

|   |  |   |
|---|--|---|
| <p><b>Assess the Damage – Easy</b></p> <p>You notice that the largest holes in the tapestry appear around six of the regions that the Pathfinder agents have visited in the past few years.</p>   | <p><b>Assess the Damage – Average</b></p> <p>You notice that the tapestry is radiating warmth.</p>   | <p><b>Assess the Damage – Hard</b></p> <p>You notice that, despite the tapestry’s warmth, there are spots around the largest tears that are as chill as a grave.</p> <hr/> <p>Once during the adventure, when the group encounters one or more <b>undead</b> opponents, the group can activate this reward to grant the PCs a +4 bonus on their initiative checks for that encounter.</p> |
| <p><b>Interrogate the Snakes – Easy</b></p> <p>You believe the Consortium agents. The agents reveal that the Aspis Consortium recently tried to re-infiltrate the tapestry, but it was too unstable and they could not gain entry.</p>  | <p><b>Interrogate the Snakes – Average</b></p> <p>You gain information about the Consortium’s past dealings with groups in the tapestry.</p> <hr/> <p>Once during the adventure, one PC can gain a +2 bonus to a <b>Charisma-based skill check</b> when interacting with a creature in the tapestry.</p> | <p><b>Interrogate the Snakes – Hard</b></p> <hr/> <p>Once during the adventure, one PC can gain a +2 bonus to a <b>Charisma-based skill check</b> and can roll twice and take the better result when interacting with a creature in the tapestry.</p> <p><i>(This replaces the Average benefit.)</i></p>  |
| <p><b>Knowledge of the Weave – Easy</b></p> <p>You recall or learn that many regions in the tapestry are pulled directly from Golarion. However, most of its denizens 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.</p> <hr/> <p>Once during the adventure, one PC can <b>reroll a failed Knowledge check</b> and use the new result.</p> | <p><b>Knowledge of the Weave – Average</b></p> <hr/> <p>Once during the adventure, one PC can <b>reroll a skill check</b> and use the new result.</p> <p><i>(This replaces the Easy benefit.)</i></p>  | <p><b>Knowledge of the Weave – Hard</b></p> <hr/> <p>Once during the adventure, one PC can <b>reroll a d20 roll</b> and use the new result.</p> <p><i>(This replaces the Average benefit.)</i></p>  |

|  |   |   |
|--|---|---|
| <p><b>Something is Watching – Easy</b></p> <p>You feel suddenly anxious, like you’ve just awoken from a nightmare, but the feeling is fleeting.</p>  | <p><b>Something is Watching – Average</b></p> <p>You feel suddenly anxious and sense a malicious supernatural presence trying to enter your minds, but you manage to resist.</p> <hr/> <p>Once during the adventure before rolling a <b>Will save</b>, one PC may add a +2 bonus.</p>   | <p><b>Something is Watching – Hard</b></p> <p>The PCs feel suddenly anxious and detect a malicious presence. Before fighting it off, they sense its intentions: to feed on the chaos and death in the tapestry.</p> <hr/> <p>Once during this adventure before attempting a <b>Will save</b>, one PC can roll twice and choose the better result.</p> |
| <p><b>Supply Check – Easy</b></p> <p>The repair team, grateful for your aid, provides each of you with a <i>potion of cure serious wounds</i>.</p>   | <p><b>Supply Check – Average</b></p> <p>The repair team also provides each of you with an additional potion of your choice that does not have an expensive material component.</p> <p>In Subtiers 1–2 and 3–4, this is a 1st-level potion.<br/>In Subtier 5–6, this is a 1st- or 2nd-level potion.<br/>In Subtier 7–8 and 10–11, this is a 1st-, 2nd-, or 3rd-level potion.</p> | <p><b>Supply Check – Hard</b></p> <p>The repair team is supplied well enough to set up a rudimentary shop in the <i>Hao Jin Tapestry</i>.</p> <hr/> <p>Between encounters, the PCs may purchase items from the <i>Pathfinder RPG Core Rulebook</i> or <i>Pathfinder RPG Ultimate Equipment</i> with a price of 1,500 gp or less.</p>                  |
| <p><b>Tales from the Tapestry – Easy</b></p> <p>You recall several stories of Pathfinder agents adventuring in the tapestry and dealing with all manner of different peoples and creatures, from ratfolk and lizardfolk to ancient mummies and manipulative demons.</p> <hr/> <p>Each time the PCs attempt a <b>Knowledge check to identify a creature in the tapestry</b>, one PC can choose to gain a +2 bonus on the check.</p> | <p><b>Tales from the Tapestry – Average</b></p> <hr/> <p>Once during the scenario when attempting a <b>Knowledge check to identify a creature in the tapestry</b>, each PC can roll twice and take the better result instead of gaining a +2 bonus from the Easy benefit.</p>   | <p><b>Tales from the Tapestry – Hard</b></p> <hr/> <p>Instead of rolling the <b>Knowledge check twice to identify the creature</b> (see the Average benefit), the PC can treat their result as they had rolled a 20. Alternatively, the PC may gain the benefits of the Average result while treating the Knowledge skill as trained.</p>             |

