of blanket of stars (C, Lv11)*, *scroll of spellwrack (C, Lv11)*, and a *scroll of finger of death (C, Lv13)*.

**K18:** The mud bath has a *mythopoeic sphinx (P, Lv13)* with a successful DC 31 Perception check.

**K22:** A tarnished silver box marked with the holy symbol of Sarenrae contains a *wand of 5th-level heal (P, Lv11)* and a *scroll of raise dead (C, Lv11)*. If cleaned, the box is worth 20 gp.

**K23:** If Lady Sophronia is put to rest, she leaves behind a *+1 striking ghost touch longsword (P, Lv4)*.

**K24b:** DC 30 Perception check to discover a secret panel in the floor that holds a *bag of holding - type II (P, Lv7)* that contains a *+1 greatsword (P, Lv2)*, a *greater mistform elixir (C, Lv6)* a *scroll of deity’s strike (C, Lv13)*, and a square ceramic tile painted with the image of a coiled snake for area K18.

**K26:** x2 *silver religious symbol of Areshkegal (P, Lv0)*

**K27:** x4 *cold iron dagger (P, Lv2)* and x3 gold funerary mask worth 1 gp

**K28:** *silver religious symbol of Areshkegal (P, Lv0)*; x2 golden boxes each worth 20 gp hold personal possession of Heqet. One contains a headdress made of delicate gold links and set with a turquoise serpent over the brow worth 280 gp. The other contains a pair of leather-soled slippers with gold chains that wrap up to the knees worth 100 gp.

**K29:** *silver religious symbol of Areshkegal (P, Lv0)*

**K30:** DC 30 Perception check to spot a sturdy bronze ring hidden in an old bedpost that is a *greater ring of the ram (P, Lv13)*.

**K32:** *demon armor (P, Lv13)* plated with gold and inlaid with a bejeweled lotus flower, x8 helmets each worth 25 gp

**K33:** x4 *silver religious symbol of Areshkegal (P, Lv0)* and DC 30 Perception check to find a semiprecious gemstone worth 5 gp and 30 gp in assorted coins amid the debris

**K36:** x2 *silver religious symbol of Areshkegal (P, Lv0)*; Most of the jewelry worn by the statues is just colored glass, but a DC 33 Perception check reveals that a ruby in one statue’s bracelet is worth 15 gp. The golden giant scorpion is coated in a thin layer of solid gold, it is over 30 feet long and weighs hundreds of bulk, including 15 bulk of gold. The gold alone is worth 500 gp, but the gilded carapace would be worth up to 1,000 gp to a cultist of Aldinach or Areshkagal or a collector of demonic relics. It is not assumed the party is able to take the golden giant scorpion away but will remove the gold, if not award the party 500 gp somewhere else in the adventure.

**K37:** x3 *silver religious symbol of Areshkegal (P, Lv0)*, crushed jade worth 25 gp and diamond dust worth 50 gp; Within the shallow pillow pit are: a *wand of teeming ghosts - 5th-level (P, Lv12)*, *greater dazzling rosary (C, Lv12)*, a silver bowl engraved with hieroglyphs around its lip extolling Sekhmet’s glory worth 27 gp, a matching silver pitcher worth 21 gp, and x2 pillowcases stuffed full of gold pieces totaling 85 gp. In addition, a lacquered wooden box inlaid with topazes arranged in the shape of a rising sun worth 12 gp that holds: 15 pp and a pouch of x6 small sapphires each worth 20 gp. DC 15 Perception check discovers a ceramic tile depicting a roaring sphinx stuffed inside a pillow. Lastly, a large, embossed wooden chest holds the royal thriae larva.

**K39:** x4 statues in the alcoves depict different demons in different mediums: a brass babau worth 12 gp, a silver marilith worth 25 gp, a gold glabrezu worth 45 gp, and a platinum balor worth 165 gp. The gemstone atop one pedestal is an emerald worth 60 gp and the other is a sapphire worth 90 gp. One chest contains a *mummified bat (C, Lv10)* and a *greater cloak of elvenkind (P, Lv12)* made of soft golden sphinx wing-feathers atop a thin layer of 20 sp. The other x3 chests in the room hold a total of 475 gp. The x2 silver torches are *everburning torches (P, Lv1)*.

**K41:** The gold on the double doors is just thin gold leaf worth only 10 gp if stripped off the doors

**K42:** x3 *lesser healing potion (C, Lv3)* and x3 gold funerary mask worth 1 gp; *armband of the golden serpent (P, Lv10 see below)*, *falcon crown (P, Lv11 see below)*, gold funerary mask worth 15 gp, and a light brown *elemental gem (C, Lv10)*.

**New Items**

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

**Armband of the Golden Serpent** / Item 10

*Uncommon* / *Abjuration* / *Invested* / *Magical*

**Price** 900 gp

**Usage** worn

This armband is that of a twisting golden serpent that coils around the wearer’s arm, occasionally moving of its own volition.

**Activate** FreeAction (metamagic); **Effect** If your next action is to Cast a Spell with a range of touch, the casting of the spell does not provoke Attacks of Opportunity.

**Bronze Sentinel** / Vehicle 11

*Unique* / *Large*

**Price** 5,000 gp

Built by a group of forgotten arcanists and researchers in a secret outpost deep within the Osirian desert, the bronze sentinel is a magical vehicle shaped as a 15-foot-tall bronze humanoid statue, crafted in the shape of a muscular man wearing a silver headband that resembles two serpents twined together. When the sentinel is active, its eyes shine with green light and a triangle of runes on its chest glows silver.

