



SEASON OF TAPESTRY'S TIDES  
TITAN'S RAMPAGE



## Adventure 5-P1: Titan's Rampage

**Mechanical Design** • Keith Richmond

**Story** • Linda Zayas-Palmer

**Editors** • Mike Selinker and Vic Wertz

**Graphic Designer** • Sonja Morris

**Contributing Artists** • Fabio Gorla and Forrest Imel

**Season Coordinator** • Linda Zayas-Palmer

### PATHFINDER ADVENTURE CARD GAME DEVELOPMENT TEAM

Mike Selinker, Chad Brown, Tanis O'Connor, Paul Peterson, Keith Richmond, Liz Spain, and Gaby Weidling, based on a game concept by Rian Sand.

### PAIZO EDITORIAL

**Creative Management** • James Jacobs, Robert G. McCreary, Erik Mona, Mark Moreland, Sarah Robinson, and Gabriel Waluconis

**Design** • Logan Bonner, Jason Bulmahn, Stephen Radney-MacFarland, Mark Seifter, and Owen K.C. Stephens

**Development** • John Compton, Adam Daigle, Eleanor Ferron, Thurston Hillman, Jason Keeley, Amanda Hamon, Luis Loza, Ron Lundeen, Joe Pasini, Patrick Renie, Michael Sayre, Chris S. Sims, and Linda Zayas-Palmer

**Editing** • Judy Bauer, James Case, Leo Glass, Lyz Liddell, Adrian Ng, Lacy Pellazar, and Jason Tondro

**Graphic Design** • Tony Barnett, Emily Crowell, Sonja Morris, and Adam Vick

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Paizo Inc.

7120 185th Ave NE, Ste 120

Redmond, WA 98052-0577

[pathfindersociety.club](http://pathfindersociety.club)





# 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.



5-P1: Titan's Rampage is an optional scenario that takes place just after the conclusion of Adventure 5-3: Escape from the Titan's Jungle. As the PCs sail away from the legendarily deadly Valashmai Jungle, they catch sight of a set of glimmering spires rising above the jungle canopy. If they are wise, the PCs may choose to sail on to safety. However, PCs who are brave or foolhardy enough to return to the jungle will learn what wonders lie in store in those ancient ruins!

## 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-P1: TITAN'S RAMPAGE

## This Adventure Requires:

- The *Pathfinder Adventure Card Game: Skulls & Shackles Base Set*, including *The Wyrnwood Mutiny Adventure Deck*, *the Raiders of the Fever Sea Adventure Deck*, *the Tempest Rising Adventure Deck*, and *the Island of Empty Eyes Adventure Deck*.
- If you have 5 or 6 players, the *Pathfinder Adventure Card Game: Skulls & Shackles Character Add-On Deck* is also required.
- During this adventure, the game box should include only cards with set indicators **B**, **C**, **P**, **1**, **2**, **3** or **4**.

## Read the Following Aloud:

Your ship looks like a patchwork mess that shouldn't float, but appearances can be deceiving. Relief washes over you as your ship glides across the sea, following the coast of the deadly Valashmai Jungle. As you scan the coast ahead, a bright flash of light from above the treetops catches your attention. You draw your trusty spyglass and spot its source, a stone ruin.

You could keep sailing. That would be the safer course of action. But curiosity gnaws away at your reservations.

When you announce your intent to explore the ruin, your tengu second Rekkish grins. Her smile fades when she realizes that you're serious. She presses a feathered hand to your forehead. "No fever," she mutters. "Well, I don't know what's come over you, but I won't be setting foot back on that accursed land." After repeated assurances that you'll be making this journey alone, you convince the reluctant crew to drop anchor just off the coast.

At first, your expedition goes fairly smoothly. If dodging a few patches of toxic vegetation and fending off a hungry giant alligator are all that you have to do, you'll take it. Soon, you reach the ruin. Tiny shards of a metallic substance stick out from the stone, growing in crystals that scatter the light. Something about this place makes the hair on the back of your neck stand on end. Even the air feels wrong: it's dry and thin, in sharp contrast to the oppressive humidity of the rest of the jungle.

Suddenly, the ground quivers. In the distance, an enormous gray shape rises above the treeline. A mountain? No. It has eyes, a grasping maw, and four clawed arms.

Run, you tell yourself. But your legs are frozen in horror, and your eyes are locked on the ferocious beast. It roars in fury. With a hideous squelching sound, the creature rips one of its own arms off and throws it into the jungle. Your legs finally listen to your terrified mind, and you flee as quickly as you can. As you run, you hear an unwelcome rustling behind you. You're not going to escape without a fight. Swallowing your fear, you turn to face your pursuer. The great beast's arm surges forth, claws first.

### VILLAIN:


**TITAN'S ARM (PROXY WITH JEMMA REDCLAW)**

### HENCHMEN:


**KAIJU SMASHES (PROXY WITH ENEMY SHIPS)**

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

#### PLAYERS

#### LOCATIONS

1	CANNIBAL ISLE
1	DINOSAUR CORRAL
1	GOZREH'S FLOW
1	JUNGLE
2	MANGROVE SWAMP
3	SEA CAVES
4	HATCHERY
5	ROCKY CLIFF
6	GHOL-GAN RUINS

### DURING THIS SCENARIO

The adventure deck number is 4.

After creating the blessings deck, divide it into 3 equal stacks and set aside 2 of the stacks. Shuffle the villain Agmazar the Star Titan (proxy with the Matron) into the 3rd stack, which is now the blessings deck.

When Agmazar is discarded from the blessings deck, a random character summons and encounters him. After the encounter, shuffle Agmazar into a set-aside stack of blessings and put that stack on the bottom of the blessings deck.

All characters start at the Jungle. Your ship is anchored at the location Gozreh's Flow.

Only the location Gozreh's Flow can be temporarily closed.

## REWARD

Each character that has won at least 6 scenarios in *Season of Tapestry's Tides* gains a power feat.

## Development:

The malevolent arm thrashes, then goes still. With your heart pounding in your chest, you cut off one of the vicious claws. With this fragment of the creature's body and time in a Pathfinder library, you may be able to figure out what just attacked you.

And most importantly, you survived. When you return to the ship, the crew eagerly casts away from shore.

Whatever else you might see in the jungle, you vow to them, you will not be going back.

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.

Illustration by Kevin Yan

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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 bluestiest 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.

Illustration by Kevin Yan

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SEASON OF TAPESTRY'S TIDES

VILLAIN 4

TITAN'S ARM

UNDEAD

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

28

POWERS

The Titan's Arm is immune to the Cold, Mental, and Poison traits.

Before you act, each character at your location must succeed at a Constitution or Fortitude 13 check or discard 1d4 cards from her deck.

If undefeated, each character at your location must succeed at a Wisdom or Divine 13 check or bury 1d4 blessings from her hand and/or discard pile.

Illustration by Lindsey Wakefield

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SEASON OF TAPESTRY'S TIDES

HENCHMAN 4

KAIJU SMASH

UNDEAD

SKIRMISH

TYPE

BARRIER

CHECK TO DEFEAT

NONE

POWERS

Roll 1d6. Each character at a random occupied location is dealt 1d4 Combat damage and must:

- 1-2. Succeed at a Dexterity or Acrobatics 13 check or recharge 1d4 random cards.
- 3-4. Succeed at a Constitution or Fortitude 13 check or discard 1d4 cards from his deck.
- 5-6. Succeed at a Wisdom or Divine 13 check or bury 1d4 blessings from his hand and/or discard pile.

Then banish this card and you may immediately attempt to close the location it came from.

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SEASON OF TAPESTRY'S TIDES

VILLAIN 4

AGMAZAR THE STAR TITAN

UNDEAD

TYPE

MONSTER

CHECK TO DEFEAT

COMBAT

40

POWERS

Agmazar is immune to the Cold, Mental, and Poison traits.

Before you act, bury a card from your deck and a card from your discard pile; each other character must succeed at a Dexterity, Constitution, Wisdom, Acrobatics, or Fortitude 13 check or move to a random location and be dealt 1d4 Combat damage.

After you act, if the check to defeat had the Ranged trait, a random character is dealt 1d4 Combat damage.

Illustration by Yuri Georgiev

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Scenario:				Coordinator Initials and Pathfinder Society ID#
Success?	Replaying?	Scenario Reward	Deck Upgrades	
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