

PLAYER'S HANDOUT 1: SAVE THE KID!

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Trigger: The Maroon Prince eats a child.

Effect (Immediate Interrupt): The PC moves up to his speed, adjacent to the child, and is hit by the Maroon Prince's attack instead.

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PLAYER'S HANDOUT 2: SCION LIEUTENANTS

Each PC can choose one of the following lieutenants to aid them during encounter 3. Two PCs may not choose the same lieutenant. These lieutenants are significantly lower level than the PCs, but can make or aid with skill checks during the skill challenge if they are trained. All such skill checks are made as if the PC had a +11/12/13/14/15 bonus with the skill.

Galifax, male human artificer (scribe)

Galifax found himself wooed to the cause by Father Thorn's rousing sermons of freedom and camaraderie. He serves as primary engineer for the Scions, designing their more elaborate secret doors and maintaining their tunnels.

Personality: Short, scrawny and with long hair despite his receding hairline.

Appearance: He is constantly dirty, but otherwise appears quite bookish.

Trained Skills: Arcana, Dungeoneering

Caelyn, female human rogue (spy)

Another orphaned daughter of the revolution, sixteen-year-old Caelyn's parents were Scions who were captured and executed. Despite her youth, she has become renowned in the group for her prowess as a cat burglar.

Personality: Sharp-tongued and brash, Caelyn is willing to lash out at friend and foe alike who question her competence.

Appearance: Despite having the unmistakable figure of a teenage girl, she keeps her hair cropped and dresses in men's clothes.

Trained Skills: Athletics, Thievery

Hopwyll, female dragonborn bard (valet)

Hopwyll was lured by the romantic ideal of the revolution. Her flighty personality belies her cunning.

Personality: Boisterous and bubbly, Hopwyll is possessed of unflagging cheer and optimism regardless of the situation.

Appearance: Hopwill has the thick build of a person who enjoys eating. Her nose is constantly in a book when not otherwise engaged.

Trained Skills: Bluff, Diplomacy

Krondal, male orc warlock (sage)

Raised his entire life in slavery, Krondal made a pact with an infernal in order to become powerful enough to escape. He sought out Father Thorn for one reason: revenge against dragonkind and their minions.

Personality: Krondal is gruff and barely hinged. He spends much time muttering to his imp familiar.

Appearance: The muscled orc's body is covered with scars, which he wears like a badge. He doesn't reveal their source.

Trained Skills: Endurance, Religion

Ladwynn, female dragonborn assassin (spy)

She claims to work only for coin, but her years working for Father Thorn have engendered in her a powerful loyalty.

Personality: Laconic to a fault, she says only what needs saying.

Appearance: Slim for a dragonborn, she wears dark clothes that meld into shadow.

Trained Skills: Acrobatics, Stealth

Keg Stouthammer, male dwarf warlord (mercenary)

A lifelong friend of Father Thorn, Keg has always been a student of war. He joined up with the Scions more for the opportunity to play at tactics than for the cause.

Personality: Boisterous and likeable, Keg enjoys pushing others' buttons and seeing how they react.

Appearance: A typical barrel-chested dwarf, he keeps his bushy red beard in a pair of thick braids.

Trained Skills: History, Streetwise