**Space** 10 feet long, 10 feet wide, 15 feet high

**Crew** 1 pilot; it requires a DC 29 Perception check to find a secret catch that opens a hatch in the statue’s back for the pilot to enter

**Piloting Check** Driving Lore (DC 28) or Crafting (DC 30)

**AC** 25; **Fort** +20

**Hardness** 15, **HP** 150 (BT 75); **Immunities** object immunities

**Speed** 20 feet (clockwork, magical)

**Collision** 7d10 (DC 28)

**Manipulate Hands** TwoActions (Interact) The pilot operates a lever set up like a joystick, allowing the pilot to extend and manipulate the sentinel’s hands. The hands can make a fist attack as well as perform fine actions such as Disabling a Device, Stealing something, or opening the stopper on a potion bottle. They can grasp and hold up to 50 bulk.

**Fist** TwoAction (magical, reach 10 feet) 7d10 bludgeoning, single target, DC 28 basic Reflex save

**Open Eyes** TwoAction (Interact) The pilot pulls a lever to open the sentinel's eyes, which shine bright light within 20 feet and dim light for the next 20 feet. A pilot can take this action again to close the eyes.

**Open Portholes** TwoAction (Interact) A pilot pulls a lever to open two portholes, allowing the pilot to see outside the sentinel and other creatures to see into it. A pilot can take this action again to close the portholes.

**Submersible** The *bronze sentinel* can protect its pilot from water pressure to a maximum depth of 900 feet and contains enough air for 1d4+1 hours for a pilot alone.

**Power Source** The *bronze sentinel* requires two objects to function: a strange triangular piece of iron with a gold feather engraved along each surface found in area B and a control rod containing the sentience and programmed responses found in area H9.

**Eye of Horus** / Item 11

*Uncommon* / *Abjuration* / *Invested* / *Magical*

**Price** 1,300 gp

**Usage** worn

This triangular amulet of gold and lapis lazuli depicts a stylized eye-the symbol of the Ancient Osirian deity Horus, god of rulership, the sky, and the sun. Priests of Horus fashioned the first *eye of Horus* amulets centuries ago to protect members of their order, particularly from minions of the god Set. Now, the occasional amulet turns up in a marketplace or in the hands of nomadic traders or adventurers.

This amulet allows you to cast the *shield* cantrip as an arcane innate spell.

**Activate** TwoActions Cast a Spell; **Frequency** once per day; **Requirements** The target of the spell must be an evil-aligned creature; **Effect** You cast a 5th-level arcane *banishment* spell and automatically impose the -2 circumstance penalty on the target.

**Falcon Crown** / Item 11

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

**Price** 1,400 gp

**Usage** worn

This metal headdress is shaped like a falcon's head and enameled in brilliant colors. Originally crafted for a wizard dedicated to Horus as a reward from his pharaoh for his prowess on the battlefield, the falcon crown was believed lost when the wizard was struck down by an ancient blue dragon. Centuries later, however, archaeologists discovered the falcon crown among the ruins of lumen. Researcher-priests of Nethys acquired the crown shortly after, and when the Nethysian priestess Serethet became the Forgotten Pharaoh, she claimed the falcon crown for herself.

This crown allows you to cast a 4th-level *mage armor* as an arcane innate spell.

**Activate** Reaction (metamagic); **Trigger** You cast an arcane spell; **Frequency** Three times a day; **Effect** You make a spell attack at +18 to hit against the target of your spell, dealing 4d4 force damage on a success (or double damage on a critical success).

**Mythyopoeic Sphinx** / Item 13

*Rare* / *Divination* / *Invested* / *Magical*

**Price** 3,000 gp

Carved from sandstone, this small stone statuette depicts a female sphinx and is a powerful tool for divinations. You gain a +2 item bonus to Diplomacy checks.

**Activate** 1 minute, Cast a Spell; **Frequency** Once per week; **Requirements** You ask the *mythopoeic sphinx* about an important person, place, or thing; **Effect** The *legend lore* ritual is cast and the *mythopoeic sphinx* is the primary caster with a +20 Occultism against the subject’s DC. Only you can assist as a Secondary Caster, your check providing additional information to the *mythopoeic sphinx*.

**Scimitar of the Striking Wind** / Item 9

*Uncommon* / *Air* / *Invested* / *Magical* / *Transmutation*

**Price** 700 gp  
**Usage** wielded in 1 hand; **Bulk** 1

This bronze *+1 striking scimitar* bears an eagle motif on its pommel. While you are wielding this weapon in hand, you can cast *featherfall* as an arcane innate spell.

**Activate** OneAction (command, move, mental); **Frequency** four times per day; **Duration** until the end of your turn; **Effect** You gain a fly speed equal to your Speed or 20 feet, whichever is greater. At the end of your turn, you lose your fly speed. If you end your turn while flying, you immediately fall to the ground.

**Scorpion Tail Whip** / Item 10

*Rare* / *Divination* / *Invested* / *Magical*

**Price** 1,000 gp  
**Usage** wielded in 1 hand; **Bulk** 1

This *+2 striking venomous whip* is made of countless tiny chitinous plates interlocking to form an articulated cord, tipped with sharp blades. It grants a +1 item bonus to Initiative checks while the whip is being wielded in hand.

**Venomous** / Item 8+

*Uncommon* / *Magical* / *Necromancy* / *Poison*

**Usage** etched onto a weapon

Green oil coats this weapon, dealing an extra 1d6 poison damage on a hit, plus 1d10 persistent poison damage on a critical hit.

**Venomous** / Item 8

**Price** 500 gp

**Venomous (Greater)** / Item 15

**Price** 6,500 gp

Increase the persistent damage on a critical hit to 2d10. Poison damage dealt by this weapon (including the persistent poison damage) ignores the target’s poison resistance.