**Permanent Consumables Cash**

Lv15 2x16th, 2x15th 2x16th, 2x15th, 2x14th 13,000gp

Lv16 2x17th, 2x16th 2x17th, 2x16th, 2x15th 20,000gp

Lv17 2x18th, 2x17th 2x18th, 2x17th, 2x16th 30,000gp

Party starts out at Lv15 in **Part 1** and should reach Lv16 sometime during **Parts 2-5**. Party should then be Lv17 by the time they face the Sky Pharaoh in his throne room.

**Part 1**

The Pyramid Descends - **PCs Lv15**

**Part 2**

The Crypt of Air

**A3:** within the x4 hidden compartments: the mummies wear jewelry worth 500 gp each

**A6:** x1,200 turquoise stones that form the feather hieroglyph can be pried out, each worth 1 gp 5 sp

**A8:** gold on the sarcophagus is worth 320 gp if stripped from the coffin, silver funerary mask is worth 420 gp, jewelry on the mummy is worth 670 gp in total

**A10:** Shendakut: *greater staff of the black desert (P, Lv16)*

**Part 3**

The Crypt of Water

**B2:** x3 Ferrymen, each carry a drawstring purse of black cloth containing 400 gp worth of gems, *+1 striking bo staff* (P, Lv4), *greater dust of corpse animation (C, Lv16)*

**B3:** Khessem’s body has 1,250 gp in jewelry and holds a *decanter of endless water (P, Lv7)*

**B4:** Nailah’s ivory cartouche is worth 300 gp and her golden necklace is worth 750 gp, war crown - see area **B7**

**B5:** x2 large and flawless blue sapphires sitting at the back of the mouth of each statue worth 1,000 gp each, they have been magically enchanted with a permanent *magic aura* spell to make them radiate evocation magic

**B7:** the war crown gains the abilities of a *ring of swimming* (P, Lv12)

**Part 4**

The Crypt of Earth - **PCs Lv16**

**C4:** mummified bodies have a mix of jewelry worth a total of 820 gp and one of the bodies is holding a *scarab of Khepri* (P, Lv15 see below); Hussef: *+1 resilient leather (P, Lv8)*, *+2 striking flaming shortsword (P, Lv10)*, *+1 striking whip (P, Lv4)*

**C5:** *cartouche of distinctive warding* (P, Lv17 see below); Betebre: *+1 striking returning dagger (P, L4)*; Mentu-Nebef: *+1 resilient leather armor (P, Lv8)*, *+1 striking wounding spiked chain (P, Lv7)*

**C7:** x70 ushabtis worth 10 gp each, blue-glazed ushabti has an aura of faint abjuration magic

**C10:** Eshen Theba: bejeweled skirt worth 800 gp, *major ring of electricity resistance (P, Lv14)*

**Part 5**

The Crypt of Fire

**D2:** *+2 greater striking greater flaming gauntlet* (P, Lv15)

**D5:** gold-and-ivory cartouche can be pried out and is worth 35 gp, fine purple robe adorned with beads and black pearls is worth 560 gp, x20 ceramic vials sealed with wax and filled with rare perfumes are worth 10 gp each; hidden compartment: *staff of the hooded cobra (P, Lv14, see below)* wrapped in a bejeweled linen kilt worth 300 gp and x2 *brimstone fumes (C, Lv16)*

**D8:** the hidden space contains an offering bowl that is a *high-grade adamantine buckler (P, Lv16)* that holds a *candle of invocation (Sekhmet) (C, Lv16)* in the shape of a cat, x12 jade figurines of cats with a *magic aura* cast on them worth 25 gp each (and are easily mistaken for wondrous figurines), x6 black pearls worth 75 gp each, x2 *major firestarter pellets (C, Lv15)* that are black and appear like additional pearls, x15 richly perfumed candles worth 15 gp each, and a crown of dried flowers

**D9:** x1 peridot worth 5 gp

**D11:** Sekhmet statue worth 65 gp and a ceremonial dagger stained with blood worth 80 gp; Inhetef: *+2 greater striking wounding bloodthirsty battle axe (P, Lv16)*

