



SEASON OF TAPESTRY'S TIDES THREADS UNRAVEL



Adventure 5-1: Threads Unravel

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SEASON OF TAPESTRY'S TIDES

Centuries ago, the legendary sorcerer Hao Jin collected landmarks from across Golarion, ripping them from the Material Plane and transporting them to her own personal demiplane, the *Hao Jin Tapestry*. The tapestry became a museum of sorts, an eclectic collection of ancient temples and other sites of historical interest, as well as the native people, flora, and fauna. Hao Jin's magic carefully sustained the demiplane, creating artificial water cycles and allowing scorching desert to exist next to frigid tundra. One day, however, Hao Jin disappeared without a trace. Since then, the demiplane's structure has been gradually fraying, causing the artificial ecosystems to meld and degrade.

In her will, Hao Jin awarded her greatest treasures as prizes for an annual contest of martial arts held in her honor every decade, the famous Ruby Phoenix Tournament. Seven years ago, a guild of explorers, scholars, and archeologists known as the Pathfinder Society won this tournament, and with it the right to select a single item from Hao Jin's collection. Stunning onlookers, they passed over gilded treasures and imposing artifacts, instead choosing a small and ugly tapestry covered in clashing patterns. What the onlookers did not realize was that this weathered fabric was the gateway to Hao Jin's fantastical realm.

With the tapestry in hand, Pathfinder agents eagerly explored and catalogued the wonders of the demiplane within. They discovered a method to use the tapestry to open gateways to places across Golarion, allowing them to send groups of agents across the world in record time. Yet this discovery came at a cost. In using these portals, the Pathfinders were unknowingly accelerating the tapestry's natural decline. Some portions of the tapestry now face crippling droughts, while others are plagued with flooding and erratic tides.

And the worst has just begun. The Society's foremost scholar of the tapestry, Venture-Captain Aram Zey, has just learned that it is collapsing. If the Pathfinder Society does not intervene quickly and decisively, the demiplane and everyone within will be lost forever. As the waterways are the source of some of the most dramatic changes, the first Pathfinders to investigate the collapse should be those who know their way around a ship. Zey has called upon you to launch the investigation. Your mission is to sail into these uncharted waters and uncover the extent of the tapestry's decline. With luck, you will return home safely... though luck is not necessarily on your side.

**COMPLETE THESE ADVENTURES IN ANY ORDER:**

1	Threads Unravel
2	The Patchwork Prison
3	Escape from the Titan's Jungle
4	Rise from the Wreckage
5	Arms of the Deep
6	Clashing Tides

DURING THIS ADVENTURE PATH

Use the *Feathered Devil* as your ship.

After you begin *Escape from the Titan's Jungle*, when you would banish a bane that has the Basic trait, remove it from the game; when you banish a boon that has the Basic trait, you may remove it from the game. After you begin *Arms of the Deep*, do the same for cards that have the Elite trait.

RULES: SEIZED SHIPS

When you seize a ship, record it on your Chronicle Sheet. At the start of a scenario, you may cross off a ship you have seized to use that ship instead of the *Feathered Devil*.

REWARD

Each player chooses 1 of her Pathfinder Society Adventure Card Guild characters. That character may treat the loot Dragon Emissary as if it is in her Class Deck box.



ADVENTURE 5-1: THREADS UNRAVEL

This Adventure Requires:

- The *Pathfinder Adventure Card Game: Skull & Shackles Base Set*, including *The Wormwood Mutiny Adventure Deck*.
- If you have 5 or 6 players, the *Skull & Shackles Character Add-On Deck* is also required.
- The game box should include only cards with set indicators **B**, **C**, **P**, or **1**.

Read the Following Aloud:

With a hint of exhaustion in his voice, Venture-Captain Aram Zey calls you into a stone chamber deep in the Grand Lodge. Piles of maps and tomes are sprawled on his makeshift desk, each bearing notes and markings. A stack of dirty plates and empty coffee cups litters the floor next to him. Behind the desk is a garish and frayed piece of fabric: the *Hao Jin Tapestry*. Despite its unassuming appearance, this tattered piece of cloth serves as a gateway to a wondrous demiplane.

"Please, sit," Zey insists as you make your way inside. "Ignore my mess. I've been spending a fair bit of time researching... well, a number of different things." He closes a tome and sets it on a nearby stack, allowing just enough space to see his face. He glances at the tapestry before looking back at you.

"I trust I don't need to explain to you what this piece of fabric is? I've been studying this tapestry ever since the society acquired it seven years ago. When I last looked into the tapestry's structure, I noticed something concerning: the *Hao Jin Tapestry* is unraveling, and our chances to explore the demiplane within may be running out." His expression turns solemn.

"I need you to see if you can slow the demiplane's unmaking. I've done what I can from here, but the heavy lifting, if you will, must be done from within. I've already begun arrangements to send as many Pathfinders as I can to investigate, but an advance party would be invaluable to this process."

He explains your task: enter the demiplane, investigate any possible causes to the demiplane's deterioration, and put an end to anything that could threaten its stability, then report back with your findings. "Your entry will place you near a dock," Zey explains. "From there, you will find a ship that you will use to traverse an uncharted ocean. This ocean appears to be a hotbed for the destructive activity within the demiplane." He provides you with equipment and makes his way to the tapestry. As he begins to open the portal, Zey turns to you. "When you enter, you'll leave an astral eddy in your wake. It will look like a floating globe of blue light. If there's any trouble, just step into the eddy and you'll return to the Grand Lodge."

The portal opens, and you step through to a weathered wooden dock. Seaweed, rocks, and sticks litter the sandy shoreline. Seagulls caw overhead, soaring through the cool and salty air. A lone ship rests at the end of the dock, floating like a listless piece of flotsam on the *Hao Jin* seas. The *Feathered Devil* awaits you. You step on board and prepare to sail.

A chill wind pushes the ship forward into unfamiliar waters.

COMPLETE THESE SCENARIOS IN ANY ORDER:

- | |
|-------------------------------|
| 5-1A: Tide of Bones |
| 5-1B: Grindylow Grifters |
| 5-1C: The Devil and the Storm |
| 5-1D: In Thieves' Wake |
| 5-1E: To Seal the Dead |

REWARD

For the rest of the Adventure Path, you may bury a boon that has the Swashbuckling trait to recharge 1d4 random cards from your discard pile.



5-1A: TIDE OF BONES

Read the Following Aloud:

The journey starts simply enough. The seas of the *Hao Jin Tapestry* are calm, and as the morning progresses, the sun provides welcome warmth to the breeze. Small islands dot the seascape, each with their own unique denizens and terrain, a series of small and idyllic portraits of landscapes from across Golarion.

The tranquility is short-lived. A few hours into the journey, the current begins to pull you farther and faster. The *Feathered Devil* bucks as you fight to regain control, doing all you can to avoid crashing against the various islands. The seas flow even faster, as if they were pulling you towards a waterfall, ready to toss you off of the edge of the demiplane. The ship creaks and moans in the rushing water. The ship's wheel locks as you careen toward a massive island. No matter how hard you try to turn the wheel, it refuses to budge. You close your eyes, bracing yourself for an imminent crash. Yet the crash never comes.

After taking a moment to assess your situation, you come to a stark realization: the sea around you has drained away. You are left in the middle of an archipelago with just enough water to maneuver the *Feathered Devil* between islands. This could certainly have gone worse. Still, if you are to continue to explore these transformed waters and find a way back to the docks, you'll need to get your bearings first.

You spot a ship that has run aground on a nearby island; its crew frantically waves to draw your attention. It isn't until you grow near that you realize they are not what they seemed: skeletal pirate figures laugh and taunt you as their captain points a bony finger at your ship.

"We got us another one, mates!"

A flock of smaller ships emerges from behind the nearby islands, heading in your direction.

An ambush!

You pull the *Feathered Devil* away from the island and look toward the archipelago. The pirate forces are scattered enough that you might just be able to squeeze past them before they close in on you.



VILLAIN: NONE

HENCHMEN:



ENEMY SHIPS

PLAYERS

LOCATIONS

1	FOG BANK
1	TEMPEST CAY
2	SHIPWRECK GRAVEYARD
3	COASTLINE
4	PINNACLE ATOLL
5	ROCKY CLIFFS
6	FRINGES OF THE EYE

DURING THIS SCENARIO

All characters start at the Fog Bank and cannot move, except when moved by the power below.

At the end of your turn, if your location is closed, all characters move together to a random open location; if your location is open, but has no cards, add an Enemy Ship henchman to your location deck.

When you encounter the henchman Enemy Ship, before you act, a character at your location summons and encounters the henchman Skeletal Crew. If it is not defeated, that character displays the henchman Pirate Shade Haunt next to her character.

To win, close all locations.

REWARD

For the rest of the Adventure Path, when setting up each scenario, each character may temporarily replace 1 blessing in his deck with the blessing Blessing of Besmara. At the end of each scenario, return that card to the game box.

Development:

Maneuvering between the islands, you manage to lose the undead crew. The seas are calm and the sun is shining once more. Returning the way you came seems to be a dangerous proposition. Your best bet is to continue forward in hope of finding a way to return to familiar territory.

Your ship lumbers on through a small channel as if it were already tired of this journey. But you get the feeling the *Feathered Devil's* voyage has just begun. And yet, there's no chance it's going to see a familiar shipyard again without a little extra effort. Sails up!



5-1B: GRINDYLOW GRIFTERS

Read the Following Aloud:

You drift along the narrowed channels that were once the seas of the *Hao Jin Tapestry*. Under unfamiliar stars and on a transformed sea, you cannot tell how far you've travelled or for how long. Although the *Feathered Devil* has plenty of supplies, you cannot afford complacency. Without a solid plan, you'll be left floating in Hao Jin until your final days. Thankfully, a small fort appears on the horizon, a welcome sight among the scattered, empty isles. Its dock is just long enough to reach the new shore. With a bit of clever ropework, you secure your ship and make your way toward the building.

Massive banners hang from the high walls, each bearing unfamiliar emblems depicting a pair of winged serpents facing inwards with words in an unfamiliar script beneath. Though you call out to greet whoever may live within this fort, your greetings are met only with silence. Taking a lesson from your recent experience, you carefully check for signs of another ambush, but find none. The accommodations are in great condition, giving you refuge from the sea for the first time since entering the tapestry. At least for this night, you can rest.

In the morning, you make your way towards your ship and see that it's not been left undisturbed in the night. Raucous laughter, vile hissing, and out-of-tune sea chanties fill the air as dozens of grindylows rummage through your ship. You rush over and scare off most of them, but they merely laugh at your misfortune as they scamper off with your supplies. You set out with the *Devil* and chase after the thieving goblins. Without those supplies, you're as good as dead.

The chase leads you to a large island marked with tunnels and passages. As you wind through the island, you find a warren of grindylow dens. The few grindylows you catch howl and scream as you tear them away from your cargo.

"Rescue us, oh great dragon god monster!" wails a semicoherent grindylow. "Chase away the longlegs from your house!"

The rest of them flee, swimming toward the center of the island with your supplies in their hands. As you give chase, you hear a fearsome roar coming from deeper within the grindylows' holdings. Whatever lurks within, you can't let these thieves get away with your provisions!



VILLAIN:



KELIZAR THE BRINE DRAGON

HENCHMEN:



RIPTIDE GRINDYLOWS

PLAYERS

1

1

1-6

LOCATIONS

BEACH

SEA CAVES

RIPTIDE COVE

DURING THIS SCENARIO

When building location decks, build a number of Riptide Cove locations equal to the number of characters. When adding the villain, put it on the bottom of the Sea Caves location deck.

After drawing starting hands, each character shuffles the top 3 cards of her deck faceup into a stolen pile next to the scenario.

When you defeat a bane, recharge the top card of the stolen pile into any character deck.

At the end of the scenario, banish any boons in the stolen pile.

REWARD

For the rest of the Adventure Path, when you would stash any number of plunder cards, any character may instead choose a Basic boon from the game box and shuffle it into his deck.

Development:

The brine dragon flees, leaving behind its meager hoard. A small pile of treasure lies in wait right beside your remaining supplies. After hours of work, you're able to return everything to your ship, and there's still plenty of space for the few treasures you've gathered. A respectable reward for all of your troubles.

With your resources restored, you leave the island and set out onto the seas once more. The chilling wind you experienced earlier blows yet again, pushing you towards whatever else Hao Jin might hold in store. Dark clouds gather in the distance. That's never a good sign.



5-1C: THE DEVIL AND THE STORM

Read the Following Aloud:

You continue onward, sailing long into the day. For a time, the waters are calm, yet the dark clouds on the horizon grow closer with each passing hour. All around you are new islands that formed when the seas receded. They're decorated with vast swaths of seaweed, dried coral, and the corpses of countless beached sea creatures.

Late that evening, the skies grow dark. The wind picks up, howling curses and spitting rain at you. Clouds as gray as ash roll overhead, bringing a massive storm with them. Lightning jumps between the clouds and thunder roars in the night, shaking the *Feathered Devil*. Far in the distance, you spot an enormous wave, towering as high as the tallest tree you've seen in the tapestry. It crashes against a nearby island, and when it recedes, little of the island remains. Close on its heels is another wave, even taller than the last. You quickly come to a realization: the rest of the sea is pouring back in.

You struggle against the stormy sea, fighting to keep the ship from tipping over in these violent waters. The wind continues its curses, howling with deafening volume. It's difficult to hear your crew, even as they yell just beside you. The rain falls with great force, biting your skin with every drop. The thunder sounds more like laughter, as if the demiplane itself were taunting you and your misfortune. Massive waves crash around you, pushing and pulling entire islands into your path. You whip the ship's wheel back and forth, doing your best to dodge the islands. You might be able to survive, but it will take all your skill. This storm seems like it's alive, and it wishes nothing but death on you.

The sea is not your friend this night.

PLAYERS	LOCATIONS
1	CANNIBAL ISLE
1	HOLY ISLE
2	SHARK ISLAND
3	FRINGES OF THE EYE
4	RAKER SHOALS
5	ROCKY CLIFF
6	LONELY ISLAND



VILLAIN: NONE

HENCHMEN:



SHIPWRECK



WAVE CRASHES (PROXY WITH ENEMY SHIPS)

DURING THIS SCENARIO

At the start of your turn, your ship is dealt 1d4-1 Structural damage; you may attempt a Wisdom, Craft, or Survival check to reduce the damage by 1 for every 3 points of your check result.

At the end of your turn, shuffle the top 1d4 cards of your location deck into a random open location deck.

To win, close all locations.

REWARD

For the rest of the Adventure Path, when you make a Survival check, you may bury a boon to roll your Strength, Constitution, or Intelligence die instead of the usual die.

Development:

In the distance, just beyond the storm and the turbulent waves, a bright, silver light shines like a welcoming beacon. You let it lead you out of the storm to calmer waters. Looking behind, you see the sea tossing and turning like a restless sleeper caught in a nightmare. You eventually lose track of the silver light, but at least you escaped the storm.

After some time, you come across another strange sight: a massive stone building floating on the sea. Pieces of it have been torn asunder and scattered across several islands. Maybe one of these fragments could offer shelter for the night.

You've had worse ideas, though at the moment you're hard pressed to think of one.



5-1D: IN THIEVES' WAKE

Read the Following Aloud:

Like flotsam caught in the current, a stone ruin floats and bobs on the shaky sea. Although major portions of the structure are missing, you can tell that it was once a castle. A wall rests on one small island, a tower on another. As you watch these pieces float around you, you piece the castle back together in your mind. You decide to approach and investigate the derelict building.

The ship creaks and groans as you drop anchor by the largest intact section of the castle. You almost expect your ship to collapse from exhaustion as you step on to the island. You approach the structure's walls, its crenellations battered and broken. A tattered banner hangs from the wall, bearing the same winged serpent symbol you found earlier at an abandoned fort. When you make your way inside, you find similar furnishings to the fort, albeit far worse for the wear.

Unlike the fort, however, this place is *not* abandoned. A man stands motionless at the far end of an empty room, staring at a cracked wall. You call out to him, and he turns toward you. His face is a bloody mess, falling apart as his flesh rots away from his very skull. The man lets out a terrifying screech and soon, another screech echoes from beyond in response. His shambling corpse lunges forward, but you are quick to cut it down. Further in the castle you hear hurried footsteps and more frantic screeches. You run.

Outside, the scene is grim. Undead swarm the island, clambering on the castle walls and climbing on to the *Feathered Devil*. The mass of undead converges upon you and you fight your way through, leaving behind a pile of bodies and a pool of blood running into the sea. Those bastards took your ship! They're smarter than you gave them credit for, but if you're quick enough, you can swim to the next island and catch them.

DURING THIS SCENARIO

Your ship is anchored at the Sea Fort.

All monsters that have the Human trait gain the Undead trait and are immune to the Mental and Poison traits.

If a monster you encounter that has the Human trait is undefeated, bury the top card of your deck.

**VILLAIN:****ARRON IVY****HENCHMEN:****OWLBEAR HARTSHORN****SLIPPERY SYL LONEGAN****RUFFIANS****PLAYERS****LOCATIONS**

1	FESTHALL
1	SCAR BAY
1	SEA FORT
2	GHOL-GHAN RUINS
3	LONELY ISLAND
4	DOCKS
5	TOWER
6	CANNIBAL ISLE

REWARD

Each character chooses a type of boon other than loot and adds a card of that type from the game box to the cards acquired during this scenario. Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

You cut down the zombies who dared to claim the *Feathered Devil*. The would-be captain puts up a good fight, but falls to your blade just like the rest.

You finally have a moment to catch your breath. The silver light you saw earlier has returned, resting just behind another

castle wall. With a brief excursion around the island, you finally see the light's source: a massive rift resting at the center of a large island. It glimmers brightly as a grey void glows within. Undead shamble forth from it, pouring out in massive numbers.

And you thought you had gotten rid of them.



5-1E: TO SEAL THE DEAD

Read the Following Aloud:

A massive rift lies at the center of an enormous island. A large tear cuts through the ground beside the silver portal, as if someone had taken a knife and carved into the island itself. A tide of undead pours out of the rift, shambling across the island with heavy steps and strolling undaunted into the waters. These abominations seem intent on leaving this island to terrorize the rest of the tapestry—and for now, at least, they seem to be sparing your ship.

This rift might just be the cause of the *Hao Jin Tapestry's* unraveling. If you're able to close it, the demiplane might stabilize and finally allow you to find your way home. But even if the rift isn't causing the chaos, you can't stand by and allow more undead to pass through it. You land on the island and head toward the rift.

As you approach, nearby corpses take notice of you. You fight your way through them toward the portal's light. You stand in awe of the silvery glow for a moment, until another undead steps forth. As you weigh your options, your situation becomes starkly clear: Sealing the rift swiftly could violently destabilize the local area, but the undead hordes aren't going to give you space or time to act cautiously. Still, you didn't become a Pathfinder to run away at the first sign of trouble, so with steely resolve, you cut down the shambling monster and get to work.

VILLAIN: NONE

HENCHMEN:



BOTFLY SWARM



SKELETAL CREW (PROXY WITH ENEMY SHIP)



PIRATE SHADE HAUNTS



PLAYERS

1

1-6

LOCATIONS

FRINGES OF THE EYE

SCAR BAY

DURING THIS SCENARIO

When building location decks, build a number of Scar Bay locations equal to the number of characters.

At the end of your turn, shuffle a monster from the game box into a random Scar Bay location deck.

To win, close all locations.

REWARD

For the rest of the Adventure Path, you may add 1d4 to your checks against banes that have the Undead trait, and you may bury a boon to banish a Pirate Shade Haunt displayed next to your character.

Development:

The rift closes as more undead hands attempt to reach through. With a loud crunch, the rift's edge severs the reaching hands, and they fall to the ground with a wet thud. Your plan worked!

You have a moment to catch your breath and look around. There are a few signs that other people may have been here, but the tear has destroyed any other clues. You decide to return to the *Feathered Devil* and sail around the island to see what else you might find.

Returning to the ship, you notice something off. The waters are receding again. You attempt to set out before it's too late,

but the ship gets caught in a draining sea. A massive whirlpool forms around you and the island, and you watch as the remaining undead are pulled down into the vortex, unable to combat its currents. The island begins to break apart, and large pieces of land are pulled down as well. You do your best to ride the whirling maelstrom and avoid the detritus of the crumbling isle. As the ship reaches the center, you fall into a dark void.

You awake some time later in a daze. The sea is dark and the sky even darker. You've survived, but you're now more lost than ever. If you're going to get home, you think, you're going to have to go much deeper into the tapestry.

SEASON OF TAPESTRY'S TIDES

HENCHMAN 1

SKELETAL CREW

UNDEAD

SKELETON

VETERAN

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

8

POWERS

The Skeletal Crew is immune to the Mental and Poison traits.

Before you act, each other character succeeds at a Combat check of 8 plus twice the scenario's adventure deck number or is dealt 1d4-1 Combat damage.

The difficulty to defeat is increased by twice the scenario's adventure deck number. If the check has the Piercing or Slashing trait, the difficulty is increased by 4.

If defeated, you may immediately attempt to close the location this henchman came from.

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SEASON OF TAPESTRY'S TIDES

SHIP 1

FEATHERED DEVIL

CLASS 1

CHECK TO DEFEAT

CHARISMA

DIPLOMACY

5

OR

WISDOM

SURVIVAL

7

WHEN ENCOUNTERING THIS SHIP

You may reveal any number of allies; add 1 to your check to defeat for each revealed ally.

WHEN COMMANDING THIS SHIP

When you would discard cards as Structural damage, you may recharge 1 or more allies instead of discarding that number of cards.

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SEASON OF TAPESTRY'S TIDES

SHIP 1

FEATHERED DEVIL

CHECK TO REPAIR

CRAFT

4

WHEN COMMANDING THIS SHIP

The *Feathered Devil* may not be the prettiest vessel sailing the seas, but she's got a deep hold, a solid mast, and a hard-working crew that adores her. That will take her a surprisingly long way.

When you would discard an ally for its power, bury it instead.

Illustration by Firat Solhan

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SEASON OF TAPESTRY'S TIDES

HENCHMAN 1

WAVE CRASH

OBSTACLE

WEATHER

VETERAN

TYPE

BARRIER

CHECK TO DEFEAT

STRENGTH

CONSTITUTION

FORTITUDE

SURVIVAL

5

POWERS

Before you act, your ship is dealt 1d4-1 Structural damage.

The difficulty to defeat is increased by the scenario's adventure deck number.

If undefeated, each character buries an ally.

If defeated, you may immediately attempt to close the location this henchman came from.

Illustration by Ben Woolten

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Season of Tapestry's Tides

Adventure 1: Threads Unravel

Player Name A.K.A. _____
Character Name Pathfinder Society # Character Class

Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/>	
Taking Reward?	Tier		<input type="checkbox"/>	
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Scenario:				Coordinator Initials and Pathfinder Society ID#
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Notes:				

Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/>	
Taking Reward?	Tier		<input type="checkbox"/>	
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>	
Notes:				

Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/>	
Taking Reward?	Tier		<input type="checkbox"/>	
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>	
Notes:				

Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
<input type="checkbox"/> Yes <input type="checkbox"/> No	<input type="checkbox"/> Yes <input type="checkbox"/> No		<input type="checkbox"/>	
Taking Reward?	Tier		<input type="checkbox"/>	
<input type="checkbox"/> Yes <input type="checkbox"/> No	#		<input type="checkbox"/>	
Notes:				

<input type="checkbox"/> Die Bump Gained	<input type="checkbox"/> Die Bump Used	<input type="checkbox"/> Completed Adventure
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