

## Earn Income (8 days)

Char Level	DC	Fail	T	E	M	L	Task Level
1, 2	14	0.08	0.4	0.4	0.4	0.4	0
3	15	0.16	1.6	1.6	1.6	1.6	1
4	16	0.32	2.4	2.4	2.4	2.4	2
5	18	0.64	4	4	4	4	3
6	19	0.8	5.6	6.4	6.4	6.4	4
7	20	1.6	7.2	8	8	8	5
8	22	2.4	12	16	16	16	6
9	23	3.2	16	20	20	20	7
10	24	4	20	24	24	24	8
11	26	4.8	24	32	32	32	9
12	27	5.6	32	40	48	48	10
13	28	6.4	40	48	64	64	11
14	30	7.2	48	64	80	80	12
15	31	8	56	80	120	120	13
16	32	12	64	120	160	160	14
17	34	16	80	160	224	224	15
18	35	20	104	200	288	320	16
19	36	24	120	240	360	440	17
20	38	32	160	360	560	720	18
(crit)	39	48	240	480	800	1040	19
—	40	64	320	600	1200	1600	20
—	—	—	400	720	1400	2400	(crit)

## Retail Incentives (2E)

Benefit	\$10-\$49.99	\$50+
<b>Harder to Kill</b>		
1/game: Reduce your <i>dying</i> condition value by the amount given. This can save you from death.	1	2

### Additional Benefit (choose one)

<b>Cheaper Healing</b>		
Reduce the cost of a single healing spell or ritual by the given amount.	10%	20%
<b>Recover from Wounds</b>		
Rest for 10 minutes to get the Treat Wounds success result given.	Trained DC 15	Master DC 30
<b>Bonus Wealth</b>		
Improve a failed or crit failed Earn Income result as given.	Fail instead of Crit Fail	Double Fail on Fail or Crit Fail

Using a Retail Benefit is a free action.

## Level Bump Effects

If you are at the lowest level of the scenario and someone else is at the highest level, you receive the following:

- +1 to AC, all DCs, attack modifiers, attack damage, spell damage, saving throw modifiers, skill modifiers, and Perception.

- +10 or +10% Max HP, whichever is higher.

Other characters who are higher level than you may slot *Mentor* boons that can increase these bonuses or add other effects. You may benefit from up to two *Mentor* boons.

# Conditions Reference

<b>Blinded</b>	All others are <i>undetected</i> via vision. All vision based Perception checks are auto crit failed. -4 status penalty to Perception if vision is your only precise sense. All terrain is difficult. Immune to [visual] effects. Overrides <i>dazzled</i> .
<b>Broken</b>	Item can't be used. It does not grant any bonuses, but still gives penalties and limitations. Armor still grants an item bonus but with a status penalty based on type: -1 light, -2 medium, -3 heavy.
<b>Clumsy (X)</b>	-X status penalty to Dexterity-based checks and DCs.
<b>Concealed</b>	DC 5 flat check to target.
<b>Confused</b>	<i>Flat-footed</i> . Nobody is your ally. Use all actions to attack or cast offensive cantrips at a random target or yourself (auto hit no crit) if there are no other targets. If you can't attack or cast then do nothing while babbling. If damaged by an attack or spell, a DC 11 flat check ends the condition.
<b>Dazzled</b>	If vision is your only precise sense everything is <i>concealed</i> from you.
<b>Deafened</b>	All hearing based Perception checks are auto crit failed. -2 status penalty to Perception checks for Initiative and checks that involve sound. DC 5 flat check or lose an [auditory] action. Immune to [auditory] effects.
<b>Doomed (X)</b>	-X to your <i>dying</i> value needed to die. Automatically die at <i>dying</i> 0.
<b>Drained (X)</b>	-X status penalty to all Constitution based checks and DCs. Lose level*X HP and Max HP. A night's rest reduces the value by 1 but doesn't heal the HP.
<b>Dying (X)</b>	<i>Unconscious</i> . You die at <i>dying</i> 4. At the start of your turn make a recovery check (a flat check DC 10+X) and adjust your <i>dying</i> value (CS:-2, S:-1, F:+1, CF:+2). If you take damage increase <i>dying</i> by 1 (2 on a crit). If you lose <i>dying</i> add 1 to your <i>wounded</i> .
<b>Encumbered</b>	<i>Clumsy</i> 1. -10 feet to all Speeds (minimum 5 feet).
<b>Enfeebled (X)</b>	-X status penalty to all Strength-based checks and DCs.
<b>Fascinated</b>	-2 status penalty to Perception and skill checks. Can't use [concentrate] actions unless they are related to the subject of your fascination. Ends if a creature uses a hostile action against you or your allies.
<b>Fatigued</b>	-1 status penalty to AC and saving throws. Can't perform exploration activities. A night's rest removes <i>fatigued</i> .
<b>Flat-Footed</b>	-2 circumstance penalty to AC. May only apply to some creatures or actions.
<b>Fleeing</b>	Must spend all actions escaping the source of the condition. Can't Delay or Ready.
<b>Frightened (X)</b>	-X status penalty to all checks and DCs. At the end of your turn decrease <i>frightened</i> by 1 unless specified otherwise.
<b>Grabbed</b>	<i>Flat-footed</i> . <i>Immobilized</i> . DC 5 flat check or lose a [manipulate] action.
<b>Hidden</b>	Others are <i>flat-footed</i> to you. DC 11 flat check to target.
<b>Immobilized</b>	Cannot do [move] actions. Forced moves must succeed vs. the DC of whatever effect <i>immobilized</i> you or the (typically Fortitude) DC of the creature holding you.

<b>Invisible</b>	<i>Undetected</i> to everyone. Cannot become <i>observed</i> without magic or special abilities. Others can Seek vs. your Stealth DC to make you <i>hidden</i> instead.
<b>Observed</b>	Can be targeted.
<b>Paralyzed</b>	<i>Flat-footed</i> . Can only take purely mental actions. Can't Seek.
<b>Persistent Damage (X [type])</b>	At the end of your turn take X [type] damage (rolling dice again). Then make a DC 15 flat check; success ends the condition.
<b>Petrified</b>	You cannot act or sense anything. You are an object with Bulk double your normal Bulk, AC 9, Hardness 8, the same HP as before, and no Broken threshold. If your statue is destroyed you immediately die.
<b>Prone</b>	<i>Flat-footed</i> . -2 circumstance penalty to attack rolls. If Climbing or Flying you fall. Swimmers are immune. Can Take Cover without an object to hide behind.
<b>Quickened</b>	Gain one extra action at the start of your turn. If <i>quickened</i> from multiple sources pick this action from all available ones.
<b>Restrained</b>	<i>Flat-footed</i> . <i>Immobilized</i> . Cannot do [attack] or [manipulate] actions except to Escape or Force Open your restraints. Overrides <i>grabbed</i> .
<b>Sickened (X)</b>	-X status penalty to all checks and DCs. Cannot ingest anything. ◆ Attempt a Fortitude save vs. the DC of the effect. Success reduces the <i>sickened</i> value by 1, crit by 2.
<b>Slowed (X)</b>	Lose X actions at the start of your turn. Can lose your <i>quickened</i> action.
<b>Stunned (X)</b>	Lose X actions at the start of your turn, then reduce the <i>stunned</i> value by the amount lost. Actions are lost before and count towards <i>slowed</i> . May instead have a duration, during which you lose all actions.
<b>Stupefied (X)</b>	-X status penalty to all Intelligence-, Wisdom-, and Charisma-based checks and DCs. DC 5+X flat check to Cast a Spell or the spell is disrupted.
<b>Unconscious</b>	<i>Blinded</i> . <i>Flat-footed</i> . -4 status penalty to AC, Perception, and Reflex saves. Fall prone and drop anything you're holding. If above 0 HP you can lose the condition by taking damage, being healed, being shaken awake (an Interact action), making a Perception check (at the start of your turn) vs. whatever noise is going on, or by waking up naturally.
<b>Undetected</b>	Others are <i>flat-footed</i> to you. DC 11 flat check to hit if targeting your space.
<b>Unnoticed</b>	<i>Undetected</i> . Mostly matters for abilities.
<b>Wounded (X)</b>	If you gain <i>dying</i> while <i>wounded</i> , add your <i>wounded</i> value to your starting <i>dying</i> value. Removed by Treat Wounds or by being healed to Max HP and resting for 10 minutes.