**Part 6**

The Pharaoh Reborn - **PCs Lv17**

**E2:** x3 silver religion symbols of Set, x27 buckles of gold and beads turquoise each worth 10 gp

**E3:** *scroll of 8th-level animate dead* (C, Lv15), *scroll of power word stun* (C, Lv15), *scroll of bind soul* (C, Lv17), *scroll of voracious gestalt (C, Lv17)*, *major necrotic bomb (C, Lv17)*, x3 Set maks made of hammered gold worth 760 gp each, a scroll that details mummifications worth 500 gp; Ain-Mekh: golden pectoral necklace with beads of carnelian, onyx, and tourmaline is worth 800 gp and radiates a faint abjuration aura

**E5:** x5 mummies wearing 750 gp worth of jewelry each

**E6:** jewelry on the mummy worth 450 gp, a silver chime worth 1,000 gp, a golden flute worth 100 gp

**E9:** x8 rubies that were the Set Guardians eyes worth 200 gp each, x4 *+1 striking spears (P, Lv4)*, x7 silver mummiform statuettes worth 35 gp each, x9 alexandrites worth 50 gp each, x9 aquamarines worth 50 gp each, x5 blue sapphires worth 130 gp each, x6 fire opals worth 100 gp each, x2 jacinths worth 500 gp each, x2 ivory lions worth 50 gp each (*magic aura* cast on the two), golden goat worth 30 gp (*magic aura* cast on it), onyx spider worth 35 gp (*magic aura* cast on it), *wondrous figurine marble elephant* (P, Lv13), statue of Set behind the altar is covered in gold plate worth 2,200 gp

**E12:** x75 small diamonds worth 2,500 gp total, x3 jacinths worth 500 gp each, x2 octopus headed statues with a total of x4 emerald eyes each worth 200 gp

**E13:** Neferuset: *+2 greater resilient explorer's clothing (P, Lv14)*, *wand of spiritual warfare (6th-level) (P, Lv15)*, *scroll of implosion (C, Lv17)*, *amulet of the third eye (P, Lv17)*, gold bracelet set with a purple corundum and an unusually large black opal worth 325 gp, red deshret crown capped by a gold hooded cobra with small rubies for eyes worth 220 gp, gold earrings set with tiny black star sapphires worth 200 gp, gold pectoral necklace set with black pearls worth 1,400 gp, x10 black gemstones of various types worth 10 gp each, powdered lead and platinum worth 25 gp

**E14:** *canopic jar of unlife* (C, Lv12 see below), along with the canopic jar and a jar holding Neferuset’s ashes is a *cloning potion (C, Lv18)*

**E16:** ruby worth 1,500 gp that radiates an aura of faint transmutation magic

**E17:** x4 mummies wear gold pectoral necklaces set with carved jasper, moonstones, and peridots worth 125 gp each, E17a: *wand of teeming ghosts* (P, Lv14); E17b: *wand of reaper’s lantern* (P, Lv5) and *wand of slaying (P, Lv16)*; E17c: *wand of stinking cloud* (P, Lv7); E17d: *wand of moonburst* (P, Lv15)

**E18:** Khenpathes: headdress functions as a *greater backfire mantle (P, Lv8)*, bracelet is made of gold and set with jets worth a total of 130 gp; Secret compartment: *greater potion of electricity resistance (C, Lv14)* and a lock of Hakotep’s hair that has a strong abjuration aura, upon being picked up and carried by a living creature, the hair grants the creature a +1 bonus on saves against spells cast by the Sky Pharaoh for the next 24 hours, at which point it then crumbles to dust. This charm can not be transferred between creatures and only works while being carried by the first living creature to pick it up.

