

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF CORRUPTION'S REACH

Scenario #2-02

Levels 3–6

MOUNTAIN OF SEA AND SKY

By Adrian Ng





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HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 3–6



PLAYERS: 3–6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Gamemastery Guide*

Maps: *Pathfinder Flip-Mat Classics: Forest*, *Pathfinder Flip-Mat Classics: Hill Country*,
Pathfinder Flip-Mat Classics: Town Square

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at <http://www.organizedplayfoundation.org/paizo/guides/>



ENVOY'S ALLIANCE

SUMMARY

This adventure presents the PCs with three short missions that they can take on in any order they want—one focusing on exploration, one using the influence subsystem to present a social encounter, and one that is a combat encounter—before confronting them with a final fight. Though the combat is difficult, any allies the PCs might have made during the previous three missions can come to their aid.

The PCs begin the adventure in the bustling coastal town of Sakakabe, as instructed in a letter from Fola Barun of the Envoys' Alliance faction. The PCs meet a sea captain named Masuhei Okonase, who takes them to Kayajima after the PCs have made their preparations in town. After the PCs disembark on the island and fend off a group of boars, they can continue to the ruins of Kayajima Fortress, where they meet with Kukuha Mukai, who is preparing the site for a ritual that will repair and unify the island's ley lines. Kukuha briefs the PCs on the locations of three mystical gates to restore with special focus items for the ritual.

One gate is located in the heart of Makuzen Forest. The PCs can discover evidence of the island's past as they trek through the forest. After making it to the clearing and planting a sapling at the gate, they have a chance to try to ally with the forest's guardian kodama spirits and have the kami accept the sapling into their protectorate.

Another gate is located in Airishin Cove, the current domain of Aojimitsu, a young sea dragon who was injured in a fight against a mighty deep-sea creature. The PCs can convince the despondent dragon to let them access the gate, and they can also win the dragon over and restore his spirits and health.

The remaining gate is located in an aerie high on Soruseiji Peak. The PCs must navigate the mountain to reach the gate, where they find a group of the island's native griffons under attack by malevolent manifestations of wind. After rescuing the griffons, the PCs can befriend them by showing them kindness and treating their wounds.

After the PCs successfully restore all three of the island's gates, Kukuha can begin the ritual. The ritual activates the ley lines that course beneath Kayajima, but in doing so, it also alerts an ancient statue, once the guardian of Kayajima Fortress, that has long benefitted from the island's misaligned magic. The PCs must defeat the guardian with the help of any creatures they managed to befriend throughout the adventure.

With the statue defeated, Kukuha can complete her ritual, creating a well-protected site that is guarded by the powers of the ley line convergence. The Pathfinders are thereafter able to begin construction on a new lodge proper, and Kukuha becomes the venture-captain stationed at the newest addition to the Pathfinder Society, the Three Gates Lodge.

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ADVENTURE BACKGROUND

The Pathfinder Society is attempting to expand its presence beyond the Inner Sea throughout all of Golarion, including the continent of Tian Xia. While there is already a well-established lodge in Goka, the Lantern Lodge, the Society has correctly ascertained that this isn't remotely adequate to serve the needs of an entire continent. To start, the Society is looking to establish another lodge on the easternmost region of Tian Xia—Minkai—to complement the Gokan lodge's westernmost location. Rather than build this lodge in the nation's capitol, the Society has decided on the Sakakabe region in northern Minkai. This region provides easy access to the Forest of Spirits to the north and is in a strategic position across a narrow strait from the corrupt nations of Wanshou and Chu Ye to the west—which might be why a number of ancient stone fortresses, left by a lost civilization, can be found throughout the region. The area also faces the aquatic nation of Xidao to the south, which is populated by locathahs, an aquatic, sociable people who the Society hopes to ally with to strengthen its ties in the region.

To this end, the Society has chosen Kayajima, a small island off the coast of Sakakabe with numerous ancient watchtowers, to be the site of their new lodge. The island contains a number of underwater caves, passageways, and other oceanic routes of access, making it an ideal meeting place for those with aquatic ancestries. Kayajima also sits on a favorable, though dormant, convergence of protective ley lines. Venture-Captain Fola Barun has dispatched **Kukuha Mukai** (LN female tengu monastic keeper), a tengu Pathfinder familiar with both the region and spiritual boundaries, to investigate these ley lines and—if possible, activate them. The PCs must travel to the island and assist Kukuha in preparing the site both physically and mystically to ensure that the Pathfinder's new lodge will give them an ideal outpost on the far side of Tian Xia.

GETTING STARTED

The PCs arrive in Sakakabe, a port town in its eponymous province of Minkai. Give the players **Handout #1: Letter from Fola Barun**, then read or paraphrase the following.

WHERE ON GOLARION?

Mountain of Sea and Sky takes place on Kayajima, an island that lies a short voyage off the coast of Sakakabe, a bustling and prosperous seaside town that is the capital of province of the same name in Minkai.



Sakakabe bustles on this clear, humid summer morning. The constant buzz of conversation and commerce echoes over the concentric terraces leading up the hillside from the town's port. Wagons clatter their way across cobbled streets, their wares bound for export on waiting cargo ships. Oyster boats are returning to port from the north, their nets filled with the morning's catch. The air smells of brine and seaweed.

Fishers and merchants alike clatter across the pier, with shouted orders and affirmations traded from vessel to cart to street. Farther down, a beaming, older Minkaian man waves his burly, tanned arms from beside a rickety boat. "Ahoy there! Always good to see fellow Pathfinders in these parts. Name's Masuhei Okonase, former Pathfinder agent and current oyster fisher extraordinaire! Good old Fola reached out and asked me to lend a hand, and I'm always happy to help out where I can.

"So, Fola tells me that you're headed out to Kayajima to scout some ground for a new Pathfinder lodge? That's quite exciting! We don't get much Pathfinder activity in the area, and I'd love to see the Society have a more permanent presence here. Might even inspire me to pick up the old wayfinder again, ha!

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"I'm ready to take you to Kayajima when you're ready. If you need to pick up anything before we head out, the markets should have everything you could need. Just let me know when you're ready to set sail."

The PCs have an opportunity to ask Captain **Masuhei Okonase** (LG male human fisher) questions, either now or when they're sailing to Kayajima aboard his ship, the *Auspicious Pearl*. Some likely questions and their answers are below.

Where's Kukuha? "Oh right, you were supposed to meet up with her here. I ferried her out to Kayajima a couple days ago. She decided that she wanted to head out early to spend some time getting familiar with the island's geography."

Where exactly are we going on the island? Masuhei scratches his head. "Hmm, I believe you're headed to the fortress, which isn't too far inland from where I'll drop you off. At least that's what Kukuha said when I dropped her off. Should be a pretty straight shot, if I'm not mistaken." Masuhei can point out the path when the PCs arrive on the island, which is just a bit farther inland from the rock pier where the *Auspicious Pearl* will dock.

What do you know about the island? Masuhei ponders for a moment, then answers. "Well, from what I learned back in my school days, the island used to host Sakakabe's military forces. At some point in our history, the island was abandoned. It wasn't worth the effort holding an island off the coast, so provincial leadership decided to consolidate forces on the mainland. Not many people make their way out there nowadays. Don't think there's much of value, and the silver and fishing industries are booming, so there's no need to overextend ourselves."

What do we need to bring to the island? "My understanding was that it'll take you a day to do what you need to do, according to Kukuha. From my experience, pretty much any piece of adventuring gear can be useful with a little cleverness, but you can never go wrong with a potion or elixir to patch up scrapes, and some food and water for the road. The island's got a mountain, so some climbing gear wouldn't hurt."

Know anything about the convergence of ley lines? "I've heard of their power in Minkai's ancient past, but they must have gone out long ago, if they even existed at all. Hope this trip will be worth your while!"

GM INSTRUCTIONS

Give the PCs an opportunity to slot their boons for the adventure, if they have not already done so, and remind them that they each have 1 Hero Point available. The PCs also have time to make any purchases or any other preparations in Minkai's bustling markets.

DIPLOMACY (GATHER INFORMATION)

A PC who succeeds at a DC 16 Diplomacy check to Gather Information can learn more information about Kayajima. The DC increases by 4 for PCs who do not speak Minkaian or Tien, as it takes some additional effort to find people who share a language with them.

Critical Success Kayajima hosts many creatures that subsist off the sea life teeming in the surrounding waters. The griffons that live on the island's mountain are noted for spectacular dives into the sparkling waters, and the creatures have a penchant for all manner of seafood.

Success The creatures on the island are notably hardy and ferocious. Most people don't bother testing the wildlife of Kayajima, and those who do try to take advantage of the free land end up retreating back to Sakakabe and licking their wounds after encounters with powerful beasts.

Critical Failure Rumors hold that the island is haunted by ghosts of ancient soldiers who fell while defending the island and that their vengeful spirits roam the forest on the island.

SOCIETY (RECALL KNOWLEDGE)

A PC who succeeds at a DC 16 Society check to Recall Knowledge knows more information about Sakakabe.

Critical Success The people who lived in Sakakabe in ancient times used the then-active ley lines as a power source to advance their society with minimal disruption to the environment.

Success The stone walls that outline Sakakabe's streets are etched with reliefs of ancient warriors. However, they are now almost entirely hidden by modern architecture.

Critical Failure Sakakabe is on the brink of economic collapse, with the fishing industry dwindling and access to mines limited by the insurgence of rogue kami from the Forest of Spirits.

SAILING TO KAYAJIMA

After the PCs have made all their desired preparations, they can board the *Auspicious Pearl* anytime, and Masuhei sets sail at once. The seas off the coast of Sakakabe are calm. The *Auspicious Pearl* smoothly cuts the gentle waves. Apart from the occasional squawk of a seabird, the only sounds are the wind and water against the vessel.

The voyage takes a couple hours and is peaceful. You can use this time to let the PCs get to know one another a bit better and provide for some roleplaying, but you can allow it to last as long as the players are having fun with their interactions (although be mindful of not allowing it to run for too long). Once the players are ready to continue, you can jump past the voyage and into the adventure on Kayajima.

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Masuhei enjoys living vicariously through the adventures of Pathfinders and asks the PCs whether they have any interesting tales to share. He retired to Sakakabe to continue his family's oyster-harvesting business some years ago. The business is booming, but Masuhei does still miss the adventuring lifestyle and enjoys hearing about the goings-on in other parts of Golarion, mentioning that he sometimes gets that itch to travel the world, meet new types of people, and explore new places.

The PCs can also ask Masuhei anything they might think of on the trip, with some likely questions and answers detailed earlier on page 4.

JOURNEY TO KAYAJIMA FORTRESS

Kayajima is visible from the mainland in good weather, though its verdant forest and single tall mountain come into sharper contrast as the *Auspicious Pearl* nears the island. Masuhei docks at a rock pier in the southeast and bids the PCs farewell. He informs them that he'll be back to pick them up that night and merrily invites them to join him for a drink and some oyster soup when they return to Sakakabe. Read or paraphrase the following once the PCs begin making their way up into the initial stretch of forest.

Up the rocky pier and farther inland, a path winds into a stretch of cedar trees. The forest is tranquil, and the path, although partially overgrown with ground foliage, remains clear beneath the dense canopy. The ground is packed dirt and pine needles. An occasional rustle of leaves or flapping of wings break the silence. The air smells of rich earth and peat.

This first stretch of forest is relatively easy to navigate, and the PCs should be fine as long as they stick to the path. As they travel, they might spot small birds flitting through the air, rabbits scurrying to burrows, and other mundane wildlife eking out an existence in the forest.

A. AMBUSH ON THE PATH MODERATE

As the PCs continue on their trek inland, they are met with some of the island's infamously ferocious fauna.

Creatures: The Kayajima boars (dire boars/daeodons in Levels 5–6) spotted the PCs trekking through the forest and have followed them here. They view the PCs as a potential snack and attack the PCs from multiple directions as the PCs enter the first intersection. The animals use their first turn to Charge at weak-looking PCs, and then continue attacking a target until another immediate threat draws their ire. Standard boars attempt to flee when reduced to 9 Hit Points or fewer, and daeodons attempt to flee when reduced to 12 Hit Points or fewer.

LEVELS 3–4

KAYAJIMA BOARS (2)

CREATURE 3

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LEVELS 5–6

KAYAJIMA DAEODONS (2)

CREATURE 5

Page 23

After the Boars: After the fight with the boars, the PCs can continue northward, shortly thereafter reaching Kayajima Fortress.

CONTACT AT KAYAJIMA FORTRESS

When the PCs make it through the forest, read or paraphrase the following.

The forest gives way to an expansive clearing. A gigantic statue stands in front of what appears to have once been an entryway. Up ahead, ruined spires and ancient stone buildings litter the grounds. To the northeast, a mountain rises toward the sky. To the southeast, the terrain slopes downward and a gap in the tree line reveals a view of the sparkling sea. The buzz of distant cicadas fills the air.

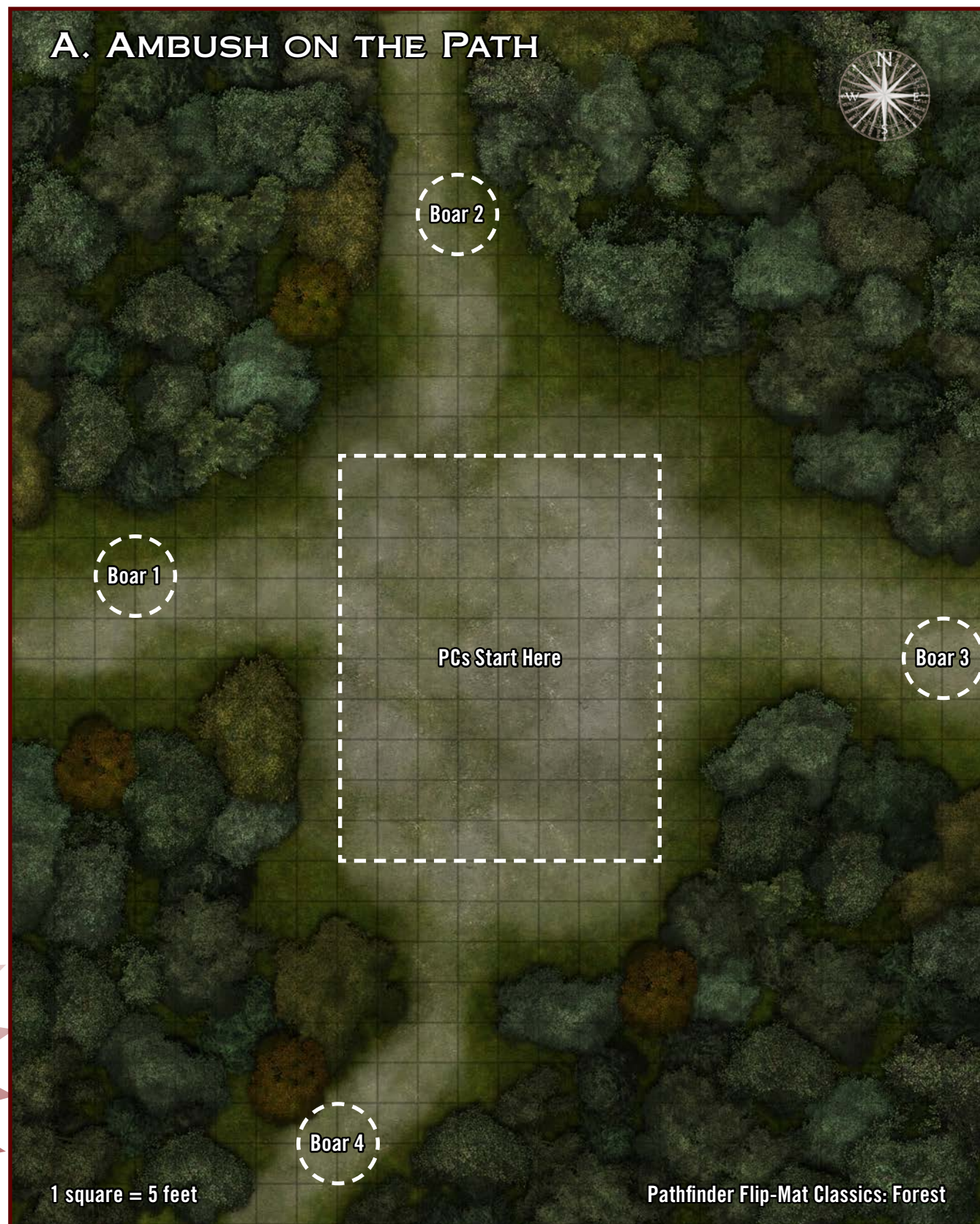
A tengu woman stares at the complex muttering to herself. She's tall and elegant, with dark feathers, clad in simple robes and wooden sandals. A smoking fire pit and a run-down wooden structure are nearby.

Kukuha Mukai (LN female tengu monastic keeper) is drawing symbols and runes in the dirt of the clearing, preparing the site for some kind of ritual. She has noted that this clearing's central location in relation to three mystical "gates" makes it the optimal site to channel power from each location. Although she has been unable to visit the gates in person, her divinations and meticulous studies of the flow of energy throughout the island, as well as the island's history, have allowed her to predict the location of each of these locations of power. Read or paraphrase the following when the PCs approach Kukuha.

The tengu turns and speaks in a soft voice, "Welcome, Pathfinders. My name is Kukuha. Apologies for not meeting you in Sakakabe, but I deemed it necessary to perform some advance observation of Kayajima to see what I could learn about the rumored ley lines. Fola's information has proven correct. There are indeed ley lines running through the island here, and quite powerful ones at that, though it seems something is interfering with their function."

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A. AMBUSH ON THE PATH



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Kukuha looks across the panoramic vista, then continues. "It's quite beautiful, is it not?" She motions to the northwest, toward the trees. "Makuzen Forest, the verdant bounty of the land." She turns to the sea glittering in the southeast. "Airishin Cove, resting by the sea." Finally, Kukuha gestures to the mountain in the northeast. "And Soruseiji Peak, stretching toward the sky. These are not only places of natural beauty; my research and divinations would appear to indicate that each is a kind of gate for natural power. They appear to be damaged or malfunctioning somehow, though, but I believe by placing special focuses at each, we can repair them." She taps the ground with a talon. "And when that's done, here is where I will carry out a final ritual—uniting land, sea, and sky—thus stabilizing the protective powers of the convergence. This should make it safe to establish our lodge.

"Unfortunately, I have not been able to access these locations. That is where I need your aid. I have prepared several ritual focus items that should aid in restoring each gate. Travel to Makuzen Forest's heart, Airishin Cove, and Soruseiji Peak, and take a ritual focus to each. I do not know what you will find there, but I trust that your instincts will guide you true."

Kukuha then shakes her head. "We have to do this the right way. Kayajima is home to many creatures. To simply take the island's powers and position ourselves as its tyrants—I cannot allow that to happen, and besides, honest negotiation is always a better foundation than force. Pay the island and its inhabitants the utmost respect as you carry out this mission. In this way, I hope the Pathfinder Society will be viewed as a welcomed presence rather than a conquering foe."

The PCs likely have questions for Kukuha. Some possible questions and their answers are as follows.

Why couldn't you access those locations? "Each presented their own complications, and I am more scholar than explorer. The forest is too vast and tangled for me to traverse. The ancient people of this island seemed to have constructed a way up Soruseiji Peak, but the path ends with a broken bridge, and I was not able to continue. And there appears to be a dragon guarding the cove that's... well, a dragon."

What do we need to do with these ritual focuses? "If my intuition is correct, it should be clear once you reach each gate. The ancient people of this island, too, harnessed the energies of the ley lines, so perhaps there will be sites where they drew those powers."

Reward: Kukuha has cleared out the ruins of the fortress complex, and she gives what she found to the PCs. She found a tile game made of bone, a box with several sets of brass chopsticks, and several stone stamps carved to resemble various animals. These relics all together are worth 30 gp (80 gp in Levels 5–6).

EXAMINING THE GROUNDS

The PCs can spend a bit of time examining the ruins of Kayajima Fortress. Kukuha tells them they're free to do so, but informs them that she's already searched them thoroughly and given the PCs what she's found. The buildings are crumbling guard towers and homes for the warriors and citizens who once lived at the



KUKUHA MUKAI

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fortress. A PC who examines the buildings and succeeds at a DC 18 Crafting or Society check (DC 20 in Levels 5–6) recognizes that the architecture is similar to that of older buildings in Sakakabe.

The large statue outside the ruins is humanoid, though with odd proportions and exaggeratedly large eyes. A PC who succeeded at the Society check on page 4 recognizes the statue as being similar to the carvings featured in Sakakabe—a protective figure to ward off bad luck or something similar. A PC who examines it notes that the statue is carved precisely, traced with straight lines and perfect circles, requiring masterful handiwork indeed.

As the PCs will come to learn in the Awakened Statue encounter (page 17), the carvings are actually channels through which mystical energy flows. An astute PC might connect the carvings in the statue to those of the three gates located on the island. Prematurely destroying the statue has no effect on the final encounter, as the statue will siphon off the energies released as Kukuha begins the ritual that starts that encounter, restoring the statue to full function.

THE THREE GATES

Kukuha informs the PCs that they can visit each gate in whatever order they choose and use her location as a base camp of sorts. Kukuha will give the PCs a ritual focus to install at each gate, while she remains where she is to prepare the final ritual site. The PCs need not take all three focuses with them at a time, but they can do so if they wish. Kukuha's central location on the island makes it a natural place for the PCs to check in as they complete their challenges at each location, and she is pleased to hear of any positive interactions the PCs have had at each gate each time they check in.

To aid you in locating each encounter as the PCs express interest, follow this guide. The Makuzen Forest section features exploration and begins on page 8, the Airishin Cove section features a social encounter and begins on page 11, and the Soruseiji Peak section features combat and begins on page 13.

MAKUZEN FOREST

When the PCs decide to venture into the forest, read or paraphrase the following.

Kukuha walks over to her campsite and returns bearing a small clay pot. Planted within the pot's soil is a small sapling, with gossamer, rainbow-hued leaves sprouting from its budding branches.

"This is a rainbow cedar sapling, a magical tree attuned to the earth. It should make for an ideal focus for harnessing the power of the land." Kukuha gestures toward the northwest.

THE CURIOUS KODAMA

Throughout the exploration to the heart of the Makuzen Forest, the PCs are secretly followed by kodama—small kami spirits that guard the trees and forest. They are curious about why the PCs are in Makuzen and appear and disappear in various locations as the PCs explore. Perhaps when a PC goes to explore a fallen tree, they might hear an odd chime behind them, or perhaps a PC might think they see a face with empty eyes in a small rock that disappears as soon as they look closer. The kodama do not show themselves overtly, but as the PCs approach the heart of the forest, their presence becomes more and more clear as mysterious noises and peeping eyes from the woods. Be sure that the kodama don't seem overly threatening, as their behavior shouldn't provoke the PCs into trying to initiate combat. A PC who succeeds at a DC 18 Nature or Religion check to Recall Knowledge knows that these are kodama, guardian spirits of the forest; a PC who is from Tian Xia gains a +4 circumstance bonus to this check.

"It would seem the Forest's Heart Gate rests within Makuzen. Journey deep within—this little one will let you know when you've reached the location."

JOURNEY TO MAKUZEN'S HEART

Once they've received the ritual focus, the PCs can then set off on the path to the northwest. In this direction, the forest grows dense, and as they travel, it becomes difficult to maintain a clear sense of direction. The PCs spot occasional deer or birds darting between the trees. They cross gentle streams, climb up root-ridden slopes, and pass by the countless trees.

The PCs face several obstacles as they attempt to navigate the forest. If PCs come up with creative solutions to these obstacles, use the DCs listed as guidelines, with more fitting solutions using lower DCs—if PCs expend costly resources such as spells or consumable items, consider allowing them to pass automatically. Each time the PCs move past an obstacle, the rainbow cedar sapling glows a bit brighter, indicating that they're approaching the gate.

For Levels 5–6, increase all listed DCs in the Journey to Makuzen's Heart by 2.

OVERGROWN PATH

Not long after heading into the forest, the path disappears into a tangle of vines and brush. One PC must take the lead, though other PCs can Aid. The lead PC can attempt

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a DC 20 Perception check to find the way, DC 18 Nature or DC 15 Forest Lore check to study the undergrowth, or DC 16 Survival check to plot a path.

Critical Success The PCs proceed very smoothly and find two sites of interest.

Success The PCs navigate the path and find a site of interest.

Failure The PCs eventually make it through the path, though they become scratched by thorns, bitten by insects, and generally frustrated, imposing a -1 circumstance penalty on their checks in the next obstacle.

FALLEN TREES

A number of trees have fallen across the path, blocking the way. Each PC must attempt a DC 17 Acrobatics check to Squeeze through an opening, a DC 18 Athletics check to Force Open a path, or a DC 16 Crafting check to find points of leverage to move the trees. If no more than 1 PC fails the check (no more than 2 PCs, if playing in a party of 6 characters), the PCs find a site of interest after clearing this challenge.

Critical Success The PC finds a path through the trees and can hold the path open for others. If another PC fails, they succeed instead; if another PC critically fails, they merely fail instead.

Success The PC makes their way through the fallen trees.

Failure The PC gets stuck between the trees; getting free is quite an ordeal, giving them a -1 penalty on their checks to overcome the next obstacle.

Critical Failure As failure, except that they also take 2d6 bludgeoning damage (2d10 bludgeoning damage in Levels 5–6) as they get crushed between the logs.

MUD FIELD

The trees open into a field that has turned to mud in recent rains. Each PC must attempt a DC 16 Acrobatics check to Balance across logs and solid patches, a DC 18 Nature or DC 15 Swamp Lore check to recognize solid ground, or a DC 20 Perception check to find another way through the muck. If no more than 2 PCs fail the check (3 PCs, if playing in a party of 6 characters), the PCs find a site of interest after clearing this challenge.

Critical Success The PC has such an easy time crossing the mud that they're able to assist others. If another PC fails, they succeed instead; if another PC critically fails, they merely fail instead.

Success The PC successfully crosses the mud.

Failure The PC falls into the mud, cutting themselves on rocks and sharp branches hidden under the mud that deal 2d10 piercing damage (4d10 piercing damage in Levels 5–6).

Critical Failure As failure, except that bacteria in the mud deal an additional 2d6 poison damage (2d10 poison damage in Levels 5–6).

MAGICAL MIST

As the PCs leave the mud field, a magical mist rolls in that limits vision and threatens to waylay the party. One PC must take the lead, though other PCs can Aid. The lead PC can attempt a DC 20 Perception check to find their way through the mist, a DC 16 Arcana, Nature, Occultism, or Religion check to navigate by magical traces in the mist, or a DC 18 Survival check to feel their way through.

Critical Success The PCs easily part the mists and find a site of interest.

Success The PCs successfully find their way through the mist.

Failure The PCs accidentally trample a few saplings as they blunder their way through the mist, angering the kodama who guard them. All PCs take a -1 circumstance penalty to all checks made to treat with the kodama in the Forest's Heart Gate encounter.

SITES OF INTEREST

The following are the sites the PCs can find as they navigate the forest. Each time the PCs gain access to a site of interest, as detailed above, have them encounter one of the locations below, in the order presented. If the PCs have already located all the sites of interest, there are no further effects.

Guard Tower: This ancient guard tower is surrounded by trees that have grown since its abandonment. The tower consists of a crumbling staircase connecting the empty ground floor to a partially caved-in upper deck. A PC who succeeds at a DC 18 Craft or Society check recognizes the building to be a guard tower similar in construction to Kayajima Fortress. A PC who Searches the guard tower finds in its crumbling stone walls a rusted lockbox that contains ancient coins worth 15 gp (40 gp in Levels 5–6).

Magic Kiln: This magic kiln is where the people of Kayajima's past could create inventions that harnessed the island's power. The PCs can find bare remnants of that past, notably bits of clay with carved channels similar to the statue at the fortress and a small glazed clay toy shaped like a dog. A PC who succeeds at a DC 18 Arcana, Nature, Occultism, or Religion check can activate the toy, causing energy to flow through the dog and cause its head and legs to move. If the PCs put the toy on the ground after activating it, the dog runs around in a playful pattern and wags its tail. The toy is worth 10 gp (30 gp in Levels 5–6).

Shrine to the Lady of Foxes: The PCs happen upon a crumbling shrine and trickling fountain hidden among the trees. A PC who examines the ruins can notice faint imagery of what seems to be of a nine-tailed fox. A PC who succeeds at a DC 18 Religion or Society check can

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determine that this is the religious symbol of the deity Daikitsu, goddess of agriculture and crafting. A PC who is from Tian Xia gains a +4 insight bonus to this Religion or Society check; a PC who worships Daikitsu knows this automatically. Regardless of whether they identify the shrine's patron, as long as they don't actively disrespect the shrine, Daikitsu grants the PCs a short blessing, causing the kodama to view them in a better light. All PCs gain a +2 circumstance bonus to checks made to treat with the kodama in the Forest's Heart Gate encounter.

FOREST'S HEART GATE

After the PCs have navigated all the obstacles, read or paraphrase the following.

The dense forest gives way to a small clearing, the sun dappling through the foliage. The sounds of wildlife fade, leaving a serene silence. At the center of the clearing stands a menhir circle composed of weathered, dark stone. The rainbow cedar hums, its gossamer leaves shimmering in the light.

The PCs can easily tell that this location must be the gate where they need to plant the rainbow cedar. A PC who examines the menhir circle can see etchings of trees with depictions of kodama interspersed. A PC who met a kodama during the excursion through the forest recognizes the etched faces belonging to those spirits. If the PCs aren't aware of what these kami are yet, they can attempt a DC 18 Nature or Religion check to Recall Knowledge and remember that fact (a PC who is from Tian Xia gains a +4 insight bonus to their check).

The PCs can easily plant the sapling in the middle of the Forest's Heart Gate. When they do so, the sapling's latent magic restores the gate, energy flowing from the sapling and illuminating the etchings of the menhir with lines of green light that plunge back into and course through the earth.

Reward: Activating the gate causes natural energy to flow into a randomly selected, nondescript item on one of the PCs' person, such as an acorn or button. The item shines with green light and exudes a pleasant warmth when held, becoming obviously magical and increasing its value to 15 gp (40 gp in Levels 5–6).

TREATING WITH THE KODAMA

Throughout the PCs' trek through the forest, they were followed by the kodama of Kayajima. Ever curious, the kodama finally gather in obvious numbers when the PCs plant the rainbow cedar sapling. Read or paraphrase the following after the PCs activate the gate.

From the trees bordering the clearing, hundreds of small, vaguely humanoid shapes materialize into existence, each with a featureless stone face and wearing a rope made of braided straw. Interspersed through the branches, peeking from behind trunks, standing among the roots, the blank-faced spirits stare with hollow eyes into the clearing. Then, in unison, their heads begin to shake, drowning the silence with a cacophony of chimes and rattles. Suddenly, the noise stops, and the spirits are still.

As kodama are guardians of trees, they are drawn to the rainbow cedar, but they're not yet sure what to make of the transplant. If the PCs still don't know the identity of these spirits or don't have a sense of what the their intentions are, they can attempt a DC 18 Nature or Religion check (DC 20 in Levels 5–6). On a success, they recognize that these spirits are curious about the rainbow cedar and wonder what the PCs are doing here. If the players need further direction, you can share that the kodama could be convinced to adopt the sapling and protect it.

The PCs then have an opportunity to introduce themselves to the kodama and explain what their intentions are, as well as ask the kodama to accept the sapling as their ward. If the PCs perform any hostile action toward the kodama, the spirits immediately meld into the nearby trees, scattering in unison. If the PCs choose to leave the clearing without explaining anything to the kodama, the spirits watch them curiously as they leave but take no further actions. These kodama speaks Common, Minkaian, Tien, and Senzar.

The kodama begin with an attitude of indifferent toward the PCs, which means that it takes two successful Diplomacy checks to Make an Impression to improve the kodama's attitude to friendly or one critical success. One PC must serve as the primary spokesperson. The initial DC of these checks is 24 (26 in Levels 5–6). The PCs have enough time to attempt four checks before the kodama grow bored and wander off.

Before a PC rolls a primary check, they should appeal to the kodama in some way, such as recognizing the importance of the forest, asking for the kodama's help in protecting this sacred tree, or expressing that the Pathfinders want to protect the island as well. You can reward PCs who make particularly impassioned or convincing arguments by reducing the DC by 2. In addition, other PCs can Aid the primary spokesperson by succeeding at a DC 18 Diplomacy, Nature, Religion, Society, or Survival check (DC 20 in Levels 5–6), or a DC 17 check with a relevant lore such as Forest Lore (DC 19 in Levels 5–6), while making their own pleas or arguments, or while displaying knowledge of forests,

MOUNTAIN OF SEA AND SKY

kodama, the people of the island's past, or other relevant information that would help the spokesperson. You can allow other skills to apply at the same DC if the players provide appropriate reasoning.

After each primary Diplomacy check in this interaction, the kodama react clearly to show whether the PCs are successful in their efforts, with the kodama getting closer to the PCs and the menhir circle as their attitude toward the PCs is improved. The kodama don't back away if their attitude is worsened, but they disappear if made hostile toward the PCs (their attitude decreasing one step to unfriendly, then to hostile, with each critical failure) and aren't seen again.

If the kodama are made friendly, a large number of them fill the clearing in semicircular arcs around the menhir circle. If the kodama are made helpful toward the PCs, several kodama gather around the freshly planted rainbow cedar sapling before one places a rope of braided straw around the sapling's trunk, marking it as their ward. The sapling takes a shimmering glow, and all the kodama in the clearing rattle at once for several seconds and then vanish instantly. The rainbow cedar retains its magical sparkle after they leave.

Improving the kodama's attitude to helpful means that the PCs befriended the spirits. This contributes to the scenario's secondary objective, and it unlocks the Kodama Tangle benefit in the Awakened Statue encounter (page 17).

Reward: If the PCs improve the kodama's attitude to helpful, the kodama leave behind another straw rope at PCs' feet as a gift. The rope is worth 10 gp (30 gp in Levels 5–6).

AIRISHIN COVE

When the PCs decide to travel to Airishin Cove, read or paraphrase the following.

Kukuha scurries to her campsite and returns with a brownish-green stone shaped like a twisting double helix. "This olivine fulgurite was created from green beach sand struck by a lightning elemental. It will serve nicely to channel the latent power of the stormy sea."

Kukuha motions to a path leading to the southwest. "Follow that path as it turns to rock, and it'll lead you to Airishin Cove, the location where you must place this focus. I scouted the location yesterday, and it seems a sea dragon has taken up refuge in the cove, right near the Wrathful Tide Gate. From afar, it seemed as though they might be struggling in some way, but I deemed it unwise to approach the dragon regardless. It would be a shame to fight them without parleying first. Perhaps you could earn the Society a mighty ally."

THE DRAGON OF AIRISHIN COVE

The PCs can follow the path, which slopes downward toward the sea. The terrain grows rocky, and the path shifts from dirt to natural stone steps, winding down a grassy hillside and leading to the cove. When the PCs arrive at Airishin Cove, read or paraphrase the following.

Ocean waves gently lap at the sands of this horseshoe-shaped cove. Rocky outcrops skirt the water's edges, partially separating the cove's waters from the larger sea. Near the beach, an azure, serpentine dragon lies on the sand, limbs folded despondently under his body, in front of a rocky peninsula stretching out into the waters. At the end of the peninsula sits a large dais.

Aojimitsu (CG young sea dragon) has claimed Kayajima as his protectorate, as its relative isolation allowed him to grow in strength without fear of being



MOUNTAIN OF SEA AND SKY

bullied out by rival dragons. He's been subsisting off fish from the reefs around the island. However, a recent encounter with a sea serpent has left Aojimitsu both injured and despondent, and he's spent his recent days dramatically moping in Airishin Cove and contemplating whether to move on from Kayajima in search of an easier domain to defend. When the PCs approach, read or paraphrase the following.

The serpentine dragon springs to life, snarling and spraying water from his maw. "You! How dare you tread upon the domain of the great Aojimitsu, sovereign of Kayajima! Prepare for the unbridled wrath of the storm, the incarna—" The dragon coughs and sputters, then wipes his mouth and continues. "The incarnation of the sea's fury! Bow before... before me... Oh, what's the use..." The dragon collapses across the entrance of the peninsula.

"I couldn't even defend what small stretch of ocean I claimed as my domain. What would the ancestors think of me now? Perhaps my destiny lies elsewhere..." the dragon cranes his neck, gazing out across the horizon.

Aojimitsu sighs, then turns back to the PCs. "I suppose my pride gets the best of me. I can at least defend this sand, this stone. So, who are you, and what are you doing treading upon my land?"

This encounter with Aojimitsu uses the influence subsystem (*Pathfinder Gamemastery Guide* 151–153). In this social encounter, the PCs have a chance to convince Aojimitsu that he is worthy of calling Kayajima his domain. The PCs have an hour to state their case, which constitutes four 15-minute rounds in the influence subsystem.

Give the players a quick rundown of this system if anyone at the table is unfamiliar with it, most notably the two main actions each PC can take on their turn each round (Influence or Discover). If the PCs manage to make it past Aojimitsu without engaging the dragon, such as through stealth, he eventually notices that someone made it past him and slides into the sea, cursing his continued failure.

Aojimitsu is looking to regain his confidence, and he entertains the PCs' conversation for a short time. The PCs can approach the conversation from angles such as by telling him that he could get the help of allies such as the Pathfinder Society or by reminding him of just how powerful he can be. The influence stat blocks reflect these approaches, but the PCs might find other ways of convincing him. Use the DCs in the stat blocks as guidelines for when the PCs want to use other methods to Influence Aojimitsu, with lower DCs for particularly fitting skill uses.

LEVELS 3–4

AOJIMITSU

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LEVELS 5–6

AOJIMITSU

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Becoming Friends with Aojimitsu: Aojimitsu's response to the PCs depends upon how many Influence Points they earn.

If the PCs fail to reach 4 Influence Points with Aojimitsu, he snorts in disgust, swimming away without a further word, and the PCs are then free to continue to the gate.

If the PCs reach 4 or 5 Influence Points with Aojimitsu, he rolls over dejectedly at the end of the encounter, allowing them to access the Wrathful Tide Gate, but does not further engage in conversation afterwards.

If the PCs reach 6 or 7 Influence Points with Aojimitsu, he allows them to access the gate, and he grants the PCs some rewards from his hoard, as detailed in the Reward section below.

If the PCs reach 8 Influence Points with Aojimitsu, he thanks them for cheering him up. He believes he still can be successful on the island with the support of allies such as the PCs, and he also displays interest in the Pathfinder Society if the PCs referenced it. He then takes on his favored humanoid form, that of a locathah—a fishlike people who live all across Tian Xia, notably in the nation of Xidao south of Kayajima. Aojimitsu, with his confidence restored, is a brash, friendly fellow, befitting that of an adolescent dragon. He's committed to making things work on the island, and he looks forward to helping out the PCs and the Pathfinder Society when he's back to full strength. This contributes to the scenario's secondary objective, and it unlocks the Aojimitsu's Breath benefit in the Awakened Statue encounter (page 17).

Reward: If the PCs achieve the 6 Influence Point threshold, then Aojimitsu rewards them with a small lion statue made of gold and jade, which he recovered during his explorations of a shipwreck off the coast of Kayajima. This statue is worth 20 gp (60 gp in Levels 5–6).

WRATHFUL TIDE GATE

The gate occupies a rocky outgrowth jutting into the sea. As the PCs approach it, the fulgurite sparks and glows. The gate is a simple dais with perfect concentric circles and wave motifs carved into the dark stone.

MOUNTAIN OF SEA AND SKY

When the PCs place the fulgurite on the dais, the circles and patterns pulse with blue energy. A giant wave crashes against the peninsula, sunlight refracting into rainbows through the spray as the energy courses through the dais and swirls its way into the underlying rock.

Reward: Activating the gate causes natural energy to flow into a randomly selected, nondescript item on one of the PCs' person, such as a seashell or empty bottle. The item shines blue and emits the sound of the sea when held to an ear, becoming obviously magical and increasing its value to 15 gp (40 gp in Levels 5–6).

SORUSEIJI PEAK

When the PCs decide to travel to Soruseiji Peak, read or paraphrase the following.

Kukuha excuses herself and fetches a crystalline prism from her campsite. She holds it to the sunlight, which catches the prism and refracts in an array of vivid, impossible colors. "A sky diamond—the perfect focus for Soruseiji Peak. At the place of power, it will surely shine even brighter."

BROKEN BRIDGE

The PCs can head northeast through the ruins of the fortress and a small stretch of woods, eventually reaching a sloping and winding path that carves its way up Soruseiji Peak. As they travel, the rocky path switches back and curves along the slope.

Eventually, the PCs encounter the broken bridge that stopped Kukuha's progress up the mountain, originally built to traverse a gap that passes over a section of path the PCs walked up earlier. The broken rope-plank bridge dangles from the posts on the PCs' side, the ropes that connected it to the other side having long frayed. A PC can haul up the bridge by succeeding at a DC 18 Athletics check (DC 20 in Levels 5–6). Other PCs can help the primary lifter by succeeding at a DC 15 Athletics check (DC 19 in Levels 5–6) to Aid.

Once the PCs have retrieved the bridge, a PC who makes it across the gap can reattach the bridge to its connecting posts. The gap is 25 feet long, requiring a DC 25 Athletics check to Long Jump across, and the fall is 40 feet, dealing 20 bludgeoning damage to a PC if they fall. The PC can tie or otherwise attach the bridge to themselves, so it doesn't impede their movement. The stony mountain wall flanking the gap has small handholds and footholds, and a PC who has expert proficiency in Athletics and succeeds at a DC 20 Athletics check can Climb it (a PC who has a climb Speed can Climb without attempting Athletics checks). The path ahead switches back and continues above the PCs' current location, so the PCs can also Climb the stone wall up to the continuing path 40 feet up.

If the PCs manage to get the bridge to the other side, they can reattach the bridge to its posts by succeeding at a DC 18 Crafting check (DC 20 in Levels 5–6). Other PCs can help hold the bridge in place on the side with the crafter, which requires no check; each PC who does so reduces the DC of the Crafting check by 2, as the additional help in holding the bridge makes the crafter's work easier.

Allow the PCs to come up with creative solutions to this challenge, permitting abilities and spells to work how the players wish to use them as long as the players provide a solid reasoning. For instance, a *levitate* spell would allow the spellcaster to move the bridge up and to the other side of the gap (although another PC would still need to get to the other side to attach the bridge in some way). Encourage the players to use their PCs' abilities to form collaborative solutions. If DCs are required, use a baseline of DC 18 for Levels 3–4 and 22 for Levels 5–6. If appropriate, you can reduce this DC by 2 when other PCs try to help out the primary check maker, like above in the use of Athletics to lift the bridge from the gap, requiring those supporting PCs to succeed at a check with a baseline DC of 15 for Levels 3–4 and 19 for Levels 5–6.

If the PCs become stuck on this puzzle, they can look for an alternative way up the mountain. Back along the path, they can find a treacherous and steep path that they can take to bypass the bridge, but by doing so, they end up having to spend much more time being careful. This extra time spent allows the wind malevolents in the upcoming encounter to build in strength even further. Increase the wind malevolents' attack bonus and damage by 2 each.

B. CLASH AT THE AERIE MODERATE

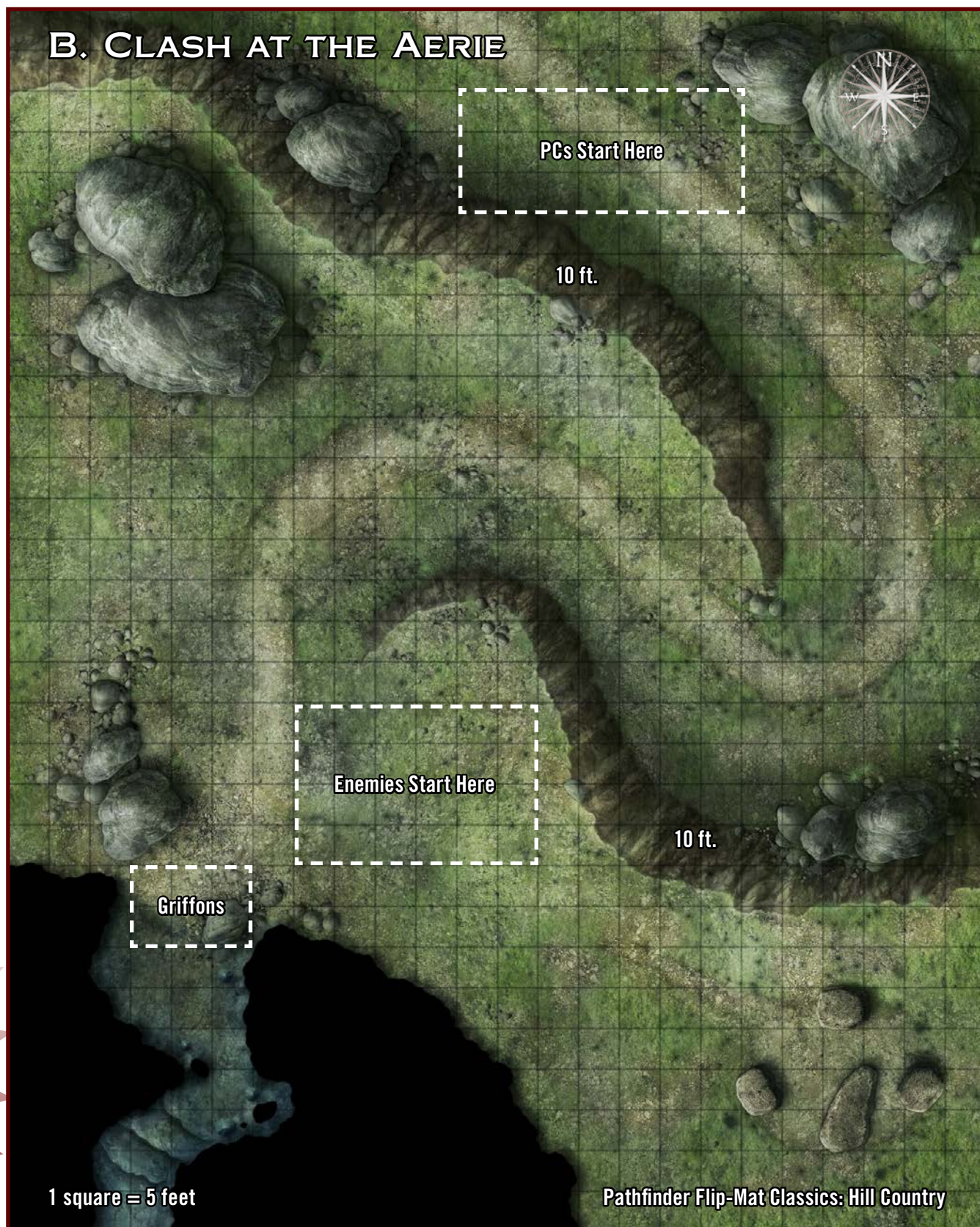
After the PCs have moved past the bridge, they can continue up the mountain. When the PCs are nearing the peak, read or paraphrase the following.

The path reaches a series of switchbacks, each climbing about ten feet higher, as it curves toward an aerie. As the peak grows near, the sound of harsh wind accompanied by frantic screeching sounds through the stony path.

When the PCs reach the aerie, they are greeted by the sight of a family of Kayajima griffons fighting off what seem to be large, ethereal weasels made of wind and water vapor. The griffons have the heads, wings, and forelimbs of an osprey and the hindquarters of a snow leopard. As the griffons lash out with claw and beak, the weasels seemed to turn gaseous before solidifying and striking at the griffons with blades of compressed air.

MOUNTAIN OF SEA AND SKY

B. CLASH AT THE AERIE



MOUNTAIN OF SEA AND SKY

These beings, known as wind malevolents, are manifestations of the harsh alpine air. Although the ley lines that converge at the island are largely dormant, the malfunctioning gate occasionally bleeds energy into the sky that can allow haunts or elemental beings to form spontaneously. Though the malevolents exist for only a short time, while they do, they lash out violently against any living creatures they can find. Unfortunately for the griffons, these wind malevolents manifested at the aerie and immediately attacked the family. The adult griffons have been fighting off the wind malevolents but have had little luck against these beings of air. As soon as the PCs make their presence known, the wind malevolents turn to attack them, and the griffons circle to protect their nest.

LEVELS 3–4

WIND MALEVOLENTS (2)

CREATURE 3

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LEVELS 5–6

WIND MALEVOLENTS (2)

CREATURE 5

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Griffon Family: If the PCs manage to defeat the wind malevolents, they are free to implement the ritual focus at the aerie gate. The griffons eye the PCs with some suspicion but allow the PCs to approach the aerie gate, which rests farther up the path from their nest.

If a PC attempts to approach the griffons, the creatures are still somewhat cagey after the fight with the wind malevolents. First, the PCs must calm the griffons so they will allow the PCs to approach, which requires a successful DC 20 Nature check (DC 22 in Levels 5–6). If a PC has an ability such as wild empathy or *Speak with Animals*, they can instead attempt a DC 15 Diplomacy check to calm them (DC 17 in Levels 5–6). If the PCs are carrying any fish or other seafood with them, they can offer the food to the griffons, who take it cautiously; this reduces the DC by 2. Only one PC can attempt the check, though others can Aid. Succeeding improves the griffons' attitude to friendly. Improving the griffons' attitude to friendly means that the PCs befriended the creatures. This contributes to the scenario's secondary objective, and it unlocks the Griffon Divebomb benefit in the Awakened Statue encounter (page 17).

If the PCs improve the griffons' attitude to friendly, the griffons allow the PCs to approach. At this point, the PCs can recognize that one of the griffons is injured, although not life-threateningly so. If a PC successfully performs an action that restores 5 or more Hit Points to the griffon,

that automatically improves the griffons' attitude to helpful and grants the PCs the following reward.

Reward: If the PCs improve the griffons' attitude to helpful, the griffons allow the PCs to approach the nests. As they near, the heads of a few wide-eyed griffon chicks pop up from over the edge of the nests. This group of griffons have nine chicks in all, and with encouragement from the adults, they approach the PCs with curiosity, walking toward each in turn. One carries a gold necklace in its beak with a pearl pendant. The chick drops it at the PCs' feet with a chirp and then scurries back to the nest. This necklace is worth 10 gp (30 gp in Levels 5–6).

OPEN SKY GATE

The ancient shrine gate at the aerie is relatively intact, although wind erosion over the years has worn away at some of the stone elements. A PC who succeeds at a DC 18 Religion check (DC 20 in Levels 5–6) recognizes this as a shrine to Shizuru and Tsukiyo, seeing faded carvings in the back wall of the gate of their religious symbols side by side: a katana framed by the sun, and a crescent moon etched with a depiction of the moon cycle. Worshipers of either deity recognize both symbols automatically. At the center of the gate is a dais covered in carved channels, where the PCs can place the sky diamond. When they do so, the prism catches the afternoon light and refracts golden light across the summit that flows through the dais's channels into the mountaintop.

Reward: Activating the gate causes natural energy to flow into a randomly selected, nondescript item on one of the PCs' person, such as a pin or quill. The item shines with golden light and dances lightly in the air for a few seconds when released, becoming obviously magical and increasing its value to 15 gp (40 gp in Levels 5–6).

C. THE AWAKENED STATUE MODERATE

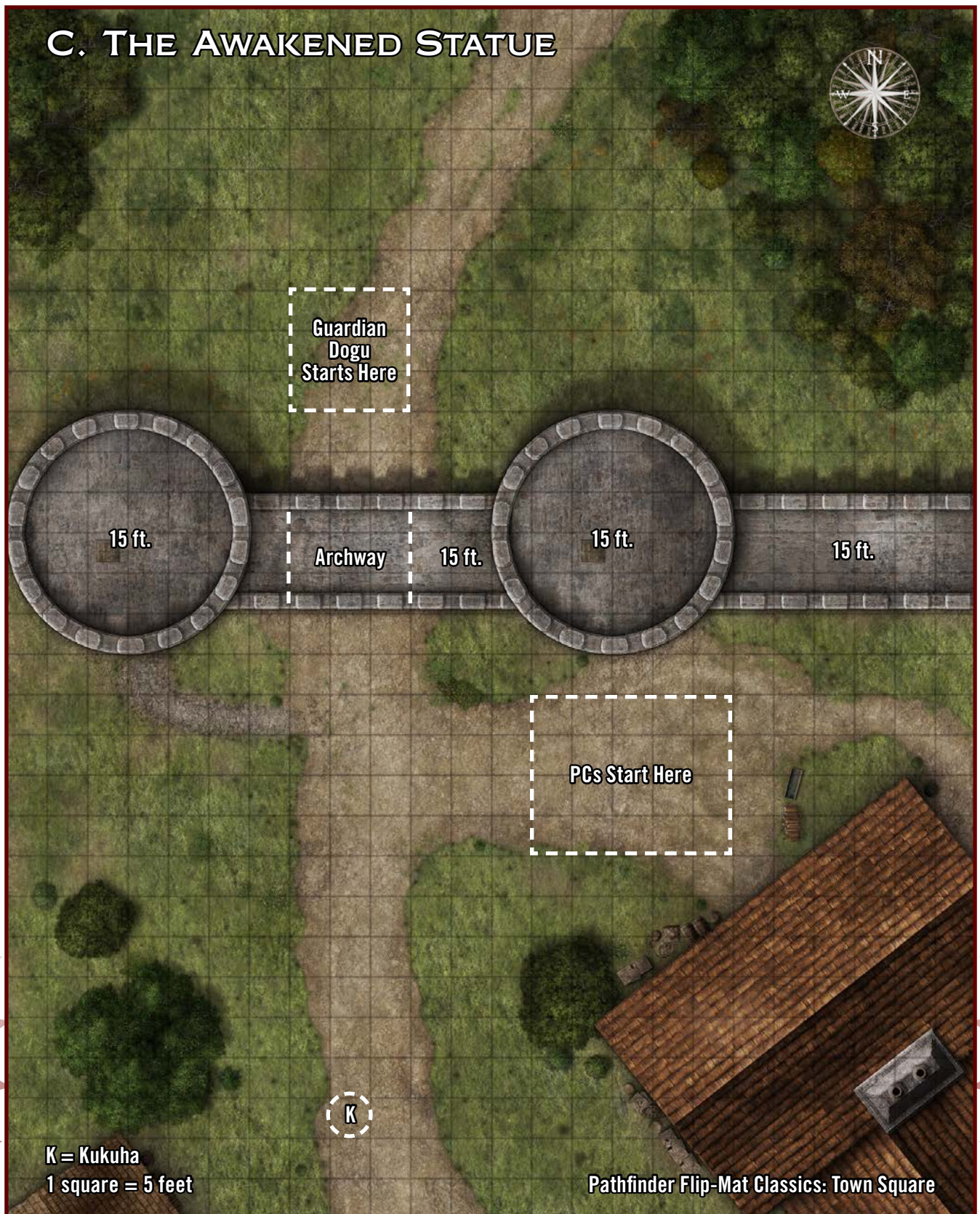
After the PCs have placed all three ritual focuses at their respective gates, they can return to Kukuha at Kayajima Fortress. She thanks them for their efforts and informs them that her preparations are complete. As long as the PCs implemented all three ritual focuses, they gain the Ritual Protections benefit in this encounter.

When the PCs are ready, Kukuha begins the ritual. Read or paraphrase the following.

Dusk is beginning to fall on Kayajima, lighting the clearing in a sunset glow. The spires and walls of Kayajima Fortress cast long shadows across the expanse as Kukuha dons a ceremonial cap and sash and stands at the center of clearing, eyes closed. She performs a brief series of gestures with a feather fan before sinking to her knees and thrusting her talons into the earth.

MOUNTAIN OF SEA AND SKY

C. THE AWAKENED STATUE



MOUNTAIN OF SEA AND SKY

A low rumble sounds, and the earth shakes. From the northeast, tendrils of golden energy ripple through the air like gusts of wind. From the southeast, waves of azure light flow across the ground, like the ocean crashing against the shore. And from the northwest, lines of verdant energy snake like roots through the earth. The energy trails dance toward Kukuha, gathering in larger and more vibrant swaths and forming a dome around her.

Suddenly, a loud droning hum emits from the statue at the wall. The etchings in the statue glow as it begins to rise with the sound of grinding stone. A massive construct stands fully upright, bathing the clearing in cobalt light as energy flows through the etchings covering its body. Its glowing eyes fix on Kukuha, crackling with power.

The wall is 15 feet tall. There are small handholds and footholds on the south side of each of the rounded towers (DC 20 Athletics to Climb).

Creatures: The statue reveals its true nature: a construct powered by the island's energies, once created to guard the fortress. However, for years now, the ruined gates have misdirected the island's magic into the statue, and now that Kukuha's ritual threatens to restore the ley lines to their natural state, the statue has deemed her a threat to its continued ownership of the island. The statue activates to defend itself and the long-gone fortress.

The guardian begins combat by using its Sudden Charge to run through the archway in the fortress wall and close in on the nearest PC. It alternates between using its energized fist Strikes against nearby foes and using its eye beam Strike to attack faraway threats, prioritizing the most threatening PCs at either range. It uses its Ley Line Surge ability if it can catch multiple PCs in a close area. The guardian fights until destroyed.

Though the guardian prioritizes attacking the PCs, it will attempt to attack Kukuha if it finds itself near her. Thankfully, so long as she controls the ley lines' protective magic, she is completely shielded from the energies released by the guardian's eye beams and Ley Line Surge abilities. The guardian can still attack Kukuha with its fists, which hit automatically—though they can't damage Kukuha through the web of ritual magic, they do disrupt her focus. If the guardian hits Kukuha with an energized fist Strike, the PCs lose the AC bonus from the Ritual Protections (see below) until the beginning of the next round.

The creatures of Kayajima have also noticed the ritual. Each of the following benefits occurs at the beginning of a given round. The Ritual Protections benefit occurs first, before the first round of combat. Depending on the creatures the PCs befriended throughout the adventure, additional benefits occur in each subsequent round—

randomly determine which applicable benefit applies at the beginning of each round. The guardian makes no effort to attack these allies, continuing to focus its efforts on the PCs.

Ritual Protections: Although Kukuha must continue the ritual, she manages to harness some of the energies of the ley line convergence to help the PCs. With a yell of exertion, she redirects protective magic into each PC, imbuing them with a faint glow that grants them each a +2 circumstance bonus to AC and 10 temporary Hit Points until the end of the encounter.

Kodama Tangle: A small contingent of kodama appear from nearby trees and use their magic to summon grasping roots from the earth that coil around the guardian's legs. The guardian becomes immobilized for 2 rounds or until it spends 2 actions to use its eye beams to cut the vines, after which the kodama rattle loudly and scatter.

Aojimitsu's Breath: Aojimitsu summons what strength he has to leap over the battlefield and unleash a breath of highly pressurized water at the guardian that cracks the guardian's armor. This weakens the guardian's defenses, imparting a –2 circumstance penalty to its AC and Fortitude saves. Aojimitsu shouts words of encouragement to the PC as he flies to a safe spot to rest.

Griffon Divebomb: The adult Kayajima griffons screech as they divebomb the guardian's eyes in a one-two combination, causing the guardian's eyes to flicker erratically. The guardian takes a –2 circumstance penalty to attack and damage rolls with its eye beam Strikes for the rest of the encounter. The griffons retreat after the attack, screeching in triumph as they fly into the skies.

LEVELS 3-4

KAYAJIMA GUARDIAN DOGU

CREATURE 5

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LEVELS 5-6

KAYAJIMA GUARDIAN DOGU

CREATURE 7

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CONCLUSION

After the PCs have defeated the guardian, Kukuha is free to complete her ritual. Read or paraphrase the following.

The energies swirling around Kukuha coalesces into an iridescent vortex, then bursts outward. Globes of luminescence linger in the air for a brief moment, then fade. The earth grows still, and the clearing is quiet, cast in the light of the setting sun.

MOUNTAIN OF SEA AND SKY

Kukuha gets to her feet, casually dusting the dirt from her robes. "It is done. Now that the island's ley lines have been restored, Kayajima's magic will protect this site for years to come. I do believe the Society will find this location most appropriate for a new lodge. I'll send word to Fola Barun to inform her of the outcome.

"I can't thank you enough for your actions today. I will stay here for a while longer—it seems this island still holds countless secrets. I wish to study them before I depart. Safe travels to you, Pathfinders, whatever destination is next for you. I do hope our paths cross again, fates willing."

The PCs can then bid their farewells to Kukuha before heading out. They can make their way through the forest back to the beach where Masuhei is waiting at the rock pier to return them to Sakakabe. The captain quips that he saw some bright lights over the island and wondered if that was the PCs' doing. He's curious about the PCs' exploits on the island and eagerly engages them about what they managed to accomplish.

Night is beginning to fall, and the sunset glow casts the waves in orange light as the *Auspicious Pearl* arrives to port. The streets of Sakakabe are aglow with the lights of night life, and people dressed in all manner of Minkaian finery are enjoying a leisurely evening out. True to his word, Masuhei treats the PCs to dinner.

Weeks later, the PCs receive a letter from the newly minted Venture-Captain Kukuha Mukai. Give the PCs **Handout #2**.

REPORTING CONDITIONS

If the PCs befriended the kodama, check box A. If they befriended Aojimitsu, check box B. If they befriended the Kayajima griffons, check box C. If they did not befriend any of these, check box D.

PRIMARY OBJECTIVES

The PCs fulfill their primary objective if they implement the three ritual focuses, defeat the guardian statue, and help Kukuha complete her ritual. Doing so earns each PC 2 Reputation for their chosen faction.

SECONDARY OBJECTIVES

The PCs fulfill their secondary objective by befriending at least one of the following: the kodama, Aojimitsu, or the Kayajima griffons. Doing so earns each PC 2 Reputation for their chosen faction.

FACTION NOTES

If the PCs befriend two of the groups listed in the scenario's secondary objective, the Envoy's Alliance is pleased with the PCs' efforts. Each PC earns 2 additional Reputation with the Envoy's Alliance faction, in addition to any other Reputation earned as a result of completing this scenario.



KAYAJIMA
GUARDIAN DOGU

MOUNTAIN OF SEA AND SKY

APPENDIX 1: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, use the scaling sidebars to adjust the encounters based on your group's Challenge Points. Challenge Points are described in the GM Basics Section of the Guide to Organized Play: Pathfinder Society.

AMBUSH ON THE PATH (LEVELS 3-4)

KAYAJIMA BOARS (2)

CREATURE 3

N **MEDIUM** **ANIMAL**

Perception +10; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +7, Athletics +10, Survival +10

Str +4, **Dex** +1, **Con** +1, **Int** -4, **Wis** +2, **Cha** -3

AC 20; **Fort** +12, **Ref** +7, **Will** +10

HP 45

Ferocity

Speed 40 feet

Melee tusk +12, **Damage** 2d6+6 piercing

Boar Charge The boar Strides twice and then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll.

SCALING AMBUSH ON THE PATH

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Increase each Kayajima boar's Hit Points by 10.

12-13 Challenge Points: Add an additional Kayajima boar to the encounter.

14-15 Challenge Points: Add an additional Kayajima boar to the encounter, and increase each Kayajima boar's Hit Points by 10.

16-18 Challenge Points (5+ players): Add two additional Kayajima boars to the encounter.

MOUNTAIN OF SEA AND SKY

THE DRAGON OF AIRISHIN COVE (LEVELS 3-4)

AOJIMITSU

UNIQUE CG LARGE DRAGON WATER

Sea dragon sovereign-in-training

Perception +11

Will +10

Discovery DC 13 Dragon Lore, DC 16 Nature, DC 18 Perception

Influence Skills DC 16 Diplomacy (boosting Aojimitsu's confidence about his abilities); DC 16 Pathfinder Society Lore (sharing the history of the Pathfinder Society and how the Society could help him); DC 20 Medicine (explaining that Aojimitsu's injuries are minor and that the PCs can treat them); DC 22 various (demonstrating a talent and explaining how that would make the PC a worthy ally; various skills can apply); DC 24 Deception (lying about any of the other listed actions)

Influence 4 Aojimitsu relents, allowing the PCs to access the gate just beyond. He continues to mope, muttering put-downs at himself and saying he should leave the island for good.

Influence 6 Aojimitsu begins to believe in himself. He thanks the PCs for cheering him up and gives them rewards from his hoard after the end of the encounter. He tells them that he'll think about staying on the island, but he still feels he might belong elsewhere.

Influence 8 Aojimitsu sees the PCs as new friends and regains his confidence. He assumes his humanoid form, that of a young locathah angler, and thanks the PCs for making him feel less alone. The PCs gain the Aojimitsu's Breath benefit in the Awakened Statue encounter on page 17. This contributes to the scenario's secondary objective.

Resistances Aojimitsu's confidence is already at an all-time low, and appeals that rely on further degrading him increase the check's DC by 2.

Weaknesses Aojimitsu's lack of confidence is due not only to his unfortunate encounter with the sea serpent but also his uncertainty in claiming a domain for the first time. Appeals based on providing a support system of allies and friends, such as referring to the Pathfinder Society teaming up with Aojimitsu, reduce the check's DC by 2. Appeals that praise Aojimitsu's abilities reduce the check's DC by 2.

Background Aojimitsu came to the abandoned Kayajima without issue, hoping to claim it as his lair. He's enjoyed hunting the bountiful waters and recovering artifacts of the island's past. However, an unfortunate encounter with a vicious sea serpent has left Aojimitsu injured and despondent, doubting his abilities to defend Kayajima.

Appearance Aojimitsu is a young imperial sea dragon—a blue serpentine dragon with antlers and a white beard.

Personality earnest, naïve, proud

SCALING DRAGON AT AIRISHIN COVE

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Increase each Influence and Discovery DC by 1.

12–13 Challenge Points: Increase each Influence Threshold by 1.

14–15 Challenge Points: Increase each Influence and Discovery DC by 1, and increase each Influence Threshold by 1.

16–18 Challenge Points (5+ players): Increase each Influence and Discovery DC by 2.

MOUNTAIN OF SEA AND SKY

B. CLASH AT THE AERIE (LEVELS 3-4)

WIND MALEVOLENTS (2)

CREATURE 3

UNCOMMON NE SMALL AIR ELEMENTAL

Perception +7; darkvision

Skills Acrobatics +11, Stealth +9

Str +4, **Dex** +2, **Con** +5, **Int** -4, **Wis** +0, **Cha** +0

AC 19; **Fort** +6, **Ref** +11, **Will** +7

HP 50; **Immunities** bleed, paralyzed, poison, sleep

Dissociate ➤ **Trigger** The wind malevolent would be hit by an effect that deals bludgeoning, piercing, or slashing damage; **Effect** The wind malevolent dissociates into component elemental wisps while vaguely retaining its weasel-like form. This grants it bludgeoning resistance 5, piercing resistance 5, slashing resistance 5, weakness 5 to area damage, and weakness 5 to splash damage. While in this dissociated form, it can't use its vacuum sickle Strike. The wind malevolent automatically re-forms into its normal form at the beginning of its next turn.

Speed fly 50 feet

Melee ➤ vacuum sickle +11, **Damage** 1d8+6 slashing

SCALING CLASH AT THE AERIE

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Increase each wind malevolent's HP by 10.

12-13 Challenge Points: Add an additional wind malevolent to the encounter.

14-15 Challenge Points: Add an additional wind malevolent to the encounter, and increase each wind malevolent's Hit Points by 10.

16-18 Challenge Points (5+ players): Add an additional wind malevolent to the encounter, increase each wind malevolent's Hit Points by 10, and increase each wind malevolent's attack bonus and damage with its vacuum sickle Strike by 2.

MOUNTAIN OF SEA AND SKY

C. AWAKENED STATUE(LEVELS 3–4)

KAYAJIMA GUARDIAN DOGU

CREATURE 5

UNIQUE N HUGE CONSTRUCT EARTH MINDLESS

Perception +11; darkvision

Skills Athletics +13

Str +5, **Dex** -1, **Con** +5, **Int** -5, **Wis** +0, **Cha** -5

AC 23 (20 when broken); construct armor; **Fort** +14, **Ref** +8, **Will** +7

HP 85; **Hardness** 8; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor Like normal objects, the guardian dogu has Hardness. This Hardness reduces any damage it takes by an amount equal to the Hardness. Once the guardian is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 20.

Speed 30 feet

Melee ♦ energized fist +16 (magical, reach 10 feet), **Damage** 2d10+5 bludgeoning

Ranged ♦ eye beam +12 (fire, magical, range increment 80 feet), **Damage** 3d10+3 fire

Ley Line Surge ♦ to ♦♦♦ (evocation, primal, force) **Frequency** once per day; **Effect** The Kayajima guardian pulses with mystical energies that emit a pale blue glow before it emits a wave of force. If the Kayajima guardian uses 1 action to use Ley Line Surge, it unleashes a powerful blast that deals 3d6 force damage to all creatures in a 15-foot cone. If the Kayajima guardian uses 2 actions to use Ley Line Surge, increase the size of the cone to 30 feet and the damage to 5d6. If the Kayajima guardian uses 3 actions to use Ley Line Surge, increase the size of the cone to 60 feet and the damage to 6d6. Each creature in the area must attempt a DC 19 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pushed 5 feet.

Critical Failure The creature takes double damage and is pushed 10 feet.

Sudden Charge ♦♦ The Kayajima guardian propels itself with jets of blue energy from its feet, dashing up to a foe and swinging its fist. It Strides twice. If it ends its movement within melee range of at least one enemy, it can make an energized fist Strike against that enemy.

SCALING THE GUARDIAN AWAKENED

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

10–11 Challenge Points: Increase the guardian's Hit Points by 15, and it can use Ley Line Surge twice per day.

12–13 Challenge Points: Increase the guardian's Hit Points by 30, and it can use Ley Line Surge twice per day.

14–15 Challenge Points: Increase the guardian's Hit Points by 30, and it can use Ley Line Surge three times per day.

16–18 Challenge Points (5+ players): Increase the guardian's Hit Points by 30, and it can use Ley Line Surge three times per day. Its construct armor breaks when it reaches half its Hit Points or when it has been struck by two critical hits, rather than one critical hit. Increase its attack bonus and damage with both of its Strikes by 2.

MOUNTAIN OF SEA AND SKY

APPENDIX 2: LEVEL 5-6 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 5th-level PCs. If your group has a different composition or size, use the scaling sidebars to adjust the encounters based on your group's Challenge Points. Challenge Points are described in the GM Basics Section of the Guide to Organized Play: Pathfinder Society.

AMBUSH ON THE PATH (LEVELS 5-6)

KAYAJIMA DAEODONS (2)

CREATURE 5

N **LARGE** **ANIMAL**

Perception +14; low-light vision, scent (imprecise) 30 feet

Skills Acrobatics +10, Athletics +14, Survival +12

Str +6, **Dex** +0, **Con** +3, **Int** -4, **Wis** +2, **Cha** -1

AC 23; **Fort** +15, **Ref** +11, **Will** +12

HP 75

Ferocity 2

Speed 40 feet

Melee ♦ tusk +16, **Damage** 2d8+8 piercing

Daeodon Charge ♦♦ The daeodon Strides twice and then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll. A Medium or smaller creature struck by this attack must succeed at a DC 21 Reflex save or be knocked prone by the force of the blow.

SCALING AMBUSH ON THE PATH

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Increase each Kayajima daeodon's Hit Points by 20.

23-27 Challenge Points: Add an additional Kayajima daeodon to the encounter

28-32 Challenge Points: Add an additional Kayajima daeodon to the encounter, and increase each Kayajima daeodon's Hit Points by 20.

33+ Challenge Points: Add two additional Kayajima daeodons to the encounter.

MOUNTAIN OF SEA AND SKY

THE DRAGON OF AIRISHIN COVE (LEVELS 5-6)

AOJIMITSU

UNIQUE CG LARGE DRAGON WATER

Sea dragon sovereign-in-training

Perception +13

Will +12

Discovery DC 15 Dragon Lore, DC 18 Nature, DC 20 Perception

Influence Skills DC 18 Diplomacy (boosting Aojimitsu's confidence about his abilities), DC 18 Pathfinder Society Lore (sharing the history of the Pathfinder Society and how the Society could help him); DC 20 Diplomacy (convincing Aojimitsu that he will have allies or even friends in the PCs); DC 22 Medicine (explaining that Aojimitsu's injuries are minor and that the PCs can treat them); DC 24 various (demonstrating a talent and explaining how that would make the PC a worthy ally; various skills can apply); DC 26 Deception (lying about any of the other listed actions)

Influence 4 Aojimitsu relents, allowing the PCs to access the gate just beyond. He continues to mope, muttering put-downs at himself and saying he should leave the island for good.

Influence 6 Aojimitsu begins to believe in himself. He thanks the PCs for cheering him up and gives them rewards from his hoard after the end of the encounter. He tells them that he'll think about staying on the island, but he still feels he might belong elsewhere.

Influence 8 Aojimitsu sees the PCs as new friends and regains his confidence. He assumes his humanoid form, that of a young locathah angler, and thanks the PCs for making him feel less alone. The PCs gain the Aojimitsu's Breath benefit in the Awakened Statue encounter on page 17. This contributes to the scenario's secondary objective.

Resistances Aojimitsu's confidence is already at an all-time low, and appeals that rely on further degrading him increase the check's DC by 2.

Weaknesses Aojimitsu's lack of confidence is due not only to his unfortunate encounter with the sea serpent but also his uncertainty in claiming a domain for the first time. Appeals based on providing a support system of allies and friends, such as referring to the Pathfinder Society teaming up with Aojimitsu, reduce the check's DC by 2. Appeals that praise Aojimitsu's abilities reduce the check's DC by 2.

Background Aojimitsu came to the abandoned Kayajima without issue, hoping to claim it as his lair. He's enjoyed hunting the bountiful waters and recovering artifacts of the island's past. However, an unfortunate encounter with a vicious sea serpent has left Aojimitsu injured and despondent, doubting his abilities to defend Kayajima.

Appearance Aojimitsu is a young sea dragon—a blue serpentine dragon with antlers and a white beard.

Personality earnest, naïve, proud

SCALING DRAGON AT AIRISHIN COVE

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Increase each Influence and Discovery DC by 1.

23-27 Challenge Points: Increase each Influence Threshold by 1.

28-32 Challenge Points: Increase each Influence and Discovery DC by 1, and increase each Influence Threshold by 1.

33+ Challenge Points: Increase each Influence and Discovery DC by 2.

MOUNTAIN OF SEA AND SKY

B. CLASH AT THE AERIE (LEVELS 5-6)

WIND MALEVOLENTS (2)

CREATURE 5

UNCOMMON

NE

SMALL

AIR

ELEMENTAL

Perception +10; darkvision

Skills Acrobatics +14, Stealth +12

Str +5, **Dex** +3, **Con** +6, **Int** -4, **Wis** +1, **Cha** +0

AC 22; **Fort** +9, **Ref** +14, **Will** +9

HP 50; **Immunities** bleed, paralyzed, poison, sleep

Dissociate ➤ **Trigger** The wind malevolent would be hit by an effect that deals bludgeoning, piercing, or slashing damage; **Effect** The wind malevolent dissociates into component elemental wisps while vaguely retaining its weasel-like form. This grants it bludgeoning resistance 7, piercing resistance 7, slashing resistance 7, weakness 5 to area damage, and weakness 5 to splash damage. While in this dissociated form, it can't use its vacuum sickle Strike. The wind malevolent automatically re-forms into its normal form at the beginning of its next turn.

Speed fly 50 feet

Melee ➤ vacuum sickle +14, **Damage** 2d8+7 slashing

SCALING CLASH AT THE AERIE

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Increase each wind malevolent's Hit Points by 15.

23-27 Challenge Points: Add an additional wind malevolent to the encounter.

28-32 Challenge Points: Add an additional wind malevolent to the encounter, and increase each wind malevolent's Hit Points by 15.

33+ Challenge Points: Add an additional wind malevolent to the encounter, increase each wind malevolent's Hit Points by 15, and increase each wind malevolent's attack bonus and damage with its vacuum sickle Strike by 2.

MOUNTAIN OF SEA AND SKY

C. AWAKENED STATUE (LEVELS 5-6)

KAYAJIMA GUARDIAN DOGU

CREATURE 7

UNIQUE N HUGE CONSTRUCT EARTH MINDLESS

Perception +14; darkvision

Skills Athletics +17

Str +6, **Dex** -1, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

AC 26 (22 when broken); construct armor; **Fort** +17, **Ref** +11, **Will** +10

HP 130; **Hardness** 10; **Immunities** bleed, death effects, disease, doomed, drained, fatigued, healing, mental, necromancy, nonlethal attacks, paralyzed, poison, sickened, unconscious

Construct Armor This Hardness reduces any damage it takes by an amount equal to the Hardness. Once the guardian is reduced to less than half its Hit Points, or immediately upon being damaged by a critical hit, its construct armor breaks and its Armor Class is reduced to 22.

Speed 30 feet

Melee ♦ energized fist +19 (magical, reach 10 feet, versatile P), **Damage** 2d12+6 bludgeoning

Ranged ♦ eye beam +14 (fire, magical, range increment 80 feet), **Damage** 4d6+10 fire

Ley Line Surge ♦ to ♦♦♦ **Frequency** once per day; **Effect** The Kayajima guardian's core pulses with mystical energies that emit a pale blue glow. If the Kayajima guardian uses 1 action to use Ley Line Surge, it unleashes a powerful blast of force that deals 4d6 force damage to all creatures in a 15-foot cone. If the Kayajima guardian uses 2 actions to use Ley Line Surge, increase the size of the cone to 30 feet and the damage to 6d6. If the Kayajima guardian uses 3 actions to use Ley Line Surge, increase the size of the cone to 60 feet and the damage to 8d6. Each creature in the area must attempt a DC 22 Fortitude save.

Critical Success The creature is unaffected.

Success The creature takes half damage.

Failure The creature takes full damage and is pushed 5 feet.

Critical Failure The creature takes double damage and is pushed 10 feet.

Sudden Charge ♦♦ The Kayajima guardian propels itself with jets of blue energy from its feet, dashing up to a foe and swinging its fist. It Strides twice. If it ends its movement within melee range of at least one enemy, it can make an energized fist Strike against that enemy.

SCALING THE GUARDIAN AWAKENED

To adjust for the PCs' overall strength, use the following Challenge Point adjustments. These adjustments are not cumulative.

19-22 Challenge Points: Increase the guardian's Hit Points by 15, and it can use Ley Line Surge twice per day.

23-27 Challenge Points: Increase the guardian's Hit Points by 30, and it can use Ley Line Surge twice per day.

28-32 Challenge Points: Increase the guardian's Hit Points by 30, and it can use Ley Line Surge three times per day.

33+ Challenge Points: Increase the guardian's Hit Points by 30, and it can use Ley Line Surge three times per day. Its construct armor breaks when it reaches half its Hit Points or when it has been struck by two critical hits, rather than one critical hit. Increase its attack bonus and damage with both of its Strikes by 2.

MOUNTAIN OF SEA AND SKY

APPENDIX 3: GAME AIDS



KUKUHA MUKAI

KAYAJIMA GUARDIAN DOGU



AOJIMITSU



MOUNTAIN OF SEA AND SKY

HANDOUT #1: LETTER FROM FOLA BARUN

Pathfinder,

I hope this letter finds you well. I've been working on possibilities on expanding the Pathfinder presence in Minkai, and I believe I have found an excellent location for a brand-new Pathfinder lodge. I have recently learned that a small island just off the coast of Sakakabe Province called Kayajima is potentially located on a favorable convergence of dormant ley lines. We have reason to believe that if we could restore the island's power, it would be of great use in protecting any lodge we would establish. Not only that, but the island's diplomatic location in relation to Minkai, Xidao, and the Forest of Spirits would be a great boon to expanding Society presence in the region. I've secured approval from Sakakabe's provincial government for this mission, so you should encounter no difficulties in that regard.

I have spoken to my protege, Kukuha Mukai, and have requested her to meet you in Sakakabe proper to travel to Kayajima to see whether it would be a fitting location for a lodge. She's somewhat an expert in the field of ley lines, so she's the perfect person to oversee this endeavor. Kukuha will be your point of contact for this mission.

I've chartered a voyage from a former Pathfinder, Masuhei Okonase, who retired from the Pathfinder Society to become an oyster fisher. He still helps out the Society from time to time, and he's a great asset to have in Sakakabe. He knows the waters around Sakakabe well and will be ready to transport you to Kayajima when you arrive.

Best of luck to you,

—Venture-Captain Fola Barun

HANDOUT #2: LETTER FROM VENTURE-CAPTAIN KUKUHA MUKAI

Pathfinder,

I am most pleased to share two pieces of news with you. Thanks to your efforts on Kayajima, we've officially broken ground on construction of the newly named Three Gates Lodge. The ritual was a resounding success, and now that the island ley lines' natural configuration has been restored, the lodge will be well protected from any outside threats. I am also excited to share that I have been named the venture-captain of this new lodge. I am looking forward to overseeing Three Gates operations and directing Pathfinder efforts within the region. It was a pleasure working with such a reliable agent as yourself, and I do hope you are willing to help the lodge in the future.

Until we meet again,

—Venture-Captain Kukuha Mukai

MOUNTAIN OF SEA AND SKY

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
3	3.8 gp
4	6.4 gp
5	10 gp
6	15 gp

TREASURE BUNDLES

- ☐ ☐ Contact at Kayajima Fortress, page 7: 2 Treasure Bundles for rendezvousing with Kukuha
- ☐ ☐ Journey to Makuzen's Heart, page 9: 1 Treasure Bundle for finding each site of interest: the guard tower and the magic kiln
- ☐ Forest Heart's Gate, page 10: 1 Treasure Bundle for activating the gate
- ☐ Treating with the Kodama, page 11: 1 Treasure Bundle for making the kodama helpful
- ☐ The Dragon of Airishin Cove, page 12: 1 Treasure Bundle for becoming friends with Aojimitsu
- ☐ Wrathful Tide Gate, page 13: 1 Treasure Bundle for activating the gate
- ☐ Clash at the Aerie, page 15: 1 Treasure Bundle for meeting the griffon family
- ☐ Open Sky Gate, page 15: 1 Treasure Bundle for activating the gate

MOUNTAIN OF SEA AND SKY



Event Reporting Form

Date: _____ Event Code: _____

Location: _____

GM Org Play #: _____ -2	GM Name: _____	GM Faction: _____
Adventure #: _____	Adventure Name: _____	
Reporting Codes: (check when instructed, line through all if no conditions to report) ☐ A ☐ B ☐ C ☐ D		
Bonus Faction Goal Achieved: ☐ Yes ☐ No ☐ N/A	Scenario-based Infamy earned? ☐ Yes ☐ No ☐ N/A	

Character Name: _____		Faction: _____		☐ Slow Track
Org Play #: _____ -2		Level _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Dead ☐ Infamy

Character Name: _____		Faction: _____		☐ Slow Track
Org Play #: _____ -2		Level _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Dead ☐ Infamy

Character Name: _____		Faction: _____		☐ Slow Track
Org Play #: _____ -2		Level _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Dead ☐ Infamy

Character Name: _____		Faction: _____		☐ Slow Track
Org Play #: _____ -2		Level _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Dead ☐ Infamy

Character Name: _____		Faction: _____		☐ Slow Track
Org Play #: _____ -2		Level _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Dead ☐ Infamy

Character Name: _____		Faction: _____		☐ Slow Track
Org Play #: _____ -2		Level _____	☐ Grand Archive ☐ Radiant Oath ☐ Vigilant Seal ☐ Envoy's Alliance ☐ Horizon Hunters ☐ Verdant Wheel	☐ Dead ☐ Infamy

MOUNTAIN OF SEA AND SKY

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Scenario #2-02: Mountain of Sea and Sky

Character Chronicle #

Chronicle Code

L2M5

A.K.A.		- 2		Faction _____	Reputation _____
Player Name	Character Name	Organized Play #	Character #	Faction _____	Reputation _____
				Faction _____	Reputation _____

Adventure Summary

You traveled to the island of Kayajima, off the coast of Minkai, to establish a new Pathfinder lodge in an abandoned fortress. Several ley lines converge on the island, but these powerful currents have long been out of alignment. Working together with the scholar Kukuha Mukai, you attuned ritual gates to restore the island's connections to land, sea, and sky. Along the way, you sought to gain the blessing of the island's inhabitants, and successfully befriended (☐ the kodama guardians of the forest, ☐ a self-doubting sea dragon, and ☐ a family of griffins). When at last the time came to perform the ritual, an ancient guardian attacked, lashing out against the attempt to restore balance to the island. Thanks to your efforts, the newly founded Three Gates Lodge can now flourish.

Boons

Congratulations on completing Mountain of Sea and Sky! Completing this adventure has earned you Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

Items

Purchases

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

Notes

Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #