

PATHFINDER SOCIETY[®]

ADVENTURE CARD GUILD



SEASON OF TAPESTRY'S TIDES
CLASHING TIDES



Adventure 5-6: Clashing Tides

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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 5-6: CLASHING TIDES

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*, the *Tempest Rising Adventure Deck*, the *Island of Empty Eyes Adventure Deck*, *The Price of Infamy Adventure Deck*, and the *From Hell's Heart 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, 3, 4, 5, or 6**.

Read the Following Aloud:

Chu Ye: the oni shogunate, and the bane of eastern Tian Xia. When you began your adventures so many months ago in the Hao Jin Tapestry, you'd heard of Tian Xia, but you would never have imagined you'd be leading a fleet of warships to invade it. And yet, with the delusional oni Akinaru threatening to unleash an unstoppable force of oni from their insubstantial purgatories, that's exactly what you need to do. You've chased him across Tian Xia, built up a fleet of ships, and recruited an underwater fishfolk army from Xidao to assist you. Now it's time to strike.

Akinaru is somewhere in Chu Ye, but you have no idea where. You gather your officers to run over the information you've gained from your fishfolk allies. The river border between Chu Ye and Wanshou to the south is a non-starter, as much of your fleet are seafaring vessels. Besides that, the river passes between the lands of Wanshou's kraken overlord and the haunted Chuyokai forest that apparently even oni are hesitant to trespass. That leaves you one option, unpalatable though it may seem. You'll have to sail into the Sapphire Sound, past Chu Ye's capital of Jyito and a court of incredibly powerful oni you'd hoped to avoid. You never doubted Chu Ye's navy would protect the sound, given their proximity to the aquatic threats of Xidao and Wanshou, and you confirmed your assumptions with the fishfolk.

Your main asset is the sea itself: while individual oni may be stronger than your crew, their brawn is minimized in naval combat, and your underwater allies will serve as a secret weapon.

Since the element of surprise is essential to your success, you and your officers use magic to alter the weather. Nothing too suspicious, just a thick fog to mask your approach. You cloak your stealthiest fishfolk scout in invisibility magic and send her to assess Chu Ye's forces and their positions. When she returns, she confirms your worst fears.

Whether because of Akinaru, or by routine, Chu Ye has blockaded the entrance to the Sapphire Sound—the Sapphire Strait—with an entrenched fleet. Small buildings on the coast support the



naval blockade with supplies and an opportunity to dock and repair their ships. Worse yet, the Chu Ye forces include an aquatic contingent of their own, though not savvy enough to notice your invisible scout. Fortunately, there didn't appear to be that many oni on Chu Ye's ships, just mostly human and giant servants.

The longer you wait, the more likely Chu Ye's navy will suspect that the weather is unnatural. You'll just have to strike now and hope for the best. May all the gods of the sea smile upon your gambit!

CONCLUDING THE ADVENTURE PATH:

Adventure 5-6E: Akinaru's Last Chance is the standard conclusion to the Season of Tapestry's Tides. Characters who have completed this adventure who wish to truly destroy Akinaru can continue to the optional scenario 5-6F: Dream Duel. That scenario is not required to earn the adventure or Adventure Path rewards.

DURING THIS ADVENTURE

For any scenario other than 5-6A: Battle of the Sapphire Strait, your ship is the *Devil's Remains* and the *Roaring Dragon* is removed from the game. At the start of a scenario, you may cross off a ship you have seized to use that ship instead of the *Devil's Remains*.

COMPLETE THESE SCENARIOS IN ANY ORDER:

- 5-6A: Battle of the Sapphire Strait
- 5-6B: Withering Heist
- 5-6C: Paths in the Sky
- 5-6D: The Siege of Ushiojou
- 5-6E: Akinaru's Last Chance

**YOUR SHIP IS THE DEVIL'S REMAINS
UNLESS OTHERWISE SPECIFIED.**

REWARD

You may play the scenario 5-6F: Dream Duel.



5-6A: BATTLE OF THE SAPPHIRE STRAIT

Read the Following Aloud:

Here goes nothing! Using a powerful wave of water magic, the *Roaring Dragon* shoots like a cannonball through the fog towards the Chu Ye fleet. Your aquatic allies are already in position, hidden in bubbles of invisibility that conceal their movement through the water. When the time is right, your other ships will engage with siege weaponry. As the *Roaring Dragon* creaks and rattles, your crew clings tightly to the rails. You pray that you judged the time and distance correctly.

It turns out your scout made a small miscalculation; some of the giants and humans aboard the enemy vessels are oni in disguise! They reveal their true forms as you dart and weave along the enemy line, focusing on taking out the visible oni. Fortunately, while oni may overpower your sailors, most are no match for yourself. Still, if you timed this wrong...

You breathe a sigh of relief as the fog suddenly rolls away without a trace. The surprised Chu Ye fleet meets with an immediate barrage of catapults and ballistae, all well within optimal firing range and fully loaded, waiting for the fog to drop. At the same time, the disappearing fog signals your underwater allies to make themselves known. For one beautiful moment, you're doing it; you're cruising to a surprise victory against a force over twice your size that holds a strategic defensive position and has powerful oni backup.

And that's when a beam of fire arcs out and destroys three of your ships in a line. You're close enough to trace it back to its origin: an oni unlike any you have ever seen, far more powerful than your reports claim a fire yai oni to be.

"What foolish, unnecessary insects you are," bellows a voice across the entire harbor. "You have come to Chu Ye bearing weapons rather than gifts. You will not leave us empty-handed."

The only way to protect your fleet is to take her down!

VILLAIN:**FIRE YAI ONI (PROXY WITH MASTER SCOURGE)****HENCHMEN:****ONI MARINERS (PROXY WITH SHIPWRECK)****PLAYERS****LOCATIONS**

1	DAGON'S JAWS
1	FOG BANK
1	WIDOWMAKER ISLE
2	FRINGES OF THE EYE
3	RAKER SHOALS
4	GANNET ISLAND
5	CANNIBAL ISLE
6	GOZREH'S FLOW

DURING THIS SCENARIO

Your ship is the *Roaring Dragon*. If the *Roaring Dragon* is wrecked, remove it from the game; your ship is now the Raft.

At the start of your turn, you may summon and encounter the henchman Enemy Ship; if you do not defeat an Enemy Ship, your ship is dealt 1d4-1 structural damage and you are dealt 1d4-2 Fire damage.

REWARD

Each character seizes a random ship and each character stashes a plunder card.
Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

After a naval battle fiercer than any you have experienced, the incredible fire yai is slain and Chu Ye's forces are broken. You lost a fair number of your ships. Unfortunately, that includes the *Roaring Dragon*, which the oni spitefully incinerated when it was clear she had lost.

But Chu Ye's blockade fared far worse, and the ships you captured easily make up for the losses. You question some of your captives and the slaves kept at the shoreside facilities. Through them, you hope to find out more about the situation in Chu Ye and if anyone has heard of a new oni named Akinaru.



5-6B: WITHERING HEIST

Read the Following Aloud:

After your shockingly successful naval battle, the intelligence you've recovered is equally unexpected. The good news is several sources confirmed Akinaru's location: Chu Ye's Shogun Tsuneni was so impressed with Akinaru that he named your nemesis a daimyo of a northwestern province, granting him the ancient castle of Ushiojou. Ushiojou is nowhere near the capital of Jyito, so you won't have to fight through the capital to reach Akinaru.

But reaching Ushiojou won't be easy. The bulk of Chu Ye's navy is probably on their way, and you'd have to somehow pass them all to reach Ushiojou by sea, all without your trusty *Roaring Dragon*. But based on what you've heard of the land here, you form a plan. You leave your most trusted lieutenants behind to visibly withdraw as soon as the navy arrives, and you head inland.

A few days later, you take out your spyglass again. This time you spot it: the Withering Manse. Built atop one of Chu Ye's tallest mountains, the manse is home to Kurida, an eccentric wind yai oni bard in possession of something that could help you reach your goal: an honest to goodness flying skiff! While diving in an underwater crab was spectacular, you can't wait to feel the wind in your face as you sail the skies.

And so, it's time for a heist. The plan is relatively simple: Your most charismatic officer will pay a visit to Kurida disguised as a musician, then scout out the skiff's location. Meanwhile, the rest of you will launch an invisible strike, allowing one of your number to escape with the skiff as the rest guard the retreat.

As you get closer, you see flying shapes through your spyglass. Kurida has gathered a court of all sorts of aerial and airy creatures to play her music, from sirens to harpies, from air wysps to even a forlorn-looking djinn. Sharp-eyed fiendish soldiers watch from the shadows, watching for intruders and ensuring that none of the musicians try to flee.

This could get ugly.

DURING THIS SCENARIO

At the end of your move step, succeed at a Wisdom 9 check or move to a random open location and recharge a random card.



PLAYERS	LOCATIONS
1	RUINED AMPHITHEATER
1	THEATER OF CORRUPTION
1	WINDWARD ISLE
2	SHRINE TO NORGORBER
3	LUCREHOLD
4	EYE OF SERENITY
5	HALL OF CHAMPIONS
6	GREAT STONE BRIDGE

VILLAIN:

KURIDA (PROXY WITH NEFTI UNWESHA)

HENCHMEN:

MAGAAV ASSASSIN



ERINYES DEVIL



DAUGHTERS OF IMERTA

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 ally in her deck with the ally Master of the Gales and 1 character may temporarily replace 1 item in his deck with the item Staff of Weather. At the end of each scenario, return these cards to the game box.

Development:

Astounding! While you fought Kurida and her orchestra, one of your number managed to escape with the skiff *Onigumo*.

Now for the next phase of the plan. You need to chart a path from here through the safer regions of the Chuyokai Forest, over the Nightford Mountains, and through Akinaru's province

to Ushijou. While the skiff can only hold a small party, it's even faster and more exhilarating than you expected and will prove invaluable in that task.

Through the air you sail, with thoughts of revenge boosting the wind at your back.



5-6C: PATHS IN THE SKY

Read the Following Aloud:

The wind rushes past you as you soar on the *Onigumo*, surveying the land below. The ability to blaze trails through the sky allows you a great advantage, but nothing about the Chuyokai Forest or Nightford Mountains is going to be easy.

While Akinaru's province isn't as innately perilous, you need to make sure not to let any of his minions catch wind of your arrival, so you can take your nemesis completely by surprise. Still, everything is going well; even among aerial creatures, few can match the *Onigumo*'s speed, and the scouting allows your party to progress safely for a time...

...At least until a skeletal dragon flies out of the Nightford Mountains directly towards the *Onigumo*. Unfortunately, that can clearly match the *Onigumo*'s speed. You manage to lose it for the moment in a cloud bank, but you saw the glint of greed in the dead thing's eye. It's hunting you now. You're just going to have to hunt it down first, all while carefully, steadily, and safely leading your officers through dangerous territory.

With the *Onigumo* to lead the way, will you be able to take down the dragon and all the other dangers on this path without alerting Akinaru at all? It has to be done. You don't really understand how Akinaru means to bring forth legions of oni, but your former ally has gone far past the point of no return, and any warning would give him time to adjust his plans, or even teleport away again like he did when he left you for dead in the Valashmai Jungle.

A rasping roar snaps you out of your speculations as you wing back towards the group, once more evading the dripping skeleton.

VILLAIN:**BRINEBONES****HENCHMEN:****HURRICANE WINDS****LIGHTNING ELEMENTALS (PROXY WITH ENEMY SHIPS)****PLAYERS****LOCATIONS**

1	COASTLINE
1	TEMPEST CAY
1	WINDWARD ISLE
2	ROCKY CLIFF
3	FOG BANK
4	HOLY ISLE
5	WIDOWMAKER ISLE
6	LONELY ISLAND

DURING THIS SCENARIO

When setting out locations, arrange them in a line in the order listed.

Display the barge *Onigumo* at Windward Isle. While displayed at a location, the *Onigumo's* At This Location powers are in effect for characters at that location.

If the *Onigumo* is not displayed at your location, the difficulty of your combat checks are increased by 1d12, or by 1d12+1d10 for your Melee combat checks, and when you move, you may move only to an adjacent location.

When you encounter a henchman or a villain from a location deck, if you did not examine it this turn, you are dealt 1d4 Electricity damage.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 spell in her deck with the spell *Vengeful Storm* and 1 character may temporarily replace 1 weapon in his deck with the loot *Crossbow of Retribution*. At the end of each scenario, return these cards to the game box.

Development:

The undead dragon ends not with a bang, but a whimper, a simple sigh as it crumbles into dust. With the final threat out of the way and the path fully prepared, you're able to slip through Akinaru's province quickly and quietly, leaving his minions none the wiser.

Soon, the beautiful but gloomy blue spires of Ushiojou rise in the distance. Through your spyglass, you see a banner flying in various places on the battlements: a shattered phoenix.

Is Akinaru expecting you? What can you say to your former ally turned horrific monstrosity?



5-6D: THE SIEGE OF USHIOJOU

Read the Following Aloud:

It turns out your musing about Akinaru was getting a bit ahead of yourself. The oni might be new here, but he's set up a devious array of minions and traps to protect himself. You won't be reaching him any time soon.

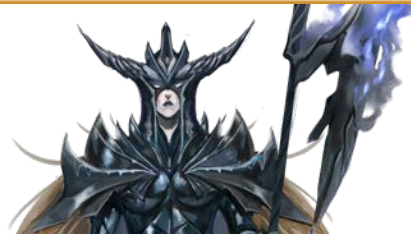
You sigh. Invisibility, your go-to tactic of late, availed you little, as Akinaru placed sentries with the power to see through illusions. When you tried to use teleportation magic to skip through the walls, you found that Akinaru had found a way to prevent the dimensional intrusion, though the way the oni in the castle can still teleport, it must be keyed to allow them access... or specifically to stop you!

As you fight your way through the castle, Akinaru's image appears before you. This is the oni that betrayed you seemingly a lifetime ago. It is almost difficult to remember how helpful he was in getting you out of the tapestry. But suddenly, those memories come flooding back as your great foe... apologizes?

"I see you have passed my little test," he says. "I'm proud of you, truly. I can sense you've been forged into something... *more*... by the crucible in which I left you. Just as I have changed. I was rash when I realized what Hao Jin had done to my former ward, and I apologize for my abruptness. Perhaps you too have grown in wisdom as well since then? Those who made the rules of the kami are horrific in a way you can't imagine. One little 'mistake,' even something outside your control like what Hao Jin did to me, and you drift forever in a netherworld of nothingness, able only to see the mortal world but never to touch it again... at least unless you become an oni. I'm trying to free those poor souls, just as we escaped together from the Tapestry. Surely you see now my cause is just?"

This is not what you expected, but you shake your head. Akinaru's plan may have a gentler veneer than before, but ultimately, it would unleash an invasion of evil creatures upon the world.

"Come to me and I will give you one last chance," he sighs sadly as his image disappears and his defenses renew in full force.



HENCHMEN:



PARALICTOR VALERIA ASPERIXUS



CANNON GOLEM



CRYPTIC RUNES



LUCCARIA



DRAUGR CAPTAINS

PLAYERS

LOCATIONS

1	FORT HAZARD
1	LUCREHOLD
2	SHRINE TO NORGORBER
3	TORTURE PIT
4	HALL OF CHAMPIONS
5	MURDER HOLE
6	TOWER

DURING THIS SCENARIO

Your ship is anchored at Lucrehold.

At the start of the first turn, each character who has completed 5-P2: Heaven's Call may examine the top 2 cards of any location deck and return them in any order.

You may not evade henchmen or ignore any of their powers.

When you attempt a check against a bane, before the roll, replace your highest die with a d4.

Before each exploration that is not your first of the turn, discard a card.

To win, close all locations.

REWARD

For the rest of the Adventure Path, after drawing your starting hand, you may shuffle an ally and/or a blessing from the game box into your deck.

Development:

You realize belatedly that Akinaru built his defenses knowing your strengths and weaknesses from your time together on the *Feathered Devil*. But no matter. You aren't the same now as you were then.

Akinaru was right about one thing; you've grown stronger, and his minions weren't ready for some of the new tricks you had up

your sleeve. You tried all the obvious locations, like the throne room and the great hall, but you finally found Akinaru in a secret underground complex beneath the castle, attached to the sea caves built into the cliff on which the castle was built.

One more time, you will attempt to reason with him. If that comes to no avail, nothing will save him from your wrath.



5-6E: AKINARU'S LAST CHANCE

Read the Following Aloud:

Akinaru shakes his head sadly at you from the front of a bizarre ship that looks like it could hardly sail.

"Why must you betray me at every turn," he laments. "I made you what you are!"

Strange. From where you stand, *he* betrayed *you* when he left you for dead and mind-controlled your crew, but Akinaru has been unhinged ever since he found his destroyed ward, and his story seems to be changing each time he tells it. You suspect that he's lost sight of reality. Maybe some of it really is Hao Jin's fault for destroying his ward. Even so, the strange cocktail of pity and righteous anger you begin to feel isn't going to stop you from ending him.

"Can I do nothing to convince you?" Akinaru says mournfully. "Hao Jin is evil. She cared not for what she destroyed. The gods who bound the kami are evil. They delight in cruel and incommensurate punishments. Enjoying the bounty of the world is a right every living creature deserves. How can it be evil? You have proven yourselves my equal in reaching here. Work with me not as a servant but as a partner, and when we free the oni, show me how you would have us rule!"

Unlike before, this offer is actually just a little tempting, but ultimately you can't trust that he isn't just lying to save himself your fury, planning on mind controlling or killing you when he has the chance.

"You don't trust me now. I can sense it," he says. "You saw me on my worst day and assumed you saw my true self, so now no matter what I say, it doesn't matter. You disappoint me... but so be it!"

Akinaru leaps from the ship and calls forth his most powerful Chu Ye allies, while drawing from his connection to the Hao Jin Tapestry to send threads of ruby light into himself, tides of energy growing stronger and stronger.

But an energy flows within you as well. You feel your righteousness brim to the top, ready to punish the oni who betrayed you.



VILLAIN:



VOIDLORD AKINARU (PROXY WITH MASTER SCOURGE)

HENCHMEN:



DROWNING DEVIL



SENTINEL DEVIL



ONI MARINERS (PROXY WITH SHIPWRECK)

PLAYERS

LOCATIONS

1	MURDER HOLE
1	SEA CAVES
1	TORTURE PIT
2	SEA FORT
3	FORT HAZARD
4	SHARKSKIN REEF
5	ROCKY CLIFF
6	RIPTIDE COVE

DURING THIS SCENARIO

At the start of the first turn, each character who has completed 5-P2: Heaven's Call may recharge 3 cards to draw an ally from the box.

When you encounter a monster that has the Outsider trait, you may bury the top or bottom card of your deck; if you do not, the difficulty of checks against the monster is increased by 1d12.

When you encounter a bane, if you do not defeat it, display the henchman Pirate Shade Haunt next to your character card.

REWARD

Choose a type of boon other than loot and draw a boon of that type whose adventure deck number is 6 from the game box. Adventure Card Guild characters may choose a bonus deck upgrade.

Development:

You've managed to break Akinaru's connection to the Hao Jin Tapestry, severing his tides and stopping the flow. A surviving emissary from Chu Ye shakes her head and sneers at Akinaru.

"Your sentimentality for these mortals lost your connection to the Tapestry," she says. "And with it you have lost your chance to free our brethren. I will report to the Shogun of your failure."

Akinaru screams in anguish, even though the emissary has already vanished.

"Wait, no! I can still..." He appears back on his vessel and turns to you. "Farewell. I am away to the realm of dreams, where I either free my brethren or am lost forever trying. Pray that I don't return!"

He, his strange ship, and its crew vanish into a bizarre rainbow haze. You've done it! Akinaru's forces are broken, and the oni legion is now no more yielding than a dream.

And yet... you feel unfulfilled. Merely banishing the oni may not be enough. Your dreamscape awaits...



5-6F: DREAM DUEL

Read the Following Aloud:

You knew that when Akinaru vanished in the Dimension of Dreams, his odds of achieving his goal were slim, but you just couldn't risk it.

But how could you follow him into the dream itself? While ransacking the castle, you had found some old texts on how to "breach the veil of dreams." The ritual required some odd components. Incense, grave dirt, and wormwood wine weren't tough to find. The ornate silver and mithral key proved more challenging, but you eventually found one. Your thoughts briefly drifted to how you might track down Akinaru once you reach the Dimension of Dreams. But now is not the time for such worries. The sooner you follow him into that fantastical realm, the easier it will be to pick up his trail.

As you perform each step of the ritual in turn, you remember everything that led you here. Sailing the *Feathered Devil* through the Tapestry, meeting Akinaru and escaping, Akinaru transforming into an oni and stranding you in the Valashmai Jungle, picking yourself up and building your new fleet in Minata. Defeating Vitterande's fleet, a kraken, and then the Chu Ye blockade, and soaring to your confrontation with Akinaru here in his underground lair. As each memory passes, you feel a psychic thrum building up within you—the ritual is working!

As you turn the key, you feel yourself pulled into the Dimension of Dreams. All those memories and dreams of your shipmates and ships blend together and create something brand new and yet at once deeply familiar. A golden ship resembling both the lost *Feathered Serpent* and the incinerated *Roaring Dragon* awaits you in the Dimension of Dreams. The dream vessel, forged not of matter but instead of your deep bond with your trusty ships, lies ready to carry you to Akinaru.

You set sail, streaming through bizarre dreamscapes and amorphous interstitial Dimension of Dreams alike, until you spy Akinaru's dream vessel in the distance: *The Kodama's Scream*. As soon as Akinaru notices you, he begins to twist the dream stuff around you into horrible dangers. It seems he may understand this place a bit better than you do.

VILLAIN:**VOIDLORD AKINARU (PROXY WITH MASTER SCOURGE)****HENCHMEN:****LADY NIGHTSHADE****HURRICANE WINDS****WERESHARK PIRATES****PLAYERS****LOCATIONS**

1	FOG BANK
1	PINNACLE ATOLL
1	THEATER OF CORRUPTION
2	GOZREH'S FLOW
3	TELEPORTATION CHAMBER
4	FRINGES OF THE EYE
5	RAKER SHOALS
6	WISHING WELL

DURING THIS SCENARIO

You may not play this scenario unless you have completed scenarios 5-6A through 5-6E.

At the start of your turn, attempt a Charisma or Perception 12 check. If you succeed, you may draw a card. If you fail, roll 1d6:

1. Shuffle your hand into your deck, then draw the same number of cards.
2. Choose a random card, then either discard it or shuffle it into another character's deck.
3. Move to a random open location, then you cannot move this turn.
4. Display the henchman Pirate Shade Haunt next to your character card.
5. You are dealt 1 Mental damage that cannot be reduced.
6. Summon and encounter the henchman Animate Dream.

After you discard cards as structural damage, discard an equal number of cards from your deck.

Before you act against a villain or henchman, bury a card from either your hand or deck, then summon and encounter a random ship.

YOUR SHIP IS THE FEATHERED DRAGON.

REWARD

Each player chooses 1 of her Pathfinder Society Adventure Card Guild characters. When that character draws her starting hand, she may draw an extra card, then recharge a card.

Development:

You take control of the Dimension of Dreams one last time. As Akinaru gasps and wheezes, even his immortal voidlord body has been broken beyond repair.

"I always knew it would be you," he says. "I saw it in a sudden vision in the jungle, a storm of endless possibilities in the wake of my shattered ward, a thousand futures at once, maddening. End it."

You pause, and you watch as Akinaru's spirit begins to drift away out of his body.

"No, please, end me! If you don't, I'll become just like all the other punished kami, disembodied and helpless forever. Let me die!"

With his end in your hands, you make the right choice.

SEASON OF TAPESTRY'S TIDES SHIP 4

DEVIL'S REMAINS

CLASS 0



CHECK TO DEFEAT
CRAFT
DISEASE
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.

Illustration by Kevin Yan © 2019 Paizo Inc.

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.

Illustration by Concept Art House © 2019 Paizo Inc.

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 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 © 2018 Paizo Inc.

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.

SEASON OF TAPESTRY'S TIDES VILLAIN 6

FIRE YAI ONI

GIANT
OUTSIDER
FIRE



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
33

POWERS
The Fire Yai Oni is immune to the Fire trait.
When you encounter this card, your ship is wrecked.
Before you act, all characters at your location are dealt 1d4 Fire damage.
If the check to defeat does not have the Acid or Cold trait, bury the top or bottom card of your deck.

Illustration by Jim Nelson © 2019 Paizo Inc.

SEASON OF TAPESTRY'S TIDES HENCHMAN 6

ONI MARINER

GIANT
OUTSIDER



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
26

POWERS
Before you act, a random character must succeed at a Dexterity or Acrobatics 11 check or be dealt 1d4 Cold damage.
If the check to defeat does not have the Acid or Fire trait, bury the top or bottom card of your deck.
If defeated, you may immediately attempt to close the location this henchman came from.

Illustration by Sung Koon Ko © 2019 Paizo Inc.

SEASON OF TAPESTRY'S TIDES VILLAIN 6

KURIDA

GIANT
OUTSIDER
BARD



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
31

POWERS
When you encounter this card, each other character must succeed at a Dexterity or Acrobatics 13 check or move to a random location and discard a random card.
Before you act, you are dealt 1d4 Electricity damage, then you must succeed at a Wisdom 13 check or discard a random card.
If the check to defeat does not have the Acid or Fire trait, bury the top or bottom card of your deck.

Illustration by Manus Gandzel © 2019 Paizo Inc.

SEASON OF TAPESTRY'S TIDES

BARGE
6

ONIGUMO

AT THIS LOCATION

When you encounter a monster that has the Aquatic trait, you may recharge a card to evade it.

You may recharge a card to display the *Onigumo* at a location, then move to that location and examine the top card of the location deck. If you are commanding a ship, other characters cannot move with you.

Illustration by Nikolai Ostertag
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SEASON OF TAPESTRY'S TIDES

VILLAIN
6

VOIDLORD AKINARU

GIANT
OUTSIDER

TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
35

THEN
COMBAT
45

POWERS

Voidlord Akinaru is immune to the Cold trait.

When attempting to temporarily close locations, a random other open location cannot be temporarily closed.

Before you act, you may banish a card; if you do not, discard 1d4+1 cards from your deck, then bury your discard pile.

If the check to defeat does not have the Acid or Fire trait, bury the top or bottom card of your deck.

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SEASON OF TAPESTRY'S TIDES

SHIP
6

FEATHERED DRAGON

CLASS 6

CHECK TO DEFEAT
ARCANE
DIVINE
11

OR
WISDOM
SURVIVAL
16

WHEN ENCOUNTERING THIS SHIP

You may reveal any number of allies and blessings; add 1 to your check for each revealed card.

WHEN COMMANDING THIS SHIP

When you would discard allies or blessings as structural damage, you may recharge 1 or more of them instead.

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SEASON OF TAPESTRY'S TIDES

SHIP
6

FEATHERED DRAGON

CHECK TO REPAIR
CRAFT
DIVINE
8

A golden ship resembling both the lost *Feathered Devil* and the incinerated *Roaring Dragon* awaits you in the Dimension of Dreams. The dream vessel, forged not of matter but instead of your deep bond with your trusty ships, lies ready to carry you to Akinaru.

WHEN COMMANDING THIS SHIP

At the start of your turn, recharge an ally or a blessing.

SEASON OF TAPESTRY'S TIDES

LOOT P

DRAGON EMISSARY

DRAGON ARISTOCRAT

TYPE ALLY



POWERS

Recharge this card to add 1d6 to your combat check.

Discard this card to add 2d12 to your check to acquire an ally.

Discard this card to explore your location; during this exploration, add 1d12 to your checks to acquire allies.

Illustration by Jim Nelson

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SEASON OF TAPESTRY'S TIDES

LOOT P

DRAGON EMISSARY

DRAGON ARISTOCRAT

TYPE ALLY



POWERS

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Discard this card to add 2d12 to your check to acquire an ally.

Discard this card to explore your location; during this exploration, add 1d12 to your checks to acquire allies.

Illustration by Jim Nelson

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Season of Tapestry's Tides

Adventure 5-6: Clashing Tides

 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	
<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				