

LEGENDARY ADVENTURE 5



TREASURY OF THE PHARAOHS

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Treasury of the Pharaohs

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What You Will Find Inside the Treasury of the Pharaohs

This supplement brings you over 30 magical items ideal for explorers in an ancient kingdom of pharaohs and pyramids, a land of deserts and tombs, verdant oases and dusty wadis, soaring monolithic temples and seedy back streets and black markets. These items are perfect fodder for tomb robbers of every stripe, uncovering long-lost ruins once hidden by the sands or forbidden to outsiders, but now ready to join a daring rush into the dangerous marketplace of artifacts and antiquities. From glittering gold and lush lapis to alabaster, ivory, papyrus, and faience, the treasures of the pharaonic kingdom fire the imagination of treasure hunters the world over, who stand ready to defy mummy guardians, swarming scarabs, and eldritch curses that threaten doom upon any who would violate their sacred burial spaces. Their rest disturbed, tyrants and terrors that have long slumbered may rise to bring ruin upon lands that had forgotten them, but no warning or risk is too great when the plunder of dynasties awaits just behind the next dune. This tome contains treasures of great value to tomb robbers and guardians alike, like the *map cartouche* and *tomb warden's stele*, along with deadly weapons like the *scarab scourge* and *dune trap javelin* to protective gear like the *dynast aegis* and *mail of the radiant pharaoh*. These items are redolent with the mysteries and magic of the desert, like the *oasis mirror* and *faience idols* to the *alabaster icons of Bast* and the *canopic chest of eternal repose*! If your players hunger for the riches of the ages and to garb themselves like the god-kings of old, they are going to love what they find in the *Treasury of the Pharaohs*.

The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!



Treasures of the Pharaohs

The magic items in the *Treasury of the Pharaohs* are designed specifically to fit within a fallen kingdom of the ancients styled on the myths and legends of Egypt. Such kingdoms are inevitably filled with the wealth of the ages but also rife with curses and terrible dangers. These treasures can be placed in any treasure hoard as the relics of a bygone age or a distant civilization, but they are ideally rewards wherever adventurers wander into ruined desert empire where double-dealing scavengers and rival tomb robbers duel in the shadows of crumbling monoliths and towering pyramids that hearken back to a glorious past. The items in this book are listed here by rarity, and their descriptions follow organized by item type.

Item Name	Rarity
<i>dune trap javelin</i>	uncommon
<i>censer of the aerial emissary</i>	rare
<i>disemboweling sickle</i>	rare
<i>faience idol (delta crocodile)</i>	rare
<i>map cartouche</i>	rare
<i>necropolis attendant's band</i>	rare
<i>papyrus of supplication</i>	rare
<i>scarab scourge</i>	rare
<i>alabaster icons of Bast</i>	very rare
<i>amulet of abhorrent life</i>	very rare
<i>asp hide</i>	very rare
<i>biting wind</i>	very rare
<i>blade of the black desert</i>	very rare
<i>canopic sentinel jar</i>	very rare
<i>chief engineer's rod</i>	very rare
<i>desert moon</i>	very rare
<i>dynast aegis</i>	very rare
<i>element pharaoh's crook</i>	very rare
<i>faience idol (desert frog)</i>	very rare
<i>faience idol (grand tortoise)</i>	very rare
<i>faience idol (raging hippopotamus)</i>	very rare
<i>faience idol (soaring hawk)</i>	very rare

<i>oasis mirror</i>	very rare
<i>scepter of Wadjet</i>	very rare
<i>storm general's lance</i>	very rare
<i>tomb warden's stele</i>	very rare
<i>wretched warrior's garb</i>	very rare
<i>canopic chest of eternal repose</i>	legendary
<i>carpet of desert fire</i>	legendary
<i>radiant pharaoh's mail</i>	legendary
<i>signet of the life pharaoh</i>	legendary
<i>spirit pharaoh's staff</i>	legendary
<i>funerary pyramid</i>	artifact

ARMOR AND SHIELDS

ASP HIDE

Armor (hide), very rare

Made of multiple sets of tanned and magically preserved snake hides, this set of +2 *hide armor* shifts in color from black, brown, green, and red. While wearing this armor you gain a +1 bonus on saving throws against poison, and once per day as a bonus action you can cause the armor to sprout tiny pricking fangs that weep asp poison until the beginning



of your next turn. Any creature that strikes you with a natural weapon, unarmed strike, or spell with a range of touch, or attempts a shove or grapple against you is pricked by the fangs. This deals no damage but exposes the attacker to asp poison (see sidebar). While the fangs are extruded, you can spend your action to extract one dose of asp poison and apply it to a weapon with no chance of poisoning himself. This poison lasts for 24 hours or until the weapon is used to make a successful attack.

Asp Poison (injury). A creature subjected to asp poison must make a DC 10 Constitution saving throw, taking 28 (8d6) poison damage, or half as much on a successful save.

DYNAST AEGIS

Armor (shield), very rare (requires attunement)

Gifted to those charged with protecting a pharaoh, this +2 *shield* is decorated with golden edging and inlaid with the hieroglyph of the pharaoh it was crafted to protect. At sunrise, you may nominate one creature to be the shield's charge. The selected creature gains the same shield bonus to AC as the you do, as long as you are within 5 feet, able to take actions, and not blinded or restrained, or benefiting from his own shield.

While within 5 feet of his charge, you can make a special shield attack (1d4 damage) twice per day as your action. The attack causes a swell of sand to rush out of the aegis, pushing the target away from you in a straight line up to 30 feet unless they make a DC 15 Constitution saving throw. This distance is reduced by 5 feet for every size category of the target above Medium.

RADIANT PHARAOH'S MAIL

Armor (scale mail), legendary (requires attunement)

An austere set of +3 *scale mail*, *radiant pharaoh's mail* is embellished with metal plates depicting hieroglyphic renditions of war and imagery of a sun god. The armor radiates continuous *light*, and once per day, you can speak the Sun God's name as a bonus action, causing the armor to shed bright light as *daylight* spell.

When you are struck in melee, up to three times per day as a reaction he can release a flash of radiance requiring a melee weapon attack. On a hit, this radiance deals 17 (5d6) radiant damage. If a critical hit is struck against you, you can expend all three daily uses of this ability as a reaction to create a *sunburst* (DC 19) centered on himself. This *sunburst* does not harm you. After this *sunburst* is released,

the armor's light-based powers are suppressed for 24 hours.

WRETCHED WARRIOR'S GARB

Armor (leather), very rare

This set of +2 *leather armor* resembles little more than scraps of camel leather held together by haphazardly placed stitches. Your carrying capacity is three times normal, and she need not make Constitution saving throws for a hot environment until the temperature is over 140 degrees Fahrenheit.

In addition, you can spend one hour infusing the effects of a potion into the patches and scraps of leather comprising the garment. The effect of the potion is stored indefinitely in that patch and can be activated by using an action to tear off the patch. Tearing the patch causes the armor to lose its AC bonus, and until it is repaired with a *mending* or similar spell, or a DC 15 Dexterity check to which leatherworker's tools apply, it cannot be used to store a new potion effect.

SPECIFIC WEAPONS

BLADE OF THE BLACK DESERT

Weapon (dagger), very rare

This obsidian +2 *dagger* is made of blackened flint graven with symbols of blackest evil. As an action, you can cause the weapon to grow a haft, allowing it to be wielded as a +2 *spear* or +2 *pike*. Evil creatures wielding a *blade of the black desert* gain a +2 bonus on Charisma checks with daemons.

When you score a critical hit, you can choose to inflict the target with a powerful curse called the *embrace of Set* (DC 15 Wisdom negates; see sidebar). If the target fails its save, the blade is destroyed after imparting the curse.

Embrace of Set

Type curse; **Save** Wisdom DC 15;

Effect The target of this curse only receives half-healing from magical healing. A target that dies while affected by this curse rises 1 round later as a [zombie](#), as described in the *Monster Manual*.

BITING WIND

Weapon (sling), very rare (requires attunement)

This worn sling is made of chewed and burned straps



of leather. When you hit with an attack using this magic sling, the target takes an extra 1d6 acid damage. When you make at least two attacks with it in a single turn, the sling surrounds you with a miniature cyclone of wind and caustic rain until the end of your next turn. This cyclone does not harm or impede you but functions as a *wind wall* for other creatures. Creatures ending their turn adjacent to you must succeed on a DC 12 Dexterity saving throw or take 7 (2d6) points of acid damage. You are immune to this damage. The sling can produce this cyclone for a total of 10 rounds per day, though these rounds need not be contiguous.

DESERT MOON

Weapon (longsword), very rare (requires attunement)

This khopesh bears few discernible details beyond its bronze handle, though it is often rimed with frost. When you hit with this magic sword, the target takes an extra 3 (1d6) cold damage. If planted in the ground in an area of very hot conditions (above 90° F), it creates a 60-foot-radius emanation of normal temperature, which can be designated by you as any temperature from 40 to 80° F. In areas of hot climate or when exposed to open flame, a *desert moon* can produce 60 gallons of water once per hour as *create or destroy water*.

