

SECOND EDITION  
REMASTER

# PATHFINDER SOCIETY



## YEAR OF IMMORTAL INFLUENCE

Scenario #6-02

Levels 1-4

**Rain Falls on the  
Mountain of Sea and Sky**

By Luis Loza

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## GM Resources

**Campaign Home Page:** [pathfindersociety.club](http://pathfindersociety.club)

**Books:** *Pathfinder Player Core*, *Pathfinder GM Core*, *Pathfinder Monster Core*, *Pathfinder Lost Omens Tian Xia World Guide*

**Maps:** *Pathfinder Flip-Mat: Basic Environments Multi-Pack* and *Pathfinder Flip-Mat: Jungle Multi-Packz*

**Online Resource:** Pathfinder Reference Document at [paizo.com/prd](http://paizo.com/prd)

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## 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 <https://lorespire.paizo.com/>.



## Summary

The PCs travel to the island of Kayajima off the coast of Minkai in Tian Xia. While the original plan is to perform a simple bit of upkeep at the Three Gates Lodge on the island, these plans quickly change when the PCs witness Gorum's death in the skies above. In the immediate wake of his passing, a strange rain falls on the island, and something crashes on the island's tallest peak. The PCs soon learn that the rains are causing the local wildlife to grow berserk and that whatever crashed on the peak is disrupting the magic that protects the lodge. It's up to the PCs to travel up the mountain, deal with enraged animals along the way, and eventually claim whatever is on the summit causing problems.

## HOW TO PLAY

**PLAY TIME: 4-5 HOURS****LEVELS: 1-4****PLAYERS: 3-6**

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# Rain Falls on the Mountain of Sea and Sky

By Luis Loza

## Adventure Background

**Venture-Captain Amara Li** (insightful female tian-shu bard) has worked for over a decade to cement the Lantern Lodge as the foremost authority in historical cataloging and artifact collection throughout Tian Xia. She joined forces with the Pathfinder Society, and now the Lantern Lodge maintains several lodges throughout Tian Xia that act as shared Pathfinder lodges, and many of the higher-ups in the Lantern Lodge are themselves Venture-Captains. Of these, the Three Gates Lodge in Minkai is the most recent, having been established in 4720 AR through an agreement with **Empress Amatatsu** (benevolent, mischievous female tian-min empress). The maintenance of the island and its ley lines, however, has been left entirely to the Pathfinder Society.

To that end, many newer agents are often sent to the Three Gates Lodge to make sure that the wildlife on the island isn't out of control and that the various allies that the Society made when claiming the lodge are rewarded for their continued aid. The tasks are routine, as the greatest threats were dealt with when initially setting up the lodge, and **Venture-Captain Kukuha Mukai** (female tengu monastic keeper) performed a protective ritual utilizing the ley lines. This ritual is a form of powerful defensive magic and almost guarantees safety from all but the direst threats.

The PCs are the latest agents dispatched to ensure the island remains secure. Unfortunately for them, shortly after they arrive, so too does the direst of threats: Achaek dispatches Gorum, and a red rain falls over the island just as the PCs are being briefed.

## Getting Started

The PCs begin their adventure early in the morning in Sakakabe, a port town in Sankyōdai Province in Minkai. The PCs know they've been tasked with helping Venture Captain Kukuha Mukai at the Three Gates Lodge on the island of Kayajima. Their task is to assist the venture captain with inspecting the eponymous gates on the island and upkeeping their connection to local ley lines that helps keep the lodge secure. All of this information is noted in a letter from the venture captain. Give the players

## Where on Golarion?

*Rain Falls on the 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 Sankyōdai Province in Minkai. More information on Minkai can be found on page 146 of *Lost Omens Tian Xia World Guide*.



**Handout #1: Letter From Kukuha Mukai**, then note that they are waiting for their transportation from Sakakabe to Kayajima. The PCs can make their introductions and purchase any basic equipment or gear they would like while they wait.

Once the PCs are ready, a local fisher by the name of **Masuhei Okonase** (patient male human fisher) welcomes them aboard his ship, the *Auspicious Pearl*. Captain Okonase is an older and warm figure, and he generally keeps to himself during this trip as the day's choppy waters demand a bit more attention. Beyond the somewhat rougher journey, though, the trip is uneventful, and the PCs eventually reach Kayajima after a few hours.

Kyajima is a moderately-sized island covered in verdant forests. A single mountain pierces the forest canopy, rising far above the trees. Captain Okonase points the mountain out as the group arrives, noting that

# Rain Falls on the Mountain of Sea and Sky

it is named Soruseiji Peak, and comments to the PCs that their work today will be taking them up the mountain, so they'd best be prepared for such a journey. The *Auspicious Pearl* docks at a rock pier in the southeast portion of the island. Captain Okonase bids the PCs farewell, noting that he'll remain here and that he expects to take the PCs back to Sakakabe after lunch time. Captain Okonase points out the direction to the Three Gates Lodge, then retreats below deck on his ship to take a nap.

Remind the players that they each have 1 Hero Point available. If some PCs realize they would have wanted to purchase hiking or climbing equipment in Sakakabe, you can allow them to have done so retroactively if they choose to.

## Preparations at the Three Gates Lodge

A path from the docks leads the PCs inland through the forest and toward the Three Gates Lodge. The trip to the lodge is short, with the PCs arriving about ten to fifteen minutes after setting out from the dock. As the PCs arrive, read or paraphrase the following.

The path continues on, eventually reaching an enormous clearing among the trees. A partially ruined stone wall marks the entryway to the Three Gates Lodge, and beyond this entry lie several ruined spires, ancient stone buildings, and newer wooden structures. The broken remains of a massive clay statue have been piled up against one of the stone buildings. A moment passes before a tall tengu woman clad in simple robes and wooden sandals emerges from one of the wooden structures and gestures for those approaching to join her inside.

The woman is Venture-Captain Kukuha Mukai. As the PCs arrive, she welcomes them to the Three Gates Lodge and offers the PCs a light breakfast and hot drinks, in case they haven't eaten yet. After introductions and the brief meal, Kukuha takes the PCs out to the courtyard to begin preparing them to carry out the day's assignment. Read or paraphrase the following to kick off the task.

"Welcome, Pathfinders," Venture-Captain Mukai says softly. She takes her place at the center of the group as she explains. "I am Venture-Captain Kukuha Mukai. As I explained in my letter, I need your

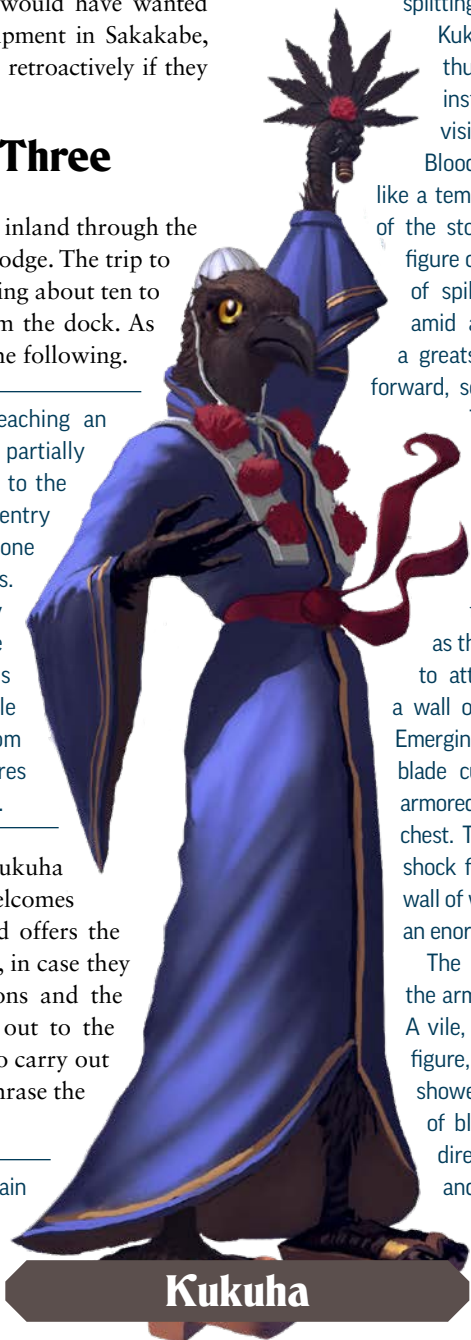
assistance to maintain the series of ley lines that protect this island and the Three Gates Lodge. It's a relatively simple upkeep, mostly requiring new ritual materials to be placed at key sites throughout Kayajima. Unfortunately," she adds, pointing to the broken statue, "my plans to rebuild the island's former guardian dogu to aid with this task have taken longer to carry out than I anticipated. Oh, well. This just means I have more opportunities to meet some of the newer Pathfinders like yourselves." She smiles brightly. "Since we've been doing this for several years now, the process has become rather straightforward. You'll be splitting up and heading across the island to—"

Kukuha is interrupted by a loud thunderclap. The skies above darken nearly instantaneously, the stars becoming as visible as they would be on a clear night. Blood-red clouds begin to fill the sky, circling like a tempestuous storm. For a moment, the eye of the storm remains clear, but then a massive figure clad in dark armor that bears a multitude of spikes appears at its center. They stand amid a landscape of idyllic mountains with a greatsword in hand, then take a few steps forward, seeming to chase some unseen subject.

The image of this figure fills the sky. Any attempts to look elsewhere or obscure the vision fail, as it remains even when one shuts their eyes.

The armored figure runs, plunging into a sea whose waters barely reach their thighs. They raise their greatsword as though to strike, yet just as they are about to attack, the water behind them explodes, a wall of water rising in a swell behind them. Emerging from the depths of this wall, a crimson blade cuts through the air, plunging into the armored figure's back and lancing through their chest. The figure falls still. Somehow, a look of shock flits across their featureless face. As the wall of water falls, it reveals the towering form of an enormous, crimson mantis.

The mantis rips their bloody arm out from the armored figure's body, tearing them in two. A vile, dark smoke emerges from the bisected figure, and then their body explodes in a shower of metal shrapnel, massive torrents of blood, and silver liquid that sprays in all directions. The vision fades away as red and silver rain begins to fall on Kayajima. Kukuha shepherds everyone indoors as a massive crash rocks the island, and the strange rain obscures all vision outdoors.



# Rain Falls on the Mountain of Sea and Sky



## The Death of Gorum

Whether they realize it or not, the PCs just witnessed a god's death. Specifically, they just watched the death of Gorum—god of battle, strength, and weapons—at the hands of Achaekkek, god of assassins and the Red Mantis. Any PC who is trained in religion automatically recognizes Gorum. A PC who succeeds at a DC 10 Religion check to Recall Knowledge will also identify Gorum. Identifying Achaekkek requires PCs to succeed at a DC 18 Religion check to Recall Knowledge. Beyond recognizing these figures and knowing the concerns of the gods, the PCs have no way to understand or explain what they saw. The subsequent rainfall is Gorum's divine essence raining down not only on Tian Xia, but on the entirety of Golarion. In the following days, this event will come to be known as the Godsrain.

In the immediate aftermath of Gorum's death, Kukuha is left in shock. While she attempts to console the PCs after witnessing the inexplicable death, Kukuha has no answers either. She remains quiet, eventually choosing to move off to a quiet corner and meditate. After an hour, the strange rain

stops falling over Kayajima, and the skies return to normal. Kukuha asks the PCs to carefully step outside and assess the state of the lodge. During her meditation, she noticed that the island's ley lines now seem to be behaving strangely.

The PCs have a few different things they can do while they search the grounds and determine the effects of the strange rain.

### Arcana (Recall Knowledge)

A PC who succeeds at a DC 16 Arcana check discerns a bit more about the status of the local ley lines.

**Critical Success** The ley lines have been disrupted, but not outright broken. Restoring the ley lines and their protections should be possible by carrying out the same initial ritual that was used to establish them.

**Success** While it's unclear how, it's apparent that the rain created from Gorum has disrupted the ley lines' energies, causing the power that was put in place to protect the Three Gates Lodge to fail.

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**Critical Failure** The energy from the rains has overloaded the ley lines to the point that the island is in danger of physical destruction.

## Crafting (Recall Knowledge)

A PC who succeeds at a DC 16 Crafting check can assess the damage to the lodge.

**Critical Success** Some of the pieces of the wooden structures are missing. A more thorough investigation allows the PC to locate these missing pieces, which are now animated as unintelligent leshies that hide among the lodge grounds. These leshies are nonviolent and prefer to remain hidden.

**Success** A survey of the lodge shows minimal damage to the area, most of it superficial. Individual portions of the wooden structures are warped in strange ways, however,

and it would require a fair amount of work to replace these pieces.

**Critical Failure** There seem to be signs that the broken statue—the guardian dogu—was animated by energies from the rains for a moment.

## Nature (Recall Knowledge)

A PC who succeeds at a DC 16 Nature check can assess the effects of the rain on the surrounding area.

**Critical Success** Some of the misshapen plants appear to be hostile to a degree. These plants swipe at people who get too close or appear to reach out to grab others.

**Success** Some plants on the grounds and in the immediate surroundings are now warped and misshapen. These strange changes are subtle and don't seem to have major impact on the plants or their ability to survive in any way.

**Critical Failure** The plants appear filled with power from the rains and are likely to grow to tremendous size within a few hours.

## Religion (Recall Knowledge)

A PC who succeeds at a DC 16 Religion check can determine what other effects Gorum's death might have had on the island.

**Critical Success** In addition to interfering with the ley lines, it seems that Gorum's focus on battle has suffused the island, if not the entire region. A desire for conflict seems to hang in the air.

**Success** The god who died is Gorum, and in the aftermath of his death, it appears that his energies are interfering with the power of the island's ley lines.

**Critical Failure** The god's death is cleansing the area of any magical effects, returning the region to a time before the discovery of magic.

## Chaos on Kayajima

Once the PCs have investigated the lodge grounds and assessed the effects of the rain on the area, a visitor arrives with news on the state of the rest of the island. Read or paraphrase the following.

A mighty roar echoes through the air as a long, serpentine creature flies above the forest from the southwest. The creature sports scales the color of the ocean's waves and appears to be a dozen feet in length. Kukuha recognizes the creature and welcomes him, greeting him as Aojimitsu. Aojimitsu lands in the lodge's courtyard, frantically catching his breath. "Pathfinders, I'm glad you're safe. Something terrible is happening to island," he warns. "The animals here have become dangerous in the wake of the... visions that appeared above us. I fear that there is something on the mountain summit that's causing the creatures to go into a frenzy and could lead to even greater problems."