## Earn Income (per day)

Task Level	DC	Fail	T	E	M	L
0	14	0.01	0.05	0.05	0.05	0.05
1	15	0.02	0.2	0.2	0.2	0.2
2	16	0.04	0.3	0.3	0.3	0.3
3	18	0.08	0.5	0.5	0.5	0.5
4	19	0.1	0.7	0.8	0.8	0.8
5	20	0.2	0.9	1	1	1
6	22	0.3	1.5	2	2	2
7	23	0.4	2	2.5	2.5	2.5
8	24	0.5	2.5	3	3	3
9	26	0.6	3	4	4	4
10	27	0.7	4	5	6	6
11	28	0.8	5	6	8	8
12	30	0.9	6	8	10	10
13	31	1	7	10	15	15
14	32	1.5	8	15	20	20
15	34	2	10	20	28	28
16	35	2.5	13	25	36	40
17	36	3	15	30	45	55
18	38	4	20	45	70	90
19	39	6	30	60	100	130
20	40	8	40	75	150	200
(crit)	—	—	50	90	175	300

## Challenge Points

Base	Base + 1	Base + 2	Base + 3
2	3	4	6

## Adding Pregens

Base Level	2 Players		3 Players	
	1-7 CP	8+ CP	1-11 CP	12+ CP
1	2x L1 +4 CP	2x L3 +8 CP	1x L1 +2 CP	1x L3 +4 CP
3	2x L3 +4 CP	2x L3 +8 CP	1x L3 +2 CP	1x L5 +4 CP
5	2x L5 +4 CP	2x L5 +4 CP	1x L5 +2 CP	1x L5 +2 CP
7	—	—	None*	None*

\* This is considered Hard Mode; everyone at the table must agree to play with three players.

## Subtier

CP	2-4 PCs	5+ PCs
1-15	Low	Low
16-18	High	Low
19+	High	High

Challenge Points

## Treasure Bundles

Level	GP Per
1	1.4
2	2.2
3	3.8
4	6.4
5	10
6	15
7	22
8	30
9	44
10	60
11	86
12	124

Player 1

Player 2

Player 3

Player 4

Player 5

Player 6



# DCs

## Simple

Proficiency	DC
Untrained	10
Trained	15
Expert	20
Master	30
Legendary	40

## Adjustments

Difficulty	Adj.	Rarity
Incredibly Easy	-10	-
Very Easy	-5	-
Easy	-2	-
Average	0	Common
Hard	2	Uncommon
Very Hard	5	Rare
Incredibly Hard	10	Unique

## Level-Based

Level	DC	Spell DC
0	14	14
1	15	15
2	16	18
3	18	20
4	19	23
5	20	26
6	22	28
7	23	31
8	24	34
9	26	36
10	27	39
11	28	-
12	30	-
13	31	-
14	32	-
15	34	-
16	35	-
17	36	-
18	38	-
19	39	-
20	40	-

## Creature ID Skills

Trait	Skills
Aberration	Occultism
Animal	Nature
Astral	Occultism
Beast	Arcana, Nature
Celestial	Religion
Construct	Arcana, Crafting
Dragon	Arcana
Elemental	Arcana, Nature
Ethereal	Occultism
Fey	Nature
Fiend	Religion
Fungus	Nature
Humanoid	Society
Monitor	Religion
Ooze	Occultism
Plant	Nature
Spirit	Occultism
Undead	Religion