DUNE TRAP JAVELIN

Weapon (javelin), uncommon

When thrown at a location of sand or dirt (ranged weapon attack against AC 5) this javelin creates a 10-foot-by-10-foot hole with a depth of 30 feet. Any creature standing where the pit is conjured must make a DC 13 Dexterity saving throw to jump to safety in the nearest open space. Creatures who fall into the pit take falling damage as normal. The pit's shifting walls have a Dexterity (Athletics) DC of 15 to climb.

Ground matter under the javelin is shunted into an extra-dimensional space and slowly seeps back in, causing the base of the pit to rise 5 feet per round until it reaches the surface. The javelin is consumed after use.

DISEMBOWELING SICKLE

Weapon (sickle), rare (requires attunement)

The preferred tool of mummification specialists, this +1 *sickle* is inlaid in copper and covered with hieroglyphic depictions of ritual preparation of the dead.

Once per week, a *disemboweling sickle* can be used as an additional focus for casting *create undead*, allowing the you to animate a corpse as a [mummy](#) (as described in the *5E SRD*.)

SCARAB SCOURGE

Weapon (whip), rare

This braided leather thong is embedded with shards of iron-hard iridescent chitin harvested from monstrous desert beetles. Though this lash is only a few feet long, it extends to the length of a normal whip when used to attack, functioning as a +1 *whip*, and when you roll a critical hit you can summon a swarm of flesh-eating scarab beetles to swarm over the target unless it succeeds on a DC 20 Dexterity saving throw. The swarm functions as a [swarm of beetles](#), as described in the *5E SRD*, but it fills only the target's space and clings to the target, moving with it. It does not harm other creatures unless they enter the target's space (including creatures grappling the target). The scarabs turn to dust even as they feast on the target's flesh, causing the swarm to take 1 (1d2) points of damage per round.

SCEPTER OF WADJET

Weapon (mace), very rare (requires attunement)

Gifted to the children of pharaohs during their teenage years, this +2 *mace* ends in the shape of a two-headed winged snake head. Consecrated to the goddess Wadjet, protector and councilor to the pharaoh dynasties, this scepter grants you a +1 bonus to AC and a +1 bonus on all saving throws. When you hold nothing else in either hand, the bonuses to AC and saving throws provided by the *scepter of Wadjet* increase to +2.

STORM GENERAL'S LANCE

Weapon (lance), very rare (requires attunement)

Crafted from the bones of a blue dragon, this lance is layered with rings of sharpened bronze overtop its osseous form. Just past the grip of the lance is a concentric ring of 10 slots which lead into the shaft of the weapon. When you insert an arrow into a slot, the slot closes, the arrow is destroyed, and the *lance* gains one charge. Loading an arrow is a bonus action.

When you strike a foe with the lance, it does 3 (1d6) additional lightning damage. You can also expend charges in order to make ranged attacks with the *storm general's lance*, discharging a jolt of lightning as a ranged weapon attack with a range of 60 feet. Each electrical jolt consumes one charge and deals 4 (1d6+1) points of lightning damage on a hit. These attacks benefit from feats that improve ranged weapon attacks. Each time a charge is expended, a slot opens to allow a new arrow to be inserted.

Once per week, by slamming the butt of the lance into the ground, you can conjure forth a [chariot](#) (as described in the *5E SRD*), emerging from the ground in a torrent of quickly dissipating sand. This chariot remains for 8 hours, during which it is pulled by two *phantom steeds*.

RINGS

NECROPOLIS ATTENDANT'S BAND

Ring, rare

Gifted to those tasked with the unenviable job of maintaining the myriad tombs of the dead, this silver ring is detailed with scripture of the goddess of rest and repose. While the band is worn, unintelligent undead perceive you as not being a threat (similar to how they would perceive other undead). As long as you do not engage in any hostile acts, they will be ignored by the undead. An undead creature commanded to attack you ignores this protection.



SIGNET OF THE LIFE PHARAOH

Ring, legendary (requires attunement by a creature of good alignment)

This *ring of protection* was formerly worn by a long-deceased noble called the Life Pharaoh. The pharaoh was slain in a bloody coup, but a sliver of his essence managed to cheat death and endure within the ring. It has the following properties:

Pharaoh's Blessing. You can use an action to invoke the aid of the ring, healing 9 (1d8+5) hit points three times per day. When you use this ability to heal a good-aligned creature, that creature gains a +2 bonus on attack rolls, ability checks, and saving throws for 1 round.

