

THE OBELISK AT DAWN

PREMISE

Three years ago, Queen Neferisus and crew disappeared along with her royal skyship, The Obelisk At Dawn. Today, it reappeared over a field, apparently abandoned. The Pharaoh, King Suptic-Ka, has ordered his servants to investigate.

Character Creation

Characters are built using 10 dice, with all options available. Double-Pump Cliches can only be used with magical powers.

Characters are faithful and loyal servants of an Egyptian Pharaoh in the paradise underworld of Osiris. That's right...your characters are already long dead.

Setting Rules

Characters cannot die in the Realm of Osiris, being raised to life at the next sunrise. If they leave this realm, and die again, they face oblivion.

THE OBELISK AT DAWN REALM OF OSIRIS

The skyship is trailing a rope ladder from a door in area 1 that reaches the ground. It is an easy climb. Everywhere on board the skyship is the faint sound of howling wind, screams, and the sound of combat.

1. Porch: A long open air porch with walls 4 feet tall, numerous palms in vases, and benches.

2. Parlor: Queen Neferisus entertained

guests here. There are numerous benches and a large throne.

3. Engine Room: The Engine of Thoth sits in this room and keeps the skyship flying.

4. Pilot's Room: This room contains a bed, benches, a sitting pillow and several tables.

5. Guard's Room: Five beds and numerous supplies of food and water are contained here. Of note, none of the food or water looks to be no more than a day old.

6. King's Chamber: When the King visits the Queen, he stays in this room with a large bed, throne, benches and tables.

7. Obelisk: A large obelisk covered in glowing green glyphs stands here under an open roof. The floor is also covered in glyphs. Anyone touching the Obelisk causes the entire ship and everyone on board to slip into the *Realm of Set*, a vast void of darkness and howling winds.

8. Servant's Rooms: Each of these rooms has 2 beds.

9. Queen's Chamber: A large, plush chamber with numerous benches, tapestries, a throne and a mound of pillows.

10. Queen's Bedroom: Like her chamber, expertly appointed with a massive bed and shelves.

11. Queen's Bath: A large stone tub sits here. The water is still warm as if recently drawn.

THE OBELISK AT DAWN REALM OF SET

The Realm of Set is darkness and howling winds. Any character in Area 1 must make a TN 5 roll per round of combat, or when entering it, to avoid being swept overboard by the winds to their death. Minions of Set are immune to the winds.

Every 10 minutes in this realm equals 1 year in the Realm of Osiris. The Queen has been here only 30 minutes from her point of view.

Of Note

1. Porch: There are 5 Minions of Set guarding the porch. **Minion of Set (4)x5:** *Evil scimitar wielding magic-users.*

2. Parlor: Anutep, is here, along with 2 Minions of Set. They are torturing the Pilot hoping to force him to take the ship back to the Realm of Osiris so that they may hold open a portal for the Realm of Set to invade. The pilot has resisted so far, but did send back a 'ghost' of the skyship to seek help. **Anutep** has two Cliches - **High Priest of Set (5):** *Wielding the darkest of magics,* and **Warrior of Darkness (4):** *Using a spear with supernatural strength.* **Minions of Set:** see above. **Pilot (1):** *A total, bloody, mess who can still pilot the Skyship.* Once released from Anutep, the pilot can take the ship back to the Realm of Osiris.

7. Obelisk: The moment the characters are drawn to the Realm of Set, they find themselves in the middle of a combat. On one side are the **Queen's Guards (3) x3:** *Eunuch warriors.* The other is 3 **Minions of Set** (see Area 2), and a **Serpent Headed Monstrosity (6):** *Huge fangs, raking claws, venomous bite.* There are already two dead Guards of the Queen, and six dead servants of the queen laying in pools of blood.

10. Queen's Bedroom: The Queen, Neferisus, along with 3 of her servants are hiding in this room. They have only daggers to defend themselves. **Queen Neferisus (3):** *Beautiful and aristocratic royalty with a dark secret.* **Queen's Servants (2):** *Faithfully domestic.*

DARK HEARTS

Once returned to the Realm of Osiris, the Queen reveals in shame what happened. In their mortal lives, Neferisus and Anutep were lovers. Anutep was able to communicate between the realms and ask Neferisus to aid him in escape.

Anutep, servant to, and by the command of, Set, had tricked Neferisus to come so that Anutep and his minions may use the skyship to invade the Realm of Osiris. The characters prevented it from happening... *this time...*but there are other means, and Set is very patient.

