The Staff of Shifting Sands

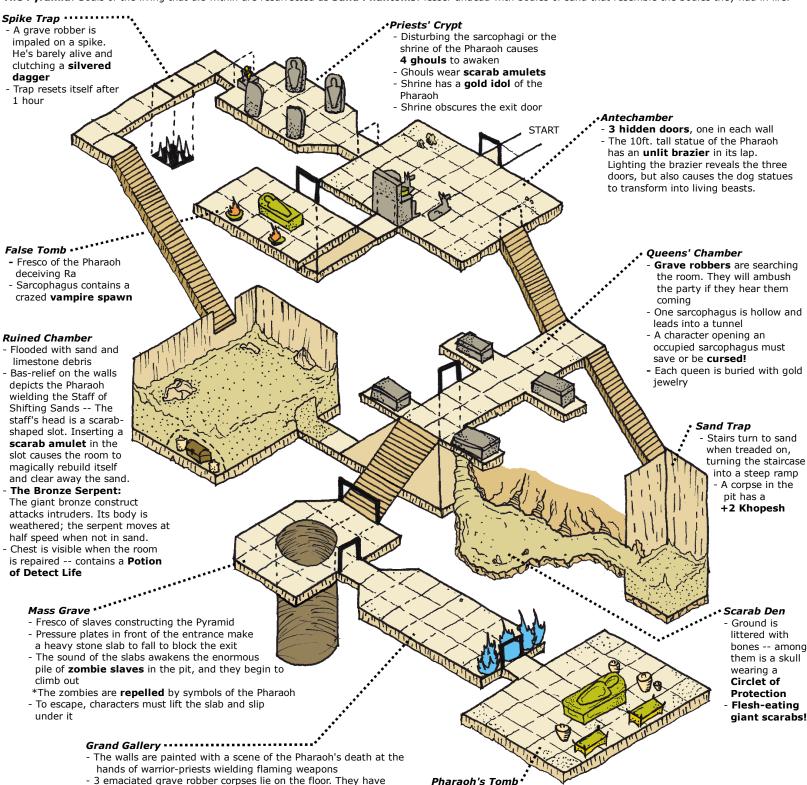
The party's journey through the desert has been halted by freak sandstorms. While taking shelter in a limestone cave, they encountered the old mystic T'zam. T'zam knew the reality of the situation, that the ancient pharaoh **Refenhotep** had been awakened from the dead! To break the pharaoh's curse and escape the desert, the party must venture into Refenhotep's pyramid tomb, slay his undead form, and take his legendary **Staff of Shifting Sands**.

The Staff: A golden staff with a desert glass gem shaped like a scarab at its head. Its wielder gains control over sand, but the staff's power grows as they use it. The staff slowly corrupts the mind of its wielder.

The Pharaoh: Legends say that Rafenhotep stole the Staff from Ra himself. He used its power to destroy entire armies and expand

his kingdom across the desert. The tyrant's reign was ended by followers of Ra.

The Pyramid: Souls of the living that die within are resurrected as Sand Phantoms: lesser undead with bodies of sand that resemble the bodies they had in life.



lanterns, flasks of oil, and sacks stuffed with stolen treasure. - Sarcophagus contains Refenhotep himself!

Refenhotep is a powerful undead wielding the **Staff of Shifting Sands**The Staff allows him to manipulate sand, conjure dust devils,
and summon Sand Phantoms to aid him.

- Refenhotep can't be damaged by normal weapons, but takes double damage from fire.
- The chests in the room are filled with golden regalia and gemstones
- Spells are inscribed amongst the hieroglyphs on the walls

other fires in the room must be put out.

- Lit sconces line the walls

- Exit is blocked by a wall of blue flames. To extinguish them, all