**Part 1, 2, & 3**

Lv13 2x14th, 2x13th 2x14th, 2x13th, 2x12th 6,000gp

Lv14 2x15th, 2x14th 2x15th, 2x14th, 2x13th 9,000gp

Party starts out at Lv13 in **Part 1** and should reach Lv14 sometime during **Part 3**. Party should then be Lv15 by the end of the adventure.

**Part 1**

In Defense of Wati - **PCs Lv13**

**A1:** Voices of the Sun: x5 *fang keys*, x5 *minor sturdy shield (P, Lv5)*, x5 *+1 composite longbow (P, Lv3)*, and x5 *+1 striking khopesh (P, Lv4)*

**A10:** within the clay wall is a cache of bronze, silver, and gold ingots worth 600 gp, a *rod of negation (P, Lv14)*, and an *eye of apprehension (C, Lv12)*

**A11:** DC 31 Perception to notice x2 *immovable rods (P, Lv9)* built into the statue’s base - a rod can be removed with a successful DC 33 Crafting or Thievery check, but when one rod is removed, the entire statue tumbles to the ground. Each creature within 10 feet of the statue takes 4d6 bludgeoning damage (DC 26 basic Reflex save).

**A12:** *dune boat (P, Lv9, see below)*

**A16:** Isatemkhebet wears *skyplate armor (P, Lv15 see below)* and a *+2 greater striking khopesh (P, Lv12)*; DC 33 Perception check to find a secret compartment that holds a *necklace of fireballs V (P, Lv13)*, *incense of distilled death (C, Lv12)*, *panacea (C, Lv13)*, and a *ring of stony flesh (P, Lv9 see below)*

**Part 2**

Beyond the Crook - **PCs Lv13**

**D:** Amid the hundreds of bones in the nest (some which are fresh), a few items of value have been accidentally left including a *bag of holding type III (P, Lv11)* that contains 20 pp and x7 gems each worth 10 gp, a *phylactery of faithfulness (P, Lv9)*, and a *major staff of healing (P, Lv12)*

**E:** DC 31 Perception check to find several treasures hidden in a nest: a gold crook inlaid with tiny jade mantises and beetles worth 255 gp, a crown of silver asps worth 310 gp, a *+2 striking bane (elemental) kukri (P, Lv10)*, a *rod of the devoured dawn (P, Lv13 see below)*, and a *greater stone body mutagen (C, Lv15)*

**Part 3**

Into the Slave Trenches - **PCs Lv13 & 14**

**C3:** Tef-Naju’s reward: a chest of unstamped gold coins worth a total of 550 gp, x2 drums of pure crystalline water each worth 10 gp, a puzzle box (DC 31 Thievery check to open) containing a set of miniature chariots worth 50 gp, x7 bottles of scented massage oil that has gone rancid, a small *+1 striking khopesh (P, Lv4)*, *iron cudgel (C, Lv14)*, a *scroll of force cage (C, Lv13)*, a collection of treant acorns that have petrified, a book of puzzles in Ancient Osiriani that requires 8 hours and a successful DC 20 Intelligence check - causing the book to function as a *book of lingering blaze (P, Lv10)*, a decorative cat mask that acts as *goggles of night (P, Lv5)*, a *+2 striking thundering flail (P, Lv8)*, and a set of black *rhino hide (P, Lv9)* that is made of hetkoshu scales.

Also, the chamber contains parchment and papyrus scrolls including: ancestral records worth 75 gp, tax records worth 20 gp, and number scrolls describing various outsiders and elementals that the Sky Pharaoh worked with, bound, or hired. One scroll mentions Tef-Naju and requires a DC 20 Intelligence or Contract/Law Lore check to discover the terms of binding.

**C4:** x4 *+1 striking spear (P, Lv4)*

**C6:** *life lantern (P, Lv14, see below)*, *chest of keeping (P, Lv15, see below)* that contains x7 bottles of fine ancient wine each worth 45 gp along with a black velvet pouching holding x6 small figurines about 6 inches tall. Each figurine represents a specific creature associated with the Slave Trenches, and each is affixed to a small octagonal base. Each figurine is worth 50 gp as works of art, though they turn to ash if the creature they represent is destroyed or slain. DC 34 Arcana check to identify a figurine’s use when placed on the podium. (The party is not expected to sell the figurines.)