Aojimitsu

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**Aojimitsu** (dignified male sea dragon) is a dragon who lives in a cove elsewhere on the island. He first met members of the Pathfinder Society when the organization was establishing the Three Gates Lodge. Since then, he's become an ally of Kukuha's and the society as a whole. Kukuha makes quick introductions, but then gives Aojimitsu the time he needs to explain the situation. The PCs likely have some questions, and the answers to some of these are explored below.

**What's happening to the wildlife?** "The island's animals have changed. They seem to be enraged, attacking each other despite their nature. Prey creatures attack their predators. Predators attack each other. Some animals seem to be intentional about harming others. It's as if every creature *wants* to fight, even ones that have no reason or history of typically doing so. The ones that aren't attacking on sight are overwhelmed to such a degree that they've taken to hiding in their dens."

**What's happening on the mountain summit?** "I'm sure you heard the crash that echoed as the strange rains began. I believe something large fell from the sky, perhaps one of the pieces of armor that belonged to the figure in the vision. I don't know for sure, as I had to suddenly defend myself from attacking sea creatures after the rains started. Whatever it is, I can feel that it's disrupting the island's primal energies."

**What do you know about the vision in the sky?** "Not much, I'm afraid. I believe that one of the figures is a god of war that's more well-known in other parts of the world. I remember that a different Pathfinder who was here last year mentioned him in passing. I don't know anything about the other figure in the vision. It's hard to say if what I saw was merely a vision or if it was in fact occurring. The strange rains and everything that's happened since have convinced me we've just witnessed a god's death."

**What can we do to help?** "Having lived here for years and having built up a connection with the island and its creatures, I think I can travel around Kayajima and try to pacify the wildlife. Meanwhile, you Pathfinders should travel up to the summit of Soruseiji Peak and locate the object that crashed on the mountaintop. If it's the cause of all of these disturbances, then perhaps taking it away from the island will put an end to the disorder here."

**Are you sure that we should be the ones doing this?** "I tried to fly toward the peak but found myself growing ill as I approached. It was as though a rage started to come over me, so I flew away. The rage then subsided, but I was worried about becoming overwhelmed and turning on the island creatures or even against you, Pathfinders. I think if there's a way to investigate the summit, you'll find it, and I'm better off dealing with the island creatures."

**What about the ley line ritual?** Kukuha interjects here. "I think we can worry about that later. If there's something that's disrupting the energy of the ley lines or causing even worse effects, that should be our top priority. I can return to Sakakabe with Masuhei while you scale Soruseiji. Once there, I can report the matter to the rest of the Lantern Lodge and return with help. Gods willing, we'll be able to sort all of this out first and can then focus on restoring the ley lines' power."

Once the PCs understand the task at hand, they're free to make any preparations they like before setting off. Kukuha heads to the dock to return to Sakakabe, and Aojimitsu sets off to do what he can to pacify the island's creatures.

**Rewards:** Before he leaves, Aojimitsu presents the PCs with a small pouch full of colorful sea glass. He notes he intended to present the glass as a gift to the PCs once they had completed their work maintaining the ley line gates. He instead gifts them the glass now as thanks for the PCs' willingness to undertake this unexpected and strange mission. The colorful glass is worth 12 gp in total (30 gp for levels 3–4).

## The Ascent

What awaits the PCs at the top of the mountain is a warshard, a piece of Gorum's armor that fell onto Golarion. Much like the rain that fell on the island, the warshard is imbued with Gorum's divine essence and can manifest strange and powerful effects. The PCs' journey up Soruseiji Peak to claim the warshard is a long and arduous one. The normal path up the mountain has become generally inaccessible in the wake of the Godsrain, and in some places, the rainfall has caused mudslides that block paths. In others, natural paths have become dangerous in the aftermath of the destruction of local bridges or the creation of new hazards. The local wildlife also makes traversal much more difficult. It's almost as if the Godsrain itself made the journey more dangerous. Reaching the summit will require the PCs to take unexpected, roundabout paths or take their time along the more well-traveled areas.

While reaching the warshard near the summit is a foregone conclusion, the length of the journey can vary. This journey is represented by the Victory Point subsystem (*GM Core* 184). As the PCs travel, they'll attempt checks that represent their efforts during this journey and gain Journey Points. The total number of Journey Points the PCs have accumulated by the time they ascend the mountain will determine how quickly they traveled (see *Concluding the Ascent* on page 15) and affects their options in the abandoned village (area **D**) on page 16.

The journey is broken up into four phases, each taking place before an encounter. Each phase takes place at a different point along the journey and has a different set



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of challenges involved. Every PC attempts two checks in each phase, though these need not be with the same skill. The types of checks PCs can attempt in each phase will vary based on the situation at hand, and the results of their checks will determine how many points they earn, based on the outcomes below. Keep track of the total number of points the PCs earn along the way, as the overall total will determine the difficulties of their negotiations on page 18.

**Critical Success** The PCs gain 2 Journey Points.

**Success** The PCs gain 1 Journey Point.

**Failure** The PCs gain no Journey Points.

**Critical Failure** The PCs lose 1 Journey Point.

Each phase accounts for general travel time, breaks to rest and eat, and other activities such as Refocusing or Treating Wounds. Each phase represents 2 hours of time. If at least 2 PCs rolls a failure, the phase takes 3 hours. If any PC rolls a critical failure, the phase takes 4 hours instead. PCs might choose to take more time during their phases for other activities, but it's always assumed that a phase is a minimum of 2 hours.

The various phases present different challenges to the PCs. Some players might attempt to find different ways to deal with the challenges presented in each phase beyond the checks listed therein. Allow the PCs to come up with creative solutions to these challenges, permitting abilities and spells to work how the players wish to use them as long as they provide solid reasoning for their ideas. If the players make use of creative solutions, the DC is typically 17 (20 for levels 3–4) unless the solution in question is especially applicable to the situation.

## Foot of the Mountain

Once the PCs are ready, they can begin their climb up Soruseiji Peak.

### ASCENT PHASE 1

The first leg of the journey up the mountain is relatively simple. A path from the lodge leads toward the mountain and connects with a weathered mountain trail. As part of this phase, the PCs can attempt the following checks. The DC for the checks is 15 (DC 18 for levels 3–4). Successful rolls represent a straightforward hike up the mountain, while failures or critical failures represent hindrances such as losing track of the mountain trail or simply having a difficult time traversing the terrain.

**Athletics:** PCs who make use of Athletics are traversing the rocky terrain and keeping up with the physical rigors of a hike up the mountain.

**Medicine:** PCs who make use of Medicine can keep themselves and the rest of the party moving at maximum efficiency by planning appropriate breaks and encouraging others to adopt a sustainable hiking pace.

**Survival:** PCs who make use of Survival can keep track of the trail, even in places where it has almost completely worn away.

**Perception:** PCs who make use of Perception keep an eye on obstacles along the trail, helping others avoid pitfalls and difficult terrain that can impede the journey.

### A. FOREST AMBUSH MODERATE

As the PCs continue their hike up the mountain, they eventually run into a few hostile creatures. Read or paraphrase the following.

---

The mountain trail fully wears away here, leading into a forest. Various animal paths crisscross the forest floor, but no obvious path continues up toward the mountain's summit. The sounds of animal calls are much more prominent here, echoing in the thick canopy above and highlighting the dangers of the wilderness ahead.

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Use the map on page 10 for this encounter.

**Creatures:** The dense Makuzen Forest is home to several creatures in the canopy above. While the influence of the Godsrain has caused many of these creatures to hide in their nests and other homes, there are a few giant orchid mantises that instead choose to attack the travelers in the forest below. These creatures are native to Tian Xia and would normally keep to themselves up in the canopy. Under the influence of the Godsrain, they've become hostile to any creature that moves through the forest.

The mantises begin hidden up in the branches of some of the shorter trees in the area. These mantises are 10 feet high and are Avoiding Notice. Before combat begins, the mantises roll Stealth for initiative. If a mantis's Stealth check is higher than a given PC's Perception DC, the mantis remains undetected to that PC. Once combat begins, if a PC hasn't detected a given mantis but acts before the mantis in initiative, that PC has a sense that something is off and can attempt to Seek out the mantises or otherwise prepare for combat.

On their turns, the mantises leap down from the trees and attack the nearest PC with their Barbed Limbs. On subsequent turns, the mantises continue their attacks against PCs who appear fragile and move around to avoid becoming surrounded by PCs. Enraged by the power of the Godsrain, they are looking for a fight, not simply a meal, and these mantises fight to the death. Because of that, though, they also will not target downed foes, seeking to fight those still standing.



# Rain Falls on the Mountain of Sea and Sky

Levels 1-2

## **WEAK GIANT ORCHID MANTISES (2)**      **CREATURE 1**

Page 21, art on page 39

Levels 3-4

## **ELITE GIANT ORCHID MANTISES (2)**      **CREATURE 3**

Page 29, art on page 39

**Rewards:** Hidden among the foliage is a small pouch left behind by the most recent set of Pathfinders prior to the PCs who had been assigned the duty of helping Kukuha maintain the gates. Inside the pouch are a pair of minor elixirs of life (1 minor elixir of life and 1 *lesser healing potion* for levels 3-4).



**Orchid Mantis**

## Lost Mountain Trails

As the PCs continue their journey up the mountain, they reach older mountain trails that are no longer maintained.

### ASCENT PHASE 2

The second leg of the journey is a more complicated matter. As the warshard fell upon the summit, it caused massive landslides throughout the mountain. One of these blocks the PCs' path as they continue their ascent, so they must find ways to navigate this obstacle. As part of this phase, the PCs can attempt the following checks. The DC for the checks is 16 (DC 19 for levels 3-4). Successful rolls represent being able to move directly through the landslide or otherwise circumvent the obstacle. Failures or critical failures represent the need to find a different way around, which takes more time for those PCs.

**Acrobatics:** PCs can try to walk across the landslide for a more direct route, but doing so requires careful balance.

**Athletics:** PCs can Climb over the largest portions of the landslide to save time.

**Crafting or Engineering Lore:** PCs who use these skills can analyze the landslide to determine places where they can remove key pieces of rubble to open pathways through it.

**Perception:** PCs search for ideal paths around the landslide to minimize the time they lose when circumventing it.

## **B. MOUNTAIN SINKHOLE**      **LOW**

On the next leg up the mountain, the PCs reach the end of a river. Read or paraphrase the following.

A small river flows into a large sinkhole in this part of the mountain. The river appears to have a faint red tint to it, as if its water were mixed with some amount of blood. A set of worn mountain trails lead through this area, though it appears it's been a long time since anyone has traversed them. A light rain begins to fall over the area.

Use the map on page 12 for this encounter.

**Creatures:** The power of the Godsrain can lead to a number of unusual results. As it rained on this area of Kayajima, it caused a number of plants to animate into leshies and twigjacks. These plants aren't sapient and function entirely on instinct. When the PCs arrive, the creatures burst forth from their hiding places among nearby bushes and begin to harry the PCs with ranged attacks. Whenever a PC comes close, the creatures attempt to move away, using their abilities to create distance when possible. As they were animated by the power of the Godsrain and seek only to fight, these plants can't be reasoned with and fight to the death.



# Rain Falls on the Mountain of Sea and Sky

## A. Forest Ambush



# Rain Falls on the Mountain of Sea and Sky

**Hazards:** There are a number of different elements in the area that the PCs might have to deal with as they move around during combat. The bridge that crosses the river is made of a few precarious logs. Crossing is a simple matter when the PCs aren't rushed, but during the combat, the PCs must succeed at a DC 12 Acrobatics check to Balance on the bridge (DC 15 for levels 3–4).

The river runs slow, but is 6 feet deep, which is enough to require Small and Medium creatures to Swim through it. PCs can attempt a DC 15 Athletics check to Swim across the river as needed. The river runs toward a large sinkhole. The layers leading down to the sinkhole are 5 feet lower than the next layer, and the sinkhole itself is 20 feet deep. The river continues flowing underground. To climb up the walls of the layers leading down to the sinkhole, a PC must succeed at a DC 14 Athletics check. Conversely, a PC must instead succeed at a DC

16 Athletics check to climb up the walls of the sinkhole itself, as river water has made them far more slippery.

**Godsrain:** The light rain that falls in this area is a follow-up rainfall of red Godsrain. This rainfall instills a desire for conflict in the PCs, much like its forebear affected the rest of the creatures on the island. At the end of a PC's first round in combat, they are exposed to the Godsrain fury, a unique affliction. This affliction makes the PCs more reckless during combat and eventually instills in them a desire to fight with anyone or anything they see. As the plants were born of the Godsrain, they are unaffected by this rain. The rain ends as the PCs leave the area, and the PCs become temporarily immune to the affliction after this exposure, so they won't have to worry about the effects of the Godsrain for the rest of the scenario. This temporary immunity also allows the PCs to approach the warshard on the summit without becoming overwhelmed by fury the way that Aojimitsu almost was.

**Godsrain fury** (curse, mythic) You can use an action with the concentrate trait to recenter your mind and temporarily suppress the effects of Godsrain fury until the start of your next turn. You can do so even when you're confused; **Saving Throw** DC 16 Will save (DC 18 for levels 3–4); **Maximum Duration** 6 rounds; **Stage 1** off-guard; **Stage 2** confused, and the confusion can't end while still afflicted with Godsrain fury; **Stage 3** confused, the confusion can't end while still afflicted with Godsrain fury, and the creature gains a +2 status bonus to damage rolls.

