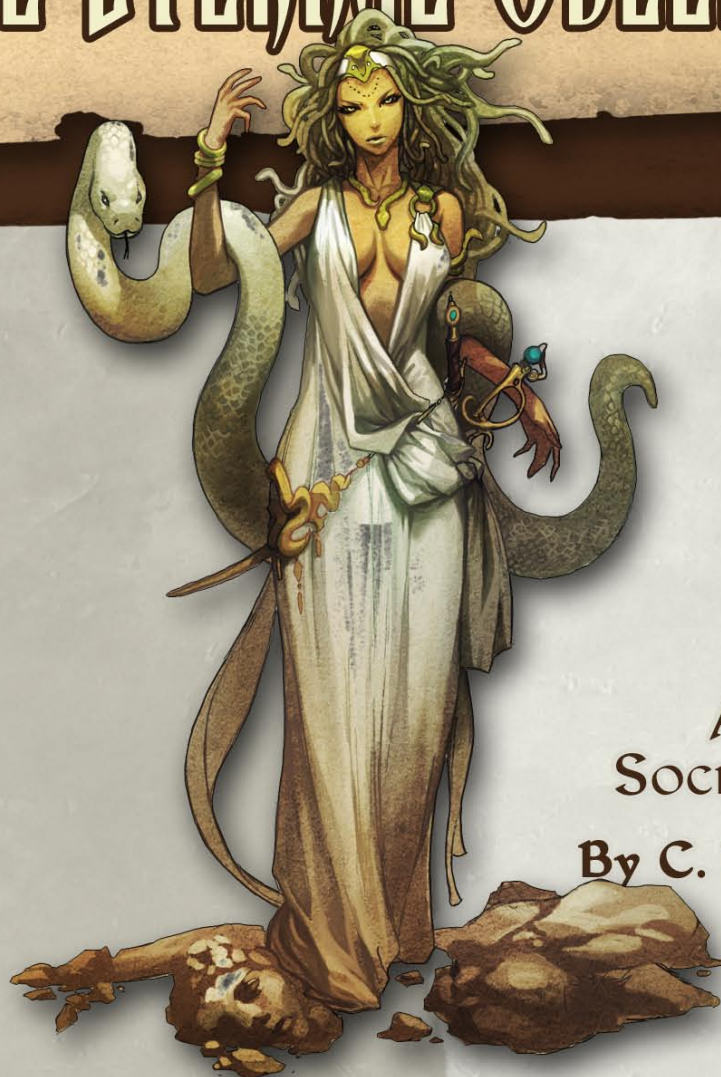




# THE ETERNAL OBELISK™



A PATHFINDER®  
SOCIETY™ SCENARIO

By C. Robert Brown

# THE ETERNAL OBELISK™

## PATHFINDER SOCIETY SCENARIO 21

Design: C. Robert Brown  
Development: Joshua J. Frost  
Editing: Joshua J. Frost  
Editorial Assistance: David Eitelbach and Hank Woon  
Senior Art Director: James Davis  
Interior Artist: Andrew Hou  
Cartographer: Mike Schley  
Vice President of Operations: Jeff Alvarez  
Events Manager: Joshua J. Frost

Paizo CEO: Lisa Stevens  
Corporate Accountant: Dave Erickson  
Sales Manager: Chris Self  
Technical Director: Vic Wertz  
Publisher: Erik Mona

Pathfinder Society Scenario 21: The Eternal Obelisk is a Pathfinder Society Scenario designed for 5th to 9th level characters (Tiers: 5–6 and 8–9). This scenario is designed for play in Pathfinder Society Organized Play, but can easily be adapted for use with any world. This scenario is compliant with the Open Game License (OGL) and is suitable for use with the 3.5 edition of the world's most popular fantasy roleplaying game.

The OGL can be found on page 12 of this product.  
Paizo Publishing, LLC  
2700 Richards Road, Suite 201  
Bellevue, WA 98005  
[paizo.com/pathfindersociety](http://paizo.com/pathfindersociety)

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# THE ETERNAL OBELISK

BY C. ROBERT BROWN

The wealthy and well-educated daughter of a Qadiran trade prince, Khalida al-Mushabe, displayed an insatiable thirst for knowledge from a young age. Her family indulged her desire for reading material at every opportunity, acquiring vast numbers of books, including several volumes of the *Pathfinder Chronicles*. Enamored with the tales of adventure in those pages, Khalida resolved to become a Pathfinder herself, much to the chagrin of her parents.

Just months after turning sixteen, Khalida stumbled upon a battered journal among her library's latest acquisitions. Tucked amid its pages was a map detailing the location of an ancient temple buried beneath a salt flat in central Qadira. According to the notes scrawled in the journal, the temple was dedicated to the majesty of the Plane of Earth, and within laid the power of eternal youth for anyone who might claim it. Intent on proving her worth to her idols, the Pathfinder Society, Khalida engaged the services of a trio of mercenaries and launched her own expedition to recover the obelisk.

Unfortunately for Khalida, the journal was bait for a cunning trap crafted by the mistress of the Eternal Obelisk. The medusa Ophiope had dwelt in the temple for centuries, using the obelisk to perpetuate her own life by slowly siphoning the life-force of her petrified victims. Unable to leave the temple for long without succumbing to the ravages of time, Ophiope sought to lure foolish adventurers and would-be immortals to her lair by disseminating copies of the journal on her brief forays into the outside world.

Khalida's expedition blundered into the temple, only to be assaulted by a gang of grimlocks who subdued the explorers and brought them before their mistress. All but one of the expedition succumbed to the medusa's gaze. Offended by Khalida's beauty, Ophiope had her decapitated, and allowed the lone surviving mercenary to escape bearing her stone head, hoping to lure more victims with his tale. Although the man succumbed to the perils of the Qadiran waste, a passing trade caravan happened upon his corpse. Noting the stone bust's resemblance to a fellow trade prince's daughter, the

caravan leader presented it as a gift to Khalida's father, who recognized its true nature.

