

PATHFINDER SOCIETY

ADVENTURE CARD GUILD



SEASON OF TAPESTRY'S TIDES

ARMS OF THE DEEP



Adventure 5-5: Arms of the Deep

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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 5-5: ARMS OF THE DEEP

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*, and *The Price of Infamy 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, or 5**.

Read the Following Aloud:

The cool sea breeze and the salty ocean taste it carries are a welcome and relaxing change of pace, but there's still a lot on your mind. You're chasing after a formidable evil spirit, the oni Akinaru. With the lead he has, it's likely that he has already reached the oni nation of Chu Ye and started to execute his plot to unleash untold numbers of new oni on the world. Looking around at your crew and out at the ships you lead, you realize that while it is a mighty force, it wouldn't hurt to gather more support along the way before invading a hostile country.

And what better place to seek support than from the sea itself? According to your maps, you're sailing near the outskirts of the underwater nation Xidao. And you know the amphibious fishfolk who rule this nation are willing to trade with outsiders. To help air breathers meet with their representatives, the fishfolk have built stone spires on reefs and atolls that reach into the sky. The spires work well enough for simple exchanges, but you're going to need to talk to the people in charge, which means traveling into the depths.

You discuss the possibilities with your officers. Sengati, the pirate captain whose ship you helped recover, speaks up in a low voice, "What about the wai-gaa?" The wai-gaa are floating islands, among Xidao's most famous landmarks. They are also the reason you know where Akinaru was headed. When you cried upon the ship the oni stole to figure out where he was headed, you saw him sailing through these features. Seeing the puzzled looks all around her, Sengati elaborates, "There's got to be some kind of water-breathing magic available there, right?" It's certainly worth a look.

You pass through several smaller islands. They look like large blobs of sunbaked mud, with bits of plant life clinging to their surfaces. At last, a promising island appears on the horizon. Its large mass manages to hold an entire stone building above the sea. Chunks of floating mud surrounding the island make the approach too treacherous for your sailing vessel, so you set off in your rowboat toward the mysterious site. The ground of this



wai-gaa is surprisingly solid, but the whole place looks wet, as if it just rose from the sea a short while ago, and the air is thick with humidity. The structure atop it is shaped like a cube set into the side of a large mud mound. Along one side of the cube is a large entryway decorated with motifs that look like they represent water and air. In your time with the Pathfinder Society, you've become familiar with many cultures and languages, but these symbols don't match any group you are familiar with. Beyond the entrance, a set of stairs disappears into darkness. You station a guard here to make sure nothing follows you down, and you head into the black.

DURING THIS ADVENTURE

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:

- 5-5A: Air and Water
- 5-5B: Battle at Sea
- 5-5C: Beneath the Waves
- 5-5D: A Royal Request
- 5-5E: Get Kraken!

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

REWARD

Each character gains a card feat, a power feat, or a skill feat.



5-5A: AIR AND WATER

Read the Following Aloud:

With your wayfinder lighting the way, you descend into the island. The air is salty and humid. Though you must be far beneath the surface by now, the ocean has not encroached upon this place. After what feels like an eternity, you reach the bottom of the stairs, and your breath catches in your throat as you look around. As you step inside, a pale blue light begins to illuminate the entire chamber. The walls and floor fade into transparency, allowing you to see the sea surrounding you on all sides. The songs of whales and the sounds of other sea life begin to fill the room, not so loud as to be distracting, but soft and relaxing.

In the center of the room is a pedestal with a glass globe. The globe slowly fills with water from an unknown source, though at the glacial pace the water is rising, you won't be around to see what happens when it's full. A doorway to the left leads to a bunk room; to the right is a prayer room. The only way to proceed is ahead: a set of stairs leading up.

The distance you travel going up seems to match the distance you came down, and just when you think you must be getting close to the surface, the stairs end in another chamber. When you step in, the walls and ceiling fade leaving you a clear view of the sky and the surrounding island. There's another glass globe here, only this one is mostly full of water and is slowly draining. The sound of seabirds above and the crash of waves on the shore fill the room.

The ambient noise keeps you from hearing the shuffling and rattling until its source is almost on top of you. You turn toward the entrance just as a horde of bloated bodies rushes in. You chuckle to yourself. If this were the first, or even the second time a horde of drowned sailors had attempted to stop you, you might have been afraid. You make short work of their rotten corpses, fighting your way back down the stairs and into the room at the bottom of the sea. Outside, a pod of dolphins gathers to watch the carnage. As the last of the undead fall, the dolphins suddenly charge toward a single spot on the transparent wall. Remarkably, they pass through it into the air-filled chamber. As their floppy dolphin bodies land unceremoniously on the floor, they writhe and bubble, transforming into emaciated figures with algae-colored skin, razor-sharp teeth, and knifelike claws. The real fight has just begun!



VILLAIN: NONE

HENCHMEN:



GHOLDAKO

VRYKOLAKAS

PLAYERS | **LOCATIONS**

1	GANNET ISLAND
1	SHRINE TO NORGORBER
2	HALL OF CHAMPIONS
3	TORTURE PIT
4	TELEPORTATION CHAMBER
5	SEA CAVES
6	RUINED AMPHITHEATER

DURING THIS SCENARIO

Your ship is docked at Gannet Island.

When creating the blessings deck, replace 6 of the blessings with the henchman Pirate Shade Haunt. When you discard a Pirate Shade Haunt from the blessings deck, display it.

When you play a blessing that does not have the Besmara, Hshurha, or Kelizandri trait, roll 1d4. On a 1, discard a card from the blessings deck.

To win, close all locations.

REWARD

For the rest of the Adventure Path, at the start of the scenario, stash a second plunder card.

Development:

Your limbs are heavy with exhaustion when the last unholy creature finally falls. You'd chased it into the prayer room where, during the struggle, you knocked over an offering bowl full of pearls. Just as you pick up a handful to examine them, you hear shouting from the stairway—it's the guard you left on the surface. Out of breath, he pants, "Zombies, coming out of

the ocean. Lots of 'em. Heading this way." With no thought, you pocket the pearls and race up the stairs.

Your party reaches the top just in time to collide with a wave of undead. Your body aching, you fight your way through mounds of the creatures, and as soon as you reach the rowboat, your mates row frantically toward the relative safety of your ship.



5-5B: BATTLE AT SEA

Read the Following Aloud:

As your rowboat approaches your ship, you see ragtag groups of undead scurrying up the sides, and you hear the sounds of battle. “What’s going on up there?” Sengati asks, squinting up at the ship’s deck. There’s something strange about this fight: Even though there’s plenty of fighting going on, the undead aren’t flowing onto the ship in numbers as great as the onslaughts you faced on the island, and you don’t see any of the algae-covered monstrosities that attacked you in the temple. The crew left on the ship should have been able to handle a few sea zombies. It’s hard to see clearly from this distance, but it looks like your mates may be fighting not only the drowned dead, but each other as well.

Your rowboat rocks as one of the corpses tries to pull itself aboard. You knock it away and instruct your rowers to row faster. You soon reach the ship and clamber up to the deck, knocking a few zombies back into the sea as you go. One of the undead hurls what looks like a small squid at one of your sailors. The creature engulfs the man’s head, and after a brief struggle, his mouth sags open and his eyes roll back. He hefts his weapon and lunges at one of your other shipmates, running the unsuspecting crewman through.

Sengati gasps, and then shouts, “Don’t let those bloody squid things near your heads! Watch out for anyone who’s already been grabbed by one!”

With that, you join the battle.



VILLAIN:



INCUTILIS

HENCHMEN:



GILBROT THE TONGUE



JAKAW RAZORBEAK



KIPPER



RIARIS KRINE



GILES HALMIS



RUFFIANS

PLAYERS	LOCATIONS
1	DAGON'S JAWS
1	GANNET ISLAND
1	SCAR BAY
2	FRINGES OF THE EYE
3	RAKER SHOALS
4	SHIPWRECK GRAVEYARD
5	SHARK ISLAND
6	PINNACLE ATOLL

DURING THIS SCENARIO

At the start of your turn, roll 1d6; on a 1 or 2, summon and encounter the henchman The Ancient Mariner.

If your check to defeat a henchman monster does not have the Attack trait, the difficulty is increased by 10.

REWARD

For the rest of the Adventure Path, 1 character may temporarily replace 1 ally in her deck with the loot Alise Grogblud and 1 character may temporarily replace 1 weapon in his deck with the loot Aiger’s Kiss. At the end of each scenario, return the loot cards to the game box.

Development:

Breathing heavily, you look around. The incutilises have been thoroughly destroyed. Your surgeon Rekkish examines a catatonic sailor who had been under the incutilises’ control. “There’s nothing I can do for her.”

Rekkish indicates others lying on the deck whose heads bear the telltale wounds of the incutilises’ assault and sighs,

“They’re all dead. Whatever those things did to control them killed them.” She shakes her head sadly and moves off to tend to those she can help.

It’s never easy to lose crewmates. Still, given the circumstances, it could have been much worse. If you hadn’t arrived as quickly as you did, your whole crew may well have fallen to these strange monsters.



5-5C: BENEATH THE WAVES

Read the Following Aloud:

In your rush out of the prayer room beneath the wai-gaa, you had pocketed a handful of pearls. Given time to study them, you determined that they contain magic that will allow you not only to breathe underwater, but also to move about freely beneath the waves.

With the problem of underwater navigation solved, you set course for Xidao's capital, Yashabaru. You spend your time reading about fishfolk and brushing up on their language, Aquan. Convincing them to help you won't be easy, but you're going to be as prepared as you can be.

The brightly colored trade spires of Yashabaru are a sight to see! Blue, green, orange, yellow, and red corals spiral up out of the water, forming large platforms teeming with activity. Atop each of the spires are dozens of stalls minded by local fishfolk merchants. The stalls are covered with brightly colored awnings to protect purveyors, customers, and goods from the sun and the sea birds. The smells of fish and seafoods carry on the light breeze and mingle with the scent of the ocean. The buzz of shouting voices drowns out the screeching of the gulls. "Beautiful!" Sengati exclaims. Rekkish nods in agreement.

In order to get an audience with the fishfolk's queen, you're going to need connections, and that means offering favors and spending gold. You visit several of the largest stalls in turn, intending to be the best customer each has had in weeks. In addition to practical supplies like food and weapons, you purchase works of art to demonstrate your wealth and taste. Soon, your presence draws attention from all across the trade spires.

Now to figure out who among the people on the spires has enough influence to help you in your quest.



VILLAIN: NONE

HENCHMEN: NONE

DURING THIS SCENARIO

Your ship is anchored at the Harbor.

At the start of the first turn, draw the loot Pearl of the Sirines from the box.

When you defeat a bane, you may roll the plunder die and shuffle a boon of the rolled type from the box into your location deck.

The difficulty to acquire boons is increased by 5. When you acquire a boon, put it in a victory pile next to your character. To win, each character must have at least 5 boons in her victory pile.

PLAYERS	LOCATIONS
1	HARBOR
1	SACRED SPRING
1	SHARKSKIN REEF
2	HOUSE OF STOLEN KISSES
3	FISHING VILLAGE
4	HALL OF CHAMPIONS
5	SHARK ISLAND
6	TIDEWATER ROCK

REWARD

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

Development:

The connections you've made and the favors you've earned pay off spectacularly, and the queen has agreed to meet with you. With arrangements settled, you begin the journey beneath the waves, magical pearls of water-breathing in hand.

A wondrous city arises from the sea floor. Buildings constructed from giant seashells dot the landscape together with colorful structures grown from living coral. In the center of the city, an immense spire reaches toward the surface, towering over a lavish palace.



5-5D: A ROYAL REQUEST

Read the Following Aloud:

The walls of the fishfolk's palace are transparent from the inside, giving beautiful views of the large kelp gardens surrounding the underwater city's large spire, and of the numerous sea creatures that make this area their home. Schools of colorful fish, graceful rays, enormous whales, and hungry sharks pass back and forth as you travel the palace hall. Outside the throne room, you are seated to await your turn. Servants bring delicious food out to you, along with strange, sweet, and syrupy thick beverages served in carefully contained pods. Almost too soon, it's your turn for an audience with the queen.

The palace guards escort you into the throne room and announce your presence to High Matriarch Urakadussi. Adorned with glittering jewelry, she sits on a throne carved from a single enormous pearl. You bow to her and begin your tale of the oni Akinaru. High Matriarch Urakadussi listens attentively as you talk. Your Aquan is far from perfect, but the Matriarch seems to appreciate your effort to speak the local language.

After you conclude your story, the Matriarch sits in silent contemplation for a few seconds, though it feels like an eternity.

"I wish I could help you," she says. "Unfortunately, I have no troops to spare. Something stirs deep in the Aya Maru trench. Hordes of sea devils rise from the trench and attack our settlements. If I sent soldiers to aid you, we would be rapidly overrun. If this incursion could be stopped and our settlements secured, I would be happy to send you help."

You consider your options. After all you have done, these sea devils should tremble at the approach of your fleet. You explain to the matriarch that you and your crew will help her secure her settlements and end whatever is going on.

"Thank you. I would be remiss to send you down without properly equipping you. A surface wizard once presented me with an underwater craft shaped like an enormous octopus with powerful pincers. If you think you can make use of it, it is yours."

The descent into the Aya Maru trench is fairly quick in your newly acquired vessel, though there is a learning curve to its operation. You're going to have to figure it out quickly though: at the edge of a battered city, fishfolk are fighting a losing battle against a horde of sea devils. You join the fray.



VILLAIN:



THE MATRON

HENCHMEN:



SHIPWRECK



SEA DEVILS

PLAYERS

LOCATIONS

1	FRINGES OF THE EYE
1	MANCATCHER COVE
1	SHARKSKIN REEF
2	DAGON'S JAWS
3	GOZREH'S FLOW
4	TORTURE PIT
5	FOG BANK
6	HATCHERY

DURING THIS SCENARIO

Your ship is the Apparatus of the Octopus. You cannot command any other ship.

When you encounter a monster that has the Merfolk trait, either you are dealt 1d4 Combat damage or the difficulty to defeat is increased by 1d12.

The difficulty to defeat villains and henchmen that have the Merfolk trait is increased by 1d10.

REWARD

For the rest of the Adventure Path, when you would bury the top card of your deck, you may instead examine the top 2 cards of your deck, then recharge 1 and bury the other.

Development:

"Victory!" the fishfolk cry in unison, though in Aquan it sounds a little more like the sound of tongues striking lips. You and your metal octopus were able to tip the balance in the fishfolk's favor. The sea devils are retreating back into the darkness of the trench.

"After them!" you shout.

You push your craft in pursuit. Fishfolk soldiers cheer you on as you swoop past them deeper into the trench. The sea devils aren't getting away that easily! Onward, you command your strange vessel, to the bottom of the sea!



5-5E: GET KRAKEN!

Read the Following Aloud:

The light rapidly fades as you go deeper into the trench. Just as you find yourself surrounded by inky darkness, lights on your metal octopus wink on, but the illumination they provide grants only a small field of view. Suddenly, there's a loud thud. The entire craft shakes violently, jarring you from your seat. Through the craft's window, a gigantic eye comes into view. It seems you've found the reason the sea devils were pushing out of the trench.

An immense cylindrical body extends into the darkness, where you can just make out an enormous mass of squidlike tentacles. But this is no squid. Squid are a lot smaller, and they don't have that gleam of fell intellect lurking behind their eyes. This is a kraken. One that seems to want to crack your mechanical octopus open and devour you whole.

"Turn, turn!" you shout at the apparatus, but it is really no good at that, not even a little. The many legs of the vehicle collapse into each other, wedging themselves into the ocean floor.

You need to get out of this metal death trap, and then you need to fight a kraken. In the dark. Without wasting any time, you begin releasing the clasps and seals around the entrance to the apparatus, tightly gripping the magical pearls that will allow you to survive underwater, if the kraken doesn't kill you. Seconds later, the kraken crushes the vehicle with powerful tentacles, casting aside the torn shards of metal as it notices you just a few yards away. The beast opens its maw and surges forth, ready to eat you in one gulp!

VILLAIN:



KRAKEN MAW (PROXY WITH INCUTILIS)

HENCHMEN:



KRAKEN TENTACLES (PROXY WITH ENEMY SHIPS)



PLAYERS	LOCATIONS
1	GANNET ISLAND
1	RAKER SHOALS
1	SHIPWRECK GRAVEYARD
2	TEMPEST CAY
3	GOZREH'S FLOW
4	DAGON'S JAWS
5	FOG BANK
6	FRINGES OF THE EYE

DURING THIS SCENARIO

After building the location decks, search the box and your deck for the loot Pearl of the Sirines and display it at the Raker Shoals.

Your ship is the Apparatus of the Octopus, which is anchored at Raker Shoals. You cannot command any other ship. At the start of the scenario, your ship is wrecked.

At the start of your turn, succeed at a Strength, Melee, Constitution, or Fortitude 11 check or move to a random other location then roll 1d4:

1. Your ship is dealt 1d4 Structural damage.
2. You are dealt 1d4 Combat damage.
3. Discard a random card.
4. Bury a random card from your discard pile.

At the end of your turn, if you are not at the location where Pearl of the Sirines is displayed, bury the top card of your deck.

REWARD

For the rest of the Adventure Path, if you have the Arcane or Craft skill, you may choose the Apparatus of the Octopus as your ship. Each player unlocks the ability to play Reta from the *Goblins Fight! Character Deck* using the *Gunslinger Class Deck*.

Development:

The kraken put up quite the fight, but you managed to best it, and the sea devils fled in terror. You provided a show of strength on behalf of the fishfolk, and removed the threat to the sea devils, so they shouldn't cause the Matriarch further trouble anytime soon.

You return to Yashabaru and tell High Matriarch Urakadussi the tale. Her already large eyes widen as you describe the kraken and your fight with it. "I agree that the kraken was responsible

for driving the sea devils into our territory. There have been no attacks since you defeated the beast. You have earned our help. I have assembled several units of soldiers to accompany your ships and fight the oni."

As you ferry back to your ship, you look out over your fleet. It has grown into a mighty armada, and beneath it lurks an amphibious army. Whatever Akinaru has waiting for you, you're prepared to meet it!

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 LOOT 5

PEARL OF THE SIRINES

OBJECT
MAGIC



TYPE
ITEM

POWERS
Display this card next to a location. While displayed, characters at this location add 1d4 to their checks against cards that have the Aquatic or Weather trait.
While displayed, characters at this location may bury a card to evade a card that has the Aquatic trait.
While displayed, when a character at this location starts her turn or when this location is closed, any character may draw this card.

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SEASON OF TAPESTRY'S TIDES SHIP 5

APPARATUS OF THE OCTOPUS

CLASS 5



CHECK TO DEFEAT
INTELLIGENCE
ARCANE
CRAFT
6
OR
WISDOM
SURVIVAL
12

WHEN ENCOUNTERING THIS SHIP
Before you act, succeed at a Dexterity, Acrobatics, or Fortitude 9 check or discard a weapon, an armor, or an ally.

WHEN COMMANDING THIS SHIP
When you encounter a bane that has the Weather trait, you may recharge a card to evade it.
When a bane that has the Aquatic or Weather trait deals structural damage to your ship or Combat damage to you, reduce it by 2.

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SEASON OF TAPESTRY'S TIDES SHIP 5

APPARATUS OF THE OCTOPUS



CHECK TO REPAIR
ARCANE
CRAFT
6

When deactivated, this magical apparatus appears to be a huge metal tun barrel. Inside it is a chaotic mess of seats and levers. Once activated, legs extend from the craft, and it is ready to roam the ocean floor. Are you?

WHEN COMMANDING THIS SHIP
When you discard cards for structural damage, they must be either spells or discarded at random.

SEASON OF TAPESTRY'S TIDES VILLAIN 5

KRAKEN MAW

ANIMAL
AQUATIC



TYPE
MONSTER

CHECK TO DEFEAT
STRENGTH
MELEE
CONSTITUTION
FORTITUDE
8
THEN
COMBAT
30

POWERS
Before you act, a random character summons and encounters the henchman Kraken Tentacle.
If undefeated, your ship is dealt 2d4 structural damage, then bury your discard pile.

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SEASON OF TAPESTRY'S TIDES HENCHMAN 5

KRAKEN TENTACLE

ANIMAL
AQUATIC



TYPE
MONSTER

CHECK TO DEFEAT
COMBAT
24

POWERS
Before you act, your ship is dealt 1d4 Structural damage, then each character at your location must succeed at a Strength, Melee, Constitution, or Fortitude 11 check or be dealt 1d4 Combat damage and discard the top card of his deck.
If undefeated, move to a random other location and end your turn.
If defeated, you may immediately attempt to close the location this henchman came from.

Illustration by Igor Grechanyi © 2019 Paizo Inc.



Season of Tapestry's Tides

Adventure 5-5: Arms of the Deep

_____ 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					