
District Threat Level

Red Every enemy in that district gains a +2 bonus on all d20 rolls, and the save DCs of all these enemies' spells and spell-like abilities increases by 1.

Orange Every enemy in that district gains a +1 bonus on all d20 rolls, and the save DCs of all these enemies' spells and spell-like abilities increases by 1.

Yellow There are no special effects at this Threat Level.

Green PCs in this district gain a +1 bonus on all d20 rolls. The save DC of all these PCs' spells and spell-like abilities increases by 1.

Subtier 1-2

Each Pathfinder may receive aid 3 times between scenes in Act 2.

1d8+1 points of magical healing

A single non-magical cold iron weapon

10 pieces of cold iron ammunition

Subtier 3-4

Each Pathfinder may receive aid 3 times between scenes in Act 2.

1d8+5 points of magical healing

A single masterwork cold iron weapon

10 pieces of cold iron ammunition

Subtier 5-6

Each Pathfinder may receive aid 2 times between scenes in Act 2.

2d8+5 points of magical healing

Oil of align weapon (good)

The effects of a lesser restoration spell

Subtier 7-8

Each Pathfinder may receive aid 2 times between scenes in Act 2.

3d8+9 points of magical healing

Oil of align weapon (good)

The effects of a lesser restoration spell

Regain a spell of 2nd level or lower (as if using a pearl of power).

Subtier 10-11 and 12+

Each Pathfinder may receive aid 1 time between scenes in Act 2.

4d8+15 points of magical healing

Oil of align weapon (good)

The effects of an empowered lesser restoration spell

Regain a spell of 3rd level or lower (as if using a pearl of power)

2 pieces of +1 demon bane ammunition

Aid Tokens subtiers 1-2 and 3-4

Aid Another: A seeker performs the aid another action for a PC

Allied Offensive: A seeker strikes a creature at the same time as the PC, increasing the damage dealt by one attack by 1d8 points.

Burst of Healing: A seeker heals all PCs of 1d6 points of damage.

Spellcasting Synergy: A seeker casts a spell at the same time, increasing the save DC of a PC's spell by 1.

All Aid Tokens must be used by the end of Act 2.

Aid Tokens subtier 5-6 and 7-8

Aid Another: A seeker performs the aid another action for a PC with a bonus +1 higher than normal.

Allied Offensive: A seeker strikes a creature at the same time as the PC, increasing the damage dealt by one attack by 2d8 points.

Burst of Healing: A seeker heals all PCs of 3d6 points of damage.

Spellcasting Synergy: A seeker casts a spell at the same time, increasing the save DC of a PC's spell by 2.

All Aid Tokens must be used by the end of Act 2.

Aid Tokens subtier 10-11

Aid Another: A seeker performs the aid another action for a PC with a bonus +2 higher than normal.

Allied Offensive: A seeker strikes a creature at the same time as the PC, increasing the damage dealt by one attack by 3d8 points.

Burst of Healing: A seeker heals all PCs of 5d6 points of damage.

Spellcasting Synergy: A seeker casts a spell at the same time, increasing the save DC of a PC's spell by 2. The spell also deals or heals an amount of additional damage equal to the spell's level

All Aid Tokens must be used by the end of Act 2.