## Levels 1-2

**SPRIGJACKS (2)** CREATURE -1

Page 22, art on page 42

**WEAK LEAF LESHY** CREATURE -1

Page 22, art on page 40

## Levels 3-4

**ELITE SPRIGJACK** CREATURE 1

Page 30

**GOURD LESHIES (2)** CREATURE 1

Page 30, art on page 40

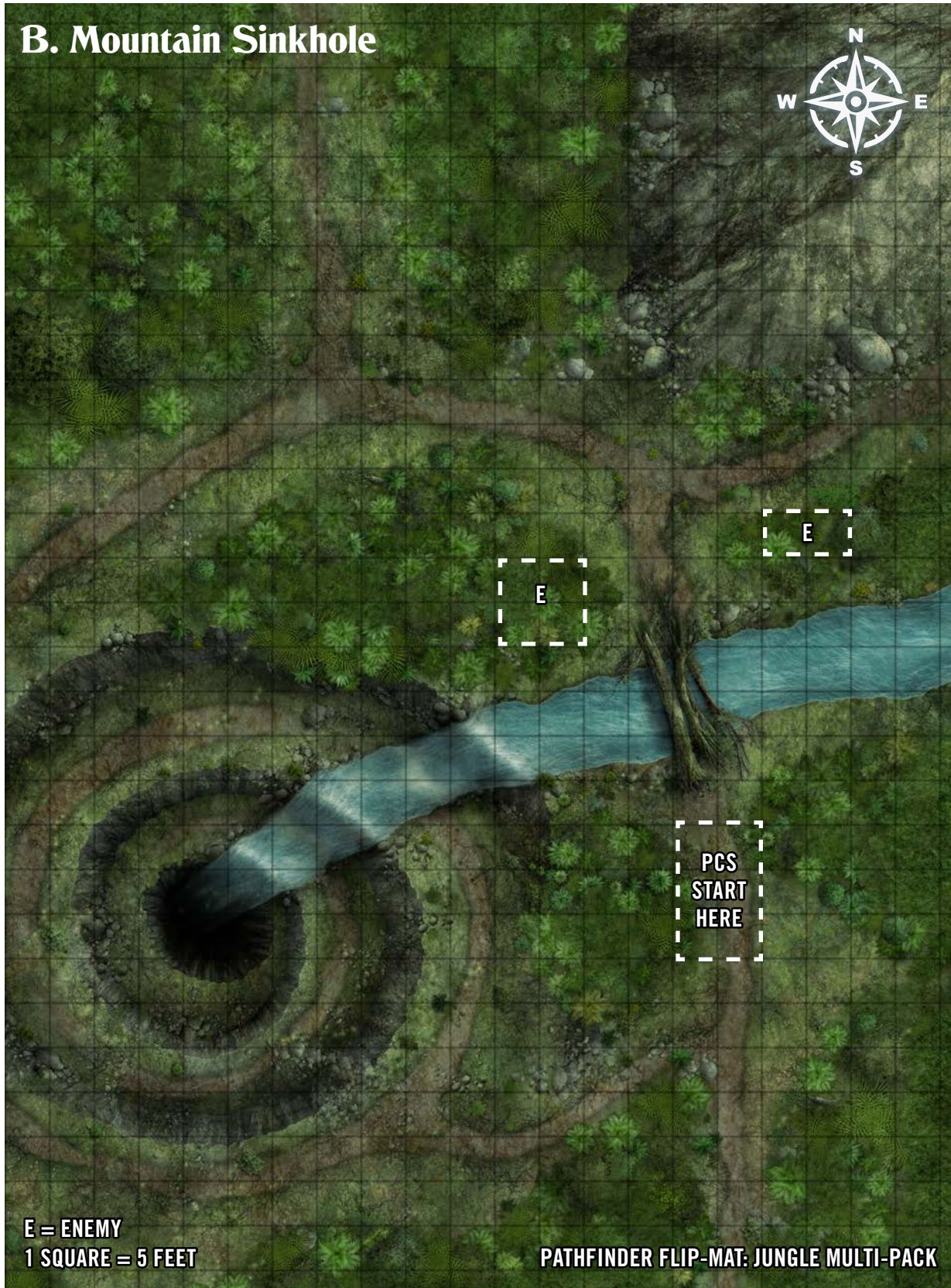
**Rewards:** The shifts in terrain in the wake of the Godsrain caused a very small clump of lapis lazuli to become exposed. The clump is worth a total of 12 gp (30 gp for levels 3–4).



Rain Infused Leaf Leshy

# Rain Falls on the Mountain of Sea and Sky

## B. Mountain Sinkhole



# Rain Falls on the Mountain of Sea and Sky

## River Crossing

The journey continues up the mountain, following the river toward its source higher up the peak.

This encounter is optional; you should run it if over 2 hours remain in the scenario's timeslot, or if you otherwise judge there is sufficient time. If you don't run this encounter, make sure to account for the change in Journey Points in the final tally in Encounter D.

## ASCENT PHASE 3

The third leg of the journey up the mountain has less physical features serving as obstacles. Instead, the animals in the area serve as the obstacle for the PCs. Various island critters, such as local birds and squirrels, are overcome by their desire for conflict and begin to hound the PCs as they move through the area.



Rain Infused Gourd Leshy

To keep their travels going smoothly, the PCs must find a way to deal with all of these creatures. As part of this phase, the PCs can attempt the following checks. The DC for the checks is 15 (DC 18 for levels 3–4). Successful rolls represent being able to minimize the time spent dealing with the island creatures. Failures or critical failures represent major setbacks caused by these creatures or even the time taken to slay animals to stop the attacks.

**Intimidation:** Although they are instilled with a desire to attack, these animals still revert to base instincts when in danger, so a PC can attempt to scare them away with Intimidation.

**Nature:** A PC can use Nature to locate food that will distract the animals, sometimes causing them to fight each other over the right bit of plant or meat.

**Stealth:** Hiding from the animals is the most straightforward method of avoiding them.

**Survival:** Canny PCs can notice nearby dens, tracks, or other signs of animal life to better avoid walking into areas where the animals might attack them.

**Perception:** By keeping an eye out, PCs can notice the animals before the animals take notice of the PCs.

It's then a simple matter of avoiding these creatures.

**Other Solutions:** PCs who have the Animal Empathy feat or the ability to cast *speak with animals* can use Diplomacy or Deception to convince the animals to let them pass unscathed.

## C. RIVER AMBUSH

### MODERATE

The animal attacks clear up after a while, and the PCs eventually reach another area that the river winds through. Read or paraphrase the following.

The small river cuts through this area, surrounded by disused paths. The river is a deeper shade of red here, seemingly running with more blood. The air is quieter now, filled with fewer signs of life than the paths further down the mountain.

Use the map on page 14 for this encounter.

**Creatures:** A number of creatures dwell in the depths of the river here. These creatures managed to avoid direct contact with the red rain of the Godsrain, but are

# Rain Falls on the Mountain of Sea and Sky



# Rain Falls on the Mountain of Sea and Sky

still generally compelled to attack other creatures they encounter. When the PCs enter the area, a crocodile lies in wait, hiding in the depths of the water near the bridge, and a reefclaw or drake hides downstream as noted on the map. Once the PCs approach the water, all creatures in the water roll Stealth for initiative and attempt to ambush the PCs. The crocodile lunges forward and tries to Grab a PC and use its Death Roll attack. The reefclaw similarly pounces to Grab and Constrict a target. If the PCs are instead facing the drake, the drake flies out of the water and spits its mucus at the largest group of PCs. It then swoops in to assault the closest target.

The PCs might recognize that the reefclaw or drake are more intelligent creatures and might consider attempting to reason with them. As they haven't been fully overwhelmed by a desire for conflict, the reefclaw and drake are still capable of hearing the PCs' demands. A PC can take a two-action activity to ward away the creature by attempting a Deception, Diplomacy, or Intimidation check against the creature's Will DC. The PCs might lie about incoming reinforcements to scare the creature away, convince the creature to seek out the animals from earlier in the journey instead, cow the creature into yielding, or make some other fitting demand. On a success, the attempt confounds the creature enough to make it off-guard until the start of its next turn. On a critical success, the creature is convinced and retreats from the encounter as soon as it can. Both attacking creatures otherwise fight to the death, caught in a haze of rage.

**Hazards:** As with the previous encounter, the PCs must consider the river and its crossings. Crossing the bridges requires a successful DC 13 Acrobatics check to Balance on the bridge (DC 16 for levels 3–4). The river is also 6 feet deep here and requires a DC 15 Athletics check to Swim across.

## Levels 1-2

### **WEAK CROCODILE**

Page 24, art on page 40

### **CREATURE 1**

### **REEFCRAWL**

Page 24, art on page 40

### **CREATURE 1**

## Levels 3-4

### **ELITE CROCODILE**

Page 33, art on page 40

### **CREATURE 3**

### **RIVER DRAKE**

Page 33, art on page 41

### **CREATURE 3**

## Mountain Gate

The trails lead up to the ancient ritual gate near the mountain summit.

## ASCENT PHASE 4

This leg of the journey has the most unusual complications yet. The power of the warshard is interacting strangely with the ley lines that run through the island, creating strange magical effects that dot the landscape. These range from strange colorations, to minor illusions, to small destructive effects like tiny bolts of lightning or explosive flashes of flame. The effects aren't so dangerous that the PCs have to worry about getting hurt, but they do hinder their travel, making navigating much more difficult. The DC for the checks is 16 (DC 19 for levels 3–4). Successful rolls represent being able to handle the magical effects with minimal interruptions. Failures or critical failures represent major interruptions due to these effects, such as having to give them a wide berth or even getting lost due to the altered terrain.

**Arcana/Nature/Occultism/Religion:** PCs can use their magical understanding to notice when these magical effects are going to occur and may use minor magical abilities to defend against them or counteract them.

**Survival:** PCs with wilderness savvy can keep track of their path even when the terrain has been magically affected.

**Perception:** PCs can notice areas affected by these magical effects before they reach them, making it easier to avoid any magical interruptions.

## Concluding the Ascent

After this phase, the PCs won't have to worry about their efforts during the hike. What follows is decided by how quickly the PCs arrive to the abandoned village. This determines whether or not combat immediately breaks out as noted in that encounter. For now, determine how quickly the PCs arrived at the village based on their final Journey Points total. For parties of 6 players, use the thresholds listed in parentheses.

**0–4 Points (0-5):** Extremely late arrival

**5–8 Points (6-10):** Late arrival

**9–12 Points (11-15):** Normal arrival

**13–16 Points (16-20):** Early arrival

**17+ Points (21+):** Extremely early arrival

**Alternative Values:** If you skipped encounter C at the river crossing and Ascent Phase 3, the values to determine the final results are the following.

**0–3 Points (0-4):** Extremely late arrival

**4–6 Points (5-8):** Late arrival

**7–9 Points (9-12):** Normal arrival

**10–12 Points (13-16):** Early arrival

**13+ Points (17+):** Extremely early arrival

# Rain Falls on the Mountain of Sea and Sky

## D. OPEN SKY GATE **MODERATE**

On the next leg up the mountain, the PCs reach the remnants of a small village and the open sky gate, one of the three gates used in the ley line rituals for the lodge. Read or paraphrase the following.

The trail leads to the ruins of a long-abandoned village. The stone structures here are particularly decrepit after decades or more of exposure to the elements. A stylized statue of a winged creature rests at the top of a small step pyramid at the southern end of the village. A stone archway stands just a few paces away from the base of the pyramid. The origin of a river seeps out of a large crack in the mountain rock at the northeastern end of the village. The water is a deep red, as if the river were made from blood instead of water.

Use the map on page 17 for this encounter.

**Creatures:** A pair of porachas with red-stained fur around their mouths are pacing about here, their minds overcome with a desire to attack others. When the PCs arrive, the porachas are stalking a pair of young, frightened griffons who became separated from their parents after the Godsrain caused the parents to fly away in a frenzy. The griffons live in a nearby aerie and came here after losing track of their parents, drawing the attention of the porachas that made their home within these ruins several years back. The porachas and griffons both live on the mountain and would generally live as amicable neighbors, but unfortunately, the Godsrain has disrupted the relationship the creatures shared. The porachas drank from the river, which was tainted by the power of red Godsrain earlier. While initial drinks had minimal effects, as the porachas drank more, they began to feel the effects of the red blood and now seek to kill the griffons. The young griffons are also overwhelmed by the effects of the Godsrain and their own fear, which has made them freeze in terror.

If the PCs are extremely late in arriving to the village, the

porachas immediately turn to the PCs and attack once they arrive. In this case, the porachas are so overcome with fury that they don't even speak. Regardless of how it might begin, if combat breaks out, the porachas take advantage of the terrain during the fight. They use hit-and-run tactics to move in on a PC, make an attack, and then Jaunt or move away. If a poracha becomes particularly injured and its Jaunt is available to use, the poracha will hide by running into a building and using Object Meld, only to Jaunt out later to continue their assault. Once engaged in combat, the porachas fight to the death.

The griffons manage to hide during this combat, avoiding it all together. Once the porachas are dealt with, whether it's through combat or conversation, the griffons grow resolute enough to fly away and seek their parents.

### Levels 1-2

#### **LESSER PORACHAS (2) CREATURE 1**

Page 25, art on page 41

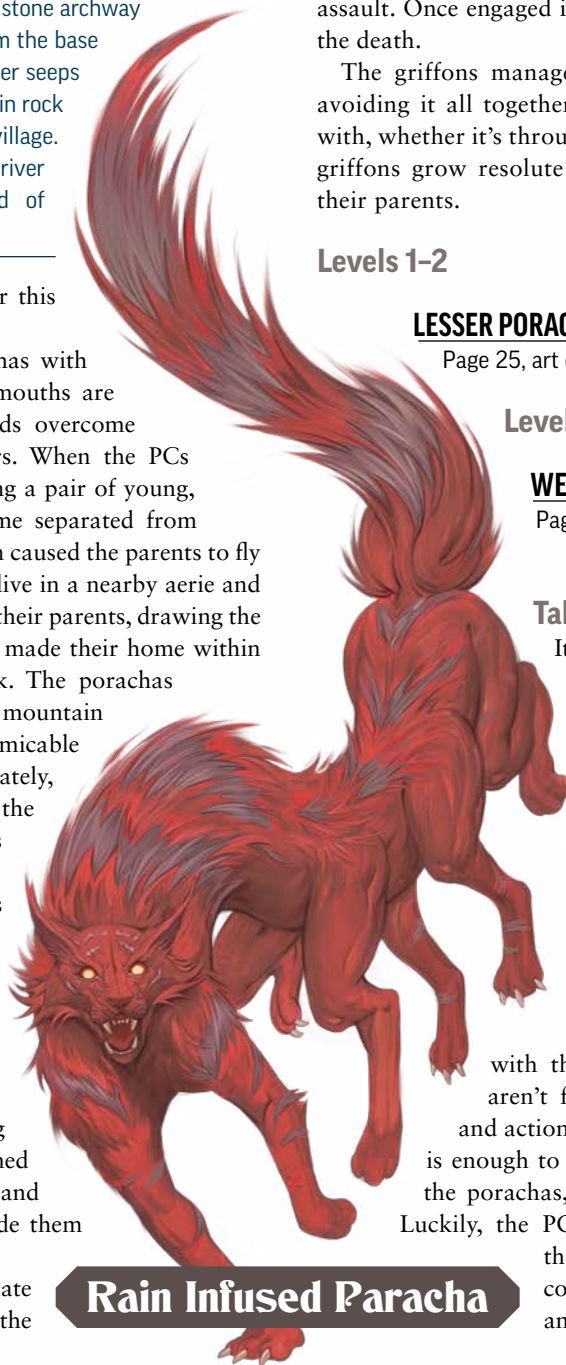
### Levels 3-4

#### **WEAK PORACHAS (2) CREATURE 3**

Page 35, art on page 41

### Talking Down the Porachas

It's likely that the PCs arrive at the abandoned village with enough time to speak with the porachas. When they arrive, the porachas still have enough of their faculties to converse with the PCs, though they threaten them in hopes of scaring them away. They claim that they plan to eat the young griffons and that the PCs will be next. It's obvious to any PC speaking with the porachas that the creatures aren't fully in control of their words and actions. The mere presence of the PCs is enough to stir up stronger feelings within the porachas, eventually leading to combat. Luckily, the PCs have a few minutes before this occurs and can attempt to convince the porachas to retreat and leave the griffons alone.