*The Architect:* This figurine depicts the architect Chisisek as he appeared in life, but those who have seen his well-preserved mummy can recognize him nonetheless. As Chisisek is dead, this figurine is gray and crumbles to ash if touched.

*The Assassin:* This figurine depicts a strange, cloaked figure that does not seem to have legs. Alone among these figurines, this is a perilous trap-when placed on the podium, it suddenly enlarges and transforms into a shadowy fey assassin known as an Ankou (lv14 *ankou, PB2 p.19*).   
 *The Dusk-Taker:* This figurine depicts the arcane roc Kenjutret (see area D). As long as this figurine is placed, Kenjutret cannot cast his wizard spells and takes a -2 item penalty on all attack rolls, saving throws, initiative checks, and skill checks.

*The Fulcrum:* This figurine depicts the mythic earth elemental Beken-Tofra (see area F1). As long as this figurine is placed on the monolith, it suppresses his mythic power.

*The Tribe-Eater:* This figurine depicts the mummified spinosaurus Sensuret (see area H1). As long as this figurine is placed on the podium, the undead dinosaur is permanently quickened as if under the effects of a *haste* spell, but if the Tribe-Eater is slain while this figurine is placed here, it is destroyed forever and cannot return to unlife.

*The Warden:* This figurine depicts the shaitan magus Tef-Naju, warden of the Slave Trenches. When it is placed, a telepathic link is established between Tef-Naju and the character who placed the figurine. Each knows the other's condition and location. Tef-Naju immediately demands to know who has made this contact when it occurs.

The Monument Vault

**F3:** *scroll of animated assault (C, Lv15)* heightened (8th), *animal form (C, Lv9)* heightened (5th), and a *scroll of summon archmage (C, Lv15)*

**F6:** two sealed jars, one contains x10 doses of *timeless salts (C, Lv4)* and the other x10 doses of *moderate universal solvent (C, Lv5)*; DC 33 Perception check reveals a hidden panel in the wall behind a shelf. Within the nook are x12 *feather token bird (C, Lv3)*, *major unsullied blood (C, Lv14)*, and a *wand of summon animal (P, Lv13)* heightened (6th) - this wand is actually cursed and any creature summoned by the wand is not controlled by the summoner and instead lasts for 1 minute and has three actions, instead of the normal two, and uses all three actions to attack its summoner. Due to the wand being cursed, it is not counted against the party’s treasure. Lastly, there is a *+1 striking pacifying sap* *(P, Lv5)* with an inscription in Ancient Osiriani that indicates the weapon’s name is Kakoju, loosely translated to “Headknocker”.

**F8:** DC 33 Perception check reveals a hidden compartment within the gaping mouth of a kanaka carving. This compartment contains a silver-and-jasper ankle bracelet worth 20 gp inset with x3 *elemental gems (C, Lv10)* of air, earth, and fire, a *greater potion of fire resistance (C, Lv14)*, a *+2 greater striking bane (elemental) khopesh (P, Lv12)* whose hilt has an inscription in Ancient Osiriani that indicates the weapon’s name is Duhua meaning “Vortex”, and a 1-foot-high malachite statuette of a jackal-headed man worth 40 gp whose hidden internal compartment (Perception DC 31) holds a *wand of crackling lightning (6th-level spell) (P, Lv14)* that also functions as a key and activates the Sekrepheres.

The Guardian Vault

**H2:** DC 34 Perception check while examining the statue to discover that the top third of the staff can be detached to reveal a short hollow within the statue containing a *wand of stoneskin (4th-level) (P, Lv9)*

**H6:** x6 exquisite funerary masks each worth 55 gp, each are located in a separate sarcophagus; if a character who carries an akhumen-haunted item puts on the associated funerary mask, the spirit is driven from character and the character’s item that was haunted by the Akhumen gains a minor gift, see Relics in *Gamemastery Guide* p.96. The following are suggestions for what category of minor gift is associated with each Akhumen: Duatseti (Death, Shadow), Harkhofre (Death, Earth), Iphenkaphri (Mind, Shadow), Nebtutawy (Death, Fire), Sifrukhenmen (Death, Shadow), and Thutnesret (Air, Mind).

**H7:** *+2 greater striking composite longbow (P, Lv12)*, *greater starshot arrow (C, Lv14)*

**H8:** *cape of the mountebank (P, Lv10)*

**H11:** Agazuberi: *+2 greater striking scimitar (P, Lv12)*; DC 34 Perception check while studying the model of Kho discerns grooves cut into the city streets that allow the model buildings to be slid back and forth. If the buildings are arranged in their proper orientation, the entire top of the city lifts up like the lid of a chest, which requires a DC 34 Society (Master) or DC 29 Osirion Lore (Expert) to successfully remember the skyline of Kho. Alternatively, a DC 36 Thievery (Master) check can open the chest. The chest contains: *pharaoh’s key (P, Lv14, see below)*, a scroll that contains the ritual *planar binding* that allows a character to learn the ritual (does not count against the party’s treasure) and x2 *scroll of raise dead (C, Lv13)*.

Tef-Naju’s Bastion

**J2:** *bottled air (P, Lv7)* [not expected to earn]

**J4:** slabs of stone on the desk are Tef-Naju’s spellbook and contains all of the spells the shaitan has prepared plus an additional four spells from the Arcane spell list for 1st- through 5th-level; *bottled air (P, Lv7)* [not expected to earn]

Tef-Naju has the *axe of the imperative (P, Lv14, see below)* and a *+2 resilient breastplate (P, Lv11)* [not expected to earn the breastplate]

Aiveria has *+2 striking falchion (P, Lv10)* [not expected to earn]

**New Items**

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

**Axe of the Imperative** / Item 14

*Unique* / *Enchantment* / *Invested* / *Magical*

**Price** 4,000 gp

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

**Base Weapon** battle axe

This *+2 greater striking keen battle axe* cuts through willpower and resolve as it hews through flesh and bone.

**Activate** Reaction (auditory, command, curse, linguistic, mental); **Frequency** three times per day; **Trigger** You make a successful Strike against a creature; **Effect** You give a command that consists of five words or fewer, such as “Never attack me again!”, “Never cast an enchantment spell!” or “Don’t set foot in Sothis!”. The target of the attack can attempt to resist your command with a DC 31 Will save. The wielder of the axe is aware if a command is broken. The effects of the command immediately ends if the wielder issues a new command with this axe.

**Critical Success** The target is unaffected.

**Success** The target must follow your command for 24 hours. If it breaks your command, it takes damage as if the wielder who issued the command had made a successful Strike with the axe against them.

**Failure** The target must follow your command for 1 week. If it breaks your command, it takes damage as if the wielder who issued the command had made a critically successful Strike with the axe against them.

**Critical Failure** As a failure, but must follow the command for 1 year.

**Chest of Keeping** / Item 15

*Conjuration* / *Extradimensional* / *Magical*

**Price** 6,000 gp

**Capacity** 150 bulk

**Usage** opened with two hands; **Bulk** 1

Though it appears to just be a large container, it opens into an extradimensional space and is larger on the inside and is capable of holding up to 150 bulk. Objects placed within the chest do not decay and effects that require the object to be fresh don’t count the time passing during this duration as having elapsed. Living creatures within the chest have no need for sustenance, though still age normally.

Once the lid is closed, the chest can be folded up so it is only the size of a small box. It takes a minute to unfold the chest.

**Dune Boat** / Item 9+

*Rare* / *Magical* / *Transmutation*

**Bulk** 1

Fashioned from bound reeds in traditional Osirian style, this wooden box emblazoned with Ancient Osiriani hieroglyphs can fold or unfold into a special boat when activated.

**Activate** 2Actions (command, interact); **Effect** The *dune boat* can take two shapes. The first is a wooden box that’s 12 inches long, 6 inches wide, and 4 inches high; it weighs 1 Bulk and can store up to 1 Bulk of items. The other form is a rowboat. If the chosen form can't fit in the space, it takes the largest shape that does fit. You can activate the boat again to revert it to its original shape. If the boat is occupied, the item can't be activated. Much like a magical structure, a *dune boat* can't harm creatures when it unfolds and creatures within it are set aside harmlessly when it folds.

Unlike a normal boat, though, it is made of bound reeds and is made primarily for sailing across desert sands, as well as used on the water.

Any items that were stored inside the box appear in the boat or ship. Items stored on the boat or ship form that are too large to fit inside the box form are ejected from the vehicle and appear on the ground adjacent to the box. A *dune boat* with the broken condition must be repaired before it can change form again.

