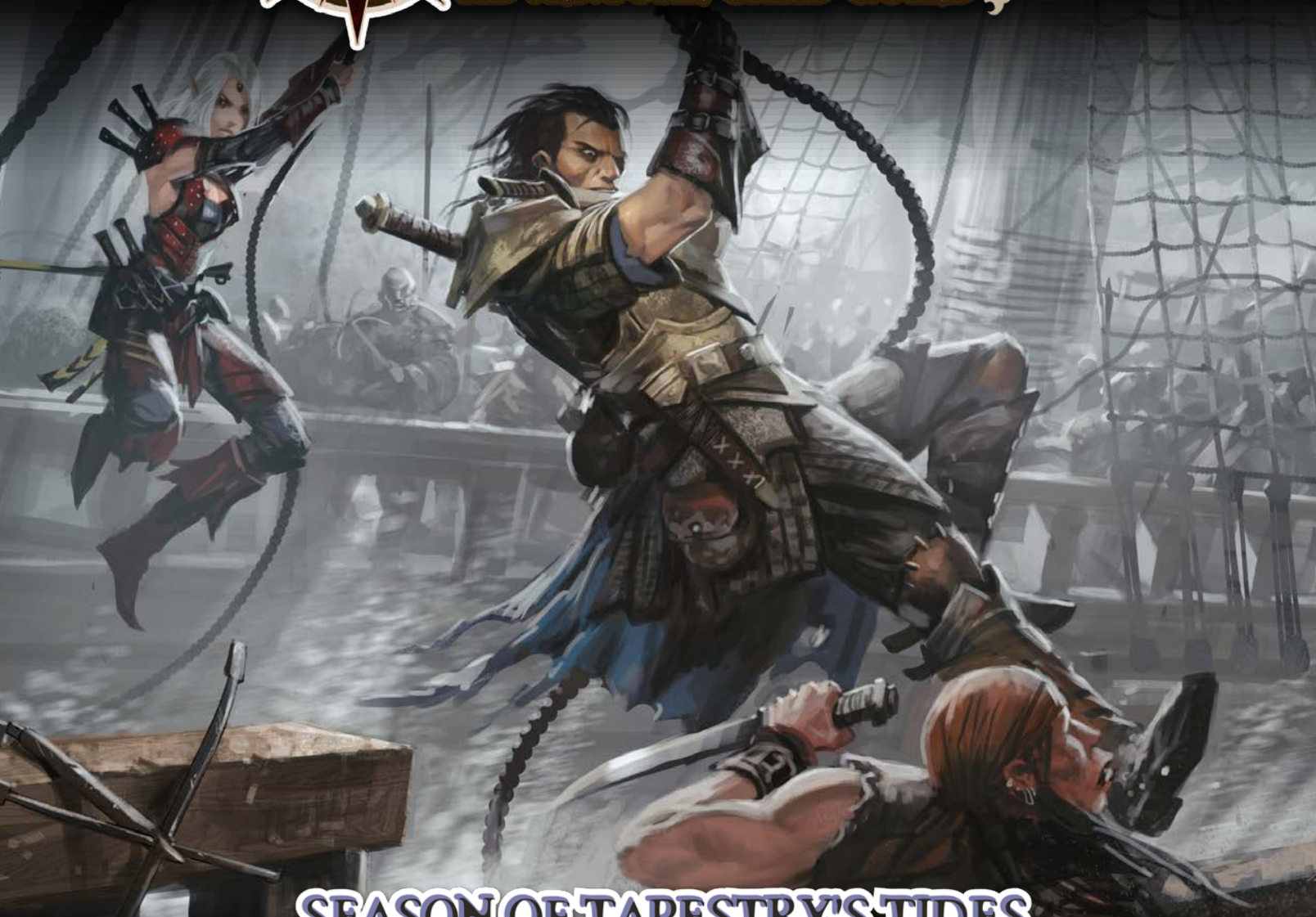


# PATHFINDER SOCIETY®

ADVENTURE CARD GUILD



SEASON OF TAPESTRY'S TIDES

RISE FROM THE WRECKAGE



## Adventure 5-4: Rise from the Wreckage

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# SEASON OF TAPESTRY'S TIDES

**C**enturies 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 5-4: RISE FROM THE WRECKAGE

**This Adventure Requires:**

- The *Pathfinder Adventure Card Game: Skulls & Shackles Base Set*, including *The Wyrmwood Mutiny Adventure Deck*, the *Raiders of the Fever Sea Adventure Deck*, the *Tempest Rising Adventure Deck*, and the *Island of Empty Eyes Adventure Deck*.
- If you have 5 or 6 players, the *Pathfinder Adventure Card Game: Skulls & 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, 3, or 4**.