Furious and distraught, Khalida's father confronted Katheer's Venture-Captain and laid responsibility for his daughter's death at the feet of the Pathfinder Society. To his thinking, Khalida would never have gone to the temple had it not been for the *Chronicles* putting strange ideas into her head. Regardless of the Society's innocence, the Venture-Captain realized that the prince's wealth and influence with the satrap could purchase a great deal of trouble for the Society if he were not appeased. With the petrified head of a would-be Pathfinder sitting on the Venture-Captain's desk and the promise of eternal youth buried beneath the wastes, the priorities of the Pathfinder Society were clear: find the temple, kill the monsters, claim the prize, and if possible, recover the body of the princess.

## SUMMARY

Following in Khalida's ill-fated footsteps, the PCs travel

### THE PRINCES OF QADIRA

The trade princes and princesses of Qadira differ from the standard European fantasy tropes in that their titles do not indicate their position with regard to claiming the throne of a kingdom. Rather, the title refers to the many nobles and powerful merchants who vie for the satrap's favor in their business dealings. More information about Qadira and its culture can be found in the *Pathfinder Chronicles Campaign Setting*, in the Pathfinder Society scenarios *Murder on the Silken Caravan* and *The Many Fortunes of Grandmaster Torch* and in the upcoming Pathfinder Companion, *Qadira: Gateway to the East*, all available at [paizo.com](http://paizo.com) or your local hobby gaming store.

to the salt flat where the would-be adventurer's head was found in the arms of her dead mercenary companion. There, they discover signs of the expedition, including a securely tied rope leading down into a gaping, salt-crusted

hole in the earth. Descending into a huge subterranean cavern, the PCs are set upon before they can reach the ground by a flying mob of mephits.

Once the mephits have been dealt with, the PCs discover a stone door bearing an inscription in Terran and a carved image of the obelisk that proves they are on the right path. Beyond the entrance, the PCs enter a gallery of stone statues, the medusa's victims, including a pair of rearing stallions who have been animated as guardians by the obelisk's power. Particularly unlucky or high-level PCs will also encounter a medusa here, Renale, the daughter of Ophiope.

As the PCs proceed further into the temple, they are ambushed by more of Ophiope's minions, a gang of grimlocks who tumble about the darkened corridors unhindered by their lack of sight. Using the terrain to their advantage, the grimlocks combine berserker fury with insidious sneak attacks as they attempt to outflank and subdue the intruding adventurers.

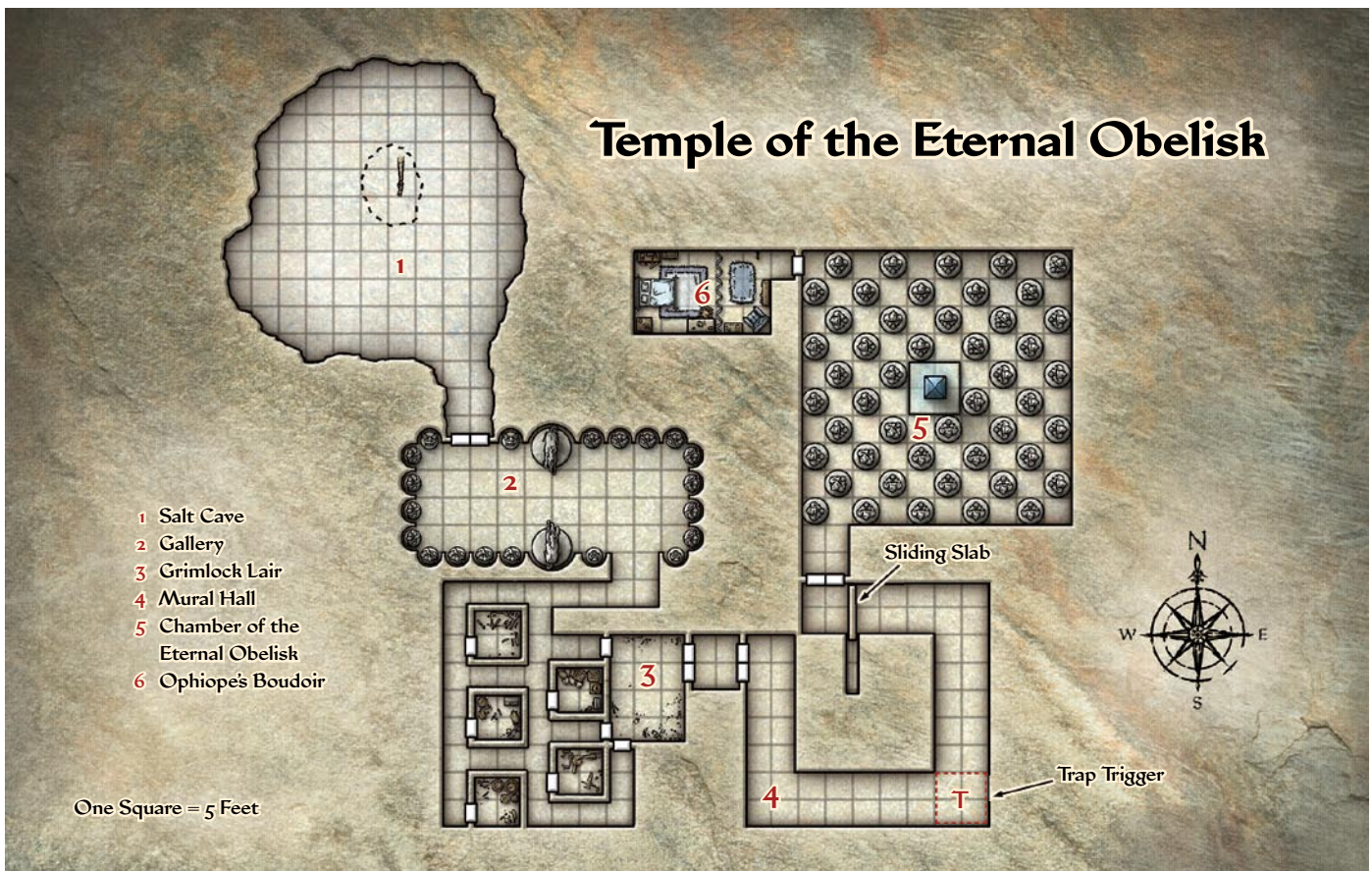
In order to reach the obelisk, the PCs must navigate a twisting hallway that runs around the perimeter of a 25-foot stone cube that bears a mural depicting the creation of the temple by a renegade shaitan and his cult of medusa followers. Examining the mural will prove problematic, however, as the corridor a trap which, if undetected, will temporarily seal off sections of the hallway with a stone

slab and a portcullis, and awaken the xorn bound within the mural stone. Even if the PCs detect and disable the traps, doing so will slow them down and leave them vulnerable to the hit-and-run attacks of a creature that can strike anywhere from any angle.

Finally emerging into the chamber of the Eternal Obelisk, the PCs must contend with Ophiope and her remaining grimlock servant. Drawing upon the powers of the obelisk, Ophiope sends her petrified victims, including the headless body of Khalida, to further hinder the PCs. Once the medusa is defeated, the party will discover the ancient text of the shaitan cult among her belongings, which indicates that only a creature with a natural petrification gaze may benefit from the obelisk's promise of immortality. Denied the secret of eternal youth, the PCs must nonetheless devise a means of carrying Khalida's stone body back to Katheer, where she, and her father's wrath, can be put to rest.

### The Temple of the Eternal Obelisk

Buried beneath a coastal salt flat roughly 100 miles south of Katheer, the Temple of the Eternal Obelisk is a series of smooth-floored, limestone chambers formed via *stone shape* spells. Although the complex once served as the abode of a renegade shaitan and his cult of medusa followers, intrigue and betrayal claimed all but the last



of the medusas, the high priestess Ophiope (and her daughter Renale in Tier 8–9), who lords over a pack of grimlock bandits that also dwells in the temple. Unless otherwise noted, the only illumination within the temple is what the PCs bring with them.

**1. The Salt Cave:** The entrance to the temple lies at the bottom of a limestone cavern beneath the salt flat. Formed by the same briny waters that left behind the salt above, this chamber is vaguely spherical in shape, 60 feet in diameter with rounded walls, a relatively flat floor, and 40-foot-tall ceiling. A 10-foot square gap in the center of the ceiling serves as the only route to the surface, and a silk rope has been firmly secured to a stone outcropping above several feet back from the edge. The floor is uneven (treat as difficult terrain), and all the surfaces of the cavern are encrusted with salt. The cavern is dimly illuminated during the day and utterly dark at night. A bright light source within the cavern, such as a *sunrod* or *daylight* spell, reflects off the salty surface and imposes a –4 penalty to Spot checks made within the cavern. A ten-foot-wide tunnel in the southeast corner of the room leads to a stone door with a carved relief of a male humanoid figure standing before a shining obelisk with his arms raised in triumph. An inscription in Terran below the image reads, “Embrace the eternal life of stone.” Although heavy, the stone door may be pushed open with a DC 15 Strength check.

**2. The Gallery:** The entrance to the temple opens into the northwest corner of a rectangular room which extends 50 feet to the west and 20 to the south. A single exit, identical to the entrance, lies at the southeastern corner of the room and leads to a corridor beyond. Alcoves line the walls of this room, into which are set a strange variety of stone statues. In the center of the room, a pair of freestanding statues of rearing stallions faces each other from the north and south, their upraised hooves almost forming an arch over the path east.

**3. The Grimlock Lair:** South of area 2, a five-foot-wide corridor leads west for 30 feet, with long hallways branching southward at 15 and 30 feet. In truth, these halls are part of a 45 foot by 30 foot chamber that has been sectioned off into a series of seven hallways surrounding five 10-foot by 10-foot chambers arranged in parallel north-south rows, three in the west and two in the east. In addition to the two north-south corridors, there are five east-west corridors. The two northeast corridors terminate in iron doors, while the southeast corridor turns north before also leading to a door. These three iron doors all lead into a 20-foot by 15-foot chamber that serves as the lair of the grimlocks. The 10-foot by 10-foot rooms each have a door in their southwestern corner, and serve as the vaults and larder for the grimlocks.

**4. The Mural Hall:** From the lair of the grimlocks, this corridor widens to ten feet and turns south for 35 feet before turning east for 35 feet, then north 35 feet, and finally west 35 feet (essentially around the perimeter of a 25 foot square, except for the northwest corner, which prevents the corridor from meeting itself). The inner walls bear a massive mural depicting the desertification of the marshlands into what is now the salt flat, and the coming of a strange blue-skinned man before the medusas, offering them salvation in the form of the Eternal Obelisk in exchange for their tribute. At the midpoint of the corridor is a 10-foot by 10-foot pressure plate that activates a trap whenever more than 200 lbs is placed on it, temporarily sealing off the hallway.

**5. The Chamber of the Eternal Obelisk:** Entering from the southwest corner, this 50-foot by 50-foot room has a vaulted ceiling 20 feet high at the edges and 40 feet high in the central 20 by 20. The room is dominated by the Eternal Obelisk, a four-sided stone pillar with a pyramidal tip carved from black marble with glowing blue striations through it that shed light equivalent to a candle. The obelisk is five feet thick, 30 feet high, and stands upon a raised dais 10 feet wide and five feet tall at the very center of the room. From the square immediately to the west of the entrance, Medium stone statues stand in the room in a checkerboard pattern, filling every other square not occupied by the obelisk’s dais. An exit in the northwest corner leads to area 6.

**6. Ophiope’s Boudoir:** The lair of the medusa consists of a pair of rooms opulently furnished with the ill-gotten gains of the grimlocks’ raiding. Silks and veils hang from the walls and ceilings, and thick carpets and plush divans line the floor of both chambers. The eastern half of area 6 serves as Ophiope’s bedroom and includes a stone desk with several drawers in which she stores her most prized possessions. The western half of area 6 is either Ophiope’s reading room (Tier 5–6) or Renale’s bedroom (Tier 8–9) and is lit by an *everburning torch* in a sconce on the north wall.