# Rain Falls on the Mountain of Sea and Sky



# Rain Falls on the Mountain of Sea and Sky

The PCs have enough time to make three skill checks to convince the porachas. Only a single PC can attempt a given skill check, though other PCs might choose to Aid that check. The PCs must use a different skill check each time. (The porachas are quick to dismiss the same check as an argument that they “already heard.”) The check is DC 16 (DC 18 for levels 3–4). They can make use of social skills like Deception, Diplomacy, and Intimidation in these attempts. PCs might instead try to provide evidence and reason out why the porachas should leave or might not be fully aware of themselves. This could be done with a Fey Lore check to explain that this behavior is unusual for porachas, a Nature check to identify that the water the porachas drank might have had unusual effects on them, or a Religion check to explain the strange circumstances left in the wake of Gorum’s death. The PCs might consider using other skills instead and are encouraged to come up with creative arguments to present to the porachas.

Keep track of the PCs’ results. If the PCs accumulate more successes than failures (critical successes count as 2 successes, while critical failures count as 2 failures), they successfully convince the porachas to leave. Otherwise, the porachas grow tired of speaking with the PCs, become filled with fury, and attack as noted above.

Depending on how quickly the PCs arrive, the porachas may be further along in their fall into fury. The PCs gain penalties or bonuses to their skill checks to convince the porachas based on their arrival.

**Late Arrival:** The porachas are nearly in a frenzy by the time the PCs arrive. The PCs receive a –1 circumstance penalty on all checks to convince the porachas.

**Normal Arrival:** The porachas are in a conflicted state, but not yet overwhelmed. The PCs attempt their checks normally.

**Early Arrival:** The porachas are feeling a strong desire for conflict, but still have a decent sense of awareness. The PCs gain a +2 circumstance bonus on all checks to convince the porachas.

**Extremely Early Arrival:** The porachas can feel they are compelled toward conflict, but are somewhat resisting it. The PCs gain a +4 circumstance bonus on all checks to convince the porachas.

**Rewards:** Searching the area turns up some leftover ritual materials from prior groups that helped Kukuha. The PCs can locate a *walking cauldron* (plus an *everlight crystal* and 3 gp worth of other ritual components for levels 3–4).

## Mountain Summit

The journey culminates at the top of Soruseiji Peak. The PCs can take their time with this final leg of the ascent

and aren’t required to attempt any more skill checks during their travels.

## E. CRASH SITE

## SEVERE

Once the PCs make their way to the summit, read or paraphrase the following.

The last leg of the journey leads to the summit of Soruseiji Peak. The summit is bare stone exposed to the elements. Though the view overlooking Kayajima is breathtaking, a large rift tears across the surface of the mountain, and a dark mist emanates from its depths. The rift appears recent, as if something just tore it open moments ago. A strange feeling of unease and ire hangs in the air.

Use the map on page 19 for this encounter.

**Creatures:** As the warshard collided with Soruseiji Peak, the shard’s energies mixed with those of the ley lines beneath the island. This strange fusion spawned a minor planar event at the shard’s crash site and caused a number of creatures to be pulled from beyond the mortal Universe to the summit. These creatures now surround the rift and look to the warshard as if it were some sort of idol. The creatures don’t understand what the shard is or why it brought them here, but they’re drawn to it and guard it zealously. All of the creatures fight to the death.

For levels 1–2, the creatures are a group of imps and a pusk all drawn from the Outer Rifts. In combat, the imps turn invisible and use Fiendish Temptation to offer a PC the opportunity to be a guardian of the warshard. The imp’s boon would help defend the shard against the other PCs. If a PC rejects the offer, the imp focuses their attacks against that PC. Meanwhile, the pusk uses its spells against an obviously powerful PC. It then proceeds to use its other attacks against an obviously weak PC.

For levels 3–4, the creatures are a pair of hell hounds ripped from Hell and a shadow drawn from the Netherworld. The hell hounds attempt to use their breath to burn as many PCs as possible and then work together to focus their attacks against physically imposing PCs. If the hell hounds are able to gang up on a target, the shadow also attacks that PC. Otherwise, the shadow does its best to attack a spellcaster, especially clerics or other obviously divine spellcasters.

### Levels 1–2

#### WEAK IMP(S) (3)

Page 26, art on page 41

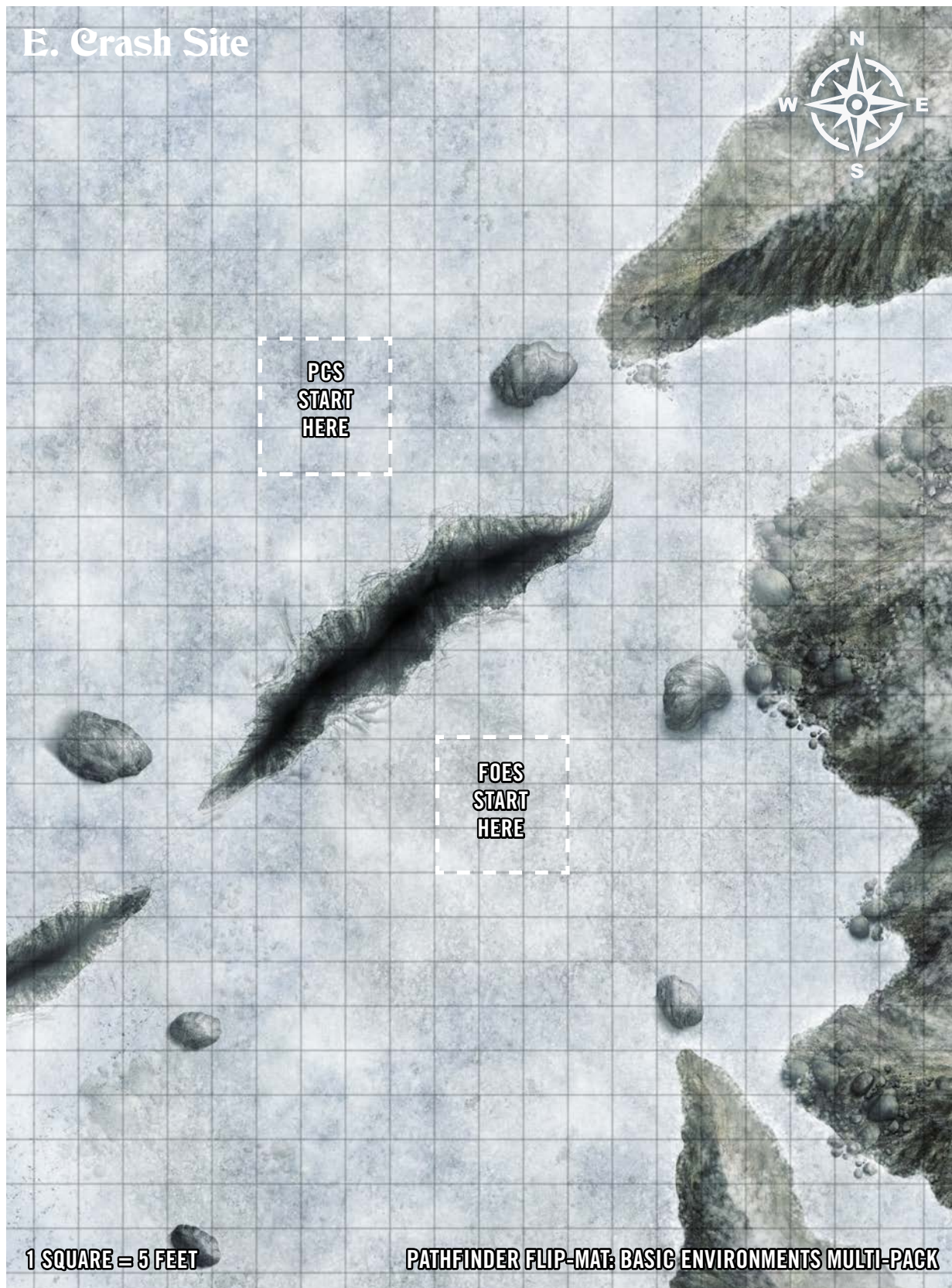
#### CREATURE 0

#### PUSK

Page 26, art on page 41

#### CREATURE 2

# Rain Falls on the Mountain of Sea and Sky



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## Levels 3–4

### **WEAK HELL HOUNDS (2)**

Page 36, art on page 42

### **CREATURE 2**

### **SHADOW**

Page 36, art on page 42

### **CREATURE 4**

**Rewards:** The rift has exposed a small cache of cold iron that the PCs can collect. The cache is worth a total of 12 gp (30 gp for levels 3–4).

## Conclusion

Once the PCs deal with the planar creatures, they're free to collect the warshard without any interference. The shard is inside the rift and is a dark scrap of metal the size of a human head. Whoever holds the warshard can immediately tell that the warshard holds great power within it, but the shard doesn't affect the holder in any way. Collecting the shard also brings an end to the feeling of unease in the area, as if holding the shard puts it at ease.

The descent down Soruseiji Peak to the Three Gates Lodge is a much easier journey than the ascent. The PCs feel light on their feet, and the pathways leading down are much easier to traverse, as if they were cleared away for the PCs. Additionally, most of the animals the PCs encounter on this trip have returned to their typical behavior. Many even give the PCs wide berth, as though they were aware of the shard in the PCs' possession.

The PCs reach the lodge after only a few hours, arriving in the evening. By the time the PCs arrive, Kukuha and Aojimitsu have returned to the lodge. Read or paraphrase the following to close out the adventure.

The evening is quiet: the sounds of wildlife have settled, and the island is generally still. Venture-Captain Kukuha is ordering half a dozen other Pathfinders around, some of whom are helping to repair the small amount of damage sustained by the lodge's buildings and others who are busy preparing ritual components. She takes a moment to step away from her coordinating.

"Ah, you've returned. I'm glad to see you're safe. I was able to gather several other Pathfinders to help me with repairing the lodge and restoring the lodge's protections.

We'll be able to handle these tasks tomorrow. You're welcome to join us, but I feel that you've done more than enough, and I consider your duties fulfilled. I can't thank you enough for what you've done today. It's been an unprecedented day, but you more than stepped up to the occasion, and I couldn't be prouder of you."

Aojimitsu gives the PCs a nod and his thanks before returning to his home elsewhere on the island. The PCs are free to stay and help with the ley line ritual if they wish to. Doing so is a simple process that requires traveling to a gate within the Makuzen Forest, to a gate near Aojimitsu's cove, and returning to the gate near the summit of Soruseiji peak to place ritual components. Then, Kukuha completes the ritual from within the courtyard of the Three Gates Lodge.

Whether or not the PCs help with the ritual, they must eventually return to Sakakabe. Captain Okonase returns to Kayajima to transport the PCs aboard the *Auspicious Pearl*. The captain is quiet on this return journey as the PCs return to the greater world—a world that's uncertain about its future in the wake of a god's death.

**Rewards:** Before the PCs leave, Kukuha gives the PCs a reward for their help: a set of simple brass bangles with the symbols of the island's three gates engraved along their length. This reward is typically what Kukuha gives other Pathfinders as a thanks for their help with the gates' maintenance, but she gives this reward to the PCs whether or not they stay to help with the rituals.

## REPORTING NOTES

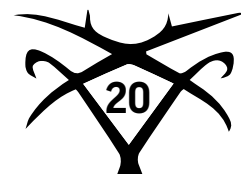
If the PCs talk the porachas down, check box A. If the PCs kill the porachas, check box B.

## PRIMARY OBJECTIVE

The PCs complete their primary objective if they reach the summit and collect the warshard. Doing so earns each PC 2 Reputation with their chosen faction.

## SECONDARY OBJECTIVE

The PCs complete their secondary objective if they manage to talk down the porachas and avoid having to fight them. Doing so earns each PC 2 Reputation with their chosen faction.



# Rain Falls on the Mountain of Sea and Sky

## Appendix 1: Level 1–2 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 1st-level PCs. If your group has a different composition or size, refer to the Organized Play section on page 43 for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments also appear in the Organized Play section on page 43. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### A. FOREST AMBUSH (LEVELS 1–2)

#### WEAK GIANT ORCHID MANTISES (2) CREATURE 1

MEDIUM ANIMAL

*Lost Omens Tian Xia World Guide* 292

**Perception** +4; low-light vision

**Skills** Acrobatics +6, Athletics +5, Stealth +8

**Str** +3, **Dex** +4, **Con** +3, **Int** –5, **Wis** +2, **Cha** –4

**Floral Camouflage** When Hiding, the giant orchid mantis is concealed by any amount of leaves or petals, even if they aren’t thick enough to make other creatures concealed.

**AC** 16; **Fort** +7, **Ref** +8, **Will** +4

**HP** 20

**Speed** 40 feet, climb 20 feet, fly 20 feet

**Melee** mandibles +9 (finesse), **Damage** 1d10+1 piercing

**Melee** leg +9 (agile, finesse), **Damage** 1d8+1 piercing

**Barbed Limbs** **◆◆** The giant orchid mantis makes two leg Strikes. If it hits the same creature with both attacks, that creature is grabbed until the end of the mantis’s next turn.

**Sudden Strike** In the first round of combat, creatures that haven’t acted are off-guard to the orchid mantis.

### Scaling Forest Ambush

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

**10–11 Challenge Points:** Replace one weak giant orchid mantis with a giant orchid mantis.

**12–13 Challenge Points:** Replace both weak giant orchid mantises with giant orchid mantises.

**14–15 Challenge Points:** Add one giant orchid mantis to the encounter.

**16–18 Challenge Points (5+ players):** Replace one weak giant orchid mantis with a giant orchid mantis, and add one giant orchid mantis to the encounter.

#### GIANT ORCHID MANTIS (0) CREATURE 2

MEDIUM ANIMAL

*Lost Omens Tian Xia World Guide* 292

**Perception** +6; low-light vision

**Skills** Acrobatics +8, Athletics +7, Stealth +10

**Str** +3, **Dex** +4, **Con** +3, **Int** –5, **Wis** +2, **Cha** –4

**Floral Camouflage** When Hiding, the giant orchid mantis is concealed by any amount of leaves or petals, even if they aren’t thick enough to make other creatures concealed.

**AC** 18; **Fort** +9, **Ref** +10, **Will** +6

**HP** 30

**Speed** 40 feet, climb 20 feet, fly 20 feet

**Melee** mandibles +11 (finesse), **Damage** 1d10+3 piercing

**Melee** leg +11 (agile, finesse), **Damage** 1d8+3 piercing

**Barbed Limbs** **◆◆** The giant orchid mantis makes two leg Strikes. If it hits the same creature with both attacks, that creature is grabbed until the end of the mantis’s next turn.

**Sudden Strike** In the first round of combat, creatures that haven’t acted are off-guard to the orchid mantis.



# Rain Falls on the Mountain of Sea and Sky

## B. MOUNTAIN SINKHOLE (LEVELS 1-2)

### SPRIGJACKS (2)

CREATURE -1

TINY FEY PLANT WOOD  
*Pathfinder Monster Core 332*

**Perception** +5; darkvision

**Languages** Common, Fey

**Skills** Acrobatics +5, Nature +3, Stealth +5

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

**AC** 15; **Fort** +5, **Ref** +7, **Will** +3

**HP** 10; **Weaknesses** axes 2, fire 2

**Speed** 25 feet

**Melee** ✦ claw +7 (agile, finesse, reach 0 feet), **Damage** 1d4+1 slashing

**Ranged** ✦ splinter +7 (range increment 30 feet), **Damage** 1d4 piercing

**Bramble Jump** ✦✦✦ (plant, primal, teleportation, wood)

**Requirements** The sprigjack is in undergrowth; **Effect** The sprigjack scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

### WEAK LEAF LESHY

CREATURE -1

SMALL LESHY PLANT  
*Pathfinder Monster Core 216*

**Perception** +2; low-light vision

**Languages** Common, Fey; *Speak with plants* (trees only)

**Skills** Acrobatics +2, Nature +2, Stealth +2

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

**Items** longspear

**AC** 16; **Fort** +4, **Ref** +4, **Will** +2

**HP** 5; **Weaknesses** fire 2

**Verdant Burst** (healing, primal, vitality) When a leaf leshy dies, a burst of primal energy explodes from their body, restoring 1d4 Hit Points to each plant creature in a 30-foot emanation. This area is filled with tree saplings, becoming difficult terrain. If the terrain is not a viable environment for these trees, they wither after 24 hours.

## Scaling Mountain Sinkhole

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

**10-11 Challenge Points:** Replace the weak leaf leshy with a leaf leshy.

**12-13 Challenge Points:** Replace the weak leaf leshy with a leaf leshy and add one sprigjack to the encounter.

**14-15 Challenge Points:** Add one sprigjack and one weak leaf leshy to the encounter.

**16-18 Challenge Points (5+ players):** Replace the weak leaf leshy with a leaf leshy, add one leaf leshy, and add one sprigjack to the encounter.

**Speed** 25 feet; Glide

**Melee** ✦ longspear +1 (reach 10 feet), **Damage** 1d8-3 piercing

**Ranged** ✦ seedpod +4 (range increment 30 feet), **Damage** 1d6-2 bludgeoning plus deafening blow

**Primal Innate Spells** DC 12; **Constant (3rd)** *Speak with plants* (trees only)

**Change Shape** ✦ (concentrate, polymorph, primal) The leaf leshy transforms into a Small tree (*Monster Core 358*). This ability otherwise uses the effects of *one with plants*.

**Deafening Blow** When a leaf leshy hits with their seedpod Strike, the pod explodes loudly. The target must attempt a DC 14 Fortitude save.

**Critical Success** The target is unaffected and temporarily immune for 24 hours.

**Success** The target is unaffected.

**Failure** The target is deafened for 1 round.

**Critical Failure** The target is deafened for 1 minute.

**Glide** ✦ (move) The leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, they remain in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.



# Rain Falls on the Mountain of Sea and Sky

## LEAF LESHY (0)

## CREATURE 0

SMALL LESHY PLANT

*Pathfinder Monster Core* 216

**Perception** +4; low-light vision

**Languages** Common, Fey; *speak with plants* (trees only)

**Skills** Acrobatics +4, Nature +4, Stealth +4

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

**Items** longspear

**AC** 18; **Fort** +6, **Ref** +6, **Will** +4

**HP** 15; **Weaknesses** fire 2

**Verdant Burst** (healing, primal, vitality) When a leaf leshy dies, a burst of primal energy explodes from their body, restoring 1d4 Hit Points to each plant creature in a 30-foot emanation. This area is filled with tree saplings, becoming difficult terrain. If the terrain is not a viable environment for these trees, they wither after 24 hours.

**Speed** 25 feet; Glide

**Melee** ✦ longspear +3 (reach 10 feet), **Damage** 1d8-1 piercing

**Ranged** ✦ seedpod +6 (range increment 30 feet), **Damage** 1d6 bludgeoning plus deafening blow

**Primal Innate Spells** DC 14; **Constant (3rd)** *speak with plants* (trees only)

**Change Shape** ✦ (concentrate, polymorph, primal) The leaf leshy transforms into a Small tree (*Monster Core* 358). This ability otherwise uses the effects of *one with plants*.

**Deafening Blow** When a leaf leshy hits with their seedpod Strike, the pod explodes loudly. The target must attempt a DC 16 Fortitude save.

**Critical Success** The target is unaffected and temporarily immune for 24 hours.

**Success** The target is unaffected.

**Failure** The target is deafened for 1 round.

**Critical Failure** The target is deafened for 1 minute.

**Glide** ✦ (move) The leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, they remain in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.

# Rain Falls on the Mountain of Sea and Sky

## C. RIVER AMBUSH (LEVELS 1-2)

### WEAK CROCODILE

### CREATURE 1

LARGE ANIMAL

*Pathfinder Monster Core* 69

**Perception** +5; low-light vision

**Skills** Athletics +6, Stealth +5 (+9 in water)

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

**Deep Breath** The crocodile can hold its breath for about 2 hours.

**AC** 15; **Fort** +7, **Ref** +5, **Will** +3

**HP** 20

**Speed** 20 feet, swim 25 feet

**Melee** ✦ jaws +8, **Damage** 1d10+2 piercing plus Grab (*Monster Core* 359)

**Melee** ✦ tail +8 (agile), **Damage** 1d6+2 bludgeoning

**Aquatic Ambush** ✦ 35 feet (*Monster Core* 358)

**Death Roll** ✦ (attack) **Requirements** The crocodile must have a creature grabbed; **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

### REEFCRAWL

### CREATURE 1

SMALL ABERRATION AQUATIC

*Pathfinder Monster Core* 291

**Perception** +8; darkvision

**Languages** Common (can't speak any language)

**Skills** Acrobatics +7, Athletics +4 (+8 to Swim)

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

**AC** 20; **Fort** +7, **Ref** +9, **Will** +4

**HP** 17

**Death Frenzy** ↻ **Trigger** The reefcrawl is reduced to 0 Hit Points; **Effect** The reefcrawl makes a claw Strike before dying.

**Speed** 5 feet, swim 30 feet

**Melee** ✦ claw +9 (finesse), **Damage** 1d6+1 slashing plus reefcrawl venom and Grab (*Monster Core* 359)

**Constrict** ✦ 1d6 bludgeoning, DC 17 (*Monster Core* 358)

**Reefcrawl Venom** (poison) **Saving Throw** DC 17 Fortitude; **Maximum Duration** 4 rounds; **Stage 1** 1d6 poison damage and enfeebled 1 (1 round), **Stage 2** 1d6 poison damage and enfeebled 2 (1 round)

## Scaling River Ambush

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

**10-11 Challenge Points:** Replace the weak crocodile with a crocodile.

**12-13 Challenge Points:** Add one weak crocodile to the encounter.

**14-15 Challenge Points:** Add one crocodile to the encounter.

**16-18 Challenge Points (5+ players):** Replace the weak crocodile with a crocodile and add one crocodile to the encounter.

### CROCODILE (0)

### CREATURE 2

LARGE ANIMAL

*Pathfinder Monster Core* 69

**Perception** +7; low-light vision

**Skills** Athletics +8, Stealth +7 (+11 in water)

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

**Deep Breath** The crocodile can hold its breath for about 2 hours.

**AC** 17; **Fort** +9, **Ref** +7, **Will** +5

**HP** 30

**Speed** 20 feet, swim 25 feet

**Melee** ✦ jaws +10, **Damage** 1d10+4 piercing plus Grab

**Melee** ✦ tail +10 (agile), **Damage** 1d6+4 bludgeoning

**Aquatic Ambush** ✦ 35 feet (*Monster Core* 358)

**Death Roll** ✦ (attack) **Requirements** The crocodile must have a creature grabbed; **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.



# Rain Falls on the Mountain of Sea and Sky

## D. OPEN SKY GATE (LEVELS 1-2)

Levels 1-2

### LESSER PORACHAS (2)

CREATURE 1

UNCOMMON MEDIUM BEAST

**Perception** +6; tremorsense (imprecise) 10 feet, darkvision

**Languages** Common, Fey

**Skills** Acrobatics +8, Athletics +5, Deception +6, Diplomacy +6, Stealth +8, Survival +6

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

**AC** 18; **Fort** +5, **Ref** +9, **Will** +6

**HP** 18; **Weaknesses** sonic 2

**Speed** 40 feet

**Melee** ✦ jaws +8 (finesse, magical), **Damage** 1d6+3 piercing

**Melee** ✦ claw +8 (agile, finesse, magical), **Damage** 1d4+3 slashing

**Jaunt** ✦ (move, primal, teleportation) The poracha teleports up to 40 feet to a location they can see. They can't use Jaunt again for 1d4 rounds.

**Object Meld** ✦✦ (primal) The poracha touches an adjacent object that possesses enough volume to contain them. They merge into the object indefinitely, and while they're inside, time moves exceptionally slowly for them, and they have only a limited perception of the outside world. The poracha can sense what's going on outside the object only using tremorsense. They can use only mental actions or Jaunt; if they Jaunt, they leave the object and appears where in a space of their choosing. If a creature Strikes the object, the poracha is expelled unharmed.

## Scaling Open Sky Gate

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

**10-11 Challenge Points:** Replace one lesser poracha with an elite lesser poracha.

**12-13 Challenge Points:** Add one lesser poracha to the encounter.

**14-15 Challenge Points:** Add one elite lesser poracha to the encounter.

**16-18 Challenge Points (5+ players):** Replace one lesser poracha with an elite lesser poracha, and add one elite lesser poracha to the encounter.

### ELITE LESSER PORACHA (0)

CREATURE 2

UNCOMMON MEDIUM BEAST

**Perception** +8; tremorsense (imprecise) 10 feet, darkvision

**Languages** Common, Fey

**Skills** Acrobatics +10, Athletics +7, Deception +8, Diplomacy +8, Stealth +10, Survival +8

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

**AC** 20; **Fort** +7, **Ref** +11, **Will** +8

**HP** 28; **Weaknesses** sonic 2

**Speed** 40 feet

**Melee** ✦ jaws +10 (finesse, magical), **Damage** 1d6+5 piercing

**Melee** ✦ claw +10 (agile, finesse, magical), **Damage** 1d4+5 slashing

**Jaunt** ✦ (move, primal, teleportation) The poracha teleports up to 40 feet to a location they can see. They can't use Jaunt again for 1d4 rounds.

**Object Meld** ✦✦ (primal) The poracha touches an adjacent object that possesses enough volume to contain them. They merge into the object indefinitely, and while they're inside, time moves exceptionally slowly for them, and they have only a limited perception of the outside world. The poracha can sense what's going on outside the object only using tremorsense. They can use only mental actions or Jaunt; if they Jaunt, they leave the object and appears where in a space of their choosing. If a creature Strikes the object, the poracha is expelled unharmed.



# Rain Falls on the Mountain of Sea and Sky

## E. CRASH SITE (LEVELS 1-2)

### WEAK IMPS (3)

### CREATURE -1

TINY FIEND UNHOLY

*Pathfinder Monster Core* 206

**Perception** +5; darkvision

**Languages** Chthonian, Common, Daemonic, Diabolic; telepathy (touch; *Monster Core* 360)

**Skills** Acrobatics +5, Arcana +4, Deception +5, Religion +3

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

**AC** 15; **Fort** +3, **Ref** +7, **Will** +5

**HP** 5; **Weaknesses** holy 3; **Resistances** poison 3

**Speed** 20 feet, fly 30 feet

**Melee** ♦ stinger +7 (agile, finesse, magical, reach 0 feet, unholy), **Damage** 1d4-3 piercing plus imp venom

**Divine Innate Spells** DC 15; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *charm*; **Cantrips (1st)** *detect magic*

**Change Shape** ♦ (concentrate, divine, polymorph) The imp takes on the appearance of a Medium or smaller animal (*Monster Core* 358). While transformed, the imp loses their normal senses, innate spells, and special actions, but doesn't otherwise change their statistics and can still speak and use telepathy. The imp also gains any special senses of the animal and any Speeds the animal has. This doesn't change the attack and damage modifiers of their Strikes but might change the damage type their Strikes deal (depending on what kinds of attacks the animal has) and prevents them from exposing creatures to imp venom.

**Fiendish Healing** ♦ (concentrate, divine, healing, vitality)

**Frequency** once per round; **Effect** The imp regains 1d6 Hit Points.

**Fiendish Temptation** ♦ (concentrate, divine, fortune, unholy)

**Frequency** once per day; **Effect** The imp offers a nonfiend within 15 feet a bargain, granting a boon of good luck if the creature accepts voluntarily. The boon lasts for 1 hour once accepted. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher result. If the creature dies while the boon is in place, the imp decides where the creature's soul travels. This typically makes the soul bound for eternity in the imp's home plane, and the creature unable to be raised or resurrected except by the *wish* ritual or similar magic.

**Imp Venom** (poison) **Saving Throw** DC 14 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and clumsy 1 (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and slowed 1 (1 round)

## Scaling Crash Site

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

**10-11 Challenge Points:** Replace one weak imp with an imp, and another weak imp with a lesser pusk.

**12-13 Challenge Points:** Replace all three weak imps with imps.

**14-15 Challenge Points:** Replace one weak imp with an imp, another weak imp with a lesser pusk, the pusk with an elite pusk, and add one imp.

**16-18 Challenge Points (5+ players):** Replace all three weak imps with imps and the pusk with an elite pusk.

### PUSK

### CREATURE 2

SMALL DEMON FIEND UNHOLY

*Pathfinder Monster Core* 76

**Perception** +6; darkvision

**Languages** Chthonian; telepathy 100 feet (*Monster Core* 360)

**Skills** Acrobatics +6, Athletics +8, Deception +6, Stealth +6

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

**Sloth** When a pusk regains their actions, roll 1d4. The pusk regains that many actions for the turn (to a maximum of 3, or 2 if the pusk is a minion). Effects like the slowed condition can further reduce their number of actions.