**Read the Following Aloud:**

**A**t long last, you can breathe and take stock of your situation.

No longer are you running for your lives in the middle of a collapsing demiplane. No longer are you running for your lives in the middle of a jungle where even the plants are trying to kill you.

Unsurprisingly, you are not in the best of shape. Your crew is significantly smaller than before, and those who remain are tired and ragged. Your stocks are dwindling, as it was nearly impossible to gather supplies from the deadly Valashmai Jungle. Your trusty ship, the *Feathered Devil*, is gone, stolen by your guide Akinaru after he tried to bury you beneath a collapsing ruin. The makeshift vessel you've cobbled together is sturdy enough to carry you and your remaining allies for a few weeks, but it won't last forever.

Akinaru... you had a feeling something was off about the elf, but you never imagined he would reveal himself to be among the most powerful of evil spirits, a void yai oni. He sought to take over the *Hao Jin Tapestry* and unleash an army of oni upon the world, and there's no way he would do so alone. A void yai always aims to gather loyal minions, augmenting his strength in ability with strength in numbers. The only way to fight against him is to gather numbers of your own. And if you want any chance of challenging him, you'll first have to figure out where he went. Fortunately, you have a lead: when he stole the *Feathered Devil*, the ship was still in need of significant repairs. He would have been forced to dock at a nearby port, and there are few choices in this remote region of Tian Xia.

The nearest port lies to the west, in the archipelago of Minata. Your sea charts tell you its name is Waunomani. When you announce your destination, one of your crewmembers shudders. He warns that pirates abound within the Minatan Isles. You can't help but laugh. Any pirate that would take you for an easy mark would be sorely mistaken. And pirates may have just the right



mix of determination and gumption to make valuable allies in your quest. A pirate armada controlled by the Pathfinder Society—now *there* would be a story for the *Pathfinder Chronicles*! All you have to do is convince any pirates that the great dangers of your cause are worth a share of Akinaru's riches. It'll be hard, to be sure, but nothing has been easy since you first set foot in the *Hao Jin Tapestry*.

**COMPLETE THESE SCENARIOS IN ANY ORDER:**

- 5-4A: Sengati's Revenge
- 5-4B: To Woo a Crew
- 5-4C: Inahiyi's Nightmare
- 5-4D: The City of Ships
- 5-4E: Vitterande's Revenge

**YOUR SHIP IS THE DEVIL'S REMAINS.**

**REWARD**

For the rest of the Adventure Path, add 1d4 to your checks against monsters that have the Pirate trait.





# 5-4A: SENGATI'S REVENGE

## Read the Following Aloud:

**W**hen you docked your ragged ship in Waunomani, you expected that someone would take notice, perhaps questioning where you could have come from with such a patchwork vessel. But there was no harbormaster, just burly dockworkers offloading ships. When you made it clear that there was no coin to be made from unloading your wreck, they lost interest in your presence entirely.

After leaving your vessel behind, you regaled people with your ideas of stopping great evil and being known in stories for years to come. Everyone turned a blind eye. Dispirited after a day of failure, you and your crew have headed into a run-down tavern to plan your next moves.

But you aren't the only one in the tavern who's had a rough day. In the corner of the bar, a broad-shouldered woman with short hair mutters into her ale. "Filthy stinking ship-thieving rat..." Her deep voice grows louder, and her language more colorful, as she lambasts this mysterious figure. From what you can gather, whoever this "rat" is has stolen quite a few ships around here. Stopping a notorious thief would be a way to earn some respect from the locals, who have largely treated your stories as wild and your dreams as impossible.

You take a seat in the bar next to Sengati. She eyes you suspiciously. When you explain that you'd like to go after the treacherous "rat" she's been complaining about, her eyes narrow further. "So what's in it for you? You just like feeling like a hero, or are you expecting something from me in return?" When you explain that you're looking for a way to prove yourselves so that you can convince people to follow you on a mission against a terrible evil, she smirks, shaking her head.