Forestall Demise. Once per week, the spirit of the Life Pharaoh can forestall your death. Any time you would fail her third death save, or die from being at 0 hit points and taking damage in excess of your maximum hit points, the ring heals you for 32 (5d8+10) hit points. If this prevents your death, your head is surrounded by a beatific halo for up to 1 hour, shedding light as a *light* spell and enabling her to gain a +4 bonus on a single Wisdom or Charisma check. Once this bonus is used, the halo disappears and

the *signet of the Life Pharaoh* cannot use any of its healing abilities for one week.

Sentience. The signet of the Life Pharaoh is a sentient lawful good ring with an Intelligence of 14, a Wisdom of 10, and a Charisma of 18. It has hearing and normal vision out to a range of 30 feet. The ring can speak, read, and understand Common, ancient Egyptian, and Celestial, and can communicate with its wearer telepathically. While it is attuned to a wearer, the signet of the Life Pharaoh also understands every language she knows.

Personality. The Life Pharaoh was a beneficent and just ruler. He held the favor of his people due to his good judgment and care for his subjects. The pharaoh's intellect seeks to protect wearers with high scruples and strong character.

RODS

CHIEF ENGINEER'S ROD

Rod, very rare (requires attunement)

This stone rod is intricately carved with references of angles and weight tolerances. The *chief engineer's rod* ends with a golden tip where several barbs emerge, allowing the rod to be wielded as a whip. Gifted to overseers in the process of constructing wonders, this rod grants you a +2 bonus on Intelligence checks related to stonework or engineering.

Once per day, you can strike up to six targets with the whip portion of the rod, granting those struck by it triple carrying capacity for five hours. Finally, you can use the rod to move unattended objects by concentrating on them. This effect can move an object weighing no more than 1,000 pounds up to 20 feet per round.



ELEMENT PHARAOH'S CROOK

Rod, very rare (requires attunement)

Shaped in the form of a miniature crook staff, this rod shifts in color from white to brown to red to blue. The rod can be wielded as a magic club, and when striking an enemy the rod deals an additional 1d6 acid, cold, fire, or lightning damage (determine randomly for each successful attack)

If you can cast spells, you can meditate for 1 hour to ignore acid, cold, fire or lightning resistance with their spells for 24 hours. If you already ignore resistance to one of these four damage types, your spells instead ignore resistance of all four types.

STAFF

SPIRIT PHARAOH'S STAFF

Staff, Legendary (requires attunement by a sorcerer or wizard)

This golden staff is inscribed with hieroglyphs depicting the ascension of a pharaonic dynasty, particularly that of Spirit Pharaoh during a period of long revolution. When used as a focus for any enchantment spell, this staff increases the DC of that spell by 1. The staff can also be used to deliver its spells via touch, turning that spell into a melee spell attack. When such a spell is delivered as a melee spell attack, the target has disadvantage on their saving throw.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *charm person* (1 charge), *speak with animals* (1 charge), *dominate person* (2 charges), *create undead* (3 charges)

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to sand and is destroyed.

Thy Rod and Staff

The reigns of Element and Spirit Pharaoh were some of the most turbulent times of the ancient desert kingdom. Element Pharaoh fought against a series of raging natural disasters, eventually crafting the *Element Pharaoh's Rod* as a sign of his dominance over nature. Spirit Pharaoh endured an entirely different upheaval, as rebellion and revolution tore across the empire. In time, the Spirit Pharaoh's Staff became a symbol of a re-unified people when the tumult was ended.

Both items were lost with the passing of their respective Pharaoh—supposedly buried for all eternity with them. The rod and staff presented here represent imitations of these powerful items, but many believe the originals possess even greater power. Some desert explorers and scholars speculate that were one to retrieve the original rod and staff, they would gain dominance over both the elements and spirits of the lands.

WONDROUS ITEMS

ALABASTER ICONS OF BAST

Wondrous item, very rare (requires attunement)

Alabaster icons of Bast come in a set of three hollow alabaster sculptures, each intended to contain different portions of a favored feline being mummified to accompany its master into the afterlife. These squat figurines are roughly cylindrical, with lids carved into the shape of cat's heads. The spirit of these cat companions lingers on and can be called forth when these enchanted alabaster jars are nearby to one another. All three *alabaster icons of Bast* must be within 30 feet of one another to call upon their powers, though they can be activated by different creatures.

Guardian Cat: Once per day, the largest statuette can call forth an invisible guardian spirit that functions as *faithful hound*, though to creatures able to see invisible objects or creatures it takes the form of a large cat.