## GETTING STARTED

Read the following to get the adventure underway:

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It has been three days since the relative peace of Katheer’s Pathfinder Lodge was broken by shouted curses and accusations from within the Venture-Captain’s office. Even before the immaculately dressed Keleshite man and his bodyguards exited the building, Venture-Captain Esmayl ibn Qaradi stormed into the common room and bellowed, “If you lot plan on staying here in the future, you’ll volunteer your services for a mission on the Lodge’s behalf. Anyone interested, meet me in my office; anyone else had better clear out before I remove you from the building!”

Ensnared in the senior Pathfinder's office, ibn Qaradi gestured dramatically to the severed head of a stone statue sitting on his desk amid a pile of maps, notes, and journals. "Friends, I'd like you all to meet Khalida, daughter of Trade Prince Hasan al-Mushabe, and perhaps the single greatest threat to the Pathfinder Society's continued operations in Qadira. It seems that the young lady set out on a private expedition into the southern wastes to uncover a monument called the Eternal Obelisk, and was petrified and decapitated for her trouble. Unfortunately, her father believes that the *Pathfinder Chronicles*, and by extension us, are to blame for putting foolish ideas into his daughter's head, and has laid responsibility for the recovery of her body at our feet. Unless we honor this request, he will use his wealth and influence to make life very difficult for us here.

"I understand that most of you didn't become Pathfinders to fetch corpses, so here is something else to whet your appetite. According to Khalida's research materials, the Eternal Obelisk is said to grant eternal youth and vitality to its master. Although it sounds too good to be true, someone clearly went to a lot of effort to keep her from reaching the obelisk, so it must be of some value. Follow her map south into the coastal salt flats, and see what you can find."

Allow the PCs to decide how they intend to make the trip from Katheer to the site of the Eternal Obelisk. The Pathfinder Society can provide camels for the trip, in which case the journey takes three days, but Tier 8–9 PCs potentially could make use of *teleport* or overland flight to speed things along. A DC 15 Survival check is sufficient to make PCs aware that the best time for traveling through the desert is at night, especially on the salt flats, where the reflected rays of the sun can be blinding.

## ACT 1: THE SALT OF THE EARTH (EL 6 OR EL 8)

Ahead, the white expanse of the salt flat is broken by a gaping hole in the earth. The remains of Khalida al-Mushabe's campsite lie strewn across the barren ground, her family crest still visible on the fabric despite a layer of wind-blown dust. A sturdy silk rope, firmly secured to a piton on a nearby stone outcropping, runs across the salty ground for several feet before vanishing into the shadow of the pit.

**Creatures:** Hiding under the lip of the cavern's roof is a group of mephits watching the entrance for intruders. If the PCs make no attempt to conceal their presence, the mephits wait until they begin descending into the cavern to launch their attack.

### Tier 5–6 (EL 6)

#### EARTH MEPHIT

CR 3

hp 19 (MM 182)

#### TACTICS

**During Combat** The earth mephit begins combat by using *soften earth and stone* to destroy part of the cavern roof and shower its foes in salt (see Development below). On subsequent rounds, the mephit swoops down to blast any grounded targets with its breath weapon before employing its change size ability and wading into melee.

**Morale** The earth mephit flees when reduced to 8 hit points or less.

#### SALT MEPHIT (2)

CR 3

hp 19, MM 184

#### TACTICS

**During Combat** The salt mephits begin combat by flying out from the cavern walls and using their spell-like ability to draw the moisture from the bodies of the PCs, attempting to catch as many of them as possible within the radius. On the following rounds, they target obvious spellcasters with their breath weapons or employ *glitterdust* to blind and hinder ranged attackers.

**Morale** The salt mephits flee when reduced to 8 hit points or less.

### Tier 8–9 (EL 8)

As Tier 5–6 but increase the number of earth mephits to 2 and the number of salt mephits to 3.

**Development:** As the PCs make the descent 40 feet to the floor of area 1, one of the earth mephits uses *soften earth and stone* on the section of ceiling beneath the rope, reducing it to salty sand. This has three effects. Firstly, all characters currently hanging onto the rope or between the rope and the cavern's outer wall are showered in salt. Treat this exactly as if the characters were struck by the salt mephit's breath weapon with the exception of its range, which becomes 60 feet. Secondly, the rope swings toward the outer wall, battering anyone still holding onto the rope against the side for 1d6 bludgeoning damage. Lastly, the piton holding the rope gives way, dropping anyone on the rope to the cavern floor, dealing appropriate falling damage based on the length of the fall. Even if the PCs do not use the rope, the earth mephit may still use this tactic to shower targets in salt.

**Treasure:** The corpse of a fallen warrior lies near the temple entrance. Although his weapon is missing, he retains his +1 *breastplate*, and his belt contains a *potion of lesser restoration* and an aquamarine worth 300 gp. Tier 8–9 PCs will also find in the pouch a pair of jacinths worth 800 gp each.

**Rewards:** If the PCs defeat the mephits and loot the fallen warrior, reward each tier thusly:

**Tier 5–6:**

Give each player 187 gp.

**Tier 8–9:**

Give each player 454 gp.

## ACT 2: THE GALLERY OF THE FALLEN (EL 5 OR EL 8)

This chamber is clearly an art gallery. Shallow alcoves line the walls, in which stand a strange collection of incredibly life-like humanoid statues. In the center of the room, a pair of stone stallions stand reared upon their hind legs, their fore-hooves reaching out as if to form an arch over the path to the east.

This gallery was created for the obelisk cult medusas to store their most impressive victims. Of particular note is an aged man with a runed staff, looking up from what appears to be a spellbook with a perplexed expression on his face.

**Creatures:** The stone stallions are actually large animated objects. These statues attack any non-monstrous humanoid that comes within their reach.

### Tier 5–6 (EL 5)

#### STONE STALLION (2)

CR 3

hp 52 (MM 14—use the stats for a large animated object)

#### TACTICS

**Combat** The stallions remain utterly still until a creature attempts to pass between them, at which point they lash out with their slam attacks. On the following rounds, they press the attack, preferring to trample smaller foes if possible.