### DURING THIS SCENARIO

When you encounter the henchman Ruffian, a random character summons and encounters the henchman Buccaneer.

When you encounter the villain Fargo Vitterande, summon and encounter the ship *Roaring Dragon*. If it is not defeated, summon and encounter the henchman Hammerhead Shark.

"Big heroes, then. Look, Vitterande isn't going to be an easy mark. But if you want to find him, you're in luck. You won't find anyone in town who knows more about his ways than me—anyone who isn't working for him, that is. He used to be my first mate before he stabbed me in the back and took my *Roaring Dragon*. Left me to die in the water, but I'm tougher than that. After he took my pride and joy, he made a name for himself as the guy traitors go to for help. He finds the vilest scum he can, arms them, and helps them mutiny against their captains. Then the traitors become part of his pirate fleet. If you take Vitterande down and scatter his rats, everyone's eyes will be on you. And as luck would have it, the *Roaring Dragon* is at shore right now, in a sea cove. It's preparing to depart at first light. If you're brave enough to face Vitterande, I'll show you the way. You better believe I'll be fighting by your side."

You're brave enough. Time to show Waunomani what you're capable of.

### VILLAIN:



**FARGO VITTERANDE**

### HENCHMEN:



**VAKARLA THE WRECKER**



**RUFFIANS**

### PLAYERS

### LOCATIONS

1	DOCKS
1	FLOATING SHIPYARD
1	HOUSE OF STOLEN KISSES
1	SAFE HOUSE
2	HARBOR
3	SEASIDE WAREHOUSE
4	FESTHALL
5	TIDEWATER ROCK
6	WIDOWMAKER ISLE

## REWARD

For the rest of the Adventure Path, when you play a scenario in adventure 4 or higher, you may choose the *Roaring Dragon* as your ship. If you do, when you win the scenario, choose a plunder card and banish it.

## Development:

**Y**our raid was a resounding success. Captain Vitterande and his crew fought hard at first, but when it was clear you had the upper hand, Vitterande dove overboard. He may have escaped, but as soon as he hit the water, his crew threw down their weapons. Sengati cheered as she rushed to the wheel of her long-lost vessel.

Once the rush of excitement died down, she offered to lend you the *Roaring Dragon* until you'd had a chance to defeat the traitor who stole your ship too. That's an idea you happily consider. At sunrise, you will sail triumphantly into port, proving to the locals that you have more to give than empty words.



## 5-4B: TO WOO THE CREW

**Read the Following Aloud:**

Captain Vitterande's lackeys have fled, and your new position as the savior of the *Roaring Dragon* has brought you instant celebrity in Waunomani. Instead of brushing off your recruitment pitches, locals are now taking interest in your tales. You gather a large crowd in the street to listen to your tale of what brought you to this point. When you tell the story of what transpired in the Valashmai Jungle, of Akinaru's treachery, a murmur runs through the crowd.

"I saw a *Feathered Devil* at port," reports one dockhand.

"Elf captain?" replies a pale and nervous sailor. She gestures to a nearby tavern, the *Tipsy Seagull*. "I was eating dinner over in the 'Gull when a stuck-up elf barged in and promised riches if we worked for him. I thought it sounded ridiculous, but my friends all leapt up to join his crew! For a moment, I was going to go with them, but then I suddenly got this terrible headache. The whole thing gave me the creeps, so I got out of there."

Was this what happened to your crew when Akinaru stole the *Feathered Devil*? You turn to your crew leader, the tengu surgeon Rekkish. She nods solemnly, quietly confirming that she also felt a splitting headache when she refused to follow Akinaru's mutiny. It would take powerful magic indeed to bend the wills of so many at once, but such strength would not be beyond reason for an oni of Akinaru's caliber.

A band of sailors emerging from the *Tipsy Seagull* breaks the uneasy quiet. Their merry laughter echoes as they take hearty swigs from the flasks at their hips. While you reassure the crowd and turn the topic back to your victories, Sengati rushes over to join the revelers. As she speaks in ominous tones, the sailors blanch. Her voice grows louder. "Yes, it's all true. The oni's curse could doom you all. Go, tell your captain before it's too late!" With a start, the revelers flee toward the docks.

Whatever Sengati just told them, you'd bet good platinum it wasn't "all true." Particularly after she whispers, "Whatever they say about oni curses on ancient treasure, just play along." You weren't planning to make inventing ancient curses part of your recruitment pitch, but you won't stop Sengati. Still, you'd rather gather allies through more honest means.

How many people can you convince to take up your cause?



**VILLAIN: NONE**

**HENCHMEN:**



PARLEYS (PROXY WITH ENEMY SHIPS)

PLAYERS	LOCATIONS
1	ALEHOUSE
1	HALL OF CHAMPIONS
2	FESTHALL
3	HOUSE OF STOLEN KISSES
4	FLOATING SHIPYARD
5	JASPERLEAF APOTHECARY
6	MERCHANT MARINA

**DURING THIS SCENARIO**

After building the location decks, shuffle an ally, a barrier, and a monster from the box into each.

When you acquire an ally, you may display it next to a location. On checks against the henchman Parley, add the number of allies displayed next to the location it came from.

When you close a location, stash all allies displayed next to that location as plunder.

To win, close all locations.

**REWARD**

For the rest of the Adventure Path, each character may temporarily replace 1 ally in his deck with the ally Avimar Sorrinash, Ederleigh Baines, Lady Cerise Bloodmourn, or Mase Darimar. At the end of each scenario, return these cards to the game box.

**Development:**

The prowess you displayed in defeating the reviled Captain Vitterande serves you well in your recruitment efforts. So does the fury of captains who lost good sailors and treasure to Akinaru's plots.

Before long, you command a respectable fleet. You now command the flagship of a privateer armada, or what passes for one these days.

If only you knew where Akinaru went.





# 5-4C: INAHIYI'S NIGHTMARE

## Read the Following Aloud:

A black caravel with white sails glides up to the docks of Waunomani. Its crew members have gaunt, sinewy features and shadowy gray skin dotted with tattoos. Wayangs. You haven't met many before, but you've heard that more of these insular people live in Tian Xia. Their captain points directly at you, excitedly gathering the attention of his crew.

"Pathfinders!" he calls. "You're Pathfinders, right?" he says, gesturing to the wayfinder at your hip. "I've seen compasses like yours, on the people who helped with Abbinthurtaa two years ago. If you see the ones who helped us, please thank them again for us." The surprise must be plain on your face, as he continues, "Or perhaps you do not know them? Still, you are part of the same Society. I am sure you would be welcome guests in Inahiyl."

You don't know what Abbinathurtaa is, but you remember seeing Inahiyl on your charts: an island a few days to the north. You haven't had any luck with leads to Akinaru's location in Waunomani, so it couldn't hurt to see if anyone in Inahiyl has clues to offer.

The journey to Inahiyl is positively tranquil. Before you know it, you've reached a bustling city on the shore of a steep volcanic island. In the streets, wayangs are hanging massive banners between buildings. A flash of your wayfinder at the docks grabs the locals' attention. Soon, a wayang man comes out to meet you.

"Pathfinders, welcome!" the man calls out. "I am Mayor Farzhan. Have you come to join us for Abbinathurtaa, as your fellows did? Our people owe your people a great debt. If you had not caught the puppeteer of shadow before he betrayed us all, the evil beneath the mountain may have risen once more! Please, come with me!"

Mayor Farzhan leads you to his home for a mouthwatering dinner, where you finally learn that Abbinathurtaa is an annual festival. Each year, the wayangs of Inahiyl perform rituals to keep a slumbering malevolence sealed beneath the island. You tell Mayor Farzhan the reason you have come to Minata, and your plans to chase Akinaru. "So you are here to face another wicked force? Certainly, we can help you. Spying upon the oni directly would be challenging, but perhaps we can use magic to search for one of your friends who followed him. The more you can give me that connects to this friend, the better. Anything they owned, or even just stories about them. While I gather people to aid you, though, I hope it is not too much to ask you to help us once more?"

Farzhan explains that a cult of Grandmother Nightmare took notice of the disruptions of this puppeteer of shadow. Recently, they have been sending terrible dreams to Inahiyl's leaders, announcing their desire to break the ancient evil free. He knows where the cult hides, but to strike at them now with his own greatest warriors would leave the island undefended.

There's no time to waste. You've got a cult to destroy.

### VILLAIN:



PAETA

### HENCHMEN:



DAUGHTER OF IMERTA



CYCLOPS SAVAGE



BLINK SPIDERS

### PLAYERS

### LOCATIONS

1	DINOSAUR CORRAL
1	EYE OF SERENITY
1	WISHING WELL
2	RUINED AMPHITHEATER
3	GREAT STONE BRIDGE
4	TELEPORTATION CHAMBER
5	TENGU ROOKERY
6	HATCHERY

### DURING THIS SCENARIO

When you encounter a monster, roll 1d6 then:

- 1-2. Summon and encounter the henchman Animate Dream.
3. You are dealt 1 Mental damage which cannot be reduced and the monster is evaded.
4. Discard a random card.
5. Succeed at a Constitution or Fortitude 10 check or bury the top card of your deck.
6. Succeed at a Dexterity or Acrobatics 10 check or you are dealt 1d4+1 Ranged Combat damage.

## REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Immortal Dreamstone. At the end of each scenario, return the loot to the game box.

## Development:

When you return to Inahiyl with the spoils of the nightmare cult, Mayor Farzhan is exuberant in his thanks and praise. He brings you to a circle of wayangs in deep violet robes standing around a large mirror. They nod at your arrival.

As they begin to chant, the mirror's surface transforms into a gentle sea, complete with a familiar ship—*The Feathered Devil*. Now you just need to concoct a plan for winning it back.



## 5-4D: THE CITY OF SHIPS

**Read the Following Aloud:**

In the mirror before you, the *Feathered Devil* cuts smoothly through the sea. Aboard your former ship, you see several familiar faces, crew members who survived the trials in the *Hao Jin Tapestry* only to fall prey to Akinaru's magic. At the helm, Akinaru barks orders to the crew, steering them around a strange, roiling mass of earth floating on the surface of the sea. One of the wayangs standing around the mirror with you points to the strange substance. "Wai-gaa." She says, "Those floating islands are a peculiar feature of the seas of Xidao, to the north."

Before you can try to identify the island further, Akinaru turns around, staring straight at you through the mirror. He laughs coldly, "So, you survived after all. I must admit, you're more tenacious than I expected. You were of use to me before, so I will offer you a generous warning. I will free the lost spirits, give them life as oni, and bring them under my rule. If you attempt to interfere with my plans, I will annihilate you." The image in the mirror vanishes, replaced with a thick gray smoke.

You ask Mayor Farzhan what Akinaru might want in Xidao. "I do not know what he would seek in the underwater kingdom, but if he's headed through Xidao, he might be on his way to Chu Ye. Chu Ye is a miserable land where oni rule with iron fists."

It makes sense. Akinaru wants to make hordes of oni, but that doesn't mean he wouldn't seek out oni that already exist. If you're facing an oni hiding in a tyrannical oni nation, you'll need plenty of supplies. Fortunately, with the resources of your allied captains and the riches you took from the defeated nightmare cult, you have plenty of money. Farzhan cautiously recommends a place you might spend some of your riches.

"To the south is the floating city Zo Piaobo—a city made of ships attached together," he says. "It is home to the Zo pirate clan. I would not normally recommend traveling there, but you are strong and capable, and simple provisions aren't enough for your mission. There is no place in Minata more likely to have rare and powerful treasures for sale."

Confident that you can handle a few pirates, you decide to set out to Zo Piaobo. Once again, you are blessed with smooth sailing. Soon, you see the distinctive city floating in the distance, drifting with the waves. Something about the massive flag of Zo Piaobo—a sundered katana on a field of blood—makes you pause for a just moment. But you're the commander of a whole fleet. It strikes you that Zo Piaobo would likely see your fleet as an invading force, so you drop anchor and take a rowboat up next to the "docks," an odd protrusion of driftwood where several other ships are tied off.

Hopefully, this rough-and-tumble city has something worthwhile to offer for your coin.

VILLAIN: NONE

HENCHMEN: NONE

**DURING THIS SCENARIO**

After placing your party's ship, display 9 random ships from the box in a 3x3 grid. Each of these ships is treated as a location; build it with 2 monsters, 2 barriers, 1 weapon, 1 spell, 1 armor, 1 item, 1 ally, and 1 blessing.

Your ship is anchored at the ship location at the upper right of the grid.

When you move, you may move only to a ship location that is adjacent in any direction.

While at a ship location, its "When commanding" power applies to you.

When you encounter a bane, the ship's "When encountering" power applies to the encounter, treating any references it makes to itself as referring to the bane instead.

When you acquire a boon from a ship location, roll on the plunder table. If the boon type matches, you may immediately attempt to close your location.

To close a ship location, summon and defeat the ship.

To win, close a number of ship locations equal to the number of characters + 2.

**REWARD**

For the rest of the Adventure Path, 1 character may temporarily replace 1 weapon in his deck with the loot *Scoundrel's Sword Cane* and 1 character may temporarily replace 1 item in her deck with the loot *Conch of the Tritons*. At the end of each scenario, return these cards to the game box.

**Development:**

Zo Piaobo's builders were nothing if not creative. Stacked layers of decks built with broken ships and driftwood gave the city a lot more living space than you expected and made finding your way around a real challenge.

On top of that, the Zo pirates weren't the easiest to negotiate with. You had to stay sharp for counterfeit goods and unfavorable

deals. You even had to teach some of them the folly of attempting to lighten your pockets.

But now the ships of your fleet are filled with weapons and supplies, and you've acquired some real treasures you can use against Akinaru.

It's time to find your ship.





## 5-4E: VITTERANDE'S REVENGE

**Read the Following Aloud:**

**I**t's time to return to the open ocean, toward Akinaru. You gather your ships, your crew, and your wits, and set sail. You're proud of what you accomplished in Minata. You started with almost nothing and built a fleet of allies, helping out a Pathfinder Society ally along the way. Now that you have some time to breathe, perhaps it is time to work on the report you'll inevitably have to give your superiors once this journey is over.

"Danger on the horizon!" calls the lookout from the upper deck. You grumble and make your way outside. The lookout points to some shapes off in the distance, crying, "Ships! And they don't look friendly either." She offers you her magical spyglass. You question how a ship can *look* friendly, but you open up the spyglass anyway.

Off in the distance are multiple ships, each loaded with crew and weaponry. And they're sailing straight toward you. You tell the lookout to raise a warning flag to your fleet, ordering them to gather close and prepare for trouble.

With your crews rushing to prepare, you carefully activate the spyglass's magic, focusing on the closest ship. The image blurs before snapping into sharp focus, revealing the rat-faced figure at the helm. Unfortunately, you recognize him. It's Fargo

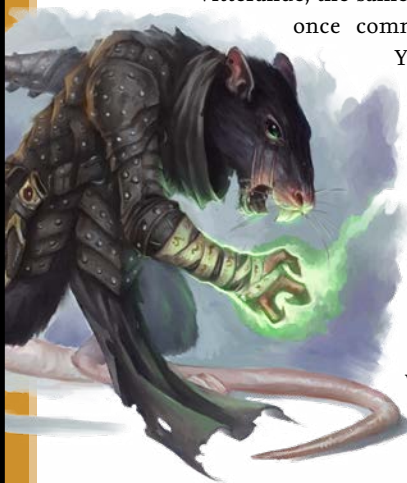
Vitterande, the same treacherous captain who had once commanded the *Roaring Dragon*!

You agree with your lookout: these ships definitely do not look friendly.

Sengati yells in a deep, booming voice that carries over the sea, "Yer not getting away again, you filthy coward!"

Unfazed, Vitterande shouts, "Surrender now, and we might just spare your lives!"

You won't be taking him up on his offer.

**VILLAIN: NONE****HENCHMEN:****ENEMY SHIPS****PLAYERS** | **LOCATIONS**

1	PINNACLE ATOLL
1	SHARKSKIN REEF
1	SHIPWRECK GRAVEYARD
2	WINDWARD ISLE
3	FOG BANK
4	TEMPEST CAY
5	CANNIBAL ISLE
6	RAKER SHOALS

**DURING THIS SCENARIO**

When you would place your party's ship, each character instead randomly chooses a class 2 or lower ship from the box and stashes a plunder card under it. You are always commanding your own ship. You are only on your ship, and you cannot move with another character when she moves during her move step. When your ship is dealt Structural damage, only you can reduce damage to your ship. When you stash plunder, stash it under your ship.

When you defeat a ship, record it as seized on your Chronicle Sheet, then set it aside in a victory pile.

When your ship is wrecked, banish a ship from the victory pile.

When a bane causes you to summon a ship, randomly choose a class 3 or higher ship. Before you act, summon and encounter a Buccaneer; if the victory pile has at least as many ships as the number of characters, instead summon and encounter the villain Fargo Vitterande.

When you defeat an Enemy Ship henchman, shuffle it and a number of monsters equal to the number of open locations - 1 into a pile and shuffle 1 card into each open location.

To win, the victory pile must have a number of ships equal to the number of characters + 2.

**REWARD**

For the rest of the Adventure Path, when you defeat a ship but do not seize it, you may record it on your Chronicle Sheet as if you had seized it.

**Development:**

**I**t was a brutal fight, but in the end, you emerged victorious. You had some reservations about press-ganging all of the other pirates into your crew, but your fellow captains had no such qualms.

Besides, you don't have many other options in the middle of the ocean. You had no qualms keeping their loot, however, and

soon, your ships were loaded to the brim. Your surgeon Rekkish stayed up late into the night treating wounds. By the morning's light, you were all patched up and were ready to continue the journey north.

On to Akinaru!

SEASON OF TAPESTRY'S TIDES

SHIP 4

## DEVIL'S REMAINS

CLASS 0

CHECK TO DEFEAT

CRAFT

DISABLE

6

OR

WISDOM

SURVIVAL

5

**WHEN ENCOUNTERING THIS SHIP**  
 If you are commanding a ship, you may evade this ship.

**WHEN COMMANDING THIS SHIP**  
 When Structural damage is dealt to this ship, you may discard the damage from character decks and/or hands.  
 When you evade an encounter, recharge a random card.

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SEASON OF TAPESTRY'S TIDES

SHIP 4

## DEVIL'S REMAINS

CHECK TO REPAIR

CRAFT

3

Cobbled together from the remnants of a proud caravel, the *Devil's Remains* stands little chance in a firefight or a monsoon. But its crew is a determined one, and resolve can overcome even the blusteriest of circumstance.

**WHEN COMMANDING THIS SHIP**  
 When Structural Damage is dealt to this ship, discard a card from a random character's deck.  
 You may not evade.

SEASON OF TAPESTRY'S TIDES

SHIP 4

## ROARING DRAGON

CLASS 4

CHECK TO DEFEAT

DEXTERITY

MELEE

7

OR

WISDOM

SURVIVAL

9

**WHEN ENCOUNTERING THIS SHIP**  
 Before you act, recharge 1d4 allies that do not have the Pirate trait.

**WHEN COMMANDING THIS SHIP**  
 Add 1d4 to your checks against allies that have the Pirate trait.  
 When you would discard an ally that has the Pirate trait, you may bury another card to recharge it instead.

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SEASON OF TAPESTRY'S TIDES

SHIP 4

## ROARING DRAGON

CHECK TO REPAIR

CRAFT

7

Down the merchant lanes of the Tapestry, pirates all fear the roar of the *Dragon*—a mighty cannon locked into the helm of this ship. Any ship escorted by the *Roaring Dragon* knows its path is clear.

**WHEN COMMANDING THIS SHIP**  
 At the start of your turn, discard an ally.

SEASON OF TAPESTRY'S TIDES

HENCHMAN 4

## PARLEY

PIRATE ARMY TASK

TYPE

BARRIER

CHECK TO DEFEAT

CHARISMA

ACROBATICS

RANGED

CRAFT

SURVIVAL

DIPLOMACY

12

**POWERS**  
 Before you act, a random character summons and encounters the henchman Enemy Ship.  
 Each character chooses a different check to defeat. Each character who fails a check to defeat is dealt 1d4 Combat damage, then must attempt a Combat 20 check. If any character fails both checks, the barrier is undefeated; otherwise, it is defeated.  
 If defeated, you may immediately attempt to close the location this henchman came from.

Illustration by Craig J. Spearing
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# Season of Tapestry's Tides

## Adventure 5-4: Rise from the Wreckage

\_\_\_\_\_  
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	
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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	
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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	
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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	
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Taking Reward?	Tier		<input type="checkbox"/>	
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Notes:				

Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
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Taking Reward?	Tier		<input type="checkbox"/>	
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Notes:				

Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
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Taking Reward?	Tier		<input type="checkbox"/>	
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Notes:				

Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
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Taking Reward?	Tier		<input type="checkbox"/>	
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Notes:				

Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
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Taking Reward?	Tier		<input type="checkbox"/>	
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Notes:				

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