

Pathfinder Society Scenario #3-09



The Quest for Perfection, Part I:
THE EDGE OF HEAVEN

By Jerall Toi



THE QUEST FOR PERFECTION, PART I: THE EDGE OF HEAVEN

PATHFINDER SOCIETY SCENARIO #3-09

Author • Jerall Toi

Contributing Artists • Michele Chang and Eric Lofgren

Cartographers • Rob Lazzaretti and Sean Macdonald

Creative Director • James Jacobs

Senior Art Director • Sarah Robinson

Managing Editor • F. Wesley Schneider

Development Lead • Mark Moreland

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Pathfinder Society Scenario #3-09: The Quest for Perfection, Part I: The Edge of Heaven is a Pathfinder Society Scenario designed for 1st- to 5th-level characters (Tier 1–5; Subtiers 1–2 and 4–5). This scenario is designed for play in the Pathfinder Society Organized Play campaign, 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 Pathfinder Roleplaying Game.

The OGL can be found on page 18 of this product.

Paizo Publishing, LLC

7120 185th Ave NE, Ste 120

Redmond, WA 98052-0577

paizo.com/pathfindersociety

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THE QUEST FOR PERFECTION, PART I: THE EDGE OF HEAVEN

BY JERALL TOI

The Pathfinder Society has set its eyes on the Ruby Phoenix Tournament—a world-renowned fighting competition held once every 10 years in the distant eastern lands of Tian Xia. More specifically, the Society is interested in the incredible prizes available to the tournament's winner. The Society has deployed Pathfinder agents throughout the Inner Sea region and beyond so they might collect allies, obscure lore, and magical items to augment the Society's tournament representatives and improve their chances of winning.

Lantern Lodge Venture-Captain Amara Li has uncovered clues about one such item, the *Braid of a Hundred Masters*, believed to hold the power and knowledge of a hundred Iroan masters dating back to Irori's time as a mortal Vudran man. Her information indicates that the relic is currently located within Clouded Path Monastery, an ancient lamasery high amid the formidable Wall of Heaven.

As with the leaders of most Iroan monasteries and temples, the master of this temple was the individual closest to achieving self-perfection. Each successive master of the Clouded Path Monastery inherited the *Braid of a Hundred Masters* from the previous master and, with it, was better able to help guide the rest of Irori's faithful along the path to perfection. However, the last known master, Li Yao, abandoned the monastery and the braid without naming a successor.

Eleven disciples trained under Li Yao's guidance. Each of them showed great promise and potential, but a young Tian man named Jiang Dan was the best among them—physically stronger and fitter than most. As the years passed, Jiang Dan became even more skilled and powerful, yet he could never defeat his master in physical combat or at a game of wits, despite the master's aging. Frustrated and impatient, Jiang Dan eventually proclaimed that Li Yao violated Irori's teachings, arguing that only the *Braid of a Hundred Masters* allowed Li Yao to maintain his superiority. Jiang Dan challenged Li Yao to remove the braided necklace and compete in a series of tests, each trying a different aspect of the self. Unsurprisingly, even without the braid, Li Yao defeated Jiang Dan in every contest.

WHERE ON GOLARION?

The Edge of Heaven takes place at the Wall of Heaven, the tallest mountain range on Golarion, which runs the western length of the continent of Tian Xia, blocking much of the Dragon Empires from exposure to the Inner Sea region on the other side of the world. Only a single break exists in the solid wall of formidable peaks, where the independent city-state of Goka plays a role similar to Absalom, serving as the center of culture, trade, and power in the region. For more information on the Wall of Heaven and the continent of Tian Xia, check out *Pathfinder Campaign Setting: Dragon Empires Gazetteer*, available in bookstores and hobby stores worldwide, and online at paizo.com.



Once Jiang Dan was truly beaten, Li Yao placed the braid upon the ground next to the student before turning and leaving the monastery, never to return. Only one student, the youngest of the group, followed him. At first, Jiang Dan and the other remaining nine students fought over the braid, but quickly discovered that the braid provided no benefit when worn. Ultimately, the students realized their folly and all save one left the monastery in search of their true personal paths.

Jiang Dan chose to remain at the monastery. Initially, he thought that Li Yao had left the braid to taunt him, but over time, he came to realize that there had to have been more to the master's gesture than a simple

THE BRAID OF A HUNDRED MASTERS

The first master of the Clouded Path Monastery, Jai Yikun, allegedly knew and trained with Irori, during the god's mortal life. Shortly before ascending to godhood, Irori gifted a single strand of his hair to his disciple, telling the monk to draw from it power and inspiration, and to pass it on with a strand of his own hair to the brightest of his own students. Toward the end of his life, Yikun created a center of learning and meditation high in the reaches of the Wall of Heaven—the Clouded Path Monastery. On his deathbed, Yikun bequeathed his braided necklace to his successor, who in turn added her hair to the braid. Over the years, the necklace continued to pass from one master to the next, each in turn adding his or her own hair to the heirloom. Legend suggests that the braid imbues its wearer with a small portion of each master's power and knowledge.

The *Braid of a Hundred Masters* is an intelligent item that rests dormant now, and can only be reawakened in a ritual conducted by its last master (or his eldest descendant if the master is dead). When reawakened, the braid functions only for the individual named as the master's successor.

provocation. Jiang Dan continued his training alone, all the while contemplating the meaning of his lost master's gesture. Upon the moment of his death, Jiang Dan had still not solved the riddle, and with his dying breath, he whispered one last prayer to the Master of Masters, asking for a final insight.

His prayer received an answer, but not in the manner expected—instead of attaining an instant inspiration, Jiang Dan woke to find himself turned to stone. Unlike normal petrification, however, Jiang Dan remained aware of his surroundings and conscious of the passage of time and his own thoughts. Though he did not gain the insight required to understand his master's actions, Jiang Dan did receive the time necessary to reach the answer on his own.

SUMMARY

Lantern Lodge Venture-Captain Amara Li sends the PCs from her headquarters in her homeland of Goka to Clouded Path Monastery, a remote Iroran lamasery in the Wall of Heaven mountain range. She tasks the PCs to find the *Braid of a Hundred Masters* and return it to her, in the hope that the Pathfinder Society can make use of the relic during the upcoming Ruby Phoenix Tournament.

The PCs, accompanied by two local guides, begin play at the base camp of the mountain route leading to the monastery, already several thousand feet above sea level. The guides refuse to go beyond this point, fearing the beasts that stalk the mountainous terrain. They do,

however, warn the PCs of the dangers one can expect during the ascent, including perilously low nighttime temperatures. Along the path, the PCs encounter several of the mountain's indigenous predators, the undead remains of earlier explorers, the thinning air of the higher altitudes, and the dangerous chasms and rockslides that dot the mountainous terrain.

After conquering the mountain, the PCs arrive at the Clouded Path Monastery, but find it abandoned except for a small band of degenerate yetis. Once the Pathfinders kill or drive away the yetis, they can explore the monastery and find the braid. Unfortunately, however, the braid's powers are dormant and the PCs are unable to reactivate it without carrying out a complex ritual. The monastery's last surviving monk—now petrified, yet still conscious—is able to provide clues as to how to activate the Braid.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

The Pathfinder Society has turned its attention to the Ruby Phoenix Tournament—a world-renowned fighting competition, held once every ten years in the city of Goka on the eastern continent of Tian Xia. More specifically, the Decemvirate is interested in the incredible prizes available to the tournament's winner—a choice of treasure from the legendary vaults of Hao Jin, the Ruby Phoenix herself. As part of the preparations for the tournament, Pathfinder Society agents have been deployed across the Inner Sea and beyond to seek out forgotten lore, allies, and magical items to be used by the Society's tournament representatives.

Venture-Captain Amara Li, leader of the Lantern Lodge and Goka native, has uncovered information about one such item hidden amid the reaches of the Wall of Heaven—an Iroran relic known as the *Braid of a Hundred Masters*. Organizing the search from her base in the Dragon Empires, she intends to send a group of Pathfinders to the high mountain range in search of the braid's ancient home: the Clouded Path Monastery. The two-week-long journey to the mountains began in the cosmopolitan city of Goka, passed through the surrounding villages and farmlands, and led thousands of feet up into the tallest mountain range on Golarion; all that remains is the final day's journey up from the base camp.

If the PCs wish to investigate briefly before beginning their ascent, feel free to allow them the following skill checks and consult the outcomes below.

Knowledge (geography)

Characters with knowledge of geography may know some relevant facts about the Wall of Heaven and the

Clouded Path Monastery, as determined by the success of a Knowledge (geography) check.

10+ The Wall of Heaven—the tallest and longest mountain range on Golarion—creates a formidable barrier, separating Tian Xia from the west, save for a natural gap located near the city of Goka.

15+ The Clouded Path Monastery stands a strong day's climb above a base camp halfway up its mountain. While below the permafrost of its particular mountain's peak, the monastery is known for its thin air and cold nights.

20+ The Clouded Path Monastery is a truly old monastery, dedicated to the Iroran faith, and one of many such lamaseries spread throughout the isolated slopes of the Wall of Heaven. Some maintain that the monastery's founder in fact knew Irori during the god's mortal life.

Diplomacy or Knowledge (local)

Any PCs skilled at picking up rumors may learn some helpful information in Goka and the mountain villages on their path to the Clouded Path Monastery, based on their success at a Diplomacy check to gather information or a Knowledge (local) check.

10+ Nobody has seen the monks of the Clouded Path Monastery in years. In the past, the monastery often sent a small group of them to the mountain's base camp to trade for the goods the monks could not produce for themselves in the harsh mountain environment.

15+ A demon of ice and snow made flesh, called Shang Xu by locals, prowls the mountains. Since the monks disappeared, it has come down to raid the farms and villages on several occasions.

20+ The "demon" is not a demon at all, but rather a raving yeti that has established its territory well below the icy altitudes in which its kind normally hunt. With increasing regularity, the beast has attacked travelers in the low mountains and even settlements high in the foothills of Clouded Path Monastery's peak.

ACT 1: THE ASCENT

The trip to the base camp in the low mountains on the edge of the Wall of Heaven takes 2 weeks from Goka. Led by two guides hired by the Lantern Lodge—**Xue Ho** and **Hai Xuan** (N male middle-aged human expert 2)—the expedition reaches the destination without incident. The ascent from this point should take the PCs 1 full day of climbing if they follow the prescribed path and do not need to rest along the way.

The Clouded Path Monastery lies at an altitude of approximately 5,200 feet above sea level, making it a relatively short climb from the base camp, and only requiring saves against environmental conditions such as cold weather and thin air in the final hour of an averagely paced trek. Details of such saves are listed in their relevant sections of the adventure.

A. Base Camp (CR 1 or CR 4)

When the PCs arrive at the base camp, read or paraphrase the following.

The base camp site, only a few hundred feet above the forest line that covers the lower reaches of the Wall of Heaven, offers a panoramic view of the surrounding farmlands, far below. The half-flooded terraced farmlands appear silver and mirrored in the late afternoon light. The camp itself is little more than a trio of unmaintained wooden shacks surrounding the remnants of a large firepit and a fallen wooden corral fence to the east.

In years past, the monks of Clouded Path Monastery used this campsite at the foot of the path to their mountainside retreat to meet with the local farming populace to procure the few items that the monks could not produce for themselves within the monastery grounds, and as a waypoint for pilgrims to rest before their final day of ascent to the monastery itself. Since the monastery fell into disuse, the camp has also lain barren and untended, and is now little more than a few empty wooden shacks around a central campfire ring. The remains of a corral that once housed horses belonging to pilgrims traveling up the mountain on foot lies in shambles off to one side of the camp.

Creatures: The guides, Xue Ho and Hai Xuan, are locals from the farming villages below. The two are experienced mountaineers and are familiar with this stretch of the Wall of Heaven. The two men, both well under 6 feet in height, have lean frames and skin prematurely aged through exposure to the mountain winds. The pair, though only capable of broken Common, have proven to be friendly and knowledgeable guides. They have been responsible for leading the PCs through the lower reaches of the Wall of Heaven to this point. They do not engage in combat, knowing that the Pathfinders are adventurers and that the guides are likely to get in their charges' way if they engage a foe in battle.



Amara Li

A juvenile snow leopard has recently turned one of the base camp's ruined shacks into his den. Typically, the cat would avoid interaction with people, but slim pickings of mountainside prey of late compel it to attack. The leopard jumps the smallest or weakest-looking of the PCs at a moment of vulnerability, likely while they're setting up camp, or whichever PC investigates its shack. In Subtier 4–5, a mated pair of adult snow leopards inhabits the camp, driven from better hunting grounds by younger leopards.

All Subtiers

XUE HO AND HAI XUAN (2) CR 1/2

Male middle-aged human expert 2

N Medium humanoid (human)

Init +0; **Senses** Perception +7

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 armor)

hp 12 each (2d8+0)

Fort +0, **Ref** +0, **Will** +5

OFFENSE

Speed 30 ft.

Melee quarterstaff +0 (1d6–1)

Ranged sling +1 (1d4–1)

STATISTICS

Str 9, **Dex** 10, **Con** 11, **Int** 9, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** +0; **CMD** 10

Feats Athletic, Skill Focus (Survival)

Skills Climb +6, Handle Animal +4, Heal +6, Knowledge (geography) +4, Knowledge (nature) +3, Linguistics +3, Perception +7, Profession (guide) +7, Survival +10, Swim +1

Languages Common, Tien

Gear leather armor, quarterstaff, sling with 10 bullets, backpack, climber's kit, grappling hook, healer's kit, hemp rope (50 ft.), signal whistle, trail rations (20 days), 18 gp

Subtier 1–2 (CR 1)

YOUNG SNOW LEOPARD CR 1

N Medium animal

Init +4; **Senses** low-light vision; Perception +5

DEFENSE

AC 14, touch 14, flat-footed 10 (+4 Dex)

hp 13 (2d8+4)

Fort +5, **Ref** +7, **Will** +1

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +2 (1d6+1 plus grab), 2 claw +2 (1d3+1)

Special Attacks pounce, rake (2 claws +2, 1d3+1)

STATISTICS

Str 12, **Dex** 19, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +1; **CMB** +2 (+6 grapple); **CMD** 16

Feats Skill Focus (Stealth)

Skills Climb +9, Perception +5, Stealth +11 (+15 in undergrowth); **Racial Modifiers** +4 Stealth in undergrowth

Subtier 4–5 (CR 4)

SNOW LEOPARDS (2) CR 2

hp 19 each (*Pathfinder RPG Bestiary* 40)

Development: Once the PCs have dealt with the snow leopard, a search of the camp reveals that the campsite has not seen much activity in recent years. The local farmers have had very little reason to maintain the campsite, since they no longer have any dealings with the monks. If the guides survived the leopard's attack, both refuse to travel farther, rightfully believing that the higher one climbs, the more there is to fear beyond mere snow leopards. Nevertheless, they do agree to wait for the PCs to return from the monastery. Though the guides have not been to the monastery themselves, they have made the pilgrimage to the Two Brothers (see area E on page 10), once, many years ago. The two guides can provide the PCs with simple maps and directions so that the PCs should not get lost en route, as well as a description of the major obstacles and landmarks they are likely to encounter along the path (the cliff cave in area B; the Path of Many Shrines in area C; the chain bridge across the crevasse in area D; and the Two Brothers in area E); they do not know about any of the creatures along the way nor the collapsed state of the bridge.

Mission Notes: Taldor faction PCs have a chance to discover a clue about the nature of the dead drop here. While the guides go about preparing the camp, Xue Ho whistles a simple melody as he checks and cleans several climbing pitons. The whistled tune comes from a classic Taldan song, automatically recognized by natives of Taldor or Amanandar; other PCs may recognize it with a successful DC 15 Knowledge (local) check. A DC 12 Wisdom check allows a Taldan PC who identifies the song to infer that the dead drop (which is located in area B) in some manner involves a climbing piton. If questioned about the song, Xue Ho responds that he heard it from another adventurer from the Inner Sea that hired him not long ago.

Rewards: There are many in Absalom and Goka that would pay richly for snow leopard pelts. If the PCs take the time to skin the leopards, reward each subtier thusly:

Subtier 1–2:

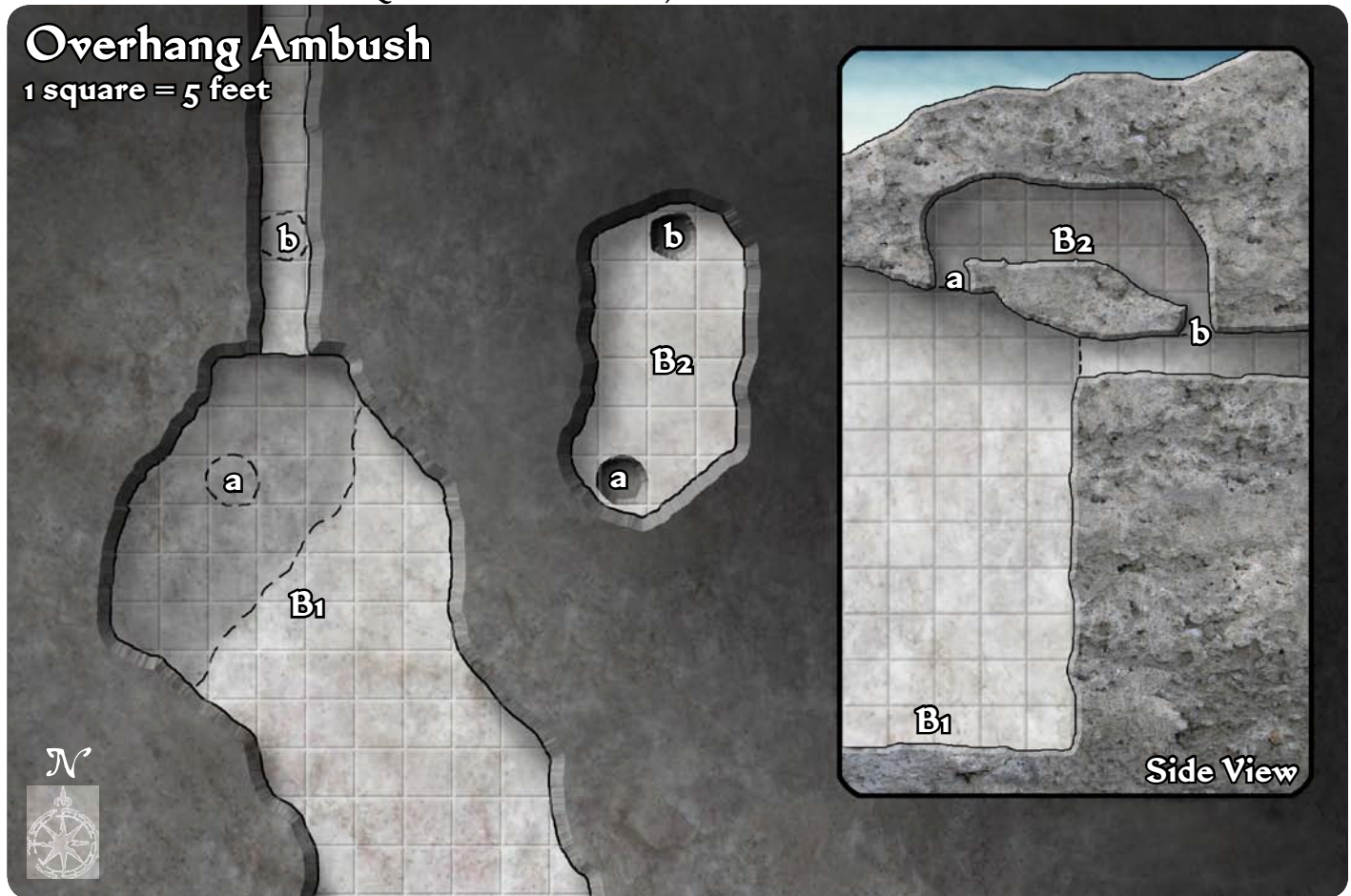
Give each PC 10 gp.

Subtier 4–5:

Give each PC 20 gp.

Overhang Ambush

1 square = 5 feet



B. Overhang Ambush (CR 2 or CR 5)

After traveling for 1 hour from the base camp, the mountain route takes the PCs through a narrow valley, which terminates in a rock wall. When the PCs reach this area, read or paraphrase the following.

The valley ends in a high rock wall. A large crack, forty feet up the wall, looks large enough to allow an adult human through. Several small cracks and holes dot the entire surface of the rock wall. A rock overhang, ten feet above the gash, acts as a natural roof, sheltering the immediate area from the elements.

The route to the monastery continues through the crack in the wall 40 feet above, which serves as the entrance to a short tunnel through this part of the mountains. A DC 15 Perception check allows PCs to spot the remains of multiple small mountain animals around the natural spring and the base of the wall. Scaling the rock wall requires a DC 15 Climb check in Subtier 1–2 or a DC 20 Climb check in Subtier 4–5, though the PCs may reduce this to DC 5 or DC 0 in both subtiers by securing a rope or knotted rope, respectively, to the top of the wall (see page 90 of the *Pathfinder RPG Core Rulebook* for more information on climbing).

Two cracks in the overhang and tunnel ceilings at **B2a** and **B2b** respectively lead to 5-foot-long chimneys that connect to area **B2**. A DC 15 Perception check is required to spot each chimney from below. The cave fisher's nest contains the remains of its most recent victims, including the Taldan agent responsible for leaving the dead drop in the rock wall below.

Creatures: A hollow in the overhang (**B2**) is home to a crag fisher, a stronger version of the subterranean cave fisher. This patient predator lies in wait in its lair, attacking prey at the bottom of the cliff or in the narrow tunnel with its adhesive filaments. In Subtier 1–2, the fisher attacks with its filament from **B2a**, targeting a PC in **B1** while the target waits for an ally to scale the wall, dragging its prey into its lair, then focusing on its captured victim until the potential meal is unconscious before attempting to capture another creature. In Subtier 4–5, there are two cave fishers, one of which attacks foes from **B2a** while the other occupies entrance **B2b**, attacking the first PC who comes through the tunnel.

Subtier 1–2 (CR 2)

CAVE FISHER

CR 2

hp 22 (*Pathfinder RPG Bestiary* 41)

Subtier 4–5 (CR 5)

Crag Fishers (2)

CR 3

Advanced cave fisher (*Pathfinder RPG Bestiary* 41, 294)

N Medium vermin

Init +3; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)**hp** 28 each (3d8+15)**Fort** +8, **Ref** +4, **Will** +3**Immune** mind-affecting effects

OFFENSE

Speed 20 ft., climb 20 ft.**Melee** 2 claws +7 (1d4+5)**Ranged** filament* +5 (drag)**Special Attacks** pull (filament, 10 ft.)*

STATISTICS

Str 21, **Dex** 16, **Con** 21, **Int** —, **Wis** 14, **Cha** 8**Base Atk** +2; **CMB** +7 (+11 with pull); **CMD** 20 (32 vs. trip)**Skills** Climb +13* See page 41 of the *Pathfinder RPG Bestiary*.

Treasure: Area B2 contains a number of items, primarily the possessions of the cave fisher's most recent victims, including a *cloak of resistance* +1, a *potion of cure light wounds*, a *scroll of endure elements*, a *scroll of spider climb*. In Subtier 4–5, replace the cloak with a *cloak of resistance* +2. Additionally, a PC who removes a cave fisher's filament gland with a DC 15 Survival check may

use this in the crafting of *sovereign glue*, as detailed in the adventure's Chronicle sheet on page 24.

Mission Notes: Taldor faction PCs have a chance to collect the dead drop left here by another Imperial agent. A single climbing piton lies wedged into the wall, only 10 feet from the base. The piton is hollow and easily opened by simply unscrewing the top. The piton contains a wax stamp seal of a Gokan noble house. A Taldor faction PC who retrieves the dead drop earns 1 Prestige Point.

Rewards: If the PCs locate the cave fisher's nest, reward each tier thusly:

Subtier 1–2:

Give each PC 102 gp.

Subtier 4–5:

Give each PC 352 gp.

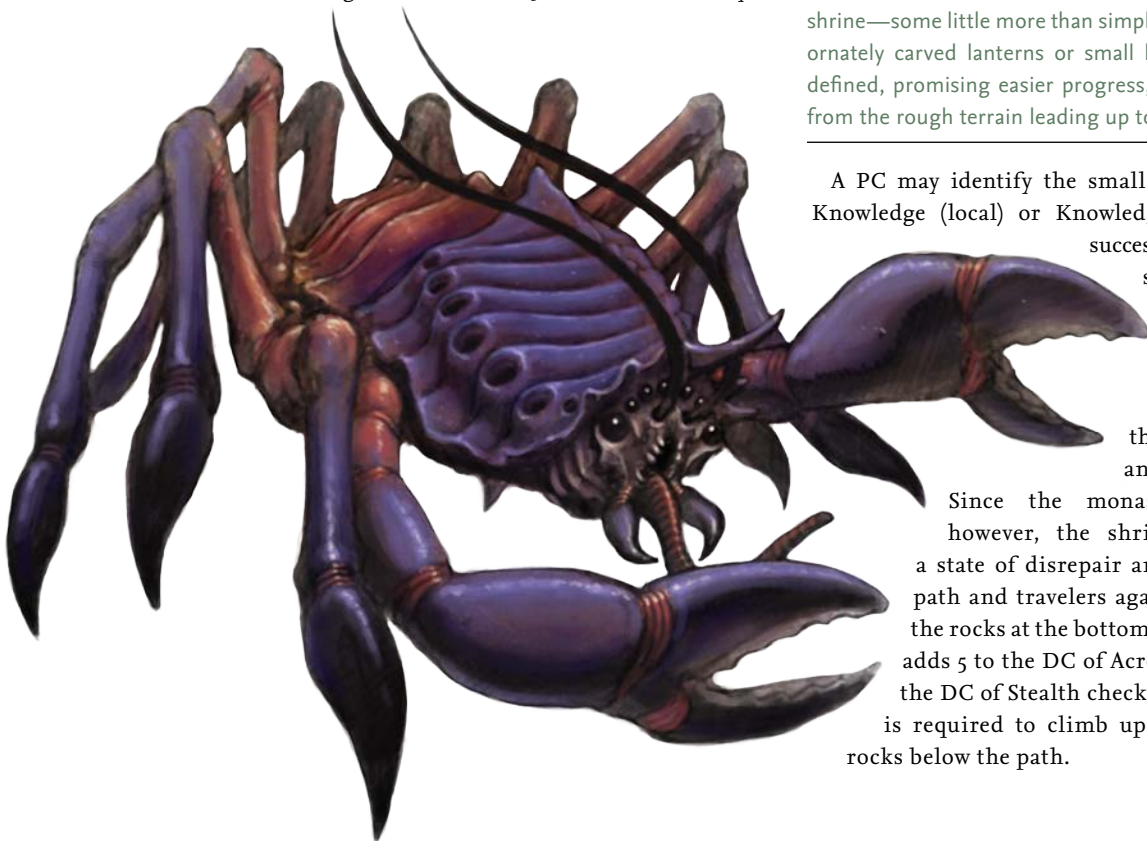
C. The Path of Many Shrines (CR 3 or CR 6)

After traveling 1-1/2 hours from the overhang ambush site, the PCs find their climb easier as a narrow mountain path becomes evident. When the PCs reach the path, read or paraphrase the following.

A narrow path leads up the mountain, hugging a sheer cliff face to one side, while dropping off to the other into what appears to be the remains of a rock slide. Several alcoves have been carved into the cliff face, each containing a small stone shrine—some little more than simple standing stones, others ornately carved lanterns or small houses. The path is well defined, promising easier progress, and is a welcome break from the rough terrain leading up to this point.

A PC may identify the small shrines with a DC 15 Knowledge (local) or Knowledge (religion) check. A successful check reveals these shrines serve to ward off malicious spirits and bad luck, thus protecting travelers. The monks once saw to the proper maintenance and care of these shrines.

Since the monastery's abandonment, however, the shrines have fallen into a state of disrepair and no longer ward the path and travelers against misfortune. Treat the rocks at the bottom as dense rubble, which adds 5 to the DC of Acrobatics checks and 2 to the DC of Stealth checks. A DC 15 Climb check is required to climb up from or down to the rocks below the path.



The Path of Many Shrines

1 square = 5 feet



One shrine's alcove (a) contains a narrow fissure at its back that leads to a downward tunnel that connects to a small cave within the cliff wall (b). A second tunnel leads down from b to the rubble below the path at c. The tunnels from a to b and from b to c are narrow and require a Medium creature to squeeze to traverse them.

Creatures: Recently, another group of travelers attempted to brave the path but fell victim to a sudden avalanche, which deposited their bodies among the rocks below the path. A few of the travelers survived the initial fall, but while trapped beneath snow and rock, their fear and desperation eventually turned to cannibalism and, upon death, led to their eventual transformation into ghouls. Though now free from the heavy snows that once buried them, the ghouls still choose to lair among the rocks and small cave found in this area of the cliff face. Normally feeding off indigenous wildlife, the ghouls do not let the opportunity to feast on the PCs slip away.

One ghoul, hidden from view, sits in an alcove a, gnawing on an old bone. Once it becomes aware of the PCs, the ghoul attempts to surprise them, attacking from its hidden position. During the first round, it calls out to alert the other ghouls and then tries to bull rush any flat-footed opponents from the path to the rocks, 20 feet below. An additional

ghoul lurks among the rocks at c and attacks any PC that falls from the path. In Subtier 4–5, replace the ghouls with ghouls and place two additional ghouls in area b.

Subtier 1–2 (CR 3)

GHOULS (2)

CR 1

hp 13 each (*Pathfinder RPG Bestiary* 146)

Subtier 4–5 (CR 6)

GHOSTS (4)

CR 2

Advanced ghouls (*Pathfinder RPG Bestiary* 146)

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +9

Aura stench (10-foot radius, Fort DC 15 negates, sickened for 1d6+4 minutes)

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 17 each (2d8+8)

Fort +4, **Ref** +4, **Will** +7

Defensive Abilities channel resistance +2; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +5 (1d6+3 plus disease and paralysis), 2 claws +5 (1d6+3 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 15)

STATISTICS

Str 17, **Dex** 19, **Con** —, **Int** 17, **Wis** 18, **Cha** 18

Base Atk +1; **CMB** +4; **CMD** 18

Feats Weapon Finesse

Skills Acrobatics +6, Climb +8, Knowledge (religion) +8, Perception +9, Stealth +9, Survival +6, Swim +5

Languages Common

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite—injury; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Treasure: A DC 15 Perception check in area **b** uncovers a hidden stash of the goods the ghouls once valued during life, including a pair of *boots of the winterlands*, a finely crafted jade brooch worth 250 gp, and a weather-worn journal (see below). In Subtier 4–5, a +1 *composite longbow* (+2 Str) is also included among the treasure.

Mission Notes: Lantern Lodge faction PCs have a chance to repair the ruined shrines, once again warding the path against misfortune. A successful DC 20 Knowledge (religion) or Knowledge (local) check allows the PC to correctly reassemble and repair the shrines. Repairing the shrines takes 2 hours of work and grants a +1 sacred bonus on saves made to avoid altitude fatigue during the last leg of the ascent, as the magical protective aura of the shrines once again takes hold. Restoring the derelict shrines earns Lantern Lodge faction PCs 1 Prestige Point.

Shadow Lodge faction PCs have a chance to find evidence about the disappearance of Rickard Murton in this location. A battered journal, found among the ghouls' treasures, details a previous expedition to the high reaches of the Wall of Heaven. Time and the environment have made most of the journal unreadable but a successful DC 17 Linguistics check allows a PC to decipher and piece together the last few pages, which tell of the horrors experienced by the explorers while trapped beneath the avalanche. The last page of the journal lists the names of those that died during the expedition, including Pathfinder Rickard Murton. Retrieving and deciphering the journal earns Shadow Lodge faction PCs 1 Prestige Point.

Rewards: If the PCs defeat the ghouls and discover their treasure stash, reward each subtier thusly:

Subtier 1–2:

Give each PC 250 gp.

Subtier 4–5:

Give each PC 466 gp.

D. The Broken Bridge (CR 2 or CR 5)

The PCs follow the Path of Many Shrines through the mountains for an hour before reaching a 50-foot-wide, mile-long crevasse. When the PCs reach the crevasse, read or paraphrase the following:

The narrow mountain path ends at the lip of a fifty-foot-wide crevasse that stretches out of sight in both directions. A pair of carved stone pillars stands at the edge of the chasm and a matching pair of pillars can be seen on the far side. The remains of corroded iron chains, set within the stone pillars, dangle limply into the crevasse. A relatively gentle slope leads to the bottom of the crevasse. The slope on the far side is much steeper, and is covered with jagged, precarious-looking rocks.

Climbing to the base of the crevasse requires a 50-foot climb with a DC 15 Climb check to traverse safely. The far slope of the crevasse is much steeper, requiring a 50-foot climb with a DC 20 Climb check. The stone pillars on both sides of the crevasse are sturdy and can serve as anchors for tied ropes to lessen the Climb DCs in both areas. The jagged rocks on the far side of the crevasse make easy holds for a grappling hook.

Hazards: A DC 20 Knowledge (nature) or Survival check allows a PC to recognize that spring thaw has increased the chance of a rockslide on the far slope. A PC that fails a Climb check by 5 or more while among the loose rocks along the top 10 feet of the far slope triggers a rockslide affecting all targets on the far slope. In Subtier 1–2, characters caught in the rockslide take 3d6 points of bludgeoning damage, or half damage with a DC 15 Reflex saving throw. In Subtier 4–5, characters caught in the rockslide take 6d6 points of damage, or half damage with a DC 15 Reflex saving throw. Any character that fails his save must make an additional Climb check to maintain a hold on the cliff face, or slide down with the rockslide (for no additional damage). After the initial rockslide, no further rockslides occur, as all loose sediment settles at the bottom of the crevasse.

E. The Two Brothers

A strange rock formation, known as the Two Brothers, lies a half-hour beyond the crevasse. When the PCs reach the Two Brothers, read or paraphrase the following.

Two rock formations, shaped like a pair of thick pillars, stand prominently near a cliff's edge. One pillar stands fifteen feet tall and the smaller stands ten feet tall. A shallow cave, just to the side of the pillars, looks as if it might provide some shelter from inclement mountain weather.

A DC 15 Knowledge (history) or Knowledge (local) check allows a PC to identify the two pillars as the Two Brothers—an easily recognizable landmark on the route to the monastery. The taller of the two formations is known as Big Brother and the smaller is known as Little Brother. Local legend maintains that the Two Brothers were once men who successfully protested against injustices using peaceful and nonviolent means. Upon death, their bodies were transformed into unyielding rock, corresponding to their nature in life. It was not uncommon for representatives of opposing groups to endure the harsh climb to meet here to engage in peaceful negotiation. Often a representative from the monastery would also be present to ensure that the peace was maintained or even to act as mediator.

The small cave was used as a rest point for pilgrims, unable to make the return trip to the base camp or ascend to the monastery during the same day. If the PCs camp here overnight, the sheltered cave has enough room to hold four Medium characters and offers a +2 circumstance bonus on Fortitude saving throws against exposure.

Beyond this point, the PCs will cross the 5,000-foot altitude mark and need to make hourly Fortitude saves to stave off altitude fatigue (see the opening of Act 2 on this page), but they can rest here with little risk other than the harsh cold that drops to 30° F overnight. Any PC who succumbs to altitude fatigue may return to the Two Brothers at any time to rest and remove the condition, but once he sets out again for the monastery, hourly Fortitude saves resume.

Mission Notes: Sczarni faction PCs have the opportunity to signal their contact from the Two Brothers 1 hour after sunset. A Sczarni PC may need to convince her allies to wait for her or otherwise delay the climb, if necessary. Shortly after the PC sends the signal from atop Little Brother, a tawny owl lands on Big Brother and stares inquisitively at the PC nearest the column's smaller counterpart. The bird allows itself to be handled and has a tube attached to one leg, with a short note inside, which simply reads:

"Thank you, kind friend. The bird shall accept the package."

A Sczarni PC only has a small window of time to complete her mission. Should she attempt to send the signal upon her return from the monastery, she find a note, lodged in a crack in Little Brother explaining that the delivery is too late.

OPTIONAL ENCOUNTER

The Broken Bridge in area D is optional. If more than 2 1/2 hours remain to complete the scenario, run this encounter as normal. If less than 2 1/2 hours remain, skip the encounter and move straight to area E, keeping the rope bridge intact and stable.

Giving the owl the ring from Guaril Karela earns Sczarni faction PCs 1 Prestige Point.

Silver Crusade faction PCs have a chance to explore the philosophy of peace and nonviolence associated with the Two Brothers. A set of scriptures, carved in Tien into the cave wall, details some of the ritual followed by pilgrims to the site. If no PC can read Tien, the text must first be deciphered using either a successful DC 20 Linguistics check or spells such as *comprehend languages*. The carvings detail a meditation process, taking at least 2 hours. A PC that follows the instructions comes away from the process with a sense of peace and inner calm. Though a PC may not yet fully understand the philosophies, the meditation process does allow the PC to reconcile some of the differences between the Silver Crusade's approach to doing good and the nature of the local populace, earning a Silver Crusade faction PC 1 Prestige Point.

ACT 2: CLOUDED PATH MONASTERY

The Clouded Path Monastery lies 2 hours' travel up a steep incline from the Two Brothers, and takes the PCs above the 5,000-foot threshold for making hourly Fortitude saves to resist altitude fatigue. Before reaching the monastery, each PC must make a DC 16 Fortitude save or become fatigued. Any PC that makes his save must continue to save each hour spent at the monastery or above 5,000 feet in altitude until returning and resting at the Two Brothers or below. The save DC increases by 1 for each consecutive save. For more information on high-altitude adventuring and altitude fatigue, see page 430 of the *Pathfinder RPG Core Rulebook*.

When the PCs approach the structure, read or paraphrase the following to introduce the location.

A large stone building lies nestled in a shallow stone cul-de-sac, hollowed out from the surrounding mountainside. The building shows evidence of poor maintenance—the roof is missing several tiles and the once-proud, central double doors lie in a pile of ruined timbers. The remains of a giant bell, and the wooden structure meant to support and sound it, dominate the center of the flagstone courtyard before the stone structure.

This is the Clouded Path Monastery that Venture-Captain Amara Li instructed the PCs to locate. The monastery once served as a place of learning for those following the teachings of the Iroran faith. The monks who once lived and trained within the monastery have long since left and much of the building has succumbed to the ravages of time.

The monastery has masonry walls and flagstone floors. Its latest inhabitant, a powerful yeti, has damaged or torn out all of the doors. Light rubble covers the interior floor, including smashed furniture, broken clay pots and broken masonry—a result of both the wear from the passage of time and the destruction caused by the yeti during one of its many fits of rage. The light rubble adds +2 to the DC of Acrobatics checks. During the day, only dim light manages to find its way into the monastery structure.

F1. Forecourt (CR 2 or CR 5)

Atop a ten-foot rise of gray stone steps stands a wide paved forecourt surrounded by worn, red-painted wood pillars and faded rust-colored walls. A massive copper bell rests in the center of the area, surrounded by a mess of wooden scaffolds and a carved-smooth tree trunk, all collapsed into a pile around the carillon. The north wall features an intricate mosaic of monks walking on clouds. A pair of staircases flanks the wall, leading up to a ten-foot-high porch and three sets of wooden doors beyond.

When the monastery was still in use, the monks who lived and meditated there would sound the massive copper bell here to mark the passage of time, helping them structure their daily lives and strict training schedules. Since the monastery's abandonment, the ropes holding the wooden support structure failed, leaving behind a collapsed pile of broken timbers.

Creatures: A group of degenerate yetis, cursed with the cruel madness that sometimes takes their kind, now inhabits the monastery. Exiled from their tribe, the yetis have spent the last few years terrorizing the mountainside, even daring to raid lower altitude farms and settlements. The biggest and strongest of the group forces the smaller yetis to live outside the monastery, while claiming the interior for itself. Though the smaller yetis are dependant on the larger one, the runts are afraid of it and are constantly alert and watchful for the larger one's occasional violent outbursts. These smaller yetis use the wooden structure and bell as a primitive shelter.

Subtier 1–2 (CR 2)

YETI RUNT	CR 2
Young reduced HD yeti (<i>Pathfinder RPG Bestiary</i> 287, 295)	
N Medium monstrous humanoid (cold)	

Init +2; **Senses** darkvision 60 ft., scent; Perception +10

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 19 (3d10+3)

Fort +1, **Ref** +5, **Will** +4

Defensive Abilities Immune cold; **Weaknesses** vulnerability to fire

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 claws +5 (1d4+2 plus 1d6 cold), shortspear +5 (1d6+2)

Ranged shortspear +5 (1d6+2)

Special Attacks cold, frightful gaze (DC 11)

TACTICS

During Combat The yeti attempts to surprise enemies, attacking from hiding and relying on its frightful gaze to paralyze as many foes as possible before setting in with its claws.

Morale The yeti attempts to flee when reduced below 6 hit points, seeking out Shang Xu, the largest and most powerful of the degenerate yetis, within the monastery.

STATISTICS

Str 15, **Dex** 14, **Con** 11, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 17

Feats Skill Focus (Perception), Toughness

Skills Climb +15, Intimidate +5, Perception +10, Stealth +11 (+19 in snow); **Racial Modifiers** +4 Stealth (+12 in snow)

Languages Aklo

Other Gear shortspear

SPECIAL ABILITIES

Frightful Gaze (Su) Creatures within 30 feet that meet a yeti's gaze must succeed at a DC 11 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based.

Subtier 4–5 (CR 5)

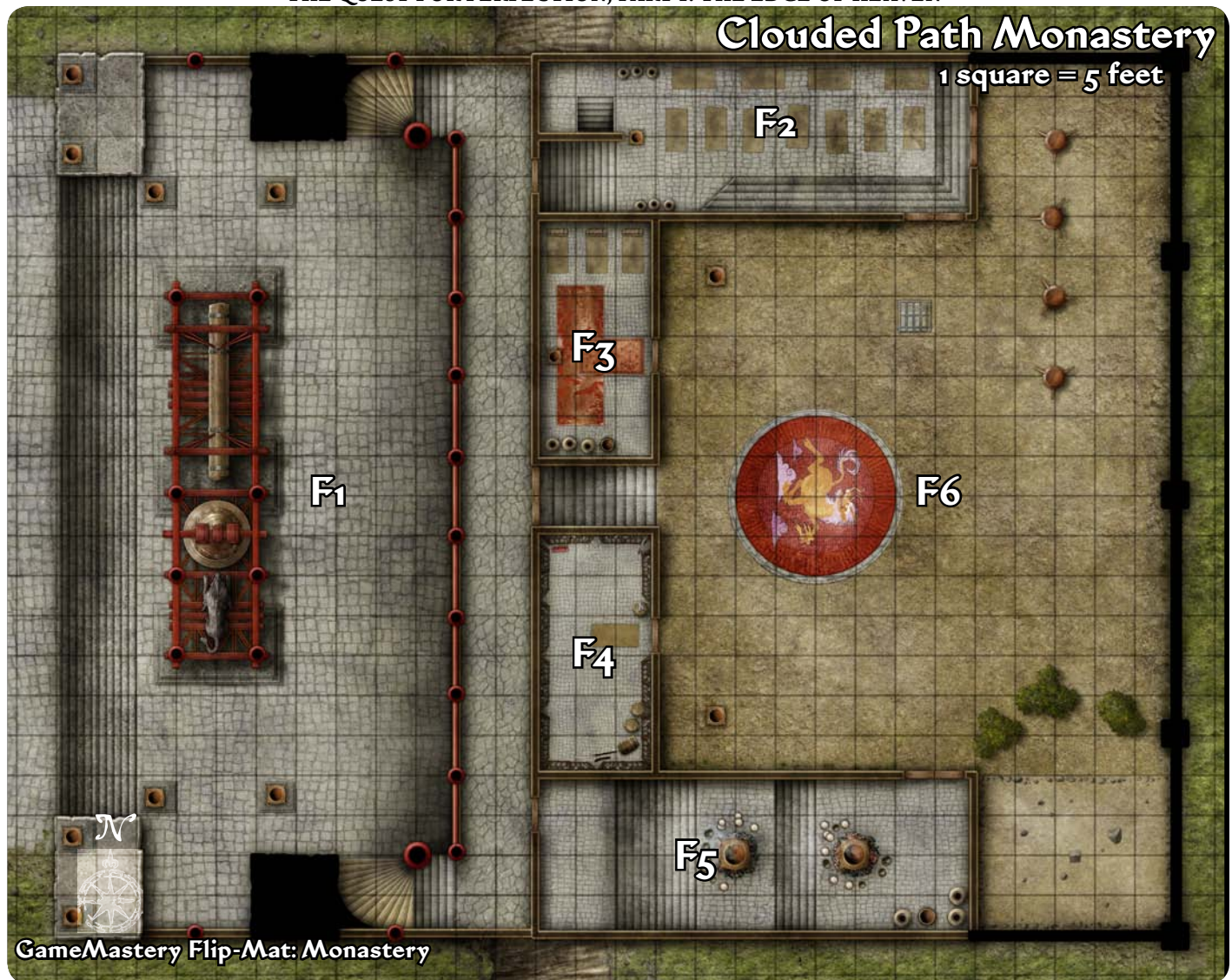
YETI RUNTS (3)	CR 2
hp 19 each (use the stats from Subtier 1–2)	

Development: During the battle with the runt yetis in the forecourt, allow Shang Xu a Perception check each round (+12 in Subtier 1–2; +16 in Subtier 4–5) to notice the sound of the fight. Aware of intruders, the larger yeti prepares for a fight and listens intently for signs of victory or failure on the part of his subservient degenerates. While he begins in area **F6**, he moves into any of the adjoining rooms to ambush the PCs if they explore one of the other encounter areas first.

Rewards: There are many in Absalom and Goka that would pay handsomely for the yeti pelts. If the PCs take the time to skin the yetis, reward each subtier thusly:

Clouded Path Monastery

1 square = 5 feet



GameMastery Flip-Mat: Monastery

Subtier 1–2:

Give each PC 13 gp.

Subtier 4–5:

Give each PC 40 gp.

F2. Disciples' Quarters

Eleven ruined mattresses and a few aged and cracked pots are this room's only furnishings. A section of the ceiling has collapsed in the northwestern corner of the room, causing the wind to howl eerily as it blows over the building. A series of images has been carved into the still-standing sections of the room's walls, each image indicating a humanoid in a series of different positions and stances.

This room once served as the sleeping chamber for the monastery's disciples. A stairway once led from this room to the lower levels of the monastery complex. Now a collapsed section of ceiling has completely blocked the northwestern

10-by-10-foot area, including the stairwell, preventing anybody, including the yetis from exploring further. A DC 20 Knowledge (religion) check allows a PC to recognize the carvings as depicting a series of exercises and forms that one could follow as part of an Iroran training regimen.

Mission Notes: Osirion faction PCs have a chance to verify the carvings and use them to validate the authenticity of Akhair's texts. PCs can take rubbings of the carvings or chip away at the old masonry and recover several of the stone blocks that hold the carvings, earning them 1 Prestige Point.

F3. Master's Quarters

This room once served as the master's quarters. Shang Xu has made his nest in this room and a pile of filth covers the once-fine mats laid upon the floor. If cornered in this room, the yeti fights to the death.

Treasure: The *Braid of a Hundred Masters* now forms part of the yeti's nest. A DC 15 Perception check is

required to locate the braid among the various sticks and animal bones. The braid has a strong transmutation aura and is easily detected by spells such as *detect magic*. The braid is currently dormant and grants no bonuses or effects when worn. Only the masters of the monastery were privy to the secrets of the braid's power and the PCs cannot activate it without that knowledge. There are also a number of other, surprisingly fragile items of value located in the nest, including an antique Iroran silver holy symbol worth 100 gp, four jade gemstones worth 50 gp each, a magnifying glass worth 100 gp, a set of silvered armbands depicting pouncing tigers worth 500 gp as a pair, and a bejeweled ceremonial masterwork temple sword (*Advanced Player's Guide*) worth 400 gp. In Subtier 4–5, the following items are also included in the treasure found here: two blue-colored jade gemstones worth 100 gp each; a matched pair of +1 *sai*; and a +1 *temple sword* and the armbands with *bracers of armor* +2 that replace the bejeweled ceremonial temple sword.

Rewards: If the PCs locate the Braid of a Hundred Masters and the other treasures within the nest, reward each subtier thusly:

Subtier 1–2:

Give each PC 125 gp.

Subtier 4–5:

Give each PC 1,000 gp

F4. Storeroom

This room served as the monastery's storage room, but now contains little more than a few storage containers and a statue of a human male. Unlike the other rooms throughout the monastery, this room escaped the yeti's attention. In truth, the statue frightens Shang Xu and he will not enter this room. When the PCs enter the storeroom, read or paraphrase the following.

This fifteen-foot-by-thirty-foot room seems to have escaped the destruction found throughout the rest of the monastery. A statue, leaning against the northern wall, appears out of place among the rest of the room's contents—clay pots, ruined sacks, and aged tools. The statue, made of finely carved stone with jade inlays, depicts a man with a serene face, standing in a meditative stance.

The statue is all that remains of Jiang Dan, the Iroran monk whose quest for self-perfection led to his self-petrification. Unlike normal petrification, Jiang Dan is not completely inert and mindless; instead, he still has limited awareness of his surroundings and a fully functioning mind. Jiang Dan, rather than succumbing to madness, took the opportunity to reflect and meditate on the events that led to his petrification. Over the years,

he was able to develop a basic form of tactile telepathy, which allows him to communicate with others through touch. When the yetis invaded the monastery, he had at first tried to communicate with them, but this did nothing but frighten the primitive creatures. Jiang Dan played a pivotal role in the chain of events that led to the monastery's abandonment and can therefore inform the PCs how they may further seek clues pertaining to the functioning of the *Braid of a Hundred Masters*.

Searching the room or attempting to appraise the value of the statue should be enough to allow Jiang Dan to initiate a conversation. Communicating with Jiang Dan is at first disconcerting, due to the medium of communication and his archaic speech patterns. In addition to any of the information from the adventure background, Jiang Dan can offer the following answers to likely questions the PCs may ask.

Who are you? “I am Jiang Dan, a simple servant of the Master of Masters.”

What happened to you? “I foolishly asked for wisdom. In response, I was given time to find that wisdom for myself.”

How can we free you? “You cannot. My freedom is my own to achieve.”

Do you know how to activate the *Braid of a Thousand Masters*? “No, I do not. Only the master of the monastery would know how the *Braid of a Hundred Masters* functions. The last master, Li Yao, left the monastery and the braid here many, many years ago.”

What happened to the monastery and the other monks? “A petulant student believed he knew better than his master. The student proclaimed that the master unfairly gained power from the *Braid of a Hundred Masters*, cheapening the path to self-perfection. He challenged the master to remove the braid and compete against him without its power. The master did so and, in the process, defeated the student. Once the master had proven himself to the student, the master left the braid at the student's feet, then turned away, leaving the monastery, never to return. The master took one student with him that day, the young disciple, Ying Pei, while the remaining students squabbled and fought over the braid. None could call upon the power of the braid and so they left the monastery, one by one, once again seeking their true paths to perfection. Eventually, only the petulant student and the braid remained. Here he stayed, until the day he died, contemplating the significance behind his master's actions. Perhaps, through searching for the master and his last disciple, you may uncover the answer to the *Braid of a Hundred Masters*.”

Mission Notes: Qadira faction PCs have a chance to uncover the written records of dozens of meditations. Several scroll cases rest in the corner of the storeroom, but time and the elements have weakened them. The scrolls

within, all written in Tien, discuss all manner of problems and their resolutions, including several trade agreements. However, the scrolls have become frail and delicate. Unless the PCs have a means of magically preserving the texts, they require a successful DC 20 Sleight of Hand check to safely transport the delicate texts, or a DC 20 Linguistics check to correctly transcribe the records. Returning the contents of the scrolls, either originals or copies, to their faction earns Qadira faction PCs 1 Prestige Point.

F5. Dining Area

Two large, corroded cooking pots dominate the center of this otherwise unadorned, long, tiered room.

This room served as the monks' communal dining area and larder. The yetis have long since destroyed the few containers left after the monastery's abandonment, leaving shattered ceramics strewn across the floor. If encountered in this room, Shang Xu uses the two pots as missiles in Subtier 4–5. Treat the pots as Medium-sized objects.

F6. Exercise Yard (CR 3 or CR 6)

The remains of four wooden training dummies stand in the northeast corner of this wide courtyard, while a few scraggly plants struggle to grow in the southeast corner. A cracked mosaic lies half-buried beneath years of dirt in the training ground's center.

This large area once served as the monks' training ground. If encountered in this area, Shang Xu can use a training dummy as a greatclub, sized appropriately for the yeti.

Creatures: The strongest of the exiled yetis uses the monastery interior as his lair and prefers the wide-open space of the training yard to the sometimes-cramped rooms elsewhere in the structure when not sleeping. Local farmers at the base of the mountain have named the yeti Shang Xu and often use the name to frighten misbehaved children. Though mad, the yeti remains a cunning foe, making full use of his environment to defend his lair. If Shang Xu heard the PCs' battle with the degenerate yetis in area F1, he may leave this area for areas F2 or F5 if the PCs explore them first; otherwise, he waits for them here, preparing to charge the first intruder who dares to trespass upon his territory.

Subtier 1–2 (CR 3)

SHANG XU CR 2

Male young reduced HD yeti barbarian 1 (*Pathfinder RPG Bestiary* 287, 295)

NE Medium monstrous humanoid (cold)

Init +1; **Senses** darkvision 60 ft., scent; Perception +12

DEFENSE

AC 12, touch 9, flat-footed 11 (+1 Dex, +3 natural, –2 rage)

hp 43 (4 HD; 3d10+1d12+21)

Fort +7, **Ref** +4, **Will** +7

Defensive Abilities Immune cold; **Weaknesses** vulnerability to fire

OFFENSE

Speed 50 ft., climb 30 ft.

Melee 2 claws +10 (1d4+6 plus 1d6 cold), shortspear +10 (1d6+6)



Shang Xu

Ranged shortspear +5 (1d6+6)

Special Attacks cold, frightful gaze (DC 12), rage (6 rounds/day)

TACTICS

During Combat Shang Xu uses his frightful gaze attack to paralyze as many foes as possible at the beginning of the battle, then enters a rage and charges the nearest foe. Shang Xu uses any available items as weapons in areas **F5** and **F6**, or simply attacks with his claws and spear if no improvised weapons are at hand.

Morale Unless he has the obvious advantage, Shang Xu attempts to flee combat once he can no longer sustain his rage or if he falls below 10 hit points. He then attempts to hide until he recovers from any fatigue, before trying to ambush his foes again. Otherwise, Shang Xu fights to the death.

Base Statistics When not raging, the barbarian's statistics are **AC** 14, touch 11, flat-footed 13; **hp** 35; **Melee** 2 claws +8 (1d4+4 plus 1d6 cold), shortspear +8 (1d6+4); **Str** 19, **Con** 15; **CMB** +8, **CMD** 19; **Climb** +18.

STATISTICS

Str 23, **Dex** 12, **Con** 19, **Int** 9, **Wis** 14, **Cha** 12

Base Atk +4; **CMB** +10; **CMD** 19

Feats Skill Focus (Perception), Toughness

Skills Climb +20, Intimidate +7, Perception +12, Stealth +10 (+18 in snow); **Racial Modifiers** +4 Stealth (+12 in snow)

Languages Aklo

SQ fast movement

Gear shortspear

SPECIAL ABILITIES

Cold (Su) A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or an unarmed strike, or whenever it hits a foe with its claws.

Frightful Gaze (Su) Creatures within 30 feet that meet Shang Xu's gaze must succeed at a DC 13 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by Shang Xu's frightful gaze for 1 day. The save DC is Charisma-based.

Subtier 4–5 (CR 6)

SHANG XU

CR 6

Male yeti barbarian (hurler) 2 (*Advanced Player's Guide* 78, *Pathfinder RPG Bestiary* 287)

NE Large monstrous humanoid (cold)

Init +0; **Senses** darkvision 60 ft., scent; Perception +16

DEFENSE

AC 14, touch 7, flat-footed 14 (+7 natural, –2 rage, –1 size)

hp 104 (8 HD; 6d10+2d12+58)

Fort +11, **Ref** +5, **Will** +9

Defensive Abilities uncanny dodge, **Immune** cold;

Weaknesses vulnerability to fire

OFFENSE

Speed 40 ft., climb 30 ft.

Melee 2 claws +15 (1d6+8 plus 1d6 cold), shortspear +15/+10 (1d8+8)

Space 10 ft.; **Reach** 10 ft.

Special Attacks rage (10 rounds/day), rage powers (lesser hurling), cold, frightful gaze (DC 14), rend (2 claws, 1d6+8 plus 1d6 cold)

TACTICS

During Combat Shang Xu uses his frightful gaze attack to paralyze as many foes as possible at the beginning of the battle, then enters a rage and charges the nearest foe. There is enough rubble within the monastery for Shang Xu to use as ammunition with his lesser hurling rage power. Shang Xu uses thrown rubble to target foes either fleeing combat or those attacking with fire-based ranged attacks. Unless otherwise noted in an area description, treat any thrown chunk of rubble as a small object.

Morale Unless he has the obvious advantage, Shang Xu flees combat once he can no longer sustain his rage or if he falls below 20 hit points. He then attempts to hide, until he recovers from any fatigue, before trying to ambush his foes again; otherwise, Shang Xu fights to the death.

Base Statistics When not raging, Shang Xu's statistics are **AC** 16, touch 9, flat-footed 16; **hp** 88; 2 claws +13 (1d6+6 plus 1d6 cold), shortspear +13/+8 (1d8+6); **Str** 23, **Con** 19; **CMB** 15, **CMD** 25; **Climb** +21.

STATISTICS

Str 27, **Dex** 10, **Con** 23, **Int** 9, **Wis** 14, **Cha** 12

Base Atk +8; **CMB** +17; **CMD** 25

Feats Power Attack, Skill Focus (Perception), Throw Anything, Toughness

Skills Climb +23, Intimidate +12, Perception +16, Stealth +7 (+15 in snow); **Racial Modifiers** Acrobatics (+4 when jumping), +4 Stealth (+12 in snow)

Languages Aklo

SQ skilled thrower

Gear shortspear

SPECIAL ABILITIES

Lesser Hurling (Ex) As a full-round action while raging, Shang Xu can lift and hurl an object up to one size category smaller than himself with both hands or two size categories smaller with one hand as an improvised weapon with a range increment of 10 feet. This deals damage as a falling object (*Core Rulebook* 443) plus Shang Xu's Strength bonus (+8). This damage is halved if the object is not made of stone, metal, or similar material. This is a ranged touch attack, and the target may attempt a Reflex save (DC 19) for half damage. Shang Xu may apply Power Attack to this attack as a one- or two-handed weapon, as appropriate.

Skilled Thrower (Ex) Shang Xu is skilled at throwing objects in combat. Increase the range increment of any thrown weapon or object by 10 feet.

Mission Notes: After defeating the yeti, Andoran faction PCs have a chance to claim Shang Xu's head. Andoran PCs who later use Shang Xu's head as part of a speech given in the farming villages near the base camp at the foot of the mountain, and who succeed at a DC 20 Diplomacy check successfully, sway the attitudes of enough locals to aid future Andoran endeavors in the area. Doing so earns Andoran faction members 1 Prestige Point.

Cheliox faction PCs have a chance to gather cuttings and leaves from the plants located in the northeast corner of the yard. Properly treated, these leaves serve as the basis for the teas sought by the paracountess. A successful DC 20 Knowledge (nature) check is needed to properly identify and then harvest the cuttings, leaves, and bulbs so that they can survive the transportation back to Goka. Safely harvesting the teas earns Cheliox faction PCs 1 Prestige Point.

Grand Lodge faction PCs have a chance to discern the location of other landmarks that may interest the Pathfinder Society. The half-buried mosaic is in fact a stylized map of the mountains surrounding the monastery. A successful DC 20 Knowledge (geography) check allows a PC to match elements on the mosaic to real-world landmarks such as the Two Brothers and the Path of Many Shrines. Uncovering the map and making a faithful copy requires 2 hours of work, and earns Grand Lodge faction agents 1 Prestige Point.

CONCLUSION

Traveling back down the mountain is a simple matter, as the slope works in the PCs' favor and all threats along the way were cleared on the ascent. Venture-Captain Amara Li personally thanks the PCs for the recovery of the *Braid of a Thousand Masters*. If the PCs also discovered the means of activating the braid from Jiang Dan, the Lantern Lodge venture-captain immediately begins organizing a search for the last master and the young student that followed him. If the PCs failed to discover the means for activating the Braid, Amara Li later learns of an old report describing the last master and his exploits since leaving the monastery. The report contains enough information to warrant further investigation. Tracking down the monastery's last master, or his last disciple, is the focus of

this scenario's sequel, *Pathfinder Society Scenario #3–11: The Quest for Perfection, Part II: On Hostile Waters*.

Success Conditions

If the PCs recover the *Braid of a Hundred Masters* from the Clouded Path Monastery, and successfully return it to Amara Li at the Lantern Lodge in Goka, they each earn 1 Prestige Point for completing their primary mission for the Pathfinder Society.

Faction Missions

Members of each faction have the ability to earn 1 additional Prestige Point for completing their respective faction missions as detailed below.

Andoran Faction: Andoran faction PCs earn 1 Prestige Point for successfully swaying the opinions of the local farmers, using the head of Shang Xu as evidence of his defeat.

Cheliox Faction: Cheliox faction PCs earn 1 Prestige Point for harvesting and safely transporting leaves and cuttings of the tea plants found in area F6 back to their faction.

Grand Lodge Faction: Grand Lodge faction PCs earn 1 Prestige Point for creating a copy of the mosaic map in area F6.

Lantern Lodge Faction: Lantern Lodge faction PCs earn 1 Prestige Point for repairing the shrines along the Path of Many Shrines in Act 1.

Osirion Faction: Osirion faction PCs earn 1 Prestige Point for finding and retrieving copies, or originals, of the carvings located in area F2.

Qadira Faction: Qadira faction PCs earn 1 Prestige Point for finding and returning with copies, or originals, of the meditation records in area F4.

Sczarni Faction: Sczarni faction PCs earn 1 Prestige Point for successfully handing over the ring to the owl at the Two Brothers in Act 1.

Shadow Lodge Faction: Shadow Lodge faction PCs earn 1 Prestige Point for uncovering the fate of Pathfinder Rickard Murton in Act 1.

Silver Crusade Faction: Silver Crusade faction PCs earn 1 Prestige Point for completing the meditation process at the Two Brothers in Act 1.

Taldor Faction: Taldor faction PCs earn 1 Prestige Point if they managed to retrieve the dead drop, hidden within a climbing piton in Act 1.