Purring Cat: Once per day, the medium-sized cat can be commanded to emit a soothing purr that promotes restful sleep and concentration for all allies of the creature that activated it. This allows all affected creatures to gain the benefit of 8 hours of sleep in 2 hours (but they must still rest for 8 hours to gain the benefits of a long rest). In addition creatures that prepare spells can do so in only 10 minutes regardless of the number of spells prepared.

Mewling Cat: Once per day, the smallest cat can be commanded to emit a piteous mewling wail that functions as *sanctuary* (DC 12), dissuading creatures from attacking the creature holding it.

In addition to the individual powers of the *alabaster icons of Bast*, once per day they can be used together in a ritual requiring one round to complete, summoning three leopards or cheetahs (treat as sabre-tooth tigers), as if using *conjure animals*.

If one of the *alabaster icons of Bast* is destroyed, the powers of the others cannot be used until it is repaired; however, even if one alabaster jar is reduced to 0 hit points the magic item itself is not considered destroyed as long as at least one jar remains intact.

AMULET OF ABHORRENT LIFE

Wondrous item, very rare

This amulet is shaped to resemble the head of a falcon and is rendered in reflective brass. Most often crafted by cultists of the minor god Seker (sometimes referred to as Sokar), the amulet of abhorrent life perverts the natural order by giving undead a fictitious semblance of life. Undead wearing the amulet are not subject to the effects of *Turn Undead*, unless the cleric possesses the Life or Light domains.

Undead wearing the *amulet of abhorrent life* also gain a +3 bonus on Charisma (Deception) checks made to impersonate a living creature.

CANOPIC SENTINEL JARS

Wondrous item very rare (attunement required)

This set of four clay jars is inscribed with sigils of life and fertility and are colored in vibrant faience greens and blues. Each set of *canopic sentinel jars* can be further bonded to a single creature in a ritual which takes 1 hour. During this ritual, one of the four canopic organs (lungs, intestines, stomach, and liver) is removed from you and placed inside the jar. During the ritual, you are sustained by the jar's magic and suffer no ill effects from the organ's removal.

When a critical hit or sneak attack is scored on a creature the jars, any critical hits scored against you are treated as normal hits. The jars reduce the amount of healing received by spells and abilities by 8 to a minimum of 1 hit point of healing as each missing organ disrupts the flow of magical healing.

A *canopic sentinel jar* must remain within 200 feet of the creature it is bonded to. If it is moved beyond this range, the organ inside is immediately transported back into the bonded creature. If the jar is opened manually (a full-round action when in possession of it), the contained organ returns to the bonded creature. Smashing the jar (hp 20) also causes the interred organ to return. The jar can be placed in an extradimensional space, but doing so causes the organ to return to the bonded creature.



CANOPIC CHEST OF ETERNAL REPOSE

Wondrous item, legendary

Covered with a funerary shroud of the modern death goddess, the *canopic chest of eternal repose* is sectioned into four segments, each of which can house a canopic jar. The chest can hold up to 700 pounds and has a volume limit of 100 cubic feet. The contents of the chest are preserved so that they resist the passage of time and do not decay. Recently deceased creature (or parts of creatures) placed within the chest gain the benefits of a *gentle repose* as long as they remain.

The true power of the *canopic chest of eternal repose* is when it is filled with canopic jars containing the four vital organs—the intestine, liver, lung, and stomach. The chest prevents the owner of the entombed organs from being the target of any effect that would restore it to life or unlife, while spells such as *wish* only reveal that the subject's soul is still partially tethered on the material plane. Divinations attempting to locate the creature's remains or communicate with its spirit automatically fail, as do effects that would detect the magical aura of the chest or anything within it, though the chest itself can be

discovered if the nature of the deceased's entombment is discovered. The stone of the chest is infused with invisible spiritual energies as strong as a *wall of force*.

CARPET OF DESERT FIRE

Wondrous item, very rare (requires attunement)

This woven mat of golden silk is 5 feet square and embroidered with patterns of flame in glittering orange and scarlet. Crafted by ancient elementalists with a fetish for fire, a *carpet of desert fire* also serves as a prayer mat for cultists of fiery elemental entities and other devotees of the flame. A *carpet of desert fire* contains 50 charges when created, and as it is used the fiery patterns embroidered in it become sooty and blackened. When its last charge is expended, it crumbles to ash.

While sitting or kneeling on the carpet, you gains fire resistance and can converse with any creature any creature native to the Elemental Plane of Fire. If he uses a *conjure minor elementals* or *conjure elemental* spell it is treated as if cast from a slot one level higher.

You can also use it to observe or enter the Elemental Plane of Fire or make contact with its denizens. By medi-

tating upon the carpet for one hour, you can expend one charge to ask a question of a fire elemental power as if using *contact other plane* or can *scry* (DC 14) upon a creature on the Elemental Plane of Fire. If you wish to ask additional questions beyond the first or to continue scrying, you must expend one additional charge for each round after the first. You can also expend one charge after meditating to send a message to (and receive a reply from) a creature on the Elemental Plane of Fire as if using *sending*.

Finally, you can expend five charges to create a *gate* into the Elemental Plane of Fire. This *gate* is only 5 feet across and cannot connect to a specific location on the Elemental Plane of Fire (though it can appear within 100 miles of that point). Creatures can move freely into or out of the *gate*. Keeping this portal open expends two additional charges per round after the first.

CENSER OF THE AERIAL EMISSARY

Wondrous item, rare (requires attunement)

The Pharaoh Kingdom has long alliances with air elemental clans, and this gilded incense burner is used to call upon their aid to carry messages or tokens. Once per day if you burn 10 sticks of incense, taking 1 minute, you can summon an air mephit to carry an item or message to

a specific location or individual, similar to an *animal messenger*. Treat this mephit as a steam mephit without the Death Burst trait, and its breath weapon does lightning damage. This mephit is more intelligent than an animal and can be given more complex instructions on the recipient of its message, though it speaks and understands only Auran. While carrying its message, it does not fight unless attacked, and even then it prefers to flee if possible.

FAIENCE IDOLS

Wondrous item, rarity by idol

Made of a blue-green ceramic, these idols stand a foot tall on average and are sculpted in the image of wildlife commonly associated with the lands of ancient desert empires. Similar to *figurines of wondrous power* these precursor idols lack the ability to animate real life figures, but instead change into similarly sized construct versions of the imitated creature. When an idol is tossed down and the correct command word spoken, it becomes a creature of normal size (except when noted otherwise). The summoned creature retains the base statistics of the creature but is a construct. It is immune to charmed, exhaustion, frightened, paralyzed, petrified, poisoned, as well as poison damage. The creature obeys and serves its owner.



Unless stated otherwise, the creature understands Common but does not speak.

If a *faience idol* is broken or destroyed in its statuette form, it is forever ruined. All magic is lost, its power departed. If slain in animal form, the figurine simply reverts to a statuette that can be used again at a later time.

Delta Crocodile (rare): This beautiful crocodile figurine's back is covered in hieroglyphic script detailing the paths of several prominent waterways. When animated, the idol takes on the form of a buoyant faience crocodile with a sculpted seat on its back for a rider. The crocodile can act as a mount for a single medium sized creature, but can only be used in such a manner when the crocodile moves on water—the summoned creature refuses to transport riders while on land. While transformed, the crocodile gains resistance to slashing, piercing and bludgeoning damage from nonmagical weapons that aren't adamantine. The crocodile idol can be used once per week for 2 hours when summoned on land, or three times per week for 6 hours when summoned in water.

Desert Frog (very rare): On command, this idol transforms into a large toad with an affinity for the desert. This creature is treated as a giant toad with resistance to fire damage. In addition, the frog gains resistance to slashing, piercing and bludgeoning damage from nonmagical weapons that aren't adamantine. The frog idol can be used every 3 days for no more than 8 continuous hours each day it is summoned.

Grand Tortoise (very rare): Weighing 10 pounds instead of the typical 5 pound idol weight, this imitation tortoise has a shell made of a lighter hued ceramic. When summoned, this idol balloons into an immense tortoise composed of the same faience material. When transformed, the tortoise gains resistance to slashing, piercing and bludgeoning damage from nonmagical weapons that aren't adamantine. While it understands its owner, the tortoise cannot speak and only has an 80% chance of following received orders that require it to move or attack. When it ignores an order, the tortoise retreats into its shell for 1d4 rounds. The tortoise idol can be used four times per month for up to 24 hours at a time.

Raging Hippopotamus (very rare): Posed with a comically smiling face, this model hippopotamus is mid-stride. When summoned, the owner must designate one creature or object within 70 feet to be the immediate recipient of a charge attack from the hippo (treat as a rhinoceros). The summoned hippo ignores all instructions from the owner and targets the item or target until it is destroyed, at

which point it returns to its idol form. While summoned, the gains resistance to slashing, piercing and bludgeoning damage from nonmagical weapons that aren't adamantine, but cannot communicate with or receive commands from its owner. The hippopotamus idol can be used once per week and lasts for 1 hour, or the more likely result of its target being slain.

