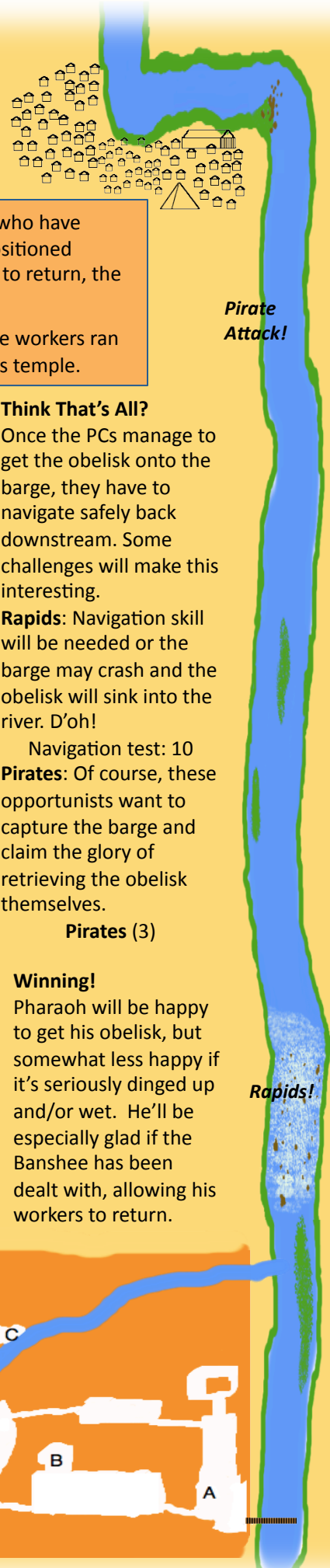


# Get My Damn OBELISK!



**Pirate  
Attack!**

**Rapids!**

Pharaoh is irate. A strange and mysterious howling has terrified the quarry workers, who have abandoned the effort to carve a new, prized obelisk. The new monument must be positioned before the festival, or the gods will be displeased. Since the workers are too terrified to return, the players have been enlisted to retrieve the enormous chunk of rock

The obelisk is located at a quarry up the river. It has been carved and finished, but the workers ran away before it could be loaded onto the barge and sent downstream to the Pharaoh's temple.

## To the Quarry!

The voyage upstream is uneventful, and the PCs arrive at the docks. Immediately, they can see the obelisk, a bunch of engineering equipment to load it onto the barge (ropes, pulleys, cranes, carts), and can hear the terrifying howling that scared everyone away.

## The Howling

In the final days of obelisk-carving, the workers awoke the anguished spirit of someone who perished in the quarry long ago. Each time anyone hears this howling, they must roll a 10 with a skill, or flip out and panic – and suffer a one die penalty to that skill in the next encounter.

## Random Encounters

The quarry is no longer a safe place. Roll a die for monsters whenever the PCs enter an area. On a one or two, roll again on the table below. Use any number of wolves or scorpions as is appropriate to the party or your own TPK ambitions.

- 1,2) **Howling** (See above)
- 3,4) **Quarry Wolves** – Wolf (3)
- 5) **Giant Scorpions**– Scorpion (1)
- 6) **Banshee** (see above)

## Vengeful Spirit

The PCs can destroy the spirit, if they have ghostbusting skills and/or magic weapons. Normal weapons won't harm it. It will howl, throw stuff, and strike with a chilling touch.

**Banshee** – Vengeful Ghost (6); Terrifying Poltergeist (5)

Players can also appease the spirit by gathering the pieces of its skeleton (as marked on the map) and giving it a proper burial. If they can do this, the Banshee will rest, and the howling will stop.

A: Skull, B: Leg, C: Torso & arm, D: Leg & Pelvis, E: Arm.

## Load 'er up!

Are the PCs super strong? Do they have magic? Can they figure out how to use the engineering equipment to load the obelisk onto the barge? They'll have to work as a team to do it. Multiple tries are allowed, as long as the obelisk isn't destroyed.

Skill Roll is at least...

30: It's on the barge!

25: Ding it.

20: Dropped it

15: Dropped it on someone.

Rolling less than 15 means that they have somehow dropped it in the river. Pharaoh's gonna be pissed.

Also, if the group has not successfully dealt with the Banshee yet, it will appear while they are in the process of loading the obelisk onto the barge. Of course.

## Think That's All?

Once the PCs manage to get the obelisk onto the barge, they have to navigate safely back downstream. Some challenges will make this interesting.

**Rapids:** Navigation skill will be needed or the barge may crash and the obelisk will sink into the river. D'oh!

Navigation test: 10  
**Pirates:** Of course, these opportunists want to capture the barge and claim the glory of retrieving the obelisk themselves.

**Pirates (3)**

## Winning!

Pharaoh will be happy to get his obelisk, but somewhat less happy if it's seriously dinged up and/or wet. He'll be especially glad if the Banshee has been dealt with, allowing his workers to return.