**AC** 17; **Fort** +10, **Ref** +4, **Will** +8

**HP** 36; **Weaknesses** cold iron 3, holy 3

**Speed** 20 feet

**Melee** ♦ jaws +10 (magical, unholy), **Damage** 1d8+4 piercing

**Melee** ♦ claw +10 (agile, magical, unholy), **Damage** 1d6+4 slashing

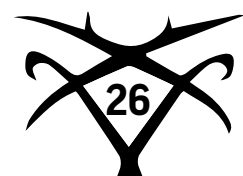
**Divine Innate Spells** DC 16; 3rd *slow*; 1st *fear*

**Rituals** DC 16; *demonic pact* (*Monster Core* 364)

**Cower** ♦ The pusk makes itself as small as possible, protecting its vital organs with its limbs. It gains a +4 circumstance bonus to AC but takes a -2 penalty to attack rolls. This lasts until the pusk moves from its current space, falls unconscious, or ends the effect as a free action.

**Frenzied Slashes** ♦♦♦ The pusk makes three claw Strikes, each at a -2 penalty, all targeting the same creature. The pusk's multiple attack penalty doesn't increase until after it has made all three attacks. The pusk gains the clumsy 2 condition until the beginning of its next turn.

**Vicious Criticals** A pusk makes the most of any weakness it finds. Whenever a pusk scores a critical hit with its claw Strike, the target takes an additional 1d6 persistent bleed damage.



# Rain Falls on the Mountain of Sea and Sky

## ELITE PUSK (0)

## CREATURE 3

SMALL DEMON FIEND UNHOLY

Pathfinder Monster Core 76

**Perception** +8; darkvision

**Languages** Chthonian; telepathy 100 feet (*Monster Core* 360)

**Skills** Acrobatics +8, Athletics +10, Deception +8, Stealth +8

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

**Sloth** When a pusk regains their actions, roll 1d4. The pusk regains that many actions for the turn (to a maximum of 3, or 2 if the pusk is a minion). Effects like the slowed condition can further reduce their number of actions.

**AC** 19; **Fort** +12, **Ref** +6, **Will** +10

**HP** 51; **Weaknesses** cold iron 3, holy 3

**Speed** 20 feet

**Melee** ✦ jaws +12 (magical, unholy), **Damage** 1d8+6 piercing

**Melee** ✦ claw +12 (agile, magical, unholy), **Damage** 1d6+6 slashing

**Divine Innate Spells** DC 18; 3rd *slow*; 1st *fear*

**Rituals** DC 18; *demonic pact* (*Monster Core* 364)

**Cower** ✦ The pusk makes itself as small as possible, protecting its vital organs with its limbs. It gains a +4 circumstance bonus to AC but takes a -2 penalty to attack rolls. This lasts until the pusk moves from its current space, falls unconscious, or ends the effect as a free action.

**Frenzied Slashes** ✦✦✦ The pusk makes three claw Strikes, each at a -2 penalty, all targeting the same creature. The pusk's multiple attack penalty doesn't increase until after it has made all three attacks. The pusk gains the clumsy 2 condition until the beginning of its next turn.

**Vicious Criticals** A pusk makes the most of any weakness it finds. Whenever a pusk scores a critical hit with its claw Strike, the target takes an additional 1d6 persistent bleed damage.

## IMP (0)

## CREATURE 1

TINY FIEND UNHOLY

Pathfinder Monster Core 206

**Perception** +7; darkvision

**Languages** Chthonian, Common, Daemonic, Diabolic; telepathy (touch; *Monster Core* 360)

**Skills** Acrobatics +7, Arcana +6, Deception +7, Religion +5

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

**AC** 17; **Fort** +5, **Ref** +9, **Will** +7

**HP** 15; **Weaknesses** holy 3; **Resistances** poison 3

**Speed** 20 feet, fly 30 feet

**Melee** ✦ stinger +9 (agile, finesse, magical, reach 0 feet, unholy), **Damage** 1d4-1 piercing plus imp venom

**Divine Innate Spells** DC 17; **4th** *read omens*; **2nd** *invisibility* (at will, self only); **1st** *charm*; **Cantrips (1st)** *detect magic*

**Change Shape** ✦ (concentrate, divine, polymorph) The imp takes on the appearance of a Medium or smaller animal (*Monster Core* 358). While transformed, the imp loses their normal senses, innate spells, and special actions, but doesn't otherwise change their statistics and can still speak and use telepathy. The imp also gains any special senses of the animal and any Speeds the animal has. This doesn't change the attack and damage modifiers of their Strikes but might change the damage type their Strikes deal (depending on what kinds of attacks the animal has) and prevents them from exposing creatures to imp venom.

**Fiendish Healing** ✦ (concentrate, divine, healing, vitality) **Frequency** once per round; **Effect** The imp regains 1d6 Hit Points.

**Fiendish Temptation** ✦ (concentrate, divine, fortune, unholy) **Frequency** once per day; **Effect** The imp offers a nonfiend within 15 feet a bargain, granting a boon of good luck if the creature accepts voluntarily. The boon lasts for 1 hour once accepted. Once during the hour, the creature can roll an attack roll or saving throw twice and use the higher result. If the creature dies while the boon is in place, the imp decides where the creature's soul travels. This typically makes the soul bound for eternity in the imp's home plane, and the creature unable to be raised or resurrected except by the *wish* ritual or similar magic.

**Imp Venom** (poison) **Saving Throw** DC 16 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** 1d6 poison and clumsy 1 (1 round); **Stage 2** 1d6 poison damage, clumsy 1, and slowed 1 (1 round)



# Rain Falls on the Mountain of Sea and Sky

## LESSER PUSK (0)

## CREATURE 0

UNCOMMON

SMALL

DEMON

FIEND

UNHOLY

**Perception** +4; darkvision

**Languages** Chthonian; telepathy 100 feet (*Monster Core* 360)

**Skills** Acrobatics +4, Athletics +6, Deception +4, Stealth +4

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

**Sloth** When a pusik regains their actions, roll 1d4. The pusik regains that many actions for the turn (to a maximum of 3, or 2 if the pusik is a minion). Effects like the slowed condition can further reduce their number of actions.

**AC** 15; **Fort** +8, **Ref** +2, **Will** +6

**HP** 17; **Weaknesses** cold iron 3, holy 3

**Speed** 20 feet

**Melee** ✦ jaws +7 (magical, unholy), **Damage** 1d4+2 piercing

**Melee** ✦ claw +7 (agile, magical, unholy), **Damage** 1d4+1 slashing

**Divine Innate Spells** DC 14; 1st *fear*

**Rituals** DC 14; *demonic pact* (*Monster Core* 364)

**Cower** ✦ The pusik makes itself as small as possible, protecting its vital organs with its limbs. It gains a +4 circumstance bonus to AC but takes a -2 penalty to attack rolls. This lasts until the pusik moves from its current space, falls unconscious, or ends the effect as a free action.

**Frenzied Slashes** ✦✦✦ The pusik makes three claw Strikes, each at a -2 penalty, all targeting the same creature. The pusik's multiple attack penalty doesn't increase until after it has made all three attacks. The pusik gains the clumsy 2 condition until the beginning of its next turn.

**Vicious Criticals** A pusik makes the most of any weakness it finds. Whenever a pusik scores a critical hit with its claw Strike, the target takes an additional 1d4 persistent bleed damage.

# Rain Falls on the Mountain of Sea and Sky

## Appendix 2: 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, refer to the Organized Play section on page 43 for instructions on how to use the scaling sidebars to adjust the encounters for your group. Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments also appear in the Organized Play section on page 43. If a creature is marked “(0),” don’t include it in the encounter unless otherwise specified (likely from the scaling sidebars).

### A. FOREST AMBUSH (LEVELS 3–4)

#### ELITE GIANT ORCHID MANTISES (2) CREATURE 3

MEDIUM ANIMAL

*Lost Omens Tian Xia World Guide* 292

**Perception** +8; low-light vision

**Skills** Acrobatics +10, Athletics +9, Stealth +12

**Str** +3, **Dex** +4, **Con** +3, **Int** –5, **Wis** +2, **Cha** –4

**Floral Camouflage** When Hiding, the giant orchid mantis is concealed by any amount of leaves or petals, even if they aren’t thick enough to make other creatures concealed.

**AC** 20; **Fort** +11, **Ref** +12, **Will** +8

**HP** 45

**Speed** 40 feet, climb 20 feet, fly 20 feet

**Melee** mandibles +13 (finesse), **Damage** 1d10+5 piercing

**Melee** leg +13 (agile, finesse), **Damage** 1d8+5 piercing

**Barbed Limbs** **◆◆** The giant orchid mantis makes two leg Strikes. If it hits the same creature with both attacks, that creature is grabbed until the end of the mantis’s next turn.

**Sudden Strike** In the first round of combat, creatures that haven’t acted are off-guard to the orchid mantis.

### Scaling Forest Ambush

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

**19–22 Challenge Points:** Replace one elite giant orchid mantis with a giant orchid mantis, and add one giant orchid mantis to the encounter.

**23–27 Challenge Points:** Add one elite giant orchid mantis to the encounter.

**28–32 Challenge Points:** Add two giant orchid mantises to the encounter.

**33+ Challenge Points:** Add two elite giant orchid mantises to the encounter.

#### GIANT ORCHID MANTIS (0) CREATURE 2

MEDIUM ANIMAL

*Lost Omens Tian Xia World Guide* 292

**Perception** +6; low-light vision

**Skills** Acrobatics +8, Athletics +7, Stealth +10

**Str** +3, **Dex** +4, **Con** +3, **Int** –5, **Wis** +2, **Cha** –4

**Floral Camouflage** When Hiding, the giant orchid mantis is concealed by any amount of leaves or petals, even if they aren’t thick enough to make other creatures concealed.

**AC** 18; **Fort** +9, **Ref** +10, **Will** +6

**HP** 30

**Speed** 40 feet, climb 20 feet, fly 20 feet

**Melee** mandibles +11 (finesse), **Damage** 1d10+3 piercing

**Melee** leg +11 (agile, finesse), **Damage** 1d8+3 piercing

**Barbed Limbs** **◆◆** The giant orchid mantis makes two leg Strikes. If it hits the same creature with both attacks, that creature is grabbed until the end of the mantis’s next turn.

**Sudden Strike** In the first round of combat, creatures that haven’t acted are off-guard to the orchid mantis.



# Rain Falls on the Mountain of Sea and Sky

## B. MOUNTAIN SINKHOLE (LEVELS 3-4)

### ELITE SPRIGJACK

### CREATURE 1

TINY FEY PLANT WOOD

*Pathfinder Monster Core 332*

**Perception** +7; darkvision

**Languages** Common, Fey

**Skills** Acrobatics +7, Nature +5, Stealth +7

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

**AC** 17; **Fort** +7, **Ref** +9, **Will** +5

**HP** 20; **Weaknesses** axes 2, fire 2

**Speed** 25 feet

**Melee** ✦ claw +9 (agile, finesse, reach 0 feet), **Damage** 1d4+3 slashing

**Ranged** ✦ splinter +9 (range increment 30 feet), **Damage** 1d4+2 piercing

**Bramble Jump** ✦✦✦ (plant, primal, teleportation, wood)

**Requirements** The sprigjack is in undergrowth; **Effect** The sprigjack scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

### GOURD LESHIES (2)

### CREATURE 1

SMALL LESHY PLANT

*Pathfinder Monster Core 217*

**Perception** +5; low-light vision

**Languages** Common, Fey; *speaks with plants* (gourds only)

**Skills** Nature +5, Stealth +7

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

**Keepsake** (primal) The leshy can store an item of light Bulk or less in their head, concealing it as *veil of privacy*. If stored for 24 hours, the item benefits from mending.

**AC** 17; **Fort** +5, **Ref** +9, **Will** +7

**HP** 20

**Verdant Burst** (healing, primal, vitality) When a gourd leshy dies, a burst of primal energy explodes from their body, restoring 1d8 Hit Points to each plant creature in a 30-foot emanation. This area is filled with gourds, becoming difficult terrain. If the terrain is not a viable environment for these gourds, they wither after 24 hours.

## Scaling Mountain Sinkhole

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

**19-22 Challenge Points:** Add one leaf leshy to the encounter.

**23-27 Challenge Points:** Replace the elite sprigjack with a weak twigjack and replace both gourd leshies with elite gourd leshies.

**28-32 Challenge Points:** Replace the elite sprigjack with a weak twigjack, replace both gourd leshies with elite gourd leshies, and add one leaf leshy to the encounter.

**33+ Challenge Points:** Replace both gourd leshies with elite gourd leshies and add one twigjack to the encounter.

**Speed** 25 feet

**Melee** ✦ fist +7 (agile, finesse), **Damage** 1d4+2 bludgeoning plus ensnare

**Ranged** ✦ seed +9 (range increment 30 feet), **Damage** 1d6+2 bludgeoning plus ensnare

**Primal Innate Spells** DC 15; **Constant (3rd)** *speaks with plants* (gourds only)

**Change Shape** ✦ (concentrate, polymorph, primal) As leaf leshy, except the gourd leshy transforms into a gourd-bearing plant (*Monster Core 358*). This ability otherwise uses the effects of *one with plants*.

**Ensnare** When the gourd leshy damages a creature with a fist or seed Strike, vines lash out from the leshy (or seed) and wrap around the target's limbs. The target must attempt a DC 17 Reflex save. On a failure, the target takes a -10-foot status penalty to its Speed for 1 round; on a critical failure, the target is immobilized for 1 round and the penalty to Speed lasts for 1 minute.



# Rain Falls on the Mountain of Sea and Sky

## ELITE GOURD LESHY (0)

## CREATURE 2

SMALL LESHY PLANT

Pathfinder Monster Core 217

**Perception** +7; low-light vision

**Languages** Common, Fey; *speaks with plants* (gourds only)

**Skills** Nature +7, Stealth +9

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

**Keepsake** (primal) The leshy can store an item of light Bulk or less in their head, concealing it as *veil of privacy*. If stored for 24 hours, the item benefits from mending.

**AC** 19; **Fort** +7, **Ref** +11, **Will** +9

**HP** 30

**Verdant Burst** (healing, primal, vitality) When a gourd leshy dies, a burst of primal energy explodes from their body, restoring 1d8 Hit Points to each plant creature in a 30-foot emanation. This area is filled with gourds, becoming difficult terrain. If the terrain is not a viable environment for these gourds, they wither after 24 hours.

**Speed** 25 feet

**Melee** ✦ fist +9 (agile, finesse), **Damage** 1d4+4 bludgeoning plus ensnare

**Ranged** ✦ seed +11 (range increment 30 feet), **Damage** 1d6+4 bludgeoning plus ensnare

**Primal Innate Spells** DC 17; **Constant (3rd)** *speaks with plants* (gourds only)

**Change Shape** ✦ (concentrate, polymorph, primal) As leaf leshy, except the gourd leshy transforms into a gourd-bearing plant (Monster Core 358). This ability otherwise uses the effects of *one with plants*.