**E19:** General Tawaret: *graveknight armor (P, cursed)*, *+2 greater striking keen shock greatsword (P, Lv13)*, *belt of regeneration (P, Lv17)*, *greater starshot arrow* (C, Lv14), *lightning rod shot (C, Lv7)*, *moderate black tendril shot (C, Lv12)*, x2 *javelins of lightning* (C, Lv9), *chariot of the conqueror* (P, Lv15, see below)

**E22:** x4 spears made of solid gold with small chrysoberyl and red garnet beads are worth 350 gp each, golden sarcophagus is worth 4,000 gp if it can be transported out of the pyramid

**E24:** throne is made of polished mpingo wood with a multitude of gold inlays and gems, the inlays are worth 2,000 gp and the x40 gems are worth a total of 5,000 gp; if the throne is somehow carried out of the pyramid, it is worth 8,500 gp if left intact; Hakotep: *crook and flail of kings (P, Lv18 see below)*, *khepresh of refuge (P, Lv18 see below)*, *scroll of reverse gravity (C, Lv13)*, *scroll of time stop (C, Lv19)*, *major oil of unlife (C, Lv18)*, gold and emerald necklace worth 2,000 gp tied to the four Shields of Hakotep

**New Items**

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

**Canopic Jar of Unlife** / Item 12

*Rare* / *Divine* / *Magical* / *Necromancy* / *Negative*

**Price** 1,600 gp

**Usage** used as part of a mummification rite; **Bulk** L

This stone jar, capped with the head of an animal or human, resembles one of the traditional carved limestone or pottery canopic jars commonly used to hold the intestines, liver, lungs, and stomach of the deceased in Osirian mummification rites. Unlike normal canopic jars, a *canopic jar of unlife* is used to preserve the existence of a powerful undead creature. When a corporeal undead creature is first created, one of its organs must be placed inside the *canopic jar of unlife* as part of the ritual that transforms the creature into an undead being. Thereafter, the undead creature's existence is linked to the *canopic jar of unlife*. If the undead creature is destroyed, the *canopic jar of unlife* disintegrates two hours later, and the viscera within the jar start to regenerate into a new undead body, restoring 10 hit points per hour. The subject is helpless until restored to full hit points. Once used to regenerate an undead creature, a *canopic jar of unlife* is destroyed. If the jar is opened manually after viscera are secured in it, the contents disintegrate with an ear-piercing scream and the jar loses all magical power.

Smashing the jar also destroys the vessel and the viscera within, the jar has Hardness 9 and 36 HP.

A *canopic jar of unlife* only functions if linked to an undead creature during its creation; existing undead creatures or creatures with a soul cage or with the rejuvenation ability, like a mummy or ghost, cannot make use of a *canopic jar of unlife*.

**Cartouche of Distinctive Warding** / Item 17

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

**Price** 15,000 gp

**Usage** worn as an amulet; **Bulk** L

This winged, golden cartouche hangs on a leather thong beaded with semi­-precious stones. This cartouche grants a +3 item bonus to Arcana checks and allows you to cast the *shield* cantrip as an arcane innate spell.

**Activate** 1 minute, interact; **Frequency** once per day; **Duration** 1 hour; **Effect** You write the name of a specific individual in Ancient Osiriani hieroglyphs and the cartouche’s powers go dormant, but for the next hour the wearer is protected against the inscribed individual by granting a +1 status bonus to AC, saving throws, and skill checks against effects and attacks made by the inscribed individual.

Once the hour passes, the name inscribed on the cartouche fades, you lose your investment in the item, and it can’t be used again until you finish your daily preparations and invest the cartouche again.

**Chariot of the Conqueror** / Vehicle 15

*Unique* / *Large*

**Price** 13,000 gp

This fantastic vehicle was fashioned specifically for General Tawaret, who rode it into battle throughout her military career. The chariot is pulled by a team of two ghostly manticores controlled by beaded reigns.

**Space** 5 feet long, 10 feet wide, 4 feet high

**Crew** 1 pilot (see Ghost Ride), 1 passenger

**Piloting Check** Driving Lore (DC 34) or Arcana or Nature (DC 36 to command the ghostly manticores)

**AC** 31; **Fort** +25

**Hardness** 20, **HP** 250 (BT 125); **Immunities** critical hits, object immunities, precision damage

**Speed** 150 feet, fly 150 feet (pulled by two ghostly manticores)

**Collision** 9d10 (DC 34)

**Ghost Ride** OneAction (concentrate, verbal); **Frequency** once per day; **Duration** 1 hour; **Effect** The ghostly manticores pilot the chariot based on the verbal commands from the pilot (no action required). The manticores have a +22 bonus to their Piloting Lore check.

