

# Player Rewards

## Retainers

<i>Title</i>	<i>Pg. #</i>	<i>Part &amp; Scene</i>	<i>Requirements</i>
Gwennyl Thorton	2	P1S3	Fight to defend Ivywatch (temporary).
Squire Qoroth	3	P2S3	Free the squire from the gaol.
Squire Bleddyn	4	P2S5	Finish the fight after falling from above (temporary).
		P2S8	Negotiate an alliance.

## Treasures

<i>Treasure</i>	<i>Pg. #</i>	<i>Part &amp; Scene</i>	<i>Requirements</i>
Jewel of Redemption	5	P1S4	Succeed on the test to identify the jewel.
Healing Potion	6	P1S4	Show personal items recovered from the town to the lord.
Merlu's Speaking Stone	7	P1S5	Defeat the Gilded Doom of Heaven's Fang.
Ring of Golden Ivy	8	P2S6	Swear the oath.
Skullbloom, Axe of Golden Ivy	9	P2S6	Prove your oath to the Third Commander.
Berry of the Ghost-Willow	10	P2S8	Received as part of a negotiation.
Whisper of a Shadow Potion	11	P2S8	Received as part of a negotiation.

## Titles

<i>Title</i>	<i>Pg. #</i>	<i>Part &amp; Scene</i>	<i>Requirements</i>
Hawklords' Quarry	12	P1S3	End the immediate threat of the Hawklords.
Marshal	13	P1S4	Side with Alan, forgo the respite and head out immediately.
Wodewash Baiter	14	P1S4	Successfully help Jacqueline retrieve her tools.
Oak Shields Company Squire	15	P2S6	Swear the oath with The Duty of Oak.
Thorned Gauntlets Company Squire	16	P2S6	Swear the oath with The Duty of Thorns.
Doomed	17	P2S10	An ally of the heroes meets their doom.

## Gwennyl Thorton

Gwennyl Thorton		Level 1 Defender Retainer	
Human, Humanoid		EV 3	
Stamina 30		Size 1M / Stability 1	
Speed 5		Free Strike 2	
Might +2	Agility 0	Reason 0	Intuition 0 Presence +1
Practiced Strike (Action) ◆ 2d10 + 2 ◆ Signature			
Keywords Melee, Strike, Weapon			
Distance Melee 1		Target One creature or object	
+	≤11	3 damage	
★	12-16	5 damage; A<1 weakened (save ends)	
✱	17+	7 damage; A<2 weakened (save ends)	
Effect This ability inflicts bleeding (EoT) if the target is already weakened.			
Supernatural Insight			
Gwennyl ignores concealment if it's granted by a supernatural effect.			

## Squire Qoroth

Squire Qoroth	Level 1 Harrier Retainer
Fey, Humanoid, Wode Elf	EV 3
Stamina 23	Size 1M / Stability 1
Speed 7	Free Strike 2
Might 0	Agility +2
Reason 0	Intuition +1
	Presence 0
<b>Thorned Fist</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Charge, Melee, Strike, Weapon <b>Distance</b> Melee 1 <b>Target</b> One creature or object + ≤11 <b>3 damage</b> ★ 12-16 <b>5 damage; grow a thornskin</b> * 17+ <b>7 damage; grow a thornskin</b>	
<b>Masking Glamour</b> Abilities targeting Qoroth that would take a bane from cover or concealment have a double bane instead.	
<b>Veil of Thorns</b> While Qoroth has a thornskin, whenever he takes damage from a melee ability, he can lose his thornskin to shift 2 and cause the attacker to bleed (save ends).	