### Tier 8–9 (EL 8)

As Tier 5–6 with the following changes: in addition to the stone stallions, the medusa Renale stands in the northeast corner of the room examining one of the stone statues there. Dressed in a toga with her serpentine hair tied back, she appears to be a normal human at any distance beyond 30 feet. Although she carries a shortbow in one hand, she attempts to appear non-threatening at first to lure her foes closer.

#### RENALE

CR 7

hp 33 (MM 180)

#### TACTICS

**Before Combat** Renale smiles warmly at the PCs and bids them welcome to the temple, encouraging them to approach her between the stone stallions unarmed if they seek the secret of eternal youth. Her *ring of mind shielding* coupled with her high Bluff and Disguise checks can make her seem very convincing.

**During Combat** Renale hangs back, using her bow and gaze attack while allowing the stallions to engage in melee.

**Morale** Renale flees to area 3 when reduced to 10 hit points or fewer, shouting as she goes to alert the grimlock bandits of the intruders.

**Development:** For Tier 8–9 only, if Renale successfully flees the encounter, she travels to area 3 and sends the grimlocks out into the halls to intercept the PCs while she continues on to area 5 to warn her mother.

**Treasure:** In addition to the standard possessions of a medusa, Renale wears a *ring of mind shielding* and a courtier's outfit with the appropriate 50 gp worth of jewelry.

**Mission Notes:** PCs of the Andoran faction who examine the statues in area 2 discover that five of them are intact enough that a *stone to flesh* spell might potentially restore them to life. PCs of the Cheliox faction may obtain a sample from any of the statues in this room. PCs of the Osirion faction who examine the statues find the petrified conjurer they must lay to rest. PCs of the Qadira faction discover the satrap's stallions.

**Rewards:** If the PCs defeat Renale, reward each tier thusly:

**Tier 5–6:**

There are no rewards for this act.

**Tier 8–9:**

Give each player 669 gp.

## ACT 3: THE KINGDOM OF THE BLIND (EL 7 OR EL 9)

These darkened halls seem to criss-cross one another several times. A strange mix of faint odors hangs in the air, as if incense and spices were being used to cover the musky scent of unwashed flesh and discarded waste.

**Creatures:** Ophiop's grimlock minions lair in the 20-foot by 15-foot room in the eastern part of area 3 which connects to a series of short intersecting hallways. If they hear sounds of combat from area 2 or are alerted by Renale, they move out into the hallways, making Hide checks and hoping to catch any intruders between them.

### Tier 5–6 (EL 7)

#### GRIMLOCK BANDIT (2)

CR 5

Male grimlock barbarian 2/rogue 2

NE Medium monstrous humanoid

**Init** +2; **Senses** blindsight 40 ft., scent; Listen +6, Spot +1

#### DEFENSE

AC 20, touch 10, flat-footed 18

(+4 armor, +2 Dex, +4 natural, -2 rage, +2 shield)

hp 47 (2d8+2d12+2d6+18)

Fort +6, Ref +8, Will +4

**Defensive Abilities** evasion, uncanny dodge; **Immune** gaze

attacks, visual effects, illusions, and other attack forms that rely on sight

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**OFFENSE**

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**Spd** 40 ft.

**Melee** mwk battleaxe +11 (1d8+4)

**Special Attacks** rage 1/day, sneak attack +1d6

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**TACTICS**

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**During Combat** Contrary to their savage nature, these grimlocks have been instructed in the ways of stealth and subtlety. They hide themselves in the dark hallways of area 3 and attack the PCs from hiding (if aware of the PCs' approach). Once combat begins, however, they rage and aid one another in flanking single opponents and beating them down. If unaware of their approach, the bandits rage the moment they see the PCs.

**Morale** The grimlocks fight to the death.

**Base Statistics** AC 22, touch 12, flat-footed 20; hp 35; Fort +4, Will +2; **Melee** mwk battleaxe +9 (1d8+2); **Str** 15, **Con** 13; **Climb** +6

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**STATISTICS**

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**Str** 19, **Dex** 14, **Con** 17, **Int** 10, **Wis** 8 **Cha** 6

**Base Atk** +5; **Grp** +9

**Feats** Combat Reflexes, Skill Focus (tumble), Track, Weapon Focus (battleaxe)

**Skills** Climb +8, Hide +6 (+16 in mountain or underground settings), Listen +6, Move Silently +6, Spot +1, Survival +3, Tumble +11

**Languages** Common, Grimlock

**SQ** trapfinding

**Gear** +1 *light steel shield*, masterwork battleaxe, +1 *studded leather armor*

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**SPECIAL ABILITIES**

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**Blindsight (Ex)** Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment. Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises or sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

## Tier 8–9 (EL 9)

As Tier 5–6, but increase the number of grimlock bandits to 4.

**Development:** PCs who bother to search the five small rooms in this area will discover that the three western rooms hold much of the loot the bandits have taken from

passing caravans, while the two in the east are a midden and a privy.

**Treasure:** A search of the three treasure rooms yields a +2 *buckler* and 11 bolts of fine silk worth 120 gp each.

**Mission Notes:** PCs of the Qadira faction should wish to bring swift death to the grimlock bandits here.

**Rewards:** If the PCs defeat the grimlocks and search the treasure rooms, reward each tier thusly:

**Tier 5–6:**

Give each player 841 gp.

**Tier 8–9:**

Give each player 1,282 gp.

## ACT 4: THE BEAST IN THE WALLS (EL 7 OR EL 9)

The corridor in area 4 widens to 10 feet and leads south for a short distance, before turning sharply east. The eastern wall bears an ancient and faded mural depicting snake-haired women living in a lush swampland (identifiable as medusas with a DC 15 Knowledge [nature] check). As the corridor turns east, the mural continues, now showing images of a searing desert sun boiling the swamp to vapor as the medusas fall to their knees or run away. The north side mural depicts a blue skinned creature (identifiable as a shaitan genie with a DC 19 Knowledge [the planes] check) appearing before the bowing medusas and the construction of a temple beneath the earth. As the corridor turns west, the final section of the mural shows the erection of a shining blue obelisk and the medusas standing before it with their arms raised in reverence.