PATHFINDER SOCIETY SCENARIO #3-09: THE QUEST FOR PERFECTION, PART I: THE EDGE OF HEAVEN

Event		Date	
GM #		GM Character #	
GM Name		GM Prestige Earned	
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge	<input type="checkbox"/> Lantern Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge	<input type="checkbox"/> Silver Crusade
		<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge
<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge
<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
<input type="checkbox"/> Qadira	<input type="checkbox"/> Sczarni	<input type="checkbox"/> Shadow Lodge
<input type="checkbox"/> Lantern Lodge	<input type="checkbox"/> Osirion	<input type="checkbox"/> Taldor

Character #	<input type="checkbox"/>	Prestige Points
Character Name		
<input type="checkbox"/> Andoran	<input type="checkbox"/> Cheliah	<input type="checkbox"/> Grand Lodge
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Character #	<input type="checkbox"/>	Prestige Points
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THE QUEST FOR PERFECTION, PART I: THE EDGE OF HEAVEN

Andoran



Fellow Free Citizen,

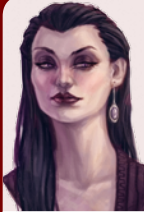
Tyranny and slavery are not unique to the Inner Sea, a truth you will surely encounter in your travels through Tian Xia. It is our duty to spread the ideals held dear by the Andoren people across the globe. It is my understanding that many of Goka's downtrodden follow a philosophy of passivity and nonviolence. We need to challenge this Tian philosophy of passivity and show that sometimes action—and violence—are required to foster change.

According to information available to me, a beast currently terrorizes the villages surrounding the Clouded Path Monastery, where you are headed, yet the people do nothing to defend themselves. I need you to slay this beast and, using its death as a symbol, show these people that they can stand for themselves. I hope that through this we can win some support for the Andoren cause among the local populace.

With my regards,

Major Colson Maldris

Cheliax



Her Majestrix's Most Loyal Servant,

I do not envy the hardships you are due to experience as you toil your way across the Wall of Heaven. Do not fear though, my dearest, as should you complete a small favor for me during your travels, I shall personally see to it that every one of your aches receives the proper attention and treatment it deserves upon your return.

We have identified several Tian nobles that, should we win them over, will further our plans within Goka. The nobles of Tian Xia, however, are notoriously difficult to approach if one does not conform to local customs. In particular, these nobles have an unnatural love of tea and it is my belief that you will be traveling to an area that is home to a very specific variety. If you could retrieve a selection of cuttings and leaves from any of the tea plants of the Clouded Path Monastery, I would be ever so grateful.

Indulgently yours,

Paracountess Zarta Dralneen

Grand Lodge



Loyal Pathfinder,

It is good to see the Pathfinders of the Inner Sea working together with the Pathfinders of Tian Xia. Though the task assigned to you by Venture-Captain Amara Li is, and should be, your primary concern during this endeavor, I do have an additional request. Our knowledge of the Wall of Heaven is scant at best. On your journey, be observant for items or clues that may be of value to the Society—maps or the locations of sites of interest would be of the greatest use; be they your own recordings or the recordings of another trusted source.

Respectfully,

Venture-Captain Ambrus Valsin

Lantern Lodge



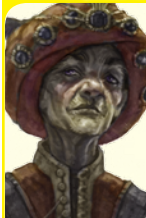
Most Esteemed Compatriot,

I recognize that I have already tasked you with a most difficult assignment, but I have one more favor to ask of you. On your journey, you shall come across a rock formation of two pillars known as the Two Brothers. These Two Brothers represent a philosophy of peace and nonviolence, held dear by many of our countrymen. Once, scores of pilgrims would make their way to the Two Brothers to meditate and reflect upon this philosophy. The pilgrimage was never an easy one, but in recent years—since the locals last heard from the monks—the route has become too dangerous for most. Though driving off beasts may make the path safe for a time, many believe that magical wards once protected the path. Please investigate such a ward and restore it if it has failed.

Respectfully,

Venture-Captain Amara Li

Osirion



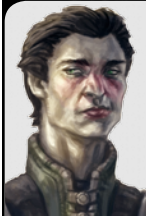
Honored Subject of the Ruby Prince,

Your forthcoming travels to the Wall of Heaven may be of some use to the Ruby Prince. The ancient Keleshite scholar Akhair developed texts meant to illustrate the ideal training regimens one should follow in order to best sculpt one's physical being. According to Akhair, he derived these texts from the teachings of the masters of the Clouded Path Monastery, during his own expedition to the Wall of Heaven. Though these texts now rest safely in Osirian hands, the validity of Akhair's claims has come into question. If, on your own travels, you can verify Akhair's sources—be it that you prove them true or false—you would have done Osirion a favor.

Eternally,

Amenopheus, the Sapphire Sage

Qadira



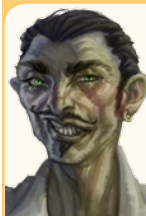
Loyal Servant of the Satrap,

I have received word that you are scheduled to travel to distant Goka. This is a most fortunate turn of events, as we have found gaining a foothold within Tian markets to be most difficult. I believe that you are destined to find an ancient Iroran monastery. It is my understanding that the monks there are famed mediators—their calming presence, and logical and objective decision-making a boon whenever hostile parties met. If this is true, the monks must have surely mediated trade and business agreements. Our hope is for you to discover records of such, where possible, and return them to us. We can even exploit a decades-old contract to better our standing in Goka.

Yours in service to the Satrap,

Trade Prince Aaqir al'Hakam

SCZARNI



Trusted Associate,

Your journey to Tian Xia has fortuitous timing! I need a package delivered to a friend based near your destination. I have included a small metal ring—an item of no real value to you, but of some importance to my friend. The delivery method, however, is the interesting part. If my information is to be trusted—and it always is—you should come across a strange rock formation known as the Two Brothers. You must stand on the Little Brother an hour after sunset and flash a light three times toward the south. The receiver should make himself known shortly thereafter. My friend cannot watch for the signal indefinitely, so it would be best that you attempt contact as soon as possible. My friend and I shall be indebted to you, should the delivery go as planned. I know my friend well and he always makes sure to return a favor.

Yours in confidence,

Gueril Karela

SHADOW LODGE



Servant of the Society,

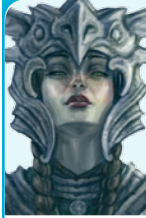
Your upcoming expedition will not be the first such Pathfinder-led expedition to the Wall of Heaven. In the recent past, a fellow Pathfinder, Rickard Murton, braved the mountains in an attempt to reach the same monastery that is your goal. Rickard never returned from his expedition and his disappearance was never investigated by the Ten or their lackeys. Any evidence pertaining to Rickard's fate you may find along your travels may bring some comfort to those he left behind. We shall ensure that no Pathfinder be forgotten.

For our fallen brothers,

Grandmaster Torch

THE QUEST FOR PERFECTION, PART I: THE EDGE OF HEAVEN

Silver Crusade



Noble Pathfinder,

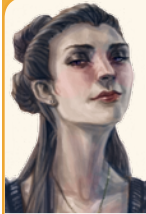
Our first attempts at assisting the people of Goka, and its surroundings, have met with resistance from the very people we attempt to help. Evidently, we cannot employ the same approach with the Tian people as the one used in the lands surrounding the Inner Sea. There is much that we do not know or understand about Tian Xia.

I have heard that Venture-Captain Amara Li intends to send you to the Wall of Heaven in search of an ancient relic. I have also heard that many from this area believe in a philosophy of nonviolence and peace and there exists a site sacred to this philosophy. The site, known as the Two Brothers, lies somewhere along the path to the Clouded Path Monastery. Explore this site and try to discern some of the core beliefs behind this philosophy. Through better understanding the people of Tian Xia, we might be better able to help them.

Yours in faith,

Ollysta Zadrian

TALDOR



Agent of the Empire,

The Empire once again requires your services. Many of our competitors hope to use the upcoming Ruby Phoenix Tournament and the events surrounding it to strengthen political and economic ties between themselves and the Free City of Goka. Naturally, Taldor could also stand to benefit from a strengthened alliance with Goka. A fellow agent will leave an item of particular value to the Empire somewhere along the route that Venture-Captain Amara Li will have you follow. You need to remain observant along the entire journey to ensure that you do not miss the clues pointing to the item's location. Return this item to me and both the Empire and I shall be indebted to you.

Sincerely,

Lady Gloriana Morilla



PATHFINDER SOCIETY SCENARIO #3-09

THE QUEST FOR PERFECTION, PART I: THE EDGE OF HEAVEN

Scenario Chronicle #

☐ Slow ☐ Normal

SUBTIER	250	500
1-2		
SUBTIER	947	1,895
4-5		

MAX GOLD

This Chronicle Certifies That

Player Name	A.K.A.	Character Name	Pathfinder Society #
Has Completed This Scenario.			
Faction			

EXPERIENCE

Starting XP

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

XP Gained (GM ONLY)

Final XP Total

FAME

Initial Fame	Initial Prestige
--------------	------------------

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

Prestige Gained (GM ONLY)

-

Prestige Spent

--	--

Final Fame Current Prestige

GOLD

Start GP

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

GP Gained (GM ONLY)

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

Day Job (GM ONLY)

+

Items Sold

=

Subtotal

-

Items Bought

=

Total

Items Found During This Scenario

SUBTIER
1-2

boots of the winterlands (2,500 gp)
cloak of resistance +1 (1,000 gp)
scroll of spider climb (150 gp)
sovereign glue (2,200 gp, limit 1 ounce)

SUBTIER
4-5

cloak of resistance +2 (4,000 gp)

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 #