**Dune Boat**; **Item** 9; **Price** 700 gp

**Dune Boat (Greater)**; **Item** 16; **Price** 9,000 gp

A greater dune boat's alternate form is a cutter, rather than a rowboat, piloted and crewed by ethereal sailors. The ethereal sailors don't prevent you from activating the boat to return it to a box.

**Life Lantern** / Item 14

*Rare* / *Divine* / *Invested* / *Necromancy*

**Price** 4,500 gp

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

This lantern appears as a large ankh made of gold with a polished sphere of sapphire fitted into its center. A cleric who has the Death or Healing domain can use this lantern as a holy symbol.

If the lantern is invested by a living creature, it gains the *healing*, *light*, and *positive* traits and sheds bright light in a 20-foot radius (and dim light to the next 40 feet). All living creatures within the bright light of the lantern gain a +2 item bonus on flat checks to stabilize. Additionally, the lantern can be used as part of a *raise dead* spell, reducing the debilitating conditions to clumsy 1, drained 1, and enfeebled 1 for the week.

If the lantern is invested by an undead creature, it gains the *darkness* and *negative* traits and sheds magical darkness in a 20-foot radius. Light does not enter the area and any non-magical light sources do not emanate any light while inside the area. Undead creatures in the area of darkness are healed 4d6 Hit Points from negative healing every round.

**Destruction** If the *life lantern* is buried in a coffin along with a living creature, it crumbles to dust when the creature dies.

**Pharaoh’s Key** / Item 14

*Unique* / *Artifact* / *Abjuration* / *Invested* / *Magical* / *Primal*

**Price** 4,000 gp

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

This key appears to be several metal bands interlocked in a sphere about 1 foot in diameter around a multi-colored core with a golden sphere at the center. While holding this strange-looking device, possibly of Shory origin, you gain resistance 5 to acid, cold, electricity, and fire, in addition when you succeed on a saving throw against an effect created by an elemental, you get a critical success instead.

**Ring of Stony Flesh** / Item 9

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

**Price** 700 gp

**Usage** worn

This ring gives the wearer’s skin the appearance of flexible stone. If you roll a success against an effect that would petrify you, you get a critical success instead.

**Activate** 2Actions; **Frequency** once per day; **Effect** You cast a 4th-level arcane *stoneskin* spell.

**Rod of the Devoured Dawn** / Item 13

*Rare* / *Chaos* / *Darkness* / *Divine* / *Invested*

**Price** 3,000 gp

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

**Base Weapon** Mace

The head of this *+2 greater striking anarchic mace* is carved to resemble the visage of the Ancient Osirian deity Apep, Devourer of the Dawn, god of chaos, darkness, destruction, and snakes. This rod allows the wielder to summon powerful forces of darkness and devour your enemies.

**Activate** 2Actions (concentrate); **Frequency** once per day; **Requirements** Your alignment must be chaotic; **Effect** You cast a 4th-level divine *darkness* spell.

**Activate** Reaction (concentrate); **Frequency** once per day; **Trigger** You critically succeed in Striking a Medium sized or smaller creature within this weapon; **Effect** The rod attempts a Grapple action with a +21 Athletics check. On a success, the rod’s jaw unhinges and expands momentarily to swallow the creature, gulping it into a flesh-walled extradimensional space. The swallowed creature is grabbed, is slowed 1, and has to hold its breath or start suffocating. The swallowed creature takes the rod’s normal weapon damage at the end of each of its turns while it’s swallowed. If the victim Escapes this rod’s grabbed condition, it exits through the rod’s mouth. A swallowed creature can attack the fleshy extradimensional space, but only with unarmed attacks or with weapons of light Bulk or less. The rod is flat-footed against the attack (AC 31). If the rod takes piercing or slashing damage equal to or exceeding 25 hit points from a single attack or spell, the engulfed creature cuts itself free. A creature that gets free by either Escaping or cutting itself free can immediately breathe and exits the rod’s mouth. A creature that dies in the rod is disgorged immediately.

**Skyplate Armor** / Item 15

*Air* / *Electricity* / *Invested* / *Magical* / *Primal*

**Price** 6,000 gp

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

**Base Armor** Scale Mail

This suit of *+2 greater resilient scale mail* weighs less than normal scale mail, making the wearer feel airy. While you are wearing this armor, you gain resistance 15 to electricity damage.

**Activate** TwoActions (command); **Frequency** Once per day; **Effect** You cast a 4th-level primal *air walk* spell.