



SEASON OF TAPESTRY'S TIDES

ESCAPE FROM THE TITAN'S JUNGLE



Adventure 5-3: Escape from the Titan's Jungle

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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

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 5-3: ESCAPE FROM THE TITAN'S JUNGLE

This Adventure Requires:

- The *Pathfinder Adventure Card Game: Skull & Shackles Base Set*, including *The Wormwood Mutiny Adventure Deck*, the *Raiders of the Fever Sea Adventure Deck*, and the *Tempest Rising Adventure Deck*.
- If you have 5 or 6 players, the *Skull & Shackles Character Add-On Deck* is also required.
- During this adventure, the game box should include only cards with set indicators **B, C, P, 1, 2, or 3**.

Read the Following Aloud:

After sailing through the gateway out of the *Hao Jin Tapestry*, it takes you a moment to notice that your ship is no longer sailing horizontally. You're falling! You have no time to get your bearings. You are overwhelmed by the blur of greens and browns rushing past you as your ship plunges into the canopy of a vast jungle. The thundering sound of trees ripping apart, the squawk of a flock panicked birds, and the screams of your terrified crew blend into a cacophony of terror. Finally, with a deafening thud, the *Feathered Devil* smashes into the ground.

The scant rays of light that pierce through the dense ceiling of greenery above do little to brighten the murky green gloom. Branches, vines, splintered wood, and ripped canvas all litter the deck. You and your companions stagger to your feet and assess the damage. You spot Rekkish, your tengu surgeon, helping a dazed and bloodied deckhand to her feet.

Akinaru, the elf you rescued from the Patchwork Prison, casually brushes himself off and flicks a few splinters of wood from his sleeve. Though his clothes have torn in places and his hair is a bit disheveled, his face shows not a scratch from the ship's plummet through the trees. His eyes take in the jungle hungrily, and he seems to decide something.

"Yes, this must be it. I know this place. We have found ourselves in the Valashmai Jungle," his expression darkens. "We must be careful. This jungle is as ancient as it is dangerous, and it does not take kindly to visitors."

As you investigate and secure the perimeter of the crash site, Akinaru continues to explain what he knows of the jungle. It is home to countless varieties of bloodthirsty creatures of all sizes. The very plants themselves seem to pick off unwelcome visitors with ease. An ancient race of giant lizard creatures dwelled here long ago, ruling with a cruel hand over slave legions forced to construct their towering cities.

"Oh, the cities are all in ruins now," he says. "The jungle has swallowed them up. It's a pity that such industrious leaders as the Valashmaians were chased off by slave revolts. This place



was once a seat of such incredible power." He trails off, but then seems to snap out of his daydream. "Ah well, we are much more likely to have a run-in with those horrible heart-eating beetles than the Valashmaians."

The *Feathered Devil* is in shambles. Your crew is battered and bruised. As much as you'd love to take time to recuperate, the less time you spend in this sprawling mess of trees, the more likely you are to survive.

COMPLETE THESE SCENARIOS IN ANY ORDER:

- 5-3A: The Jigsaw Ship
- 5-3B: Meeting the Locals
- 5-3C: The Lure of Artifacts
- 5-3D: Reunion in the Ruins
- 5-3E: Outsmarting the Flora

**YOUR SHIP IS THE RAFT.
YOU CANNOT COMMAND ANY OTHER SHIP.**

REWARD

For the rest of the Adventure Path, after you draw your starting hand, you may draw 2 cards.



5-3A: THE JIGSAW SHIP

Read the Following Aloud:

You didn't expect to start your journey home trapped in the middle of a jungle with a grounded and broken ship, but here you are, helping your crew sort through the debris for any materials that could be used for repair. Rekkish, though still visibly shaken by the loss of her brother Shikra, is tending to the more serious injuries among the group.

More than once, you catch Akinaru being a little overzealous with his help in directing your crew. Though he has not explained how, he's well acquainted with the dangers of the jungle. You send him with a small group to do some scouting and get the lay of the land. When the group returns, they report a river nearby. The ocean is closer than you thought. If your crew can transport what can be salvaged downriver, you may be able to gather enough materials in the jungle to reconstruct the *Feathered Devil*.

The first task is to bring what you can salvage out to the sea. Your able-bodied crew lugs the bigger pieces of wood and canvas, while Rekkish helps the injured make their way slowly to the river. Akinaru carries nothing, instead spouting off his knowledge of which plants should be avoided. Eventually, after several trips, everyone is ready at the river. Now all you need is a boat.

You lash together the least damaged pieces of the ship's hull into a raft just big enough to carry the crew. Careful to avoid any possibly dangerous plants, you gather vines to supplement the ropes. Once satisfied that your makeshift vessel will carry everything safely, you begin the journey toward more open waters. However, you are not in the clear yet. Many creatures call this jungle home, and you cannot help but feel like a bit of an easy target out of the cover of the trees. Unfortunately, the jungle's predators agree with your assessment.

DURING THIS SCENARIO

All characters start at the Shipwreck Graveyard. You may only move if your location is closed, and you may move only to the next open location in the location list.

At the end of your turn, you may recharge 3 cards; if you do not, succeed at a Craft or Survival 5 check or discard the top card of your deck.

To win, close all locations.

**VILLAIN: NONE****HENCHMEN:**

BLACKWATER CHARDA



ORMANDAR



SHIPWRECK



LIGHTNING ELEMENTALS

PLAYERS**LOCATIONS**

1	SHIPWRECK GRAVEYARD
1	WIDOWMAKER ISLE
2	BEACH
3	RAKER SHOALS
4	COASTLINE
5	SHARKSKIN REEF
6	WINDWARD ISLE

REWARD

When you would banish a random plunder card, you may examine 2 random plunder cards and choose the one to banish.

Development:

Your cobbled-together raft floats through an archway of branches and vines, and you shield your eyes from the blinding rays of the sun. The open sky is a welcome reprieve from the claustrophobic green labyrinth. The crew scurries to unload supplies, and you set to work establishing a camp.

"There should be plenty of wood and vines nearby to scavenge for repairs," says Akinaru, observing your operation. "However,

there are more hidden gems in the jungle. Repairs may take some time; we should not waste an opportunity to explore some of the nearby ruins.

"It would be a shame for your Society to miss out on such ancient knowledge and truly priceless artifacts."

It would be a shame indeed. But right now, you're focused on getting out of this place alive.



5-3B: MEETING THE LOCALS

Read the Following Aloud:

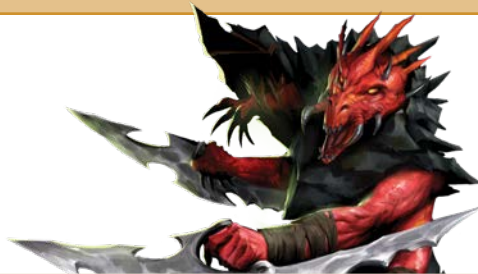
After ensuring that Rekkish, the ship's surgeon who has lately become your second-in-command, has things under control at your shore encampment, you agree to venture back into the jungle with Akinaru, the elf who helped you escape the Patchwork Prison. While you do not exactly feel at ease with this plan, Akinaru assures you that you will find information pertaining to *The Hao Jin Tapestry* in a nearby ruin. The chance to turn this unfortunate jungle diversion into another chapter for the *Pathfinder Chronicles* is too promising to pass up.

You forge your way through the dense underbrush for hours, with the landscape becoming marshier as you go. Stopping to wrench your foot free from the sucking mud, you hear a sharp snap. You feel as much as see a flash of blue light as ropes spring from the muck, sweeping you up into a dripping bundle. As the muddy net spins, froglike people with green skin and bulging eyes close in, clutching spears and bows in their webbed hands. Frogfolk. They may be peaceful in safer lands, but who knows what the frogfolk of this jungle think of intruders?

As the circle of spears tightens around the net, Akinaru shouts in a croaky language. The frogfolk stop, focusing their red-and-yellow eyes on the elf. A larger frogfolk approaches the net and examines you very closely. She wears slightly more elaborate garb than the rest; judging by the crown of twigs upon her head, she seems to be their leader. She turns back to Akinaru and speaks in the common tongue, barely discernible beneath the heavy croaks.

"You mean no harm, you say? We may let you pass in peace, but we require your assistance first."

She explains that her hunters had set the magical net to capture some ethereal abductors who have recently captured some of her people and dragged them away to their brood. Luckily for her, she's just happened to ensnare some "volunteers" to take care of the insectile predators on her behalf. If you don't return, at least she won't be sacrificing more of her own tribe. With spears and arrows pointed at you as you dangle from a tree, you don't have much choice in the matter.



VILLAIN:



ETHEREAL MATRIARCH (PROXY WITH THE MATRON)

HENCHMEN:



ETHEREAL ABDUCTORS (PROXY WITH ENEMY SHIPS)

PLAYERS

LOCATIONS

1	HATCHERY
1	JUNGLE
1	ROCKY CLIFF
2	SEA CAVES
3	GHOL-GAN RUINS
4	MANCATCHER COVE
5	FISHING VILLAGE
6	CANNIBAL ISLE

DURING THIS SCENARIO

Your ship is anchored at the Rocky Cliff.

After building the location decks, shuffle a number of allies from the box equal to the number of locations into an Abducted deck.

When you would bury an ally, instead shuffle it into the Abducted deck.

For each marker on your character, your hand size is reduced by 1.

When you encounter an Ethereal Abductor or an Ethereal Matriarch, display the top card of the Abducted deck. If you defeat the monster, draw the displayed ally; otherwise, banish it.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item or weapon in his deck with the ally Monkey. At the end of each scenario, return that card to the game box.

Development:

The ethereal abductors put up quite the fight, but you were able to end the reign of terror over the frogfolk village, much to the relief of the frogfolk. In thanks, they share their food and drink with you, and they insist upon sending their most seasoned ranger to guide you safely toward the ruins that you seek.

After another long stretch of cutting your way through thick undergrowth, your frogfolk guide finally stops you. He explains

that the ruins are protected by ancient magic and warns you not to let your guard down.

"Not safe," he croaks.

You get the distinct impression that this is not the first time he has pointed explorers toward the ruins, and given the expression on his face, you doubt that he has seen any of those expeditions return.



5-3C: THE LURE OF ARTIFACTS

Read the Following Aloud:

The frogfolk guide stops suddenly and points toward the canopy. Beyond the timberline, you see a misshapen pyramid that has been swallowed whole by vines and moss. You cautiously examine the perimeter from the cover of the underbrush. After you are as sure as you can be that nothing is lurking in ambush, you make your way across the clearing to the stepped pyramid. A set of stairs on the eastern side leads to a great archway halfway up, which appears to be an entrance. The ravenous tendrils of the jungle make it impossible to tell without getting closer.

The climb up the vine-choked steps is harder than it looks. You stop to catch your breath before continuing onward, and take the opportunity to enjoy your new vantage point. While scanning the timberline, you notice a huge gap in the trees to the north. From here, you can't tell precisely what the gap may be, but the large and barren swath suggests a huge dip in the land.

The enigmatic elf Akinaru stands next to you, the look on his face unreadable as usual. With his eyes fixed on the gap in the trees, he stiffly remarks that he has found a place of importance to him and must briefly take your leave to visit it in private. Before you can object, he marches down the stairs and disappears into the green wall of trees.

With no choice but to press on alone, you finish your ascent to the archway leading into the side of the pyramid. Through the archway lies a plain, narrow chamber. The wall on the far side of the chamber is set with a large circle of carvings, though they're a bit too small to make out from the entrance. You move closer to the wall to get a better look, and the moment you clear the threshold, two great stone doors slam shut behind you.

In the new darkness, the runes carved into the wall begin to glow.

VILLAIN: NONE**HENCHMEN:**

JALHAZAR'S CURSE



CRYPTIC RUNES

**PLAYERS** **LOCATIONS**

1	CHAPEL
1	TOWER
2	SAFE HOUSE
3	SCAR BAY
4	WISHING WELL
5	HOUSE OF STOLEN KISSES
6	ROCKY CLIFF

DURING THIS SCENARIO

Your ship is anchored at the Tower.

After building the location decks, shuffle 2 barriers and 1 item from the box into each.

After you encounter a barrier or an item, examine the top card of your location deck; if it is a barrier or an item, you are dealt 1d4 Combat damage. Then you may banish the examined card.

When you defeat a non-henchman barrier, after applying the above power, you may immediately attempt to close your location.

Before you attempt to close your location, roll 1d10. If the location has more cards than the result, you may not close your location.

To win, close all locations.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Jalhazar's Wheel, and 1 character may temporarily replace 1 item in his deck with the loot Ring of the Iron Skull. At the end of each scenario, return the loot to the game box.

Development:

You made it past the enchanted runes to enter the temple, and you found no shortage of danger within. The collection of artifacts you've found to take back to the Pathfinder Society is nothing to sniff at, but you haven't found anything connected to *The Hao Jin Tapestry*. You're just making your way to the exit with your finds when a shadow darkens the doorway.

"The answers... I have found them."

The voice is familiar, but Akinaru doesn't look like you expect him to. In fact, he doesn't look like you expect *anyone* to look.

He grows easily two feet in height, and his features warp and transform. His face becomes monstrous and dark, and his hands now end in black talons.

"I have found my true calling," he says, and you now wonder if you should not have helped in that process.



5-3D: REUNION IN THE RUINS

Read the Following Aloud:

Standing before you, barring your exit from the temple, is Akinaru, your guide through this strange land. As he steps out of the harsh sunlight and into the passageway, you notice that he does not look quite the same. He's quite a bit taller, and his features are no longer those of an elf. They are monstrous and oversized, and his fingers have turned to thick, gnarled claws.

"I found the answers that I sought. I have found my true calling. That missing patch of trees in the jungle was my real prison, not the tapestry."

He approaches you, his eyes glistening with sinister ambition.

"I was a kami once, you see. A wretched kami, doomed to mope around this cursed jungle until I fulfilled my task. But I wanted more. I wanted to enjoy the pleasures that this world has to offer, and make them mine. I was in that patch of trees that went missing. Hao Jin scooped me up for her pathetic collection, and trapped me in that foul tapestry. Now that I've seen my former ward, I know that I was never meant to protect this world. I was meant to consume it."

A sinister smile now playing on his twisted face, Akinaru begins to slowly pace before the exit, never taking his eyes off you.

"You needn't be afraid. You've helped me get this far; I certainly owe you some reward for that. Your companionship has been admirable, and I will be sure that you savor plenty of your own delights. Once I've unraveled the blasted tapestry, I will need assistance in shepherding my fellow oni into the physical world. Together we shall enjoy everything that existence has to offer us!"

Drawing your weapon, you tell Akinaru exactly what you think of his offer.

"You are worthless! If you choose to waste your mortal existence, then so be it! You shall perish along with this doomed world!" he screams, slamming his fist through a nearby pillar. Suddenly, Akinaru transforms into a hideous, three-eyed giant with vicious horns. As he slams into the walls and pillars around him, the ground shakes and the ruins start collapsing around you. You'll have to act fast to survive!

**VILLAIN: NONE****HENCHMEN:**

COLLAPSING HALLWAYS (PROXY WITH ENEMY SHIPS)

PLAYERS

1-6

LOCATIONS

GHOL-GAN RUINS

DURING THIS SCENARIO

Your ship is anchored at a random Ghol-Ghan Ruins.

When building the locations, build a number of Ghol-Ghan Ruins locations equal to the number of characters. When you close a Ghol-Ghan Ruins location, do not flip the location card over.

When you end your turn at a Ghol-Ghan Ruins, succeed at a Dexterity, Acrobatics, Wisdom, or Perception 5 check or you are dealt 1d4 Combat damage. You may then banish the top card of your location deck.

When all Ghol-Ghan Ruins locations are closed, summon and build the location Tower and shuffle a number of barriers equal to the number of characters into it.

To win, close the Tower.

REWARD

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

Development:

You narrowly escaped the crumbling ruins with your life, though you are certainly not in the best shape after clawing your way through rubble and stone. Unfortunately, during the chaos inside the falling structure, the newly transformed oni Akinaru was able to teleport away unharmed.

Or perhaps that is fortunate. If your eyes did not deceive you, his new form was that of a void yai, an oni powerful enough to kill

your entire expedition in a matter of seconds—or to magically transform everyone into his minions if that happens to be more to his liking.

Now all you can think of is getting back to your crew to confirm their safety and inform them of this new betrayal.

You expect they'll be happy to learn of your victory, assuming they're still alive.



5-3E: OUTSMARTING THE FLORA

Read the Following Aloud:

After narrowly escaping being crushed by the falling ruins and learning of the elf-turned-oni Akinaru's nefarious plans, you try to make your way back through the jungle to your waiting companions. They have had some time now to repair and reconstruct your ship. Your only hope is that neither Akinaru nor any other unspeakable dangers have sought them out on the shore during your excursion to the ruins.

Even though you take care to retrace your route from the coast, you get the feeling that you are going in circles. Some paths wind through twisted tunnels of leaves and vines only to stop at dead ends of tangled limbs and brush. Even stranger, when you retrace your path from these dead ends, you find yourself in eerily unfamiliar surroundings. You notice completely different landmarks with gnarled roots, mossy boulders, and upturned trees appearing instead of your own fresh footprints. Where once there had been nothing more than harmless ferns, you find thick patches of thorns, glistening with sickly green liquid.

One such labyrinthine path ends in a thick, squat tree with long branches ending in patches of spikes. Littered throughout the spiked branches are the corpses of various rodents, and some remains that appear to be more humanoid. Strange how many of these paths lead to these kinds of trees. You feel almost compelled to follow them.

Akinaru had not lied about this jungle. It is truly alive, and the very land will protect itself by confounding any unwary travelers. You have come to this same fork in the path three times now, a fact confirmed by a small bit of cloth you tied to a particularly noticeable gnarled tree. Overwhelmed by frustration and succumbing to hopelessness, you think it might be a good idea to sit and rest under the tree until you've calmed down. After all, the humid heat of the jungle is starting to make you sleepy...

Very sleepy...

VILLAIN:



SELISSA



FUNGAL SAVAGE (PROXY WITH JEMMA REDCLAW)

HENCHMEN:



SHIMERAЕ



BIG OL' OWLY THING (PROXY WITH HIRGENZOSK)



JINKIN (PROXY WITH SHIPWRECK)



GIANT COCKROACH SWARMS (PROXY WITH ENEMY SHIPS)

PLAYERS

1

HATCHERY

1

JUNGLE

1

MANGROVE SWAMP

2

TENGU ROOKERY

3

RIPTIDE COVE

4

SEA CAVES

5

ROCKY CLIFF

6

GOZREH'S FLOW

DURING THIS SCENARIO

Your ship is anchored at the Mangrove Swamp.

When you move, succeed at a Perception or Survival 8 check or move to a random open location.

At the end of your turn, if you explored more than once, recharge 1d4 random cards.

When you defeat and corner a villain, display it. To win, display both villains.

REWARD

For the rest of the Adventure Path, on your Craft check, you may recharge any number of allies; for each recharged ally, add 1.

Development:

You break through the wall of green and burst onto the shoreline, where you see your new second, the ship surgeon Rekkish felling a large tree. She lets out a squawk of delight. "You're alive!" she cries. "Finally, some good news." As you wonder what ill fortune could have befallen the crew in your absence, you are struck with the crawling, unpleasant sense that something is missing. Your ship! Rekkish sighs and explains what happened after Akinaru left you to die in the crumbling

ruins. He suddenly appeared on the shore and commandeered the *Feathered Devil*; strangely, almost everyone went along with him without protest. The few that objected, including Rekkish, were left stranded in the jungle. But they haven't given up hope. They've nearly finished a makeshift vessel that should at least be able to carry the remaining crew to the nearest port. From there, you can plot your next moves and hopefully pick up Akinaru's trail. There's no way you're letting him get away with this!

SEASON OF TAPESTRY'S TIDES

SHIP 3

RAFT

CLASS 0

CHECK TO DEFEAT

STRENGTH

5

OR

WISDOM

SURVIVAL

3

WHEN ENCOUNTERING THIS SHIP

Before you act, suffer 1 Structural damage.

WHEN COMMANDING THIS SHIP

If you fail a check to defeat a monster that has the Aquatic trait, your ship is dealt 1 Structural damage.

Illustration by Jason Engle

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SEASON OF TAPESTRY'S TIDES

SHIP 3

RAFT

CHECK TO REPAIR

STRENGTH

4

If this is your ship, something bad must have happened to your last one. Still, it manages to stay in between you and the water, for the most part. That'll just have to do for now.

WHEN COMMANDING THIS SHIP

If you fail a check to defeat a monster that has the Aquatic trait, your ship is dealt 2 Structural damage.

Illustration by Jason Engle

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SEASON OF TAPESTRY'S TIDES

VILLAIN 3

ETHEREAL MATRIARCH

OUTSIDER

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

16

THEN

COMBAT

16

POWERS

Before you act, bury an ally from your hand or discard pile.

After you act, if either check to defeat had the Melee trait, succeed at a Constitution or Fortitude 7 check or put a marker on your character.

If undefeated, bury an ally from your hand or discard pile.

Illustration by Toma Feizo Gas

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SEASON OF TAPESTRY'S TIDES

HENCHMAN 3

ETHEREAL ABDUCTOR

OUTSIDER

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

12

THEN

COMBAT

12

POWERS

After you act, if either check to defeat had the Melee trait, succeed at a Constitution or Fortitude 4 check or put a marker on your character.

If undefeated, bury an ally from your hand or discard pile.

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

Illustration by Tyler Walpole

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SEASON OF TAPESTRY'S TIDES

HENCHMAN 3

COLLAPSING HALLWAYS

OBSTACLE

TRAP

TYPE

BARRIER

CHECK TO DEFEAT

DEXTERITY

ACROBATICS

9

OR

WISDOM

PERCEPTION

11

POWERS

If undefeated, each character at your location is dealt 1d4-1 Combat damage.

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

Illustration by Forrest Imel

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SEASON OF TAPESTRY'S TIDES

VILLAIN 3

FUNGAL SAVAGE

PLANT

POISON

TYPE

MONSTER

CHECK TO DEFEAT

CONSTITUTION

FORTITUDE

WISDOM

7

THEN

COMBAT

17

POWERS

Before you act, each other character must succeed at a Constitution, Fortitude, or Wisdom 7 check or move to a random location.

After you act, each character at this location recharges a random card, then is dealt 1 Poison damage.

Illustration by Mariusz Gandel

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SEASON OF TAPESTRY'S TIDES

HENCHMAN 3

BIG OL' OWLY THING

ANIMAL

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

15

POWERS

Before you act, succeed at a Perception 6 check or you are dealt 2 Combat damage.

If undefeated, a random character summons and encounters the henchman Big Ol' Owly Thing.

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

Illustration by Ben Wootten

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SEASON OF TAPESTRY'S TIDES

HENCHMAN 3

JINKIN

FEY

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

16

POWERS

Before you act, succeed at an Arcane or Divine 9 check or you may not play spells that have the Attack trait.

When you are dealt damage, first choose items to discard as your damage, if you have any.

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

Illustration by Erik Lofgren

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SEASON OF TAPESTRY'S TIDES

HENCHMAN 3

GIANT COCKROACH SWARM

VERMIN

SWARM

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

8

POWERS

Before you act, another character at your location summons and encounters a Giant Cockroach Swarm.

If the check to defeat has the Bludgeoning trait, add 1d8.

If the Giant Cockroach Swarm is defeated by 8 or more, you may attempt to close the location this henchman came from; otherwise, shuffle it into a random open location.

Illustration by Kevin Yan

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Season of Tapestry's Tides

Adventure 5-3:

Escape from the Titan's Jungle

 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"/>	
<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:				
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:				
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				