**Creatures:** A xorn has been bound to this chamber for centuries, and although it does not need to eat to survive, it is ravenous for the taste of metal and is eager to make a meal of the PCs' weapons and armor. It has long ago learned to identify the footsteps of the medusas with its tremorsense, and hides within the walls whenever Ophiope (or Renale) approaches.

**Traps:** At the southwest corner of the corridor is a 10-foot by 10-foot pressure plate which triggers if more than 200 lbs of weight is pressed upon it. A stone slab in the north part of the hallway slides out of an alcove and seals the hallway from area 5. In the southwest part of the hallway, a portcullis plummets from the ceiling at the same time, effectively sealing off access to area 3. This trap is effectively a paired set of portcullis traps with a complex trigger mechanism and an automatic reset, designed to limit the PCs mobility and slow their progress through the area. A PC in a space adjacent to the falling slab can make a Reflex save DC 15 to leap to the other side, choosing whether or not to be inside the trap. Note also that even if the PCs trigger the trap, it is possible to force the trap to reset itself by making a DC 20 Disable Device



check, taking 2d4 rounds. Due to the xorn's interference, however, the PCs cannot take 10 on this check.

### Tier 5–6 (EL 7)

#### AVERAGE XORN

CR 6

hp 48 (MM 261)

#### TACTICS

**During Combat** The xorn hides in the mural wall until it has sensed the PCs moving into the second stretch of the corridor, then moves to attack the party member in the rear, attempting to block their escape and flush them toward the trap. It uses its earthglide ability to move through the floors, walls, and ceilings to target the creatures with the most obvious metal items (likely the most heavily armored character), hoping to make a meal of them.

**Morale** The xorn retreats into the western wall if reduced to 15 or fewer hit points or if a medusa should happen to approach from another area.

#### SEALED CORRIDOR TRAP (MODIFIED PORTCULLIS TRAP) CR 3

Type Mechanical; Search DC 20; Disable

Device DC 25

#### EFFECTS

**Trigger** Location; **Reset** Automatic (7 minutes)

**Effect** Attack +10 melee (3d6). Stone slabs fall from the ceiling at both ends of the corridor, blocking passage.

#### SPECIAL

Damage applies only to anyone caught under the stone slab as it falls.

### Tier 8–9 (EL 9)

#### ELDER XORN CR 8

hp 130 (MM 261)

**Mission Notes:** PCs of the Cheliox faction should take note of the mural in this area, as it contains the secrets of the xorn's binding by the shaitan.

**Rewards:** There are no rewards for this act.

## ACT 5: THE ETERNAL OBELISK (EL 9 OR EL 11)

This massive chamber is lit only by a dim blue glow cast by the towering black stone obelisk at the room's center. Dozens of headless humanoid statues stand in neat rows across the chamber floor, facing the obelisk like a silent congregation. From somewhere in the darkness, a female voice speaks:

“Welcome, seekers of eternal youth! Step forward and accept the embrace of eternal stone!”

**Creatures:** Ophiope, the mistress of the Eternal Obelisk, taunts the PCs as they enter the room, relying on the darkness and her position behind the Eternal Obelisk to shield her from view. Two of her grimlock minions lurks near the chamber entrance, ready to strike at a weakly armored foe. If the PCs triggered the trap in area 4, then the two stone statues nearest the southern door have already been animated by Ophiope, and wait silently for someone to approach within striking distance.

### Tier 5–6 (EL 9)

#### OPHIOPE, MISTRESS OF THE ETERNAL OBELISK

CR 7

LE Medium modified medusa

hp 33 (MM 180 plus Mistress of the Eternal Obelisk)

#### TACTICS

**Before Combat** If the PCs triggered the trap in area 4, Ophiope has already used the Eternal Obelisk to animate two stone statues near the southern door, and took up a position on the dais behind the Eternal Obelisk with her bow drawn.

**During Combat** Ophiope opens combat with ranged attacks, switching to focused gazes and her snakes when forced into melee. If an obvious spellcaster or rogue becomes isolated from the rest of the group, Ophiope uses her ability to *dimension door* nearby, exposing the PC to the passive effects of her gaze attack. If reduced to



15 hit points or fewer, Ophiope draws upon the obelisk to heal herself if possible.

**Morale** If reduced to 15 hit points or fewer and unable to call upon the healing power of the obelisk, Ophiope uses *dimension door* to move to the chamber's south entrance and runs for area 1, hoping to escape and return once the PCs are gone. If the Eternal Obelisk is damaged or destroyed, she returns here for vengeance, knowing that she is as good as dead without its powers.

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**ADDITIONAL SPECIAL ABILITY**

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**Mistress of the Eternal Obelisk (Sp)** Once per day as a standard action, Ophiope may touch the Eternal Obelisk to animate two statues with a semblance of their former life (treat as Medium animated objects, MM 13). Additionally, she gains a limited ability to *dimension door* from a space adjacent to the obelisk to any unoccupied square in the room. Furthermore, so long as Ophiope remains within the Temple of the Obelisk, she may draw vitality from her stone victims. Once per day, she may receive the benefit of a *cure moderate wounds* spell at CL 10th.

**GRIMLOCK BANDIT (2)**

**CR 5**

hp 47 (use the stats from act 3)

**HEADLESS MEDUSA VICTIM (2)**

**CR 2**

hp 31 (MM 16)

**Tier 8–9 (EL 11)**

As Tier 5–6 with the following changes:

**OPHIOPE, MISTRESS OF THE ETERNAL OBELISK CR 9**

Female modified medusa rogue 2

LE Medium monstrous humanoid

**Init** +3; **Senses** darkvision 60ft.; Listen +1, Spot +11

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**DEFENSE**

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**AC** 19, touch 12, flat-footed 17

(+4 armor, +2 Dex, +3 natural)

**hp** 40 (6d8+2d6+8)

**Fort** +3, **Ref** +10, **Will** +6

**Defensive Abilities** evasion

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**OFFENSE**

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**Spd** 30 ft.

**Melee** dagger +9/+4 (1d4) and snakes +4 (1d4 plus poison)

**Ranged** +1 *shortbow* +10/+5 (1d6+1)

**Special Attacks** petrifying gaze, poison, sneak attack +1d6

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**TACTICS**

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**Before Combat** If the PCs triggered the trap in area 4, Ophiope has already used the Eternal Obelisk to animate two stone statues near the southern door, and took up a position on the dais behind the Eternal Obelisk with her bow drawn.