|  |  |   |
|--|--|---|
| <p><b>Travel Tips – Easy</b></p> <p>You recall 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.</p> | <p><b>Travel Tips – Average</b></p> <p>You share advice for dealing with different terrains.</p> <hr/> <p>Once during the adventure, one PC can choose to re-roll <b>a failed skill check made as part of their movement</b> (such as Acrobatics, Climb, or Fly).</p>                        | <p><b>Travel Tips – Hard</b></p> <p>You share advice for rapidly adapting to new environments and situations.</p> <hr/> <p>Each PC can choose to re-roll <b>a failed skill check made as part of their movement</b> (such as Acrobatics, Climb, or Fly).</p> <p><i>(This replaces the Average benefit.)</i></p> |
| <p><b>Assess the Damage</b></p> <p>Inspect the tapestry itself to help discern what might be happening to it.</p> <hr/> <p>Appraise, Disable Device, Perception, or Use Magic Device</p>   | <p><b>Interrogate the Snakes</b></p> <p>Interrogate a group of Aspis Consortium agents recently arrested in Absalom, attempting to discern if the Consortium is infiltrating the tapestry again. The agents insist that the Consortium is not involved.</p> <hr/> <p>Bluff or Intimidate</p> | <p><b>Knowledge of the Weave</b></p> <p>Recall or gather information about the <i>Hao Jin Tapestry</i>.</p> <hr/> <p>Diplomacy (gather information) or Knowledge (local or planes)</p>  |
| <p><b>Something is Watching</b></p> <p>You get a strange feeling of being watched and investigate to determine what is going on.</p> <hr/> <p>Knowledge (arcana or planes), Perception, Sense Motive, or Spellcraft</p>  | <p><b>Supply Check</b></p> <p>Assess the repair team’s supplies, including climbing gear, traveling gear, food and drink, and supplies for magic rituals.</p> <hr/> <p>Appraise, Craft (any relevant skill), Knowledge (arcana), or Profession (any relevant skill)</p>                      | <p><b>Tales from the Tapestry</b></p> <p>Briefly swap tales of the Pathfinder Society’s previous adventures in the tapestry.</p> <hr/> <p>Diplomacy, Knowledge (history), or Perform</p>  |

### Travel Tips

Share tips for navigating and surviving a variety of terrains.

Knowledge (geography or nature), Profession (any relevant profession), or Survival

### Potion of Cure Serious Wounds

Drink this potion to regain 3d8+5 hit points.



### Potion of Cure Serious Wounds

Drink this potion to regain 3d8+5 hit points.



### Potion of Cure Serious Wounds

Drink this potion to regain 3d8+5 hit points.



### Potion of Cure Serious Wounds

Drink this potion to regain 3d8+5 hit points.



### Potion of Cure Serious Wounds

Drink this potion to regain 3d8+5 hit points.



### Potion of Cure Serious Wounds

Drink this potion to regain 3d8+5 hit points.



### Potion of Cure Serious Wounds

Drink this potion to regain 3d8+5 hit points.



### Potion of \_\_\_\_\_







This is a potion of your choice with no expensive material component.

In Subtiers 1–2 and 3–4, this is a 1st-level potion.

In Subtier 5–6, this is a 1st- or 2nd-level potion.

In Subtier 7–8 and 10–11, this is a 1st-, 2nd-, or 3rd-level potion.



|   |   |   |
|---|---|---|
| <p><b>Potion of _____</b></p> <p>This is a potion of your choice with no expensive material component.</p> <p>In Subtiers 1–2 and 3–4, this is a 1st-level potion.</p> <p>In Subtier 5–6, this is a 1st- or 2nd-level potion.</p> <p>In Subtier 7–8 and 10–11, this is a 1st-, 2nd-, or 3rd-level potion.</p>    | <p><b>Potion of _____</b></p> <p>This is a potion of your choice with no expensive material component.</p> <p>In Subtiers 1–2 and 3–4, this is a 1st-level potion.</p> <p>In Subtier 5–6, this is a 1st- or 2nd-level potion.</p> <p>In Subtier 7–8 and 10–11, this is a 1st-, 2nd-, or 3rd-level potion.</p>    | <p><b>Potion of _____</b></p> <p>This is a potion of your choice with no expensive material component.</p> <p>In Subtiers 1–2 and 3–4, this is a 1st-level potion.</p> <p>In Subtier 5–6, this is a 1st- or 2nd-level potion.</p> <p>In Subtier 7–8 and 10–11, this is a 1st-, 2nd-, or 3rd-level potion.</p>    |
| <p><b>Potion of _____</b></p> <p>This is a potion of your choice with no expensive material component.</p> <p>In Subtiers 1–2 and 3–4, this is a 1st-level potion.</p> <p>In Subtier 5–6, this is a 1st- or 2nd-level potion.</p> <p>In Subtier 7–8 and 10–11, this is a 1st-, 2nd-, or 3rd-level potion.</p>  | <p><b>Potion of _____</b></p> <p>This is a potion of your choice with no expensive material component.</p> <p>In Subtiers 1–2 and 3–4, this is a 1st-level potion.</p> <p>In Subtier 5–6, this is a 1st- or 2nd-level potion.</p> <p>In Subtier 7–8 and 10–11, this is a 1st-, 2nd-, or 3rd-level potion.</p>  | <p><b>Potion of _____</b></p> <p>This is a potion of your choice with no expensive material component.</p> <p>In Subtiers 1–2 and 3–4, this is a 1st-level potion.</p> <p>In Subtier 5–6, this is a 1st- or 2nd-level potion.</p> <p>In Subtier 7–8 and 10–11, this is a 1st-, 2nd-, or 3rd-level potion.</p>  |
| <p><b>Travel Tips Benefit</b></p> <p>You can choose to re-roll <b>a failed skill check made as part of your movement</b> (such as Acrobatics, Climb, or Fly).</p>   | <p><b>Travel Tips Benefit</b></p> <p>You can choose to re-roll <b>a failed skill check made as part of your movement</b> (such as Acrobatics, Climb, or Fly).</p>   | <p><b>Travel Tips Benefit</b></p> <p>You can choose to re-roll <b>a failed skill check made as part of your movement</b> (such as Acrobatics, Climb, or Fly).</p>   |

|   |  |  |
|---|--|--|
| <b>Travel Tips Benefit</b><br><br>You can choose to re-roll <b>a failed skill check made as part of your movement</b> (such as Acrobatics, Climb, or Fly).  | <b>Travel Tips Benefit</b><br><br>You can choose to re-roll <b>a failed skill check made as part of your movement</b> (such as Acrobatics, Climb, or Fly).   | <b>Travel Tips Benefit</b><br><br>You can choose to re-roll <b>a failed skill check made as part of your movement</b> (such as Acrobatics, Climb, or Fly).   |
| <b>Travel Tips Benefit</b><br><br>You can choose to re-roll <b>a failed skill check made as part of your movement</b> (such as Acrobatics, Climb, or Fly).  | <b>Muckmouth Secured</b><br><br>The lizardfolk of the Muckmouth tribe are lending their newfound magic to the Society.<br><br><hr/> The group gains one free use of the Aid Token's <b>Burst of Healing</b> benefit that the PCs can activate at their discretion.<br><br><i>(An NPC ally heals all of the PCs for 1d6 points of damage in Subtier 1–2 and 3–4, 3d6 points of damage in Subtier 5–6 and 7–8, and 5d6 points of damage in Subtier 10–11.)</i> | <b>Round Mountain Secured</b><br><br>Round Mountain has stopped spinning and ratfolk are emerging to aid the Society.<br><br><hr/> At the beginning of one encounter, the PCs can activate this benefit to <b>increase their land speed by 10 feet</b> for the duration of the encounter.  |
| <b>Temple Secured</b><br><br>The faithful of Korada are dispersing their temple to help the Pathfinder Society.<br><br><hr/> Once during the adventure, the PCs can activate this benefit to instantaneously cure every PC of the following conditions: <b>fatigued, shaken, sickened, dazed, and staggered</b> . | <b>Slave Mountain Secured</b><br><br>Freed slaves are joining the Pathfinder Society in battling the malevolent forces in the Tapestry.<br><br><hr/> At the beginning of one encounter, the PCs can activate this benefit to gain a number of <b>temporary hit points</b> equal to 3 × their APL (minimum 6 temporary hit points); these last until the end of the encounter.  | <b>Patchwork Allies Secured</b><br><br>New allies to the Society are joining the fray.<br><br><hr/> The group gains one free use of the Aid Token's <b>Allied Offensive</b> benefit that the PCs can activate at their discretion.<br><i>(An NPC ally aids your attack, increasing the damage dealt on one attack by the following amount: 1d8 in Subtiers 1–2 and 3–4, 2d8 in Subtiers 5–6 and 7–8, and 3d8 in Subtier 10–11. In addition, after the attack, characters attacking the target are considered to be flanking it until the beginning of the attacker's next turn.)</i> |

|  |  |  |
|--|--|--|
| <p><b>Eternal Lake Secured</b></p> <p>The kappas of the lake are professing eternal gratitude and heaping praise on the Pathfinders.</p> <hr/> <p>The group gains one free use of the Aid Token's <b>Timely Inspiration</b> benefit that the PCs can activate at their discretion.</p> <p><i>(An NPC ally provides the effects of a bard's inspire courage bardic performance for 3 rounds, with +1 bonus in Subtiers 1–2 and 3–4, a +2 bonus in Subtiers 5–6 and 7–8, and a +3 bonus in Subtier 10–11.)</i></p>   | <p><b>Muckmouth Potion</b></p> <p>The Muckmouth tribe has provided you with a potion. It is one of the following four types:</p> <p><b>Potion of Bear's Endurance</b> – Drink this to get a +4 enhancement bonus to Con for 3 minutes.</p> <p><b>Potion of Bull's Strength</b> – Drink this to get a +4 enhancement bonus to Str for 3 minutes.</p> <p><b>Potion of Cat's Grace</b> – Drink this to get a +4 enhancement bonus to Dex for 3 minutes.</p> <p><b>Potion of Lesser Restoration</b> – Drink this to cure 1d4 points of ability damage or dispel one ability penalty; cure fatigue and lessen exhaustion.</p> | <p><b>Muckmouth Potion</b></p> <p>The Muckmouth tribe has provided you with a potion. It is one of the following four types:</p> <p><b>Potion of Bear's Endurance</b> – Drink this to get a +4 enhancement bonus to Con for 3 minutes.</p> <p><b>Potion of Bull's Strength</b> – Drink this to get a +4 enhancement bonus to Str for 3 minutes.</p> <p><b>Potion of Cat's Grace</b> – Drink this to get a +4 enhancement bonus to Dex for 3 minutes.</p> <p><b>Potion of Lesser Restoration</b> – Drink this to cure 1d4 points of ability damage or dispel one ability penalty; cure fatigue and lessen exhaustion.</p> |
| <p><b>Muckmouth Potion</b></p> <p>The Muckmouth tribe has provided you with a potion. It is one of the following four types:</p> <p><b>Potion of Bear's Endurance</b> – Drink this to get a +4 enhancement bonus to Con for 3 minutes.</p> <p><b>Potion of Bull's Strength</b> – Drink this to get a +4 enhancement bonus to Str for 3 minutes.</p> <p><b>Potion of Cat's Grace</b> – Drink this to get a +4 enhancement bonus to Dex for 3 minutes.</p> <p><b>Potion of Lesser Restoration</b> – Drink this to cure 1d4 points of ability damage or dispel one ability penalty; cure fatigue and lessen exhaustion.</p> | <p><b>Muckmouth Potion</b></p> <p>The Muckmouth tribe has provided you with a potion. It is one of the following four types:</p> <p><b>Potion of Bear's Endurance</b> – Drink this to get a +4 enhancement bonus to Con for 3 minutes.</p> <p><b>Potion of Bull's Strength</b> – Drink this to get a +4 enhancement bonus to Str for 3 minutes.</p> <p><b>Potion of Cat's Grace</b> – Drink this to get a +4 enhancement bonus to Dex for 3 minutes.</p> <p><b>Potion of Lesser Restoration</b> – Drink this to cure 1d4 points of ability damage or dispel one ability penalty; cure fatigue and lessen exhaustion.</p> | <p><b>Muckmouth Potion</b></p> <p>The Muckmouth tribe has provided you with a potion. It is one of the following four types:</p> <p><b>Potion of Bear's Endurance</b> – Drink this to get a +4 enhancement bonus to Con for 3 minutes.</p> <p><b>Potion of Bull's Strength</b> – Drink this to get a +4 enhancement bonus to Str for 3 minutes.</p> <p><b>Potion of Cat's Grace</b> – Drink this to get a +4 enhancement bonus to Dex for 3 minutes.</p> <p><b>Potion of Lesser Restoration</b> – Drink this to cure 1d4 points of ability damage or dispel one ability penalty; cure fatigue and lessen exhaustion.</p> |
| <p><b>Muckmouth Potion</b></p> <p>The Muckmouth tribe has provided you with a potion. It is one of the following four types:</p> <p><b>Potion of Bear's Endurance</b> – Drink this to get a +4 enhancement bonus to Con for 3 minutes.</p> <p><b>Potion of Bull's Strength</b> – Drink this to get a +4 enhancement bonus to Str for 3 minutes.</p> <p><b>Potion of Cat's Grace</b> – Drink this to get a +4 enhancement bonus to Dex for 3 minutes.</p> <p><b>Potion of Lesser Restoration</b> – Drink this to cure 1d4 points of ability damage or dispel one ability penalty; cure fatigue and lessen exhaustion.</p> | <p><b>Muckmouth Potion</b></p> <p>The Muckmouth tribe has provided you with a potion. It is one of the following four types:</p> <p><b>Potion of Bear's Endurance</b> – Drink this to get a +4 enhancement bonus to Con for 3 minutes.</p> <p><b>Potion of Bull's Strength</b> – Drink this to get a +4 enhancement bonus to Str for 3 minutes.</p> <p><b>Potion of Cat's Grace</b> – Drink this to get a +4 enhancement bonus to Dex for 3 minutes.</p> <p><b>Potion of Lesser Restoration</b> – Drink this to cure 1d4 points of ability damage or dispel one ability penalty; cure fatigue and lessen exhaustion.</p> | <p><b>Muckmouth Scroll</b></p> <p>The Muckmouth tribe has provided you with a <i>scroll of restoration</i>. It is capable of removing a permanent negative level.</p>  |

|  |   |   |
|--|---|---|
| <b>Provide Spellcasting Boost</b><br><br>Thanks to your help with the Muckmouth Tribe, you have unlocked the Provide Spellcasting special boost. | <b>Share Knowledge Boost</b><br><br>Thanks to your help at the Pagoda of the Rat, you have unlocked the Share Knowledge special boost.          | <b>Burst of Healing Boost</b><br><br>Thanks to your help at the Temple of Empyrean Enlightenment, you have unlocked the Burst of Healing special boost. |
| <b>Coordinated Maneuvers Boost</b><br><br>Thanks to your help at Slave Mountain, you have unlocked the Coordinated Maneuvers special boost.      | <b>Allied Offensive Boost</b><br><br>Thanks to your recruiting additional sets of allies, you have unlocked the Allied Offensive special boost. | <b>Timely Inspiration Boost</b><br><br>Thanks to your help with the kappas at Taikaga Temple, you have unlocked the Timely Inspiration special boost.   |