

PATHFINDER SOCIETY

ADVENTURE CARD GUILD



SEASON OF TAPESTRY'S TIDES

HEAVEN'S CALL



Scenario 5-P2: Heaven's Call

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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.



5-P2: *Heaven's Call* is an optional scenario that takes place just after the conclusion of Adventure 5-5: *Arms of the Deep*. As the party departs from the underwater kingdom of Xidao, they can sail straight on to challenge Akinaru in Chu Ye. If you play this optional scenario, however, the party receives a distress call along the way.

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.



5-P2: HEAVEN'S CALL

This Scenario 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 scenario, the game box should include only cards with set indicators **B, C, P, 1, 2, 3, 4, or 5**.

Read the Following Aloud:

A gentle breeze flows across the upper deck of your ship. No monsters of the deep trouble you now; for once, the rippling shapes rising toward the surface are your allies. It's a relief to have a short reprieve on your path to the oni-tormented land of Chu Ye, where Akinaru awaits. Your reverie ends when a crow swoops down out of the sky. It drops a neatly folded letter onto the deck before vanishing in a puff of smoke. Warily, you open the letter. Golden words flash on the page, and your ship fades away. You find yourself standing in a serene and orderly garden, wrapped in the smell of flowers and surrounded by the sounds of laughter and music. Before you is a tengu with glowing eyes. "Where are we?" you ask.

The tengu regards you with amusement before replying, "Physically? Wherever you were just a moment ago. But your mind has traveled with me to a vision of my favorite gardens, near my home in Heaven. I am Zepha, servant of Grandmother Crow. I know your mission is of great importance, so I shall not ask you outright to stray from it. I shall simply inform you that another horrific evil lurks a few days journey away, in the woods of Kaimuko. Some of your fellow Pathfinders joined forces with an honorable band of tengu, the Twenty-Four Masks, to fight against it recently. Yet the evil has many branches, and another is lashing out. If you help fight it, it is almost certain that righteous soldiers will flock to your cause."

If what he says is true, you would have much to gain by taking a few extra days to help. But could this be a trick from Akinaru? The combination of Zepha's mannerisms and the vision's pure serenity seem beyond what a twisted being like Akinaru could create. You agree to Zepha's plan, he bids you farewell, and you instantly find yourself back on your ship. That is, assuming you ever left it.

You meet the tengu at the edge of a thick forest. Their masks feature all manner of powerful beasts and monsters. The leader, whose mask resembles an oni's face, introduces himself as Tai Dan. "Thank you for heeding Zepha's call. If you can help us here against the spawn of the Abyss, we will help you face your monster as well."

As you venture into the forest, the air is cloying and still. Ahead, a weeping wound in the ground bubbles black ichor, and from it, a horde of monsters rises. Their leader, a mass of burbling flesh, eyes, and lolling green tongues, surges toward you on spidery legs.

VILLAIN:



SHROUDED QUEEN

HENCHMEN:



JAKAW RAZORBEAK



TENTACLE SLAVERS (PROXY WITH ENEMY SHIPS)

YOUR SHIP IS THE DEVIL'S REMAINS.

PLAYERS

LOCATIONS

1	JUNGLE
1	TENGU ROOKERY
1	TORTURE PIT
2	DINOSAUR CORRAL
3	EYE OF SERENITY
4	GREAT STONE BRIDGE
5	GHOL-GAN RUINS
6	ROCKY CLIFF

DURING THIS SCENARIO

The adventure deck number is 5.

Your ship is anchored at the Tengu Rookery.

At the start of your turn, you may examine the top 2 cards of your location deck then return them in any order.

The Shrouded Queen's before you act power can never be ignored.

Before you attempt to close a location, if the henchman Curse of the Flasheaters is displayed next to your character, summon and encounter the henchman Abyssal Scavenger. Otherwise, summon and encounter the henchman Curse of the Flashes; if undefeated, display it (proxy with Shipwreck) next to your character. If you do not defeat the henchman, ignore all requirements to close the location, and you automatically fail your attempt to close it.

REWARDS

Choose a type of boon other than loot and draw a boon of that type whose adventure deck number is 5 from the game box. Adventure Card Guild characters may choose a bonus deck upgrade.

Each player unlocks the ability to play Ostog from the Barbarian Class Deck using the Monk Class Deck.

Development:

As the unholy monstrosity finally succumbs to its wounds, the ground ceases its unnatural bubbling. With the help of the Twenty-Four Masks, you perform a rite that banishes the rift. A breeze begins to blow, carrying away the oppressive stench.

"One unspeakable evil down, one to go!" says Tai Dan cheerfully. You wish you felt half as lively as he sounds. "Halfway there isn't half bad."

Chu Ye awaits, and with it the conclusion to your trials.

SEASON OF TAPESTRY'S TIDES SHIP 4

DEVIL'S REMAINS

CLASS 0



CHECK TO DEFEAT
CRAFT
DISABLE
6
OR
WISDOM
SURVIVAL
5

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

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

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SEASON OF TAPESTRY'S TIDES SHIP 4

DEVIL'S REMAINS



CHECK TO REPAIR
CRAFT
3

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

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

SEASON OF TAPESTRY'S TIDES SHIP 4

ROARING DRAGON

CLASS 4



CHECK TO DEFEAT
DEXTERITY
MELEE
7
OR
WISDOM
SURVIVAL
9

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

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

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SEASON OF TAPESTRY'S TIDES SHIP 4

ROARING DRAGON



CHECK TO REPAIR
CRAFT
7

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

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

SEASON OF TAPESTRY'S TIDES HENCHMAN 5

TENTACLE SLAVER

OUTSIDER



TYPE
MONSTER
CHECK TO DEFEAT
WISDOM
8
THEN
COMBAT
18

POWERS
Before you act, a character at your location summons and encounters a monster from the box.
If undefeated, draw a card, bury a card, discard a card, then recharge a card.
If defeated, you may immediately attempt to close the location this henchman came from.

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Season of Tapestry's Tides

Scenario 5-P2: Heaven's Call

_____ 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"/>
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Notes:

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

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

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