**During Combat** Ophiope opens combat with ranged attacks, switching to focused gazes and her snakes when forced into

melee. If an obvious spellcaster or rogue becomes isolated from the rest of the group, Ophiope uses her ability to *dimension door* nearby, exposing the PC to the passive effects of her gaze attack. If reduced to 15 hit points or fewer, Ophiope draws upon the obelisk to heal herself if possible.

**Morale** If reduced to 15 hit points or fewer and unable to call upon the healing power of the obelisk, Ophiope uses *dimension door* to move to the chamber's south entrance and runs for area 1, hoping to escape and return once the PCs are gone. If the Eternal Obelisk is damaged or destroyed, she returns here for vengeance, knowing that she is as good as dead without its powers.

---

**STATISTICS**

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**Str** 10, **Dex** 15, **Con** 12, **Int** 12, **Wis** 13, **Cha** 16

**Base Atk** +7; **Grp** +7

**Feats** Point Blank Shot, Precise Shot, Weapon Finesse

**Skills** Bluff +13, Diplomacy +8, Disguise +13 (+15 acting), Intimidate +8, Move Silently +11, Spot +11

**Languages** Common, Terran

**Combat Gear** *potion of cure light wounds*; **Gear** dagger, +1 *shortbow*, +1 *studded leather armor*

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**SPECIAL ABILITIES**

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**Petrifying Gaze (Su)** Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma based.

**Poison (Ex)** Injury, Fortitude DC 14, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution based.

**Mistress of the Eternal Obelisk (Sp)** Once per day as a standard action, Ophiope may touch the Eternal Obelisk to animate two statues with a semblance of their former life (treat as Medium animated objects, MM 13). Additionally, she gains a limited ability to *dimension door* from a space adjacent to the obelisk to any unoccupied square in the room. Furthermore, so long as Ophiope remains within the Temple of the Obelisk, she may draw vitality from her stone victims. Once per day, she may receive the benefit of a *cure moderate wounds* spell at CL 10th.

**Treasure:** Investigating Ophiope's Boudoir (area 6) yields a valuable trove of silk veils and bedding, as well as an *everburning torch*. In the top drawer of her desk, (DC 20 Open Lock) there is a copy of the obelisk cult's holy text (worth 500 gp), as well as a *bag of holding* (Tier 5–6: type I; Tier 8–9: type II), which Ophiope and her bandit minions used to transport the goods taken from passing caravans back to their lair, and a *potion of cure serious wounds*. For Tier 8–9 only, the *bag of holding* contains 1,000 gp in loose coins.

**Mission Notes:** PCs of the Andoran faction find the creature responsible for Khalida's fate here. PCs of the Cheliox faction may gather samples of Ophiope's flesh and the obelisk's stone here. PCs of the Osirion faction

## The Eternal Obelisk

find the brooch of Pharaoh Djosef's wife attached to Khalida's body here. PCs of the Taldor faction should seek out the holy text of the obelisk cult in Ophiope's Boudoir, and may attempt to destroy the Eternal Obelisk (AC 1, hardness 8, 900 hp—though a DC 40 Strength check will topple the obelisk from the dais).

**Rewards:** If the PCs defeat Ophiope and discover the obelisk cult's holy text, reward each tier thusly:

**Tier 5–6:**

Give each player 840 gp.

**Tier 8–9:**

Give each player 1,223 gp.

## CONCLUSION

Within the holy text of the obelisk cult that Ophiope possesses, the PCs discover that the relic was created by a renegade shaitan named Radashum, who desired to earn the adoration of mortals through demonstrations of his power. Although he succeeded in earning the respect of a tribe of medusas, he failed to consider the long-term implications of granting them immortality via the Eternal Obelisk. Rather than being content to serve him for all eternity, the snake-women bided their time and carefully planned his overthrow, which in turn lead to a long and bloody series of assassinations that left Ophiope as the sole surviving Mistress of the Eternal Obelisk. Further, the PCs discover that while the obelisk does provide eternal youth, it can only do so for a creature that possesses a petrifying gaze (such as a medusa or a basilisk). While academically interesting, the process by which life is extracted from petrified victims to prolong the life of their attacker is not immediately rewarding for the PCs, but an interested buyer might pay as much as 500 gp for the text. Fortunately, in her years of preying on would-be heroes, Ophiope has collected a tidy pile of treasure that should adequately compensate them for their time.

Provided that the PCs transport Khalida's remains safely back to Katheer, they will ease the ire of her father, and remove the threat he poses to the Society's ability to operate freely in the city.

## FACTION MISSIONS

**Andoran Faction:** PCs from the Andoran faction who return Ophiope's head to Captain Colson Maldris earn 1 Prestige Award. PCs from the Andoran faction who successfully identify all five intact statues in area 2 and report back to Colson Maldris earn a bonus 1 Prestige Award.

**Cheliox Faction:** PCs from the Cheliox faction who obtain samples of Ophiope's body, one of her petrified victims, and the Eternal Obelisk and return them to

Paracountess Zarta Dralneen earn 1 Prestige Award. PCs of the Cheliox faction who ascertain the secret of the binding magic used upon the xorn in area 4 earn a bonus 1 Prestige Award.

**Osirion Faction:** PCs from the Osirion faction who destroy the stone conjurer statue in area 2 earn 1 Prestige Award. PCs from the Osirion faction who retrieve the Pharaonic Brooch from Khalida's body earn a bonus 1 Prestige Award.

**Qadira Faction:** PCs from the Qadira faction who bring proof of the grimlocks demise to Pasha Muhlia al-Jakri earn 1 Prestige Award. PCs from the Qadira faction who successfully return the stone stallions in area 2 to the Satrap's stables in Katheer earn a bonus 1 Prestige Award.

**Taldor Faction:** PCs from the Taldor faction who determine the nature of the Eternal Obelisk's power from the obelisk cult scripture earn 1 Prestige Award. PCs from the Taldor faction who destroy the Eternal Obelisk earn a bonus 1 Prestige Award.