Soaring Hawk (rare): On command, this idol transforms into a hawk. When transformed, the hawk gains resistance to slashing, piercing and bludgeoning damage from nonmagical weapons that aren't adamantine, and communicates with its owner by telepathic means, informing them of all it sees and hears. The hawk idol can be used once per day from sunrise to sunset, and cannot be used in areas where the sun is not visible.

GIANT TORTOISE

Medium beast, unaligned

Armor Class 16 (natural armor)

Hit Points 37 (5d8 + 15)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	7 (-2)	16 (+3)	2 (-4)	13 (+2)	9 (-1)

Senses passive Perception 12

Challenge 1 (200 XP)

Shell. As a bonus action, a tortoise can pull its extremities and head into its shell. It cannot move or attack in this state, but its armor increases to 19. It may also end this state as a bonus action.

ACTIONS

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

OASIS MIRROR

Wondrous item, very rare (requires attunement)

This golden hand mirror is encircled in a frame of blue faience. When moved, the surface of the mirror seems to ripple like a glassy pool, though it becomes still once more when the mirror is stationary. With a command word, you can command it to pour forth up to 12 gallons of water per day, pouring forth at a rate of 1 gallon per round, while a second command word causes 2d4 plump figs or dates to appear in the mirror. You can reach into the mirror and take these fruits, eating or sharing them. A single fruit will feed one creature for a day.

In addition, once per day you can speak a third command word and present the *oasis mirror* toward a Large

or smaller creature within 10 feet. The target is drawn into an extradimensional pool of water within the mirror (DC 12 Wisdom saving throw negates). A creature trapped within the mirror is completely submerged in water. A trapped creature may make a new save at the start of each of its turns. A creature is ejected from the mirror after a successful save or after 6 rounds, whichever comes first.

MAP CARTOUCHE

Wondrous item, rare

This small golden plaque is inscribed with tiny symbols around its edges, but the center of the cartouche itself is blank. Invented by treasure hunters and tomb robbers, once per day as an action it can be placed next to any map, including one drawn by its owner, to reveal something hidden in the area that is not shown on the map, such as a secret door, hidden room, trap, or secret compartment inside a table, cabinet, throne, altar, or similar structure or object. A *map cartouche* does not reveal creatures, but it can reveal hidden hazards, such as green slime or yellow mold. If multiple hidden features are present, the *map cartouche* reveals the nearest feature to its current location. Wisdom (Perception), Intelligence (Arcana), Intelligence (Investigation) and Dexterity checks with respect to the revealed hidden feature gain a +2 bonus, as do Armor Class and saving throws if the hidden feature makes an attack roll or forces a saving throw.

PAPYRUS OF SUPPLICATION

Wondrous item, rare

A *papyrus of supplication* is a specially prepared scroll upon a spindle of rare wood, and is always illuminated on one side in elaborate hieroglyphics that call forth the blessings of one of the core deities revered within the Pharaoh Kingdom, whether a major deity like Lamashtu or a minor deity like Khepri or Wadjet. When unrolled, a character with proficiency in Intelligence (Arcana) or Intelligence (Religion) can use rare inks and pigments (costing at least 100 gp) to inscribe a prayer or request to that deity. With a successful DC 16 Intelligence (Arcana) or Intelligence (Religion) check, the request inscribed on the *papyrus of supplication* is granted, subject to the restrictions below. If you do not worship the deity to whom the *papyrus of supplication* is consecrated, you take a -3 penalty on ability checks to use it. A divine spellcaster that worships the same deity gains a +2 on ability checks to use a *papyrus of supplication*.

The request made upon the *papyrus of supplication* must be one that is in keeping the nature, alignment, and areas of interest of the deity in question. It can duplicate the effect of any spell of 6th level or lower on the cleric spell list or any other spell of 4th level or lower. It can undo the effects of harmful spells as a *wish*, and it can produce other effects whose power level is in line with the above, as a *wish*. Any spell created by a *papyrus of supplication* is DC 16. A *papyrus of supplication* can also create more mundane effects, such as protecting crops from storms or floods, warding off plagues and drought, ensuring (or preventing) healthy childbirth, or similar effects. These effects last up to one year and affect an area inversely proportional to the power of the effect. A *papyrus of supplication* that granted a +1 bonus on one specific kind of ability check, such as Intelligence (Religion), might affect an entire city, while one that spread a baneful curse might affect only one family, one business, one temple of a rival deity, or even a single creature. The precise limits on what you can accomplish are subject to GM discretion, but must be consonant with the nature, alignment, and areas of influence of the associated deity.

Inscribing a *papyrus of supplication* takes 1 hour and must be done in an area *hallowed* to its associated deity, or with the papyrus spread on a permanent altar or shrine to that deity. When the duration of the effect created by the *papyrus of supplication* ends, the *papyrus* crumbles to dust, powerless. For non-instantaneous effects, if the *papyrus of supplication* is destroyed prematurely, or if it is taken into an area that is not *hallowed* to its associated deity, any effects it creates are likewise ended immediately.

TOMB WARDEN'S STELE

Wondrous item, very rare (requires attunement)

This two-foot wide carved slab has a square indentation with perfectly weathered sandstone. When first discovered, the face of the *tomb warden's stele* is blank. Anyone who appropriately identifies the properties of the item can chisel on a message of no more than 25 words during the attunement period. The writer becomes linked to the stele, gaining several benefits.

If linked, you hear a mental alarm (as per the *alarm* spell) any time someone comes within 100 feet of the stele. As an action, you creature can see from a vantage of 500 feet above the stele, rotating their viewpoint up to 360 degrees. You perceive with your normal visual senses. All of these abilities cease to function if you travel more than 50 miles away from the stele.

The stele remains attuned to you until you die. If *erase* or *mending* is cast upon the stele, the attunement is also broken and the item can be re-linked by inscribing a new message on its surface.

ARTIFACTS

FUNERARY PYRAMID (MINOR ARTIFACT)

Wondrous item, legendary (requires attunement)

In the Pharaoh Kingdom, it is believed that the pyramid is the focal object that allows the pharaoh to ascend to his rightful divinity after his death, and begin his eternal vigil over his former subjects. Hundreds of tons of stone, intricate, occult geometries, months of prayer, and a king's ransom in wealth are all required in tandem to guide the divine spirit of the pharaoh to the abode of the gods.

The divine might of the pyramid can be twisted to evil ends, should a pharaoh be less than obsessively vigilant during its construction. An ambitious priest, in the pursuit of more temporal power, can suborn the pyramid's architect, pervert the sacred geometries, speak profane rites over the construction, and corrupt the structure's ultimate purpose. If this happens, when the pharaoh's earthly remains are laid to rest within, rather than ascending into the heavens, his spirit is caught within the pyramid's capstone. Further prayers and rituals to dark powers corrupt the spirit and bind it to the capstone as long as it stands. When completed, the structure becomes a powerful focus for the creation and control of unearthly legions from the remnants of the dead.

This red clay is sometimes formed as a ziggurat or step pyramid and sometimes smooth-sided and clad in polished limestone and capped with gold. Whatever its form, it can be attuned to a specific site, typically a temple or crypt, and meditated over for 8 hours while funerary prayers are recited from the books of the dead.

Random Properties. The *funerary pyramid* has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties
- 1 major detrimental property

Death Myriad. Once the ritual is completed, a cleric or other devout follower of an evil god can use the *funerary pyramid* to control undead (as per *create undead*) with the

following limitations. In order to control undead, you must be touching the *funerary pyramid* and the targeted undead must have been created within the attuned site. There is no limit to the number of undead you can control while using this item, though each target must succeed on a DC 17 Wisdom saving throw to resist a command. If the command involves a dangerous action or activity, undead that are not mindless can attempt a new save each round at the end of their turn to break free of the *funerary pyramid's* control. An undead created within the attuned site never attacks the a creature touching the *funerary pyramid*, and this protection persists for 15 minutes after the creature releases the *funerary pyramid*, though this protection is ended if the creature attacks any undead. You must issue any commands in a language spoken by the undead. In the case of mindless undead, this language can be one the creature understood while alive.

Beacon of Evil. A *funerary pyramid* is deeply invested with unholy energy, radiating a permanent *hallow* effect. This *hallow* effect cannot be countered or dispelled by *dispel magic* without first casting *dispel evil and good*, which suppresses the *hallow* effect for 1 round per spell level. For purposes of *dispel magic*, the *funerary pyramid* is an 8th level spell. If targeted by a successful *dispel magic*, the funerary pyramid is only suppressed for 24 hours.

Unholy Shroud. The *funerary pyramid* absorbs area effects that cause radiant damage, negating such effects completely, as well as ranged attacks that target creatures within 20 feet and inflict radiant damage. It cannot absorb radiant damage attacks that are delivered by touch, unless those effects are used to touch it directly.

DESTRUCTION

If a *funerary pyramid's* *hallow* effect is suppressed, as described above, it can be destroyed by forcing it to absorb 100 points of radiant damage, at which point it explodes in a 10-ft radius burst dealing 70 (20d6) points of damage (DC 17 Dexterity saving throw for half), half of which is piercing damage and the other half thunder damage.

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