## Squire Bleddyn

Squire Bleddyn	Level 1 Defender Retainer
Fey, Humanoid, Wode Elf	EV 3
Stamina 28	Size 1M / Stability 1
Speed 5	Free Strike 2
Might +2	Agility 0
Reason 0	Intuition 0
Presence +1	
<b>Sharpened Shield</b> (Action) ♦ 2d10 + 2 ♦ Signature <b>Keywords</b> Melee, Strike, Weapon <b>Distance</b> Melee 1 <b>Target</b> One creature or object <b>Effect</b> Bleddyn and their mentor, if they're within 5 squares from Bleddyn, can shift 2 before the ability is used. + ≤11 3 damage; push 1; M<0 prone ★ 12-16 4 damage; push 2; M<1 prone ✱ 17+ 5 damage; push 3; M<2 prone	
<b>Masking Glamour</b> Abilities targeting Bleddyn that would take a bane from cover or concealment have a double bane instead.	
<b>Unwavering in the Storm</b> When an ally is adjacent to Bleddyn, they have cover and can choose to use Bleddyn's Stability to resist force movement.	
<b>Doomed</b> In Scene 9 and 10, Bleddyn cannot die and they automatically obtain a tier 3 outcome on all tests and ability rolls. At the end of Scene 10, Bleddyn dies.	

### ***Jewel of Redemption***

*Dull, but still golden, a berry-shaped jewel knocked loose from the crown on an old statue.*

**Keywords:** Magic

**Effect:** While you carry this jewel, when an ally within 3 squares spends a Recovery, your Strikes deal extra rolled damage equal to your level until the end of the round. This effect can stack with multiple spent Recoveries.

### ***Healing Potion***

*Thick and red, this liquid tastes of sour beer.*

**Keywords:** Magic, Potion

**Item Prerequisites:** One ounce of costmary leaves

**Project Source:** Texts or lore in Caelian

**Project Roll Characteristic:** REA or INU

**Project Goal:** 45

**Effect:** When you drink this entire potion as a maneuver, you regain Stamina equal to your recovery value without spending a Recovery.

### ***Merlu's Speaking Stone***

*An odd gray stone, filed into a number of flat, equally sized triangular faces, decorated fancifully.*

**Keywords:** Magic

**Effect:** While you carry this stone, Merlu watches your exploits and gains Inspiration:

- **Gain 1 Inspiration:** In combat, a non-minion enemy becomes bleeding for the first time in that combat.
- **Gain 2 Inspiration:** In combat, a hero becomes bleeding for the first time in that combat.
- **Gain 3 Inspiration:** During a montage test, a hero rolls a natural 19 or 20 while using an intrigue or interpersonal skill.

Merlu's Inspiration resets to zero after a respite.

If a hero is within 5 squares of the stone, they can spend 1 Inspiration of Merlu's to end one condition or effect that is affecting them, or they can spend 4 Inspiration of Merlu's to regain Stamina equal to their recovery value. Each hero can regain Stamina in this way again only once until the end of the hero's next respite.



### ***Ring of Golden Ivy***

*A dull, golden ring in the shape of a double helix of ivy. A small signet bears the icon of an oak tree or a hawk, depending on which company the owner belongs to.*

**Keywords:** Magic, Ring

**Effect:** While you wear this ring, when an ally moves through your space, they ignore difficult terrain in the space and creatures can't make opportunity attacks against the ally triggered by their movement into or out of a square in the space.



### ***Skullbloom, Axe of Golden Ivy***

*Beautiful red roses hide in the heads of your foes.  
Your strikes coax them out with steel thorns.*

**Keywords:** Heavy Weapon, Magic

**1st Level:** Any weapon ability that deals rolled damage using this weapon deals an extra 1 poison damage. Additionally, whenever you use a weapon ability using this weapon and cause an enemy to be dazed or bleeding, you can instead cause them to be bleeding or dazed, respectively.

**5th Level:** The weapon's extra poison damage increases to 2. Whenever an enemy takes damage from the bleeding condition, you can use a free triggered action to make a melee free strike using this weapon on them.

**9th Level:** The weapon's extra poison damage increases to 3. Whenever you use a weapon ability using this weapon that targets one creature and that creature is already dazed or bleeding, you can target another creature adjacent to the original target.

### ***Berry of the Ghost-Willow***

*Milky white and semi translucent, this berry features dozens of small dimples each pocketed with a seed.*

**Keywords:** Magic

**Effect:** In combat, as a maneuver, eat the translucent and sour berry, taking the wind out of your lungs to instead fill your sails. Regain 2 Recoveries, but you cannot use the Catch Breath maneuver again until you finish your next respite. Outside of combat, any heroes and retainers in the party can partake in the eating of the berry and gain the effects.

### ***Whisper of a Shadow Potion***

*Black and bubbling sludge. Are you sure this will work?*

**Keywords:** Magic, Potion

**Item Prerequisites:** One pound of Arcadian bloodvine mushrooms

**Project Source:** Texts or lore in Kheltivari

**Project Roll Characteristic:** REA or INU

**Project Goal:** 135

**Effect:** When you drink this entire potion as a free triggered action at the beginning of a combat encounter, you can take three turns in a row before the first round begins. During the turns:

- You do not roll for Heroic Resources.
- You are hidden.
- All enemies are surprised.
- Your allies cannot willingly move or use actions, even if your abilities would normally allow them to.
- You can use heroic abilities as if you were out of combat.

If you drink the potion again before your next respite, you additionally lose 5 Recoveries.

### ***Hawklords' Quarry***

*Your faces are well known to Ajax's Hawklords. You carry the Jewel of Redemption, and they want it.*

**Prerequisites:** Prevent the Hawklords from taking the boy in Part 1, Scene 3.

**Effects:** You gain the Hunted complication:

**Benefit:** You gain a skill from the intrigue skill group. Additionally, you can take the “Lay Low” respite activity. When you use it, anyone pursuing you loses track of your party's location and must start their search again.

**Drawback:** Each time you gain Renown, your pursuers learn your location. Unless you lay low or move to a new location, within a 1d10 days you'll be visited by a pursuer's minions, or, if you linger, a pursuer.

## **Marshal**

*I said you had twenty-four hours to leave town. That was ... what, about twenty-four hours ago?*

**Prerequisites:** Side with Alan after defeating the Hawklords and head out immediately, without respite in Part 1, Scene 4.

**Effects:** Choose one of the following benefits:

- **Guess It's the Hard Way Then:** When combat begins and you aren't surprised, the first time you take damage before taking your turn, you halve that damage.
- **Heedless Pursuer:** Once on each of your turns, you can use a free maneuver to deal yourself 1d6 damage that can't be reduced in any way. When you do, you ignore difficult terrain and you can increase the distance of any jump you make by 1 square, both until the end of your turn.
- **Silver Shield:** You have a badge granted to you by your organization. While you wear it, you gain the My Life for Yours feature from the censor class. When you use that ability, you can't spend wrath unless you have the Wrath class feature.
- **Trained Tracker:** You gain an edge on tests made to track criminals.

### ***Wodewash Baiter***

*The fish in the Wodewash are picky eaters, but that's just fine, because you know their favorite dish.*

**Prerequisites:** Succeed on the group skill test to help Jacqueline Mills retrieve her tools during a respite in Ivywatch.

**Effects:** Each time you go fishing on the Wodewash River, the first time you obtain a tier 1 outcome, the fish doesn't get away and you can continue making project rolls.

### ***Oak Shields Company Squire***

*As the oak gives shade and never wavers in a gale  
So will I shelter the Vale  
and never waver in the storm of evil*

**Prerequisites:** Swear the oath with The Duty of Oak.

**Effects:** If you have the Kit feature, regardless of your kit, you are able to equip a Shield. Additionally, choose one of the following benefits:

- ***Behind Me!*** When you are benefiting from the Defend action, ability rolls made against allies adjacent to you have a bane.
- ***Comfort in Shade:*** When an ally adjacent to you spends a Recovery to regain Stamina using the Catch Breath maneuver, they can spend one of your Recoveries instead of their own.
- ***Never Waver:*** Gain a bonus to your stability equal to twice the number of ally heroes adjacent to you.

## Thorned Gauntlets Company Squire

*As thorns draw blood from those who covet the rose  
So will I draw blood from fiends who covet the Vale*

**Prerequisites:** Swear the oath with The Duty of Thorns.

**Effects:** Choose one of the following benefits:

- **Draw Blood!:** When you obtain a tier 3 outcome with a melee free strike, the target is **M < average** bleeding.
- **Thorn in Their Side:** You gain an edge on your ability rolls made as part of opportunity attacks.
- **