**Ghostly Manticores** The chariot is pulled by two ghostly manticores. They share the statistics of the chariot and can take no other action but to pull the chariot.

**All-Terrain** The chariot ignores difficult terrain and is under the effects of a permanent arcane *water walk* spell.

**Crook and Flail of Kings** / Item 18

Unique / Arcane / Invested / Magical

**Price** 24,000 gp

**Usage** wielded in two hands (one in each hand); **Bulk** 1

Crafted by the fabled thaumaturge Sekhmenathes of An for Hakotep’s grandfather, these two symbols of rulership were passed down to the Sky Pharaoh by his father and buried with Hakotep in his crypt when his successor Djederet II ascended the throne.

The crook is an 18-inch-long cane with a hooked head made of gold reinforced with blue copper bands. It functions as a *wand of reaching (7th-level)*.

The flail is a 2-foot-long rod of gold, ended with three beaded strands of semi-precious stones. It functions as a *+3 greater striking greater thundering flail*.

While wielding both the crook and flail, you can cast spells that require common material components without having to produce the materials, as if you were using a material component pouch. This removes the manipulate trait from casting the spell, but just for the material component. It does not remove the manipulate trait from spells that require a somatic component.

**Activate** reaction Cast a Spell; **Frequency** once per day; **Trigger** You are the target of a spell of 8th-level or lower; **Requirements** You are wielding the crook and flail; **Effect** You cast an arcane *spell turning* spell heightened to 8th-level with a +28 bonus to counteract.

**Destruction** If the rightful ruler of Osirion strikes the crook and flail together with the intent to break them, both items shatter and turn instantly to sand.

**Khepresh of Refuge** / Item 18

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

**Price** 24,000 gp

**Usage** worn as a crown; **Bulk** L

This traditional Osirian crown-known as a khepresh, or "war crown"-is made of hardened blue leather and adorned with discs of blue-tinted electrum and a rearing, hooded cobra of gold,

was crafted specifically for the Sky Pharaoh Hakotep I.

The crown is etched with armor runes, functioning as *+2 greater resilient explorer’s clothing*. Additionally, the wearer gains Resistance 15 against fire.

**Activate** reaction (concentrate, misfortune); **Frequency** three times per day; **Trigger** A creature hits or critically hits you with an attack, but damage has not yet been rolled; **Effect** You force the creature to reroll the attack, taking the worst result.

**Scarab of Khepri** / Item 15

*Divination* / *Invested* / *Magical* / *Primal*

**Price** 5,300 gp

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

This small, blue figurine is fashioned in the likeness of a scarab beetle, the sacred animal of Khepri, the Ancient Osirian god of freedom, the rising sun, and work.

**Activate** 2Actions Cast a Spell (concentrate); **Effect** You cast a primal *speak with animals* spell.

**Activate** 3Actions Cast a Spell (concentrate); **Frequency** once per day; **Effect** You cast a primal *summon animal* spell heightened to 7th-level. This item only allows the summoner to summon swarms, like a tick swarm (PB2 p.260).

**Staff of the Hooded Cobra** / Item 14

*Evocation* / *Magical* / *Poison*

**Price** 4,000 gp

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

**Weapon** staff

This *+2 greater striking staff* is carved from a single piece of darkwood and topped by the head of a hooded cobra. When you critically succeed at an attack roll with the staff, magical fangs emerge and poison the target, dealing 2d6 persistent poison damage.

**Activate** Reaction (concentrate); **Trigger** when you successfully Strike a creature; **Frequency** once per day; **Effect** The staff’s head transforms into a hooded cobra and the Strike deals an extra 1d6 piercing damage and the target is exposed to *purple worm venom* (CRB p.553).