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### Andoran Faction Handout

Fellow Free Citizen,

The Eagle Knights of Andoran are aware of the condition Khalida al-Mushabe was returned to her father, and although her family have been no friends of liberty in the past, her fate is not one I would wish upon even the most depraved slaver. Seek out and slay the creature responsible for Khalida's condition and bring back its head as a testament to the deed.

Furthermore, if you should discover any other victims of this creature, take note of the number who remain intact and report back your findings so that we might procure the means to restore them to life. It is intolerable for their plight to continue if it is within the power of the Eagle Knights to grant them freedom.

Sincerely,

*Capt. Colson Maldris*

Captain Colson Maldris



### Chelixa Faction Handout

*Her Majestrix's Most Loyal Servant,*

*Our dark masters have gleaned much of the secrets of the Eternal Obelisk already through divinations and proper inducement of a shaitan who has been their guest. While the Obelisk is of no use to us in its current state, we desire that you obtain a sample of it for study, as well as parts of the creature that is bound to it, and fragments from one of its petrified victims. With the three samples in hand, return with all haste to me where we might use them to unlock their secrets.*

*Additionally, our diabolists are intrigued by rumors of elemental creatures which seem drawn to the site of the Obelisk. Investigate the nature of this binding and report back to me so that we may learn to better subjugate the lesser planes.*

*Zarta Draldeen*  
Paracountess Zarta Draldeen

### Osirion Faction Handout

Honored Subject of the Ruby Prince,

The Eternal Obelisk is a legend I know well. I once traveled with an aged conjurer who sought to regain his youth by mastering its power. Given that he vanished while searching the salt flats south of Katheer, I can only conclude that my old comrade fell victim to the same forces which destroyed the recent Qadiran expedition. Should you discover the petrified remains of an old man bearing a staff adorned with arcane runes, I ask that you lay this long-suffering soul to rest by destroying the statue which binds him here.

Our seers have discovered that the wayward princess whose remains you now seek was in possession of an ancient treasure of our people, a brooch which once belonged to the wife of Pharaoh Djoset, doubtless plundered from her tomb during the Qadiran occupation of our gloried homeland. If at all possible, we would like for you to covertly obtain this item and return it to me.

In All Sincerity,



*Amenopheus*

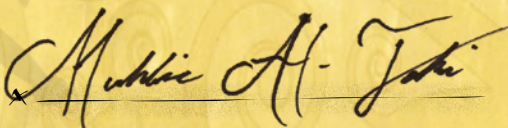
Amenopheus, The Sapphire Sage

### Qadiran Faction Handout

*Servant of the Satrap,*

*Our agents have received reports that a band of grimlocks have been harrying our caravans in the same region where khalida al-Mushabe disappeared, seizing what they can before disappearing into the wastes, including two prized stallions destined for the satrap's personal stables. It is our belief that these eyeless monsters have made their lair in the salt flat where khalida's head was found, perhaps employing the creature which petrified the poor girl as a guardian for their larder. Eliminate these pests for us, and the satrap will reward you handsomely. Return the stallions unharmed to the satrap's stables and your reward will be beyond reckoning.*

*Kind Regards,  
Pasha Muhlia Al-Jakri*



### Taldor Faction Handout

*Agent of the Glorious Empire,*

*Once again, the designs of the empire hinge upon your prompt and efficient action on our behalf. Rumors of a source of eternal vitality laying fallow in the wretched wastelands of Qadira have caused quite a stir among our wizened heads of state. It is of the utmost importance that you discover what truth, if any, there are to these rumors and report back to us the means by which this Eternal Obelisk might grant continued life.*



*Moreover, we must not allow the Qadirans to lay claim to this power for themselves. Once you have ascertained the information we require, you must attempt to destroy the Eternal Obelisk by whatever means are at your disposal.*

*With Sincere Gratitude,*

*BARON JACQUO*  
*Baron Jacquo Dalsine*



# SCENARIO 21: THE ETERNAL OBELISK

This Chronicle Certifies That \_\_\_\_\_

\_\_\_\_\_

\_\_\_\_\_ A.K.A. \_\_\_\_\_

Player Name Character Name Pathfinder Society # Faction

\_\_\_\_\_ Has Completed This Scenario. \_\_\_\_\_

Scenario Chronicle # \_\_\_\_\_

TIER	5-6	1,868
TIER	8-9	3,628
TIER		

MAX GOLD

### EXPERIENCE

Starting XP \_\_\_\_\_

+1 XP \_\_\_\_\_

Final XP Total \_\_\_\_\_

### Prestige Award

Starting PA \_\_\_\_\_

GM's Initial
--------------

PA Gained (GM ONLY) \_\_\_\_\_

Final PA Total \_\_\_\_\_

### GOLD

Start GP \_\_\_\_\_

+	GM's Initial
---	--------------

GP Gained (GM ONLY) \_\_\_\_\_

+ \_\_\_\_\_

Items Sold \_\_\_\_\_

= \_\_\_\_\_

Sub Total \_\_\_\_\_

- \_\_\_\_\_

Items Bought \_\_\_\_\_

= \_\_\_\_\_

Sub Total \_\_\_\_\_

- \_\_\_\_\_

Gold Spent \_\_\_\_\_

= \_\_\_\_\_

Sub Total \_\_\_\_\_

### Items Found During This Scenario

TIER

5-6

*Bag of holding* (type I) (Cost: 2,500 gp)  
*+2 buckler* (Cost: 4,165 gp)  
*Potion of cure serious wounds* (Cost: 750 gp)  
*Potion of lesser restoration* (Cost: 300 gp)

TIER

8-9

*Bag of holding* (type II) (Cost: 5,000 gp)  
*Ring of mind shielding* (Cost: 8,000 gp)

TIER

### Items Sold / Conditions Gained


TOTAL VALUE OF ITEMS SOLD  
 Add 1/2 this value to the "Items Sold" Box

\_\_\_\_\_

### Items Bought / Conditions Cleared


TOTAL COST OF ITEMS BOUGHT

\_\_\_\_\_

### For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #