

SCIONS OF THE SKY KEY PART 3			DEFENCE POINT SUMMARY			IMPACT OF DEFENCE POINTS		
Points	Locatio	Trigger	Points	Impact				
1	A2	Collapsing wall trap remains functional	1-3	No Effect				
1	A5	Purple Worm Maw trap remains functional						
1	A6	Portcullis remains intact	4-5	Both tiers	Remove 1 Mercenary, Zaril used 1 round of Enlarge			
1	A6	ALL of the Kobolds survive		High Tier	Zaril used 1 round of Bane			
1	A6	PC's rearm the dragon mouth trap						
2	B	PC's DONT kill Stinkeye	6-7	Both tiers	Remove 1 Mercenary			
2	C	ALL of the Kobolds survive		Low Tier	Kamektah 11hp, Merc 10hp, Hyena 9hp, Zaril loses Shield of Faith			
2 or 3	C	3 for securing alliance with the Guardian by interpreting the mural. 2 if they Bluff or Diplomacy their way through without interpreting it		High Tier	Kamektah 26hp, Mercs 20, leopard 17, Zaril loses Shield of Faith			
			8-9	Both Tiers	Remove 1 mercenary, apply 6-7 injuries, all enemies shaken			
1	n/a	1 player has a By Way of Bloodcove chronicle	10-11	Both Tiers	Remove 1 mercenary, apply 6-7 injuries, all bar Zaril sickened			
2	n/a	More than 1 player has a By Way of Bloodcove chronicle	12+	Both Tiers	Remove 1 mercenary, apply 6-7 injuries, all enemies sickened			
		NB Can be on any character						