**Ensnare** When the gourd leshy damages a creature with a fist or seed Strike, vines lash out from the leshy (or seed) and wrap around the target's limbs. The target must attempt a DC 19 Reflex save. On a failure, the target takes a -10-foot status penalty to its Speed for 1 round; on a critical failure, the target is immobilized for 1 round and the penalty to Speed lasts for 1 minute.

## LEAF LESHY (0)

## CREATURE 0

SMALL LESHY PLANT

Pathfinder Monster Core 216

**Perception** +4; low-light vision

**Languages** Common, Fey; *speaks with plants* (trees only)

**Skills** Acrobatics +4, Nature +4, Stealth +4

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

**Items** longspear

**AC** 18; **Fort** +6, **Ref** +6, **Will** +4

**HP** 15; **Weaknesses** fire 2

**Verdant Burst** (healing, primal, vitality) When a leaf leshy dies, a burst of primal energy explodes from their body, restoring 1d4 Hit Points to each plant creature in a 30-foot emanation. This area is filled with tree saplings, becoming difficult terrain. If the terrain is not a viable environment for these trees, they wither after 24 hours.

**Speed** 25 feet; Glide

**Melee** ✦ longspear +3 (reach 10 feet), **Damage** 1d8-1 piercing

**Ranged** ✦ seedpod +6 (range increment 30 feet), **Damage** 1d6 bludgeoning plus deafening blow

**Primal Innate Spells** DC 14; **Constant (3rd)** *speaks with plants* (trees only)

**Change Shape** ✦ (concentrate, polymorph, primal) The leaf leshy transforms into a Small tree (Monster Core 358). This ability otherwise uses the effects of *one with plants*.

**Deafening Blow** When a leaf leshy hits with their seedpod Strike, the pod explodes loudly. The target must attempt a DC 16 Fortitude save.

**Critical Success** The target is unaffected and temporarily immune for 24 hours.

**Success** The target is unaffected.

**Failure** The target is deafened for 1 round.

**Critical Failure** The target is deafened for 1 minute.

**Glide** ✦ (move) The leshy glides gently through the air, moving 5 feet toward the ground and up to 25 feet forward. As long as the leshy spends at least 1 action gliding each round, they remain in the air at the end of each turn. For the purpose of determining damage from falls, a leaf leshy always treats falls as if they were 20 feet shorter.



# Rain Falls on the Mountain of Sea and Sky

## TWIGJACK (0)

## CREATURE 3

TINY FEY PLANT WOOD

*Pathfinder Monster Core 332*

**Perception** +9; darkvision

**Languages** Common, Fey

**Skills** Acrobatics +11, Athletics +9, Nature +7, Stealth +11

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

**AC** 19; **Fort** +9, **Ref** +11, **Will** +7

**HP** 50; **Weaknesses** axes 5, fire 5

**Speed** 25 feet

**Melee** ✦ claw +11 (agile, finesse, reach 0 feet), **Damage** 1d10+4 slashing

**Ranged** ✦ splinter +11 (deadly 1d6, range increment 30 feet), **Damage** 1d6+4 piercing

**Bramble Jump** ✦✦✦ (plant, primal, teleportation, wood)

**Requirements** The twigjack is in undergrowth; **Effect** The twigjack scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

**Splinter Spray** ✦✦ The twigjack sprays a barrage of splinters and brambles from its body in a 15-foot cone, dealing 4d6 piercing damage (DC 20 basic Reflex save). It can't use Splinter Spray again for 1d4 rounds.

## WEAK TWIGJACK (0)

## CREATURE 2

TINY FEY PLANT WOOD

*Pathfinder Monster Core 332*

**Perception** +7; darkvision

**Languages** Common, Fey

**Skills** Acrobatics +9, Athletics +7, Nature +5, Stealth +9

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

**AC** 17; **Fort** +7, **Ref** +9, **Will** +5

**HP** 35; **Weaknesses** axes 5, fire 5

**Speed** 25 feet

**Melee** ✦ claw +9 (agile, finesse, reach 0 feet), **Damage** 1d10+2 slashing

**Ranged** ✦ splinter +9 (deadly 1d6, range increment 30 feet), **Damage** 1d6+2 piercing

**Bramble Jump** ✦✦✦ (plant, primal, teleportation, wood)

**Requirements** The twigjack is in undergrowth; **Effect** The twigjack scrambles into the undergrowth and instantly teleports to a square of undergrowth within 60 feet. This movement doesn't trigger reactions.

**Splinter Spray** ✦✦ The twigjack sprays a barrage of splinters and brambles from its body in a 15-foot cone, dealing 4d6-4 piercing damage (DC 18 basic Reflex save). It can't use Splinter Spray again for 1d4 rounds.



# Rain Falls on the Mountain of Sea and Sky

## C. RIVER AMBUSH (LEVELS 3-4)

### ELITE CROCODILE

### CREATURE 3

LARGE ANIMAL

*Pathfinder Monster Core* 69

**Perception** +9; low-light vision

**Skills** Athletics +10, Stealth +9 (+13 in water)

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

**Deep Breath** The crocodile can hold its breath for about 2 hours.

**AC** 19; **Fort** +11, **Ref** +9, **Will** +7

**HP** 45

**Speed** 20 feet, swim 25 feet

**Melee** ✦ jaws +12, **Damage** 1d10+6 piercing plus Grab

**Melee** ✦ tail +12 (agile), **Damage** 1d6+6 bludgeoning

**Aquatic Ambush** ✦ 35 feet (*Monster Core* 358)

**Death Roll** ✦ (attack) **Requirements** The crocodile must have a creature grabbed; **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

### RIVER DRAKE

### CREATURE 3

MEDIUM AMPHIBIOUS DRAGON WATER

*Pathfinder Monster Core* 129

**Perception** +9; darkvision, scent (imprecise) 30 feet

**Languages** Draconic

**Skills** Acrobatics +11, Athletics +10, Intimidation +6, Stealth +9, Survival +7

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

**AC** 17; **Fort** +11, **Ref** +9, **Will** +7

**HP** 45; **Immunities** paralyzed, sleep; **Resistances** acid 10

**Tail Lash** ⇨ **Trigger** A creature within reach of the river drake's tail uses an action to Strike or attempt a skill check; **Effect** The river drake attempts to Strike the triggering creature with their tail. If it hits, the target takes a -2 circumstance penalty to the triggering roll.

**Speed** 20 feet, fly 50 feet, swim 30 feet

**Melee** ✦ fangs +12, **Damage** 2d8+3 piercing

**Melee** ✦ tail +12 (reach 10 feet), **Damage** 2d6+3 bludgeoning

**Caustic Mucus** ✦✦ (acid, primal) The river drake spits a ball of caustic mucus up to a range of 50 feet that explodes in a 10-foot burst. Creatures within the burst take 4d6 acid damage (DC 19 basic Reflex save). Those that fail this save also take 1d6 persistent acid damage and take a -5-foot status penalty to their Speed. This Speed reduction ends with the persistent acid damage. The river drake can't use Caustic Mucus again for 1d6 rounds.

**Draconic Frenzy** ✦✦ The river drake makes one fangs Strike and two tail Strikes in any order.

**Speed Surge** ✦ (move) **Frequency** three times per day; **Effect** The river drake Strides or Flies twice.

## Scaling River Ambush

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

**19-22 Challenge Points:** Add one crocodile to the encounter.

**23-27 Challenge Points:** Add one elite crocodile to the encounter.

**28-32 Challenge Points:** Add one crocodile and one elite crocodile to the encounter.

**33+ Challenge Points:** Replace the river drake with an elite river drake and add one crocodile and one elite crocodile to the encounter.

### CROCODILE (0)

### CREATURE 2

LARGE ANIMAL

*Pathfinder Monster Core* 69

**Perception** +7; low-light vision

**Skills** Athletics +8, Stealth +7 (+11 in water)

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

**Deep Breath** The crocodile can hold its breath for about 2 hours.

**AC** 17; **Fort** +9, **Ref** +7, **Will** +5

**HP** 30

**Speed** 20 feet, swim 25 feet

**Melee** ✦ jaws +10, **Damage** 1d10+4 piercing plus Grab

**Melee** ✦ tail +10 (agile), **Damage** 1d6+4 bludgeoning

**Aquatic Ambush** ✦ 35 feet (*Monster Core* 358)

**Death Roll** ✦ (attack) **Requirements** The crocodile must have a creature grabbed; **Effect** The crocodile tucks its legs and rolls rapidly, twisting its victim. It makes a jaws Strike with a +2 circumstance bonus to the attack roll against the grabbed creature. If it hits, it also knocks the creature prone. If it fails, it releases the creature.

# Rain Falls on the Mountain of Sea and Sky

## ELITE RIVER DRAKE (O)

## CREATURE 4

MEDIUM AMPHIBIOUS DRAGON WATER

*Pathfinder Monster Core 129*

**Perception** +11; darkvision, scent (imprecise) 30 feet


**Languages** Draconic

**Skills** Acrobatics +13, Athletics +12, Intimidation +8, Stealth +11, Survival +9

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

**AC** 19; **Fort** +13, **Ref** +11, **Will** +9



**HP** 60; **Immunities** paralyzed, sleep; **Resistances** acid 10



**Tail Lash**  **Trigger** A creature within reach of the river drake's tail uses an action to Strike or attempt a skill check; **Effect** The river drake attempts to Strike the triggering creature with their tail. If it hits, the target takes a -2 circumstance penalty to the triggering roll.


**Speed** 20 feet, fly 50 feet, swim 30 feet

**Melee**  fangs +14, **Damage** 2d8+5 piercing

**Melee**  tail +14 (reach 10 feet), **Damage** 2d6+5 bludgeoning

**Caustic Mucus**   (acid, primal) The river drake spits a ball of caustic mucus up to a range of 50 feet that explodes in a 10-foot burst. Creatures within the burst take 4d6+4 acid damage (DC 21 basic Reflex save). Those that fail this save also take 1d6 persistent acid damage and take a -5-foot status penalty to their Speed. This Speed reduction ends with the persistent acid damage. The river drake can't use Caustic Mucus again for 1d6 rounds.

**Draconic Frenzy**   The river drake makes one fangs Strike and two tail Strikes in any order.

**Speed Surge**  (move) **Frequency** three times per day; **Effect** The river drake Strides or Flies twice.



# Rain Falls on the Mountain of Sea and Sky

## D. OPEN SKY GATE (LEVELS 3-4)

### WEAK PORACHAS (2)

### CREATURE 3

UNCOMMON MEDIUM BEAST

*Pathfinder Monster Core* 269

**Perception** +8; tremorsense (imprecise) 10 feet, darkvision

**Languages** Common, Fey

**Skills** Acrobatics +11, Athletics +7, Deception +9, Diplomacy +9, Stealth +11, Survival +8

**Str** +3, **Dex** +5, **Con** +3, **Int** +0, **Wis** +2, **Cha** +3

**AC** 21; **Fort** +7, **Ref** +11, **Will** +8

**HP** 35; **Weaknesses** sonic 5

**Speed** 40 feet

**Melee** ✦ jaws +11 (finesse, magical), **Damage** 2d6+5 piercing

**Melee** ✦ claw +11 (agile, finesse, magical), **Damage** 2d4+5 slashing

**Jaunt** ✦ (move, primal, teleportation) The poracha teleports up to 40 feet to a location they can see. They can't use Jaunt again for 1d4 rounds.

**Object Meld** ✦✦ (primal) The poracha touches an adjacent object that possesses enough volume to contain them. They merge into the object indefinitely, and while they're inside, time moves exceptionally slowly for them, and they have only a limited perception of the outside world. The poracha can sense what's going on outside the object only using tremorsense. They can use only mental actions or Jaunt; if they Jaunt, they leave the object and appears where in a space of their choosing. If a creature Strikes the object, the poracha is expelled unharmed.

## Scaling Open Sky Gate

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

**19-22 Challenge Points:** Replace one weak poracha with a poracha.

**23-27 Challenge Points:** Add one weak poracha to the encounter.

**28-32 Challenge Points:** Add one poracha to the encounter.

**33+ Challenge Points:** Replace one weak poracha with a poracha and add one poracha to the encounter.

### PORACHA (0)

### CREATURE 4

UNCOMMON MEDIUM BEAST

*Pathfinder Monster Core* 269

**Perception** +10; tremorsense (imprecise) 10 feet, darkvision

**Languages** Common, Fey

**Skills** Acrobatics +13, Athletics +9, Deception +11, Diplomacy +11, Stealth +13, Survival +10

**Str** +3, **Dex** +5, **Con** +3, **Int** +0, **Wis** +2, **Cha** +3

**AC** 23; **Fort** +9, **Ref** +13, **Will** +10

**HP** 50; **Weaknesses** sonic 5

**Speed** 40 feet

**Melee** ✦ jaws +13 (finesse, magical), **Damage** 2d6+7 piercing

**Melee** ✦ claw +13 (agile, finesse, magical), **Damage** 2d4+7 slashing

**Jaunt** ✦ (move, primal, teleportation) The poracha teleports up to 40 feet to a location they can see. They can't use Jaunt again for 1d4 rounds.

**Object Meld** ✦✦ (primal) The poracha touches an adjacent object that possesses enough volume to contain them. They merge into the object indefinitely, and while they're inside, time moves exceptionally slowly for them, and they have only a limited perception of the outside world. The poracha can sense what's going on outside the object only using tremorsense. They can use only mental actions or Jaunt; if they Jaunt, they leave the object and appears where in a space of their choosing. If a creature Strikes the object, the poracha is expelled unharmed.

# Rain Falls on the Mountain of Sea and Sky

## E. CRASH SITE (LEVELS 3-4)

### WEAK HELL HOUNDS (2)

### CREATURE 2

MEDIUM BEAST FIEND FIRE UNHOLY

*Pathfinder Monster Core* 194

**Perception** +7; darkvision, scent (imprecise) 60 feet

**Languages** Diabolic (can't speak any language)

**Skills** Acrobatics +6, Athletics +7, Stealth +6, Survival +7 (+9 to Track)

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

**AC** 15; **Fort** +7, **Ref** +8, **Will** +5

**HP** 25; **Immunities** fire; **Weaknesses** cold 5

**Speed** 40 feet

**Melee** ✦ jaws +11 (magical, unholy), **Damage** 1d8+2 piercing plus 1d6 fire

**Hellfire Breath** ✦ (divine, fire, unholy) The hell hound breathes flames that deal 4d6-4 fire damage to all creatures in a 15-foot cone (DC 17 basic Reflex save). The hell hound can't use Hellfire Breath again for 1d4 rounds. If the hell hound would take fire damage or be targeted by a fire effect, their Hellfire Breath recharges.

**Pack Attack** The hell hound's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the hell hounds' allies.

### SHADOW

### CREATURE 4

MEDIUM INCORPOREAL UNDEAD UNHOLY

*Pathfinder Monster Core* 306

**Perception** +10; darkvision

**Languages** Necril

**Skills** Acrobatics +10, Stealth +14

**Str** -5, **Dex** +4, **Con** +0, **Int** -2, **Wis** +2, **Cha** +3

**AC** 20; **Fort** +8, **Ref** +14, **Will** +12

**HP** 40, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** light vulnerability; **Resistances** all 5 (except force, *ghost touch*, spirit, or vitality; double resistance against non-magical)

**Light Vulnerability** Attacks against the shadow are treated as magical if made by a creature who is in magical light or with an object that is in magical light (such as from the light spell).

**Speed** fly 30 feet

**Melee** ✦ shadow hand +15 (finesse, magical), **Damage** 2d6+3 void

**Shadow Spawn** When a creature's shadow is pulled free by Steal Shadow, it becomes a shadow spawn under the command of the shadow that created it. This shadow spawn doesn't have Steal Shadow and is perpetually and incurably clumsy 2. If the creature the shadow spawn was pulled from dies, the shadow spawn becomes a full-fledged, autonomous shadow. If the creature recovers from its enfeeblement, its shadow returns to it and the shadow spawn is extinguished.

## Scaling Crash Site

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

**19-22 Challenge Points:** Add one weak hell hound to the encounter.

**23-27 Challenge Points:** Replace both weak hell hounds with hell hounds and add one hell hound to the encounter.

**28-32 Challenge Points:** Replace the shadow with an elite shadow and add one hell hound and one weak hell hound to the encounter.

**33+ Challenge Points:** Replace the shadow with an elite shadow and both weak hell hounds with hell hounds. Add one hell hound to the encounter.

**Slink in Shadows** The shadow can Hide or end its Sneak in a creature's or object's shadow.

**Steal Shadow** ✦ (divine) **Requirements** The shadow hit a living creature with a shadow hand Strike on its previous action; **Effect** The shadow pulls at the target's shadow, making the creature enfeebled 1. This is cumulative with other enfeebled conditions from shadows, to a maximum of enfeebled 4. If this increases a creature's enfeebled value to 3 or more, the target's shadow is separated from its body (see shadow spawn). The enfeebled value from Steal Shadow decreases by 1 every hour.

# Rain Falls on the Mountain of Sea and Sky

## ELITE SHADOW (0)

CREATURE 5

MEDIUM INCORPOREAL UNDEAD UNHOLY

*Pathfinder Monster Core* 306

**Perception** +12; darkvision

**Languages** Necril

**Skills** Acrobatics +12, Stealth +16

**Str** -5, **Dex** +4, **Con** +0, **Int** -2, **Wis** +2, **Cha** +3

**AC** 22; **Fort** +10, **Ref** +16, **Will** +14

**HP** 55, void healing; **Immunities** bleed, death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** light vulnerability; **Resistances** all 5 (except force, *ghost touch*, spirit, or vitality; double resistance against non-magical)

**Light Vulnerability** Attacks against the shadow are treated as magical if made by a creature who is in magical light or with an object that is in magical light (such as from the light spell).

**Speed** fly 30 feet

**Melee** ✦ shadow hand +17 (finesse, magical), **Damage** 2d6+5 void

**Shadow Spawn** When a creature's shadow is pulled free by Steal Shadow, it becomes a shadow spawn under the command of the shadow that created it. This shadow spawn doesn't have Steal Shadow and is perpetually and incurably clumsy 2. If the creature the shadow spawn was pulled from dies, the shadow spawn becomes a full-fledged, autonomous shadow. If the creature recovers from its enfeeblement, its shadow returns to it and the shadow spawn is extinguished.

**Slink in Shadows** The shadow can Hide or end its Sneak in a creature's or object's shadow.

**Steal Shadow** ✦ (divine) **Requirements** The shadow hit a living creature with a shadow hand Strike on its previous action; **Effect** The shadow pulls at the target's shadow, making the creature enfeebled 1. This is cumulative with other enfeebled conditions from shadows, to a maximum of enfeebled 4. If this increases a creature's enfeebled value to 3 or more, the target's shadow is separated from its body (see shadow spawn). The enfeebled value from Steal Shadow decreases by 1 every hour.

## HELL HOUND (0)

CREATURE 3

MEDIUM BEAST FIEND FIRE UNHOLY

*Pathfinder Monster Core* 194

**Perception** +9; darkvision, scent (imprecise) 60 feet

**Languages** Diabolic (can't speak any language)

**Skills** Acrobatics +8, Athletics +9, Stealth +8, Survival +9 (+11 to Track)

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

**AC** 17; **Fort** +9, **Ref** +10, **Will** +7

**HP** 40; **Immunities** fire; **Weaknesses** cold 5

**Speed** 40 feet

**Melee** ✦ jaws +13 (magical, unholy), **Damage** 1d8+4 piercing plus 1d6 fire

**Hellfire Breath** ✦ (divine, fire, unholy) The hell hound breathes flames that deal 4d6 fire damage to all creatures in a 15-foot cone (DC 19 basic Reflex save). The hell hound can't use Hellfire Breath again for 1d4 rounds. If the hell hound would take fire damage or be targeted by a fire effect, their Hellfire Breath recharges.

**Pack Attack** The hell hound's Strikes deal 1d4 extra damage to creatures within the reach of at least two of the hell hounds' allies.



# Rain Falls on the Mountain of Sea and Sky

## Handout #1: Letter from Kukuha Mukai

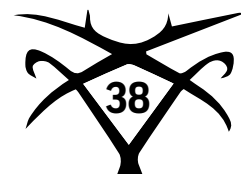
Greetings, Pathfinder!

I hope this letter finds you well. I've chosen you to be the part of the next group that will help me with some tasks at the Three Gates Lodge in Minkai. The lodge has been in place for several years now, and part of its regular maintenance requires upkeeping a powerful ritual that creates magical wards to protect it. To do so, we must visit three special gates near the lodge, arrange special ritual components around them, and complete a unique ritual to refresh the wards by harnessing the power of ley lines that run beneath the island of Kayajima (where the lodge is located). This process is generally a simple matter that takes the better part of an afternoon, but I've found it to be a good opportunity to meet newer Pathfinders and for these Pathfinders to meet each other.

I've secured passage to transport you to the town of Sakakabe, which is the port closest to Kayajima. There, you'll meet Captain Masuhei Okonase, a good friend of mine and a former Pathfinder, and he will transport you the rest of the way to the lodge. Once you're here, I'll fill you in on the rest of the details you need to complete this task. I expect to have a pleasant time with your help, and I look forward to meeting you and the rest of your group.

Until then,

—Venture-Captain Kukuha Mukai



# Rain Falls on the Mountain of Sea and Sky

## Appendix 3: Game Aids



**Kukuha**

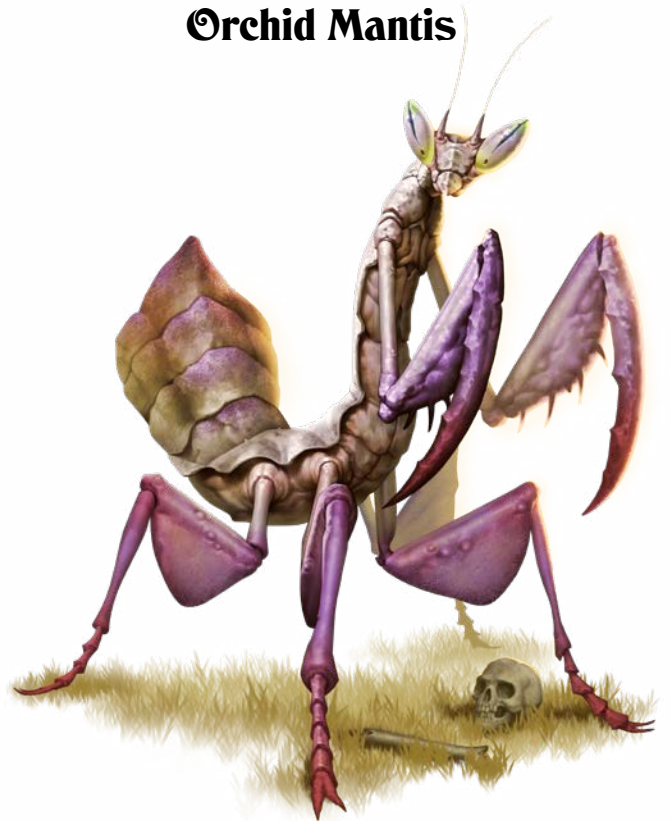


**Shattered Gorum**

**Aojimitsu**



**Orchid Mantis**



# Rain Falls on the Mountain of Sea and Sky

## Appendix 3: Game Aids



**Rain Infused Leaf Leshy**



**Rain Infused Gourd Leshy**

**Crocodile**



**Reefclaw**



# Rain Falls on the Mountain of Sea and Sky

## Appendix 3: Game Aids



**River Drake**



**Rain Infused Poracha**

**Imp**



**Pusk**



# Rain Falls on the Mountain of Sea and Sky

## Appendix 3: Game Aids



**Hell Hound**



**Shadow**



**Sprigjack**

# Rain Falls on the Mountain of Sea and Sky

## ORGANIZED PLAY

### Treasure Table

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

### Treasure Bundles

- □ **Chaos on Kayajima**, page 7: 2 Treasure Bundles for agreeing to help Aojimitsu.
- **Forest Ambush**, page 9: 1 Treasure Bundle for defeating the orchid mantises.
- □ **Mountain Sinkhole**, page 11: 2 treasure bundles for defeating the leshies.
- □ **Open Sky Gate**, page 18: 2 Treasure Bundles for dealing with the porachas, violently or otherwise.
- □ **Crash Site**, page 20: 2 Treasure Bundles for defeating the warshard's otherworldly defenders.
- **Conclusion**, page 20: 1 Treasure Bundle for returning to the Three Gates Lodge safely.

CP Total	Level Range
8-14	1-2
16-18 (5+ players)	1-2
16-18 (4 players)	3-4
19+	3-4

### Challenge Points

Challenge Points are a system for scaling the difficulty of encounters appropriately for groups of mixed size and level. Total up the number of Challenge Points your group has.

- 1st-level PCs = 2 points each
- 2nd-level PCs = 3 points each
- 3rd-level PCs = 4 points each
- 4th-level PCs = 6 points each

Now use the table above to determine which level range is appropriate for your PCs. Level 1–2 encounters appear in Appendix 1, and level 3–4 encounters appear in Appendix 2.

### Elite Adjustment

To apply the elite adjustment, make the following changes to a creature's statistics:

- Increase the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Increase the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), increase the damage by 4 instead.
- Increase the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Increase
1 or lower	10
2-4	15
5-19	20
20+	30

### Weak Adjustment

To apply the weak adjustment, make the following changes to a creature's statistics:

- Decrease the creature's AC, attack modifiers, DCs, saving throws, and skill modifiers by 2.
- Decrease the damage of its Strikes and other offensive abilities by 2. If the creature has limits on how many times or how often it can use an ability (such as a spellcaster's spells or a dragon's breath), decrease the damage by 4 instead.
- Decrease the creature's Hit Points based on its starting level (see the table below).

Starting Level	HP Decrease
1-2	-10
3-5	-15
6-20	-20
21+	-30

### Remaster Changes

With our shift to the new ORC license, we've quite a bit of our terminology and rules information. Here's a small section of the most used changes here in Organized Play, but for the full Remaster updates, please reference the *Pathfinder Player Core*, *Pathfinder Player Core 2*, and the *Pathfinder GM Core*.

- Attack of Opportunity is now Reactive Strike.
- Spell levels and counteract levels are now referred to as spell ranks and counteract ranks.
- Flat-footed is now off-guard.
- Negative damage is now void damage.
- Positive damage is now vitality damage.



# Rain Falls on the Mountain of Sea and Sky



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

GM Org Play #:	-2	GM Name:		GM Faction:	
Adventure:					
Reporting Codes: (check when instructed, line through all if no conditions to report)				<input type="checkbox"/> A	<input type="checkbox"/> B
				<input type="checkbox"/> C	<input type="checkbox"/> D
Bonus Faction Goal Achieved: <input type="checkbox"/> Envoy's Alliance <input type="checkbox"/> Grand Archive <input type="checkbox"/> Horizon Hunters <input type="checkbox"/> Radiant Oath <input type="checkbox"/> Verdant Wheel <input type="checkbox"/> Vigilant Seal					Reputation Earned:

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>

Faction:					
Character Name:		<input type="checkbox"/> Envoy's Alliance	<input type="checkbox"/> Radiant Oath	Dead? <input type="checkbox"/>	
		<input type="checkbox"/> Grand Archive	<input type="checkbox"/> Verdant Wheel	Infamy <input type="checkbox"/>	
Org Play #:	-2	Level	<input type="checkbox"/> Horizon Hunters	<input type="checkbox"/> Vigilant Seal	Replay Used <input type="checkbox"/>



# Rain Falls on the Mountain of Sea and Sky

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# Pathfinder Society Scenario #6-02: Rain Falls on the Mountain of Sea and Sky

Character Chronicle #

		<b>2</b>
Character Name	Organized Play #	Character #

### Adventure Summary

You traveled to the island of Kayajima off the coast of Minkai in Tian Xia. While the original plan was to perform a simple bit of upkeep at the Three Gates Lodge on the island, these plans quickly changed when you witnessed a god's death in the skies above. In the immediate wake of Gorum's death, a strange rain fell on the island, and something crashed on the island's tallest peak. You learned that the rains caused the local wildlife to grow berserk, and that the warshard that crashed on the peak was disrupting the magic that protected the lodge. You traveled up the mountain, dealt with the enraged animals along the way, and eventually claimed the warshard on the summit.

### Boons

Congratulations on completing the adventure! You've earned Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at [paizo.com](http://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](http://paizo.com/organizedPlay/myAccount) and click on the Boons tab. Note that you must have created a [paizo.com](http://paizo.com) account and registered a character before you can begin making Achievement Point transactions.

Rewards	
Experience	Starting XP
	XP Gained
	Total XP

Items	Notes
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Cold iron chunk (item 2, 10 gp, *Pathfinder GM Core* 253)

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Gold	Starting GP
	GP Gained
	GP Spent
	Total GP

### Reputation/Infamy

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## FOR GM ONLY

EVENT	EVENT CODE	DATE	GM Organized Play #
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Chronicle Code: MC9U