

**Assessing the Damage:** Inspect the Tapestry itself to help discern what might be happening to it.

**Relevant Skill Checks** Appraise, Disable Device, Perception, or Use Magic Device

The largest holes appear around six of the regions that the Pathfinder agents visited in the past few years.

The Tapestry is radiating warmth.

Despite the Tapestry's warmth, there are spots around the largest tears that are chill as a grave. ***Return this to the GM to activate this reward and gain +4 bonus to initiative checks for 1 encounter against undead opponents.***

**Interrogate the Snakes:** A recently arrested group of Aspis Consortium agents are insisting the Consortium has nothing to do with the event.

**Relevant Skill Checks** Bluff or Intimidate

You believe the Consortium agents, and they reveal that the Aspis Consortium recently tried to re-infiltrate the tapestry, but it was too unstable and they could not gain entry.

As above, but you also gather information about the Consortium's past dealings with groups in the tapestry. ***Return this to the GM to have 1 person gain a +2 bonus to charisma based skill checks made when interacting with a creature within the tapestry.***

***When using the reward above, the person can roll twice and take the better result.***

**Knowledge of the Weave:** You try to recall what you may already know, or try to learn more of the *Hao Jin Tapestry*.

**Relevant Skill Checks** Diplomacy, Knowledge Planes, or Knowledge Local

You manage to learn that many regions in the tapestry are pulled directly from Golarion. However, most of its denezins have lived in the tapestry for their entire lives, and some can trace back many generations to ancestors who lived on the tapestry as well. ***Return this to the GM to have one person reroll a failed knowledge check and use the new result.***

*When using the reward above, the person can instead reroll any one skill check.*

*When using the reward above, the person can instead reroll any one d20 roll.*

**Something is Watching:** You get a strange feeling of being watched and investigate to determine what is going on.  
**Relevant Skill Checks** Knowledge Arcana, Knowledge Planes, Perception, Sense Motive, Spellcraft

You feel anxious, as if you had just awoken from a nightmare. The feeling fades away shortly.

You feel suddenly anxious and sense a malicious and supernatural presence trying to enter your mind. Thankfully, you manage to resist. ***Return this to the GM to have one person add +2 to their will save before rolling.***

You feel suddenly anxious and detect a malicious presence. Before fighting it off, you manage to sense its intentions; to feed on the chaos and death in the tapestry. ***Return this to the GM before making a will save to have one person roll twice for a will save and take the better result.***

**Supply Check:** Assess the repair team's supplies. This includes climbing gear, traveling gear, rations, and components for rituals.

**Relevant Skill Checks** Appraise, Craft (Any Relevant), Knowledge Arcana, or Profession (Any Relevant)

The repair team, grateful for your inspection and aid, offer some supplies. *They provide each person with one potion of cure moderate wounds.*

The repair team offers an additional potion without an expensive material component.

*Tier 1-2 and Tier 3-4  
Level 1 Potion:*

*Tier 5-6  
Level 2 Potion:*

*Tier 7-8 and Tier 10-11  
Level 3 Potion:*

Each tier can select a lower tier potion, if desired.

The repair team is supplied well enough to set up a rudimentary shop in the *Hao Jin Tapestry*. *Between encounters, the players may purchase items from the Core Rulebook or Ultimate Equipment book with a price of 1,500 GP or less.*

**Tales from the Tapestry:** You share stories with your compatriots of the Society's previous adventures in the tapestry.

**Relevant Skill Checks** Diplomacy, Knowledge (History), or Perform

Your group recalls stories of Pathfinder agents adventuring within the tapestry and dealing with all manners of different peoples and creatures. Ratfolk, Lizardfolk, Ancient Mummies and Manipulative demons. *Each time the players attempt a knowledge check to identify a creature in the tapestry, one person can choose to gain a +2 bonus on the check.*

*Return this to the GM to have each player roll twice and take the better result instead of gaining a +2 bonus.*

*Return this to the GM, one person can treat the result of their roll as if they had rolled a 20, or may gain the benefits of the AVERAGE result while treating the Knowledge skill as trained.*

**Travel Tips:** You and your compatriots share information on how to traverse and survive a variety of terrains.

**Relevant Skill Checks** Knowledge (Geography), Knowledge (Nature), Profession (Relevant), or Survival

Your group recalls and shares stories of the various terrain types from the Pathfinder Society's previous adventures in the tapestry: buildings, caves and tunnels, ancient ruins, mountains, and deserts. Many more are known to exist within the tapestry as well.

Your group shares helpful advice for dealing with treacherous or different terrains. ***Return this to the GM to have one person reroll a failed skill check that was part of their movement (Acrobatics, Climb, Fly, Swim, etc.)***

The advice shared between everyone is excellent for rapidly adapting to new environments and situations.

***Each person at the table can utilize the above benefit once.***

Name	Used	Name	Used	Name	Used