



THIS SOLITARY OBELISK APPEARS TO BE...

1. **[Alien]** From another plane of existence entirely. The runes etched across its perfectly smooth faces echo in your head when you look upon them, and the metal it's made of is soft to the touch.
2. **[Blank]** Void of any writing or symbology save for a single bloody hand print. Closer examination reveals it is actually dozens of handprints pressed against the exact same spot.
3. **[Laughing]** Giggling to itself in a manic, unsettling way. It is difficult to tell if the laughter is coming from within the obelisk itself or is just a figment of your imagination.
4. **[Growing]** Slowly expanding in size. The dirt around its base is piled high, the material used to make the obelisk looks stretched thin, and it's even begun to overtake a nearby tree.
5. **[Locked]** Some sort of container with hinges running along one of its edges and complex locks running along the opposite edge. Not a sound can be heard coming from within the obelisk.
6. **[Marker]** A headstone of some sort, though its immense size and shape would make it appear as an obelisk from afar. The name of whoever is buried here changes every few minutes.

TOUCHING IT WILL...

1. **[Infect]** Put you at risk of contracting an alien virus that will petrify your body in a strange, otherworldly metal if not cured in the next 2d4 days hours.
2. **[Prey]** Alert a nearby cult of your exact location. They will not rest until your body is butchered and your bloody hand print left upon the obelisk.
3. **[Stalker]** Cause a sadistic fey spirit to begin following you from a distance. The spirit giggles to itself incessantly and seems to get closer with every new moon.
4. **[Shrink]** Cause you to shrink 1d12 inches every night until the curse is broken.
5. **[Obsess]** Cause you to become increasingly obsessed with learning the obelisk's secrets until you are willing to take a life to get the answers you seek.
6. **[Portent]** Give you a brief vision of your death at the hands of a terrible monster that quickly emerges from the obelisk.

TO BREAK THE CURSE...

1. **[Creator]** You must seek out the obelisk's creator, for only they know its secrets. This person resides on another plane.
2. **[Sacrifice]** You must drench the obelisk in the blood of a sacrifice. The sacrifice need not be willing nor human in nature.
3. **[Find]** You must find and touch the obelisk again. As soon as the obelisk is touched it vanishes and reappears in the exact same spot but on a different plane of existence.
4. **[Gamble]** You must beat someone in a game of cards. Doing so causes the curse to pass on to everyone who loses the game.
5. **[Forget]** You must find a way to remove all memory of the obelisk from your mind. If even the slightest inkling of its persists in your brain, the curse remains.
6. **[Destroy]** You must destroy the obelisk in such a way that no trace of it can ever be recovered. Doing so is impossible with basic tools or low-level magics.