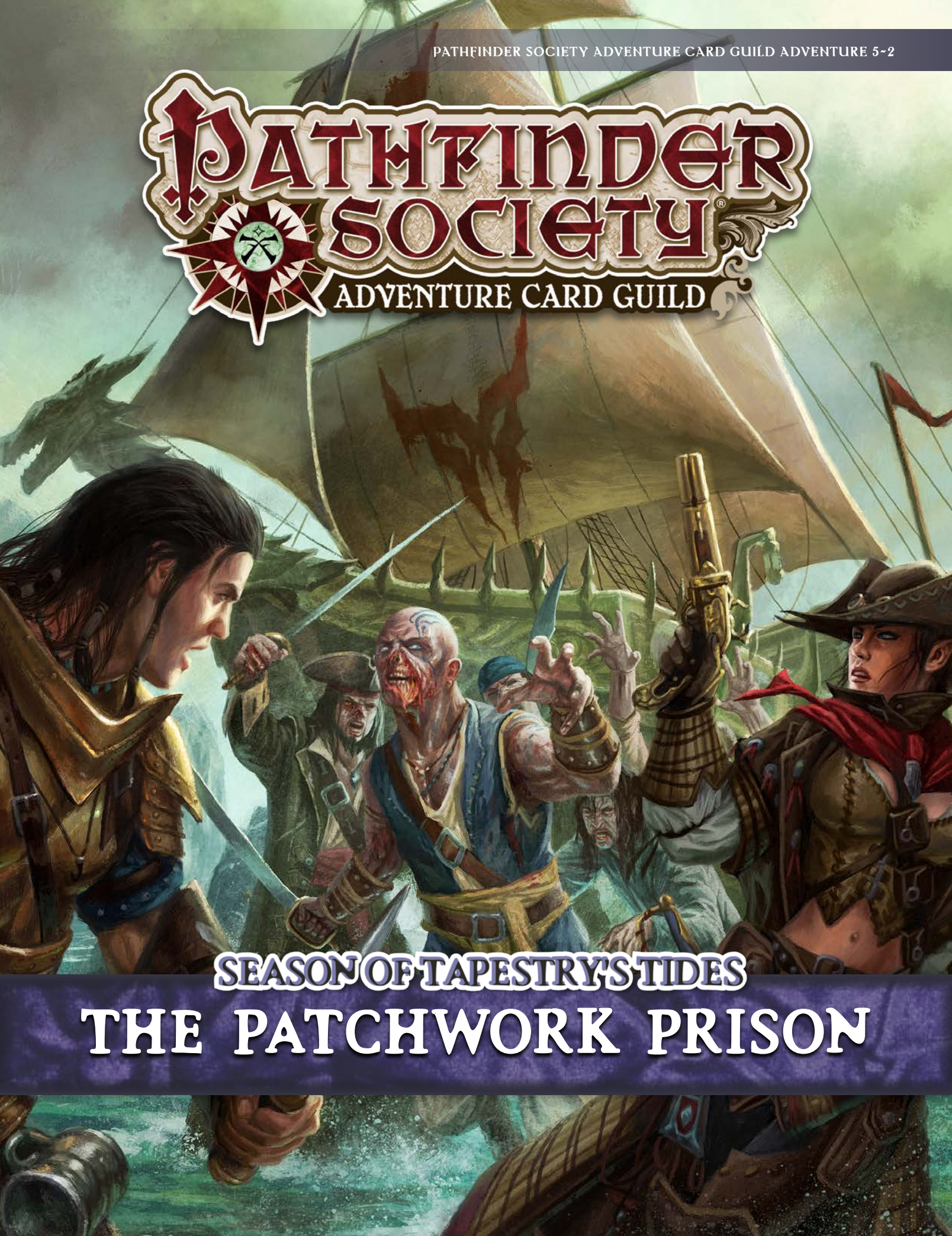


# PATHFINDER SOCIETY

ADVENTURE CARD GUILD



SEASON OF TAPESTRY'S TIDES

THE PATCHWORK PRISON



# Adventure 5-2: The Patchwork Prison

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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 5-2: THE PATCHWORK PRISON

### **This Adventure Requires:**

- The *Pathfinder Adventure Card Game: Skull & Shackles Base Set*, including *The Wormwood Mutiny Adventure Deck* and *the Raiders of the Fever Sea 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**, or **2**.

### **Read the Following Aloud:**

The whirlpool grabbed your ship like a toy in a child's hand, spinning it around before submerging it beneath the waves. It took all of your strength to marshal the crew, secure the sails, and keep loose cargo from knocking everyone overboard. You worried that it would all be for nothing if your ship smashed to splinters against the rocks at the bottom of the sea. But the whirlpool weakened, and you permitted yourself a glimmer of hope. Then exhaustion overtook you.

Now, you're once again sailing on placid waters. Your sturdy ship remains seaworthy, although it lists to starboard in a worrisome way. The sun shines upon you, but its color is wrong; the world is bathed in a strange, orange light. A few scrubby islands protrude from the sea ahead, their dry grasses glowing as if they were aflame. Examining the horizon, you see a vast curtain of shimmering light—like an aurora borealis in the daytime—reflecting the orange hue. This curtain must be miles across, and high enough to tint the rising sun.

Shikra, a tengu rigger who ably performed the most dangerous work to keep the ship from floundering in the whirlpool, mutters, "That's three, all told." The tengu points a feathered arm aft and starboard as well. Just as distant are two other enormous curtains of light: an emerald green one aft and a pale red one starboard. Near the emerald one, miles distant, several shipwrecks jut from the waves. The emerald light seems ominous in a way you can't wholly describe.

Rekkish, a level-headed surgeon and Shikra's sister, approaches with a few bandages under one arm. She's been tending to the crew, most of whom remain collapsed on the deck out of exhaustion. Rekkish looks you up and down, and you can practically see her assessment written on her face. "No permanent harm done to them," Rekkish says, her voice clipped and accented in the tengu's cawing tones. She bends over to examine her brother's leg. "You've got a sprain at least, Shikra, and maybe a break."

"Never mind that now," Shikra says, leaning awkwardly on the other leg and holding onto the railing of the ship. "Look at the



horizon around us. I've never seen its like. Where in the world could we be?"

You know better: you *aren't* anywhere in the world. The whirlpool in the *Hao Jin Tapestry* didn't eject you, it just took you to another part of the vast, patchwork realm. The better question is: how will you get out?

### **COMPLETE THESE SCENARIOS IN ANY ORDER:**

- 5-2A: The Devils and the Dragon
- 5-2B: Secrets in Driftwood
- 5-2C: The Devils' Sea
- 5-2D: Iadut
- 5-2E: Island of Whispers

### **YOUR SHIP IS THE FEATHERED DEVIL**

## REWARD

Each character gains a card feat.



# 5-2A: THE PATCHWORK PRISON

### Read the Following Aloud:

There's something strangely familiar about the place you are currently drifting: titanic sheets of rippling light—orange, pale red, and emerald—rise from the sea many miles distant in three different directions. You recall seeing colored lines like that on... a chart? A map? The answer eludes you.

A cry rises from below: "Shipping water!" The starboard list to your vessel is more serious than you thought: sea water is rushing into your hold. Your exhausted crew rouses itself to make repairs and right the ship. You direct the crew toward the scrubby islands ahead of you—if you have to careen the ship to make repairs, doing so in shallower water will be easier. The ship lurches and limps forward.

The tengu Shikra grabs a free line and hauls himself over the side of the ship to inspect the damage from the outside of the hull. He grips the line with practiced ease, keeping his injured leg from bumping the hull as he descends. His sister Rekkish calls after him: "Without a splint, that leg won't get better."

"If we can't get this hull patched, we'll all have a lot more to worry about than my leg," Shikra cries back. After assessing the damage near the waterline, he calls up, "That's strange, it looks an awful lot like something bit th—" A scaled arm reaches up from the water, grabs the tengu by his injured leg, and hauls him under the surface. At the same moment, several shark-people rise from the sea, swarming your ship, while others hurl shark-tooth tridents from the nearby islands.

No wonder the hull damage under the waterline was so extreme; the sea devils must have been trying to sink your vessel. One of the islands shifts and lurches, and the sea devils upon it cheer. A massive head rises up on one edge of the island—it's a dragon turtle! The creature submerges as it nears your ship. The sea devils riding its back prod it toward you with their tridents. You feel as much as hear a grinding noise as the dragon turtle's shell scrapes the underside of your hull. The merfolk have a pet dragon turtle—that complicates your predicament considerably. Repel the sea devils before your ship is reduced to driftwood!



#### VILLAIN:



SEA DEVIL PRINCE

#### HENCHMEN:



HIRGENZOSK



SEA DEVILS

#### PLAYERS

#### LOCATIONS

1	CANNIBAL ISLE
1	LONELY ISLAND
1	MANCATCHER COVE
2	MANGROVE SWAMP
3	SHARK ISLAND
4	ROCKY CLIFF
5	TEMPEST CAY
6	HOLY ISLE

#### DURING THIS SCENARIO

At the start of the scenario, your ship is wrecked.

When a monster that has the Merfolk trait is undefeated, your ship is dealt 1d6 Structural damage.

After you encounter or banish the henchman Hirgenzosc, shuffle it into a random open location deck.

### REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 item in her deck with the loot Totem Necklace and 1 character may temporarily replace 1 armor in his deck with the armor Shark Skin Armor. At the end of each scenario, return these cards to the game box.

### Development:

You have routed the sea devils, convincing them to seek easier prey. Fortunately, they took their dragon turtle with them. At last, you have the time to make repairs to your ship. The sailors unroll a large sheet of canvas, securing it over the hull damage with wooden wedges. It's not a permanent solution, but it will do for now.

The unrolled canvas inspires another memory. You suddenly recall where you've seen the colored curtains that surround you:

on the *Hao Jin Tapestry* itself, on a particularly motley section of patchwork with tiny lines of colored thread. You've been told that fabric of the tapestry itself—its colors and patterns—sometimes reflects the realms within it. You have some records about the tapestry stored in the captain's quarters. It's time to look them over to see where you are.

Maybe you can use them to get out of this baffling demiplane.



# 5-2B: SECRETS IN DRIFTWOOD

### Read the Following Aloud:

**C**oruscating sheets of light surround you in this strange, patchwork place. A curtain of orange stretches across the horizon to the northeast, while pale red shimmers to the west and emerald to the south. Certain that you'd seen this pattern of color on the *Hao Jin Tapestry* itself, you went to the captain's cabin to consult your records of the *Hao Jin Tapestry*.

The records were gone.

In fact, the entire sea chest in which you kept notes and relics of the Pathfinder Society was gone. The splintered cabin door, right next to the hastily-repaired hole the sea devils made in your hull, left little doubt as to what occurred: they broke into this cabin and stole the chest. Other valuables were also missing: gold adornments, a magical rapier, and an antique spyglass mounted on the wall. But the loss of the sea chest is what stings the most, as the records there could perhaps tell you not only where you are, but how to escape.

You're considering how best to go after the sea devils when the tengu Rekkish, your ship's surgeon, interrupts you. "My friends," she says in her clipped speech, "I've been sent to tell you the patches are leaking. We need supplies for permanent repairs." You're a bit surprised the tengu can focus on the ship's troubles while her woes are so fresh: The sea devils took her brother during the attack, and his body still hasn't been found. You thank the surgeon and return topside to consider what to do next.

The materials you need can surely be found in the jutting wrecks of the shipwreck graveyard near the shimmering emerald curtain to the south. But the curtain makes the crew uneasy. Unlike the orange curtain, which has small islands before and behind it, and the pale red curtain, which has a larger land mass beyond it, the emerald one is opaque. Any number of terrors could lurk behind it.

Superstition, so common among sailors, has rumors already running rampant. You'd best get into the wrecks, take what you need, and get out... ideally before you find out whether any of those rumors are true.



#### VILLAIN:



WHALEBONE PILK

#### HENCHMEN:



SHIPWRECKS

#### PLAYERS

#### LOCATIONS

1	FOG BANK
1	SHIPWRECK GRAVEYARD
1	WINDWARD ISLE
2	RAKER SHOALS
3	HOLY ISLE
4	SEA CAVES
5	TOWER
6	SCAR BAY

#### DURING THIS SCENARIO

When the henchman Shipwreck is undefeated, shuffle the henchman Scurvy Zombie from the box into the location Shipwreck came from.

When the henchman Shipwreck is defeated, you may examine the top card of any open location deck, then put it on either the top or bottom of that deck. If you put it on the bottom, summon and encounter the henchman The Ancient Mariner.

When Whalebone Pilk escapes, instead of shuffling the villain and blessings into the location decks, put them on the bottom.

### REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 ally in his deck with the loot Rekkish and 1 character may temporarily replace 1 ally with the loot Ricketty Hake. At the end of each scenario, return these cards to the game box.

### Development:

**N**ow you know why the shipwrecks were clustered so close to the emerald curtain: an undead pirate captain commanding a ghost ship called the *Deathknell* sailed out to attack ships that approached the shimmering light too closely. Captain Pilk sought to add your souls to his spectral crew, darting in and out of the eerie green light to avoid capture. You've put an end to Pilk's villainy for good, although the crew

staunchly refuses to investigate whatever lies on the other side of the curtain.

No matter. You not only acquired the materials you need to repair your ship, but you found a survivor: a shipwright named Hake who is happy to repair your vessel as thanks for his rescue. Now you must return to the islands claimed by the sea devils and recover the chest they took from you.



# 5-2C: THE DEVILS' SEA

### Read the Following Aloud:

Your time for revenge is at hand. The sea devils that raided your ship and stole your sea chest will pay for their arrogance. You know that the merfolk inhabit the islands in and around the sheet of orange light that reaches across the sea, miles wide and thousands of feet high. You sail cautiously between the islands, keeping an eye on the terrain below the water as much as the lands above it. The sea devils won't surprise you again.

You catch sight of the immense shell of the sea devils' dragon turtle, swimming lazily around a pinnacle of rock. As the turtle swims out of sight, you quickly guide your ship forward through the orange curtain of light.

Despite its strange appearance, the light seems harmless and feels like nothing more than a gentle caress of wind. Yet the sea on the other side of the curtain is suddenly much deeper. The islands here are covered with evidence of sea devil raids—broken ships, half-devoured carcasses of great beasts, and ragged, fluttering streamers that might have been sails or signs of marooned victims praying for rescue. Shark fins cut through the water, patrolling the lands here like guard dogs.

You now understand that the curtains of light are boundaries separating different realms, all caught within the *Hao Jin Tapestry*. These waters are ruled by sea devils, who dared to expand their raids beyond the orange boundary of their realm. You also realize that the undead Captain Pilk must have come from a realm on the other side of the emerald curtain. You silently thank the crew for refusing to investigate what must have been a sea steeped in death.

You rescue a few shipwrecked survivors from a crumbling sea fort. They are hollow-eyed from the horrors they have seen the sea devils inflict. In hushed tones, they recount watching the sea devils deliver all their treasure to two powerful war-leaders: a four-armed mutant named Krelloort and a giant sea devil known only as the Matron. That's likely where your chest—*your way home*—ended up. You must vanquish these foes to recover your stolen gear and avenge the dead. The surgeon Rekkish vows to help you in memory of her brother and the others lost to the brutal sea devils.



#### VILLAIN:



KRELLOORT



THE MATRON

#### HENCHMEN:



SEA DEVILS

#### PLAYERS

#### LOCATIONS

1	BEACH
1	SEA FORT
1	SHARK ISLAND
2	PINNACLE ATOLL
3	FRINGES OF THE EYE
4	COASTLINE
5	SHIPWRECK GRAVEYARD
6	MANCATCHER COVE

#### DURING THIS SCENARIO

When creating the blessings deck, replace 5 blessings with Pirate Shade Haunt henchmen. When you discard a Pirate Shade Haunt from the blessings deck, recharge a card from your hand and a card from your discard pile.

Ignore the villain The Matron's last power.

When you defeat and corner a villain, display it; you win the scenario only when both villains are displayed.

### REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 weapon in her deck with the loot *Brine's Sting*, and 1 character may temporarily replace 1 item in his deck with the loot *Farglass*.

At the end of each scenario, return these cards to the game box.

### Development:

With your sea chest back in your possession, you can review your notes on the *Hao Jin Tapestry* to discover where you are. The emerald, orange, and pale red threads suggest you're in a region known as the Patchwork Prison, a dumping ground of tiny realms deemed dangerous by other inhabitants. That certainly matches up with your recent experiences.

The Patchwork Prison doesn't have an easy exit—that would defeat the purpose of a place to store realms with dangerous

inhabitants. But it is home to an ancient village called Iadut, located behind the shimmering curtain of pale red light to the west. You have heard Iadut is a fishing village whose inhabitants are often beset by monsters. If anyone holds the keys to escaping this accursed prison, it's likely to be people who chose to build a permanent settlement here. Iadut's inhabitants will probably be suspicious, but if you can convince them of your honest intentions, you may find a way out of the tapestry at last.



# 5-2D: IADUT

### Read the Following Aloud:

**P**ast the shimmering red curtain, a vast island covered with dense jungle rises from the sea. The village of Iadut stands at the water's edge, offering a few docks as shelter for the local fishing boats. Iadut's inhabitants are wary, but when you offer friendliness and honesty, they soon realize that you are not among their violent neighbors. They welcome you, but warn that the village is far from safe—monsters frequently emerge from the sea and from the surrounding jungle.

The most welcoming of the villagers is an elf who introduces himself as Akinaru. He admits that he hasn't been in Iadut for long. He is something of a planar traveler, trapped here after an incautiously performed ritual, although whether the error was his own or someone else's, he doesn't say. Akinaru is as anxious to leave the *Hao Jin Tapestry* as you are, and he insists you grant him passage on your ship in exchange for his aid. He also offers a trinket he acquired in his travels: a magical astrolabe called *Svingli's Eye*.

Out of earshot from the villagers, Akinaru speaks further of his plans. "It is incomprehensible how they can cast away their hope of freedom and enjoyment to simply catch fish until their bodies fail them. But I will not share their fate, and neither will you. They may not have seen fit to safeguard their ancestors' knowledge of the nature of this place, or of how to leave, but we can still ask their ancestors to speak to us directly."

The elf warns that Iadut's founders were smugglers, pirates, and other unsavory folk: just the sorts of people that belonged in the Patchwork Prison. Akinaru claims he can perform the ritual to speak with these pirate spirits, but considering how his previous ritual turned out, you decline. You'll meet these spirits on your own terms, and get them to tell you what they know.

Akinaru also explains that one villager might be looking to settle an old score with him. This brute—a man named Grype—is the sort to let his fists do the talking, and he's likely to consider anyone associating with the elf to be his enemy.

Akinaru plainly thinks even less of Grype than he does of the rest of Iadut's inhabitants, but he insists that you intervene if the man comes looking for him.

Despite the pirate ghosts and bloodthirsty brawlers, you're starting to think you might make it out of the *Hao Jin Tapestry* after all.

**VILLAIN: NONE**

**HENCHMEN:**



PIRATE SHADE HAUNTS

**PLAYERS**

**LOCATIONS**

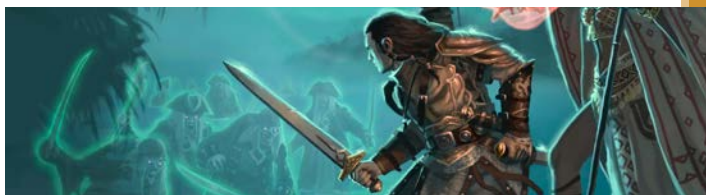
1	FISHING VILLAGE
1	SEASIDE WAREHOUSE
2	JUNGLE
3	TIDEWATER ROCK
4	DOCKS
5	MERCHANT MARINA
6	HARBOR

### DURING THIS SCENARIO

Your ship is anchored at the Fishing Village.

When closing locations, on closing, summon and encounter the henchman Knuckles Grype; if he is not defeated, discard a card from the blessings deck.

To win, close all locations.



## REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 armor in her deck with the loot *Buccaneer's Breastplate*, and 1 character may temporarily replace 1 item in his deck with the loot *Svingli's Eye*. At the end of each scenario, return these cards to the game box.

### Development:

**G**rype was a relentless opponent, and he certainly had some bad blood with Akinaru. Grype kept asserting that Akinaru wasn't who he said he was, but you're already keeping an eye on the imperious elf—after all, it would be dangerous to put too much trust in anyone trapped in this prison. You've added Grype's armor and Akinaru's astrolabe to your hold, and are starting to feel like you've acquired a fair share of plunder on your inadvertent excursion.

Unfortunately, the pirate spirits were not forthcoming. None knew with any specificity how to leave the Patchwork Prison or

the *Hao Jin Tapestry*; each could provide only vague clues and incomplete instructions. But piecing together fragmented lore is second nature to Pathfinders, and your next steps are now plain. The other side of Iadut's jungle island was once sacred to long-vanished inhabitants, and the secret to creating a portal is there. Akinaru directs the crew to steer that direction. After reminding the elf that he isn't in charge of this expedition, you grudgingly affirm his orders. To the other side of the island you go, where danger assuredly awaits.





# 5-2E: ISLAND OF WHISPERS

## Read the Following Aloud:

**W**ith the information you gained from the ghosts of Iadut, you know the secret to escaping the Patchwork Prison is in an isolated chapel on the other side of the island. Your newest crewmember, Akinaru, seems excited to reach the chapel, but the tengu surgeon Rekkish is reluctant. “It’s my brother,” she explains. “As much as I want to leave, those damnable sea devils took him from us, and I can’t help but feel like I’m abandoning him by leaving these strange seas.”

As you round the island, you spy a half-submerged structure at the edge of a small beach of stones, sand, and palm trees. The spirits of Iadut described this as a holy place, but the place simply looks sad and abandoned to you.

As you approach, you spot a crude raft of cobbled driftwood and—a greater surprise—a tengu waving at you from near the raft. “Shikra!” squawks Rekkish, happily. “He lives!”

Sure enough, it’s your tengu rigger, leaning heavily on a makeshift crutch, with torn clothing bandaging his injured leg. Cries of relief rise from the crew as they angle the ship alongside the island.

Shikra, however, looks uncharacteristically grave. He’s not waving in welcome; he’s waving you away. “This island isn’t safe,” he calls out as you approach. “I managed to sail this far before my raft came undone, and I thought it looked like a good place to repair it. But the chapel there—and this whole island—echo with strange whispers. They entice you into the sea, and implore you to drown. The whispers are horrid—turn away!”

“Preposterous!” mutters the elf Akinaru. “That chapel holds our best chance to get our ship out of here and for you to continue your mission. You’re not about to let some bird-man’s ridiculous superstition discourage you, I hope.”

Rumors of curses and spectral whispers have unnerved the crew. If you’re going to explore the island and the chapel, you’re on your own.



**VILLAIN: NONE**

**HENCHMEN: NONE**

PLAYERS	LOCATIONS
1	CHAPEL
1	HOLY ISLE

### DURING THIS SCENARIO

After building the location decks, shuffle together 2 Curse of the Deep barriers and a number of other barriers and a number of monsters each equal to twice the number of characters, then shuffle half of those cards into each location deck.

The difficulty to defeat Curse of the Deep is increased by the number of cards remaining in your location deck.

When you would banish Curse of the Deep, if there are other cards remaining in your location deck, shuffle it into your location deck instead. Otherwise, display it next to the blessings deck.

To win, both Curse of the Deep barriers must be displayed next to the blessings deck.

## REWARD

Each character adds a blessing from the game box to the cards acquired during this scenario. Adventure Card Guild characters may choose a bonus deck upgrade.

### Development:

**T**he chapel contained fragments of a strange ritual that at first seemed incomprehensible, but you deciphered them as instructions to open a gateway within the flooded chapel itself. The gate began as a pinhole-sized point of green and blue, then swiftly expanded into a window showing a vast marsh under a familiar sky—the sky of Golarion. The window expanded further, large enough to sail your ship through. Your crew watched in wonder.

Shikra, the rescued tengu rigger, was the first to speak. “I want to thank you for being so good to me, and for keeping the crew—and my sister—safe. You’re all going home now.”

Rekkish cocks her head quizzically. “What do you mean? You’re coming with us.”

“I wish I could.” Shikra’s form shimmers and begins to fade. “I wish I’d been strong enough to ignore the whispers on this island.” In moments, Shikra’s spirit is gone.

Akinaru is the only one that seems untroubled. “Well?” he says, urgently. “Full sail ahead, get underway, or whatever the nautical term is. Time to leave the Patchwork Prison behind us!”

Full sail ahead indeed! With heavy hearts, you console your surgeon and head on through the waves.

SEASON OF TAPESTRY'S TIDES SHIP 1

## FEATHERED DEVIL

CLASS 1



CHECK TO DEFEAT  
CHARISMA  
DIPLOMACY

5

OR  
WISDOM  
SURVIVAL

7

**WHEN ENCOUNTERING THIS SHIP**

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

**WHEN COMMANDING THIS SHIP**

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

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SEASON OF TAPESTRY'S TIDES SHIP 1

## FEATHERED DEVIL



CHECK TO REPAIR  
CRAFT

4

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

**WHEN COMMANDING THIS SHIP**

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

SEASON OF TAPESTRY'S TIDES LOOT 2

## REKKISH

TENGU HIRELING

TYPE  
ALLY



**POWERS**

On your check, after the roll, recharge this card to add 1.

At the end of your turn, reveal this card and choose a character at your location to recharge a random card from his discard pile, then shuffle this card into his deck.

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# Season of Tapestry's Tides

## Adventure 2: The Patchwork Prison

\_\_\_\_\_ A.K.A. \_\_\_\_\_  
 Player Name 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:				
<input type="checkbox"/> Die Bump Gained <input type="checkbox"/> Die Bump Used <input type="checkbox"/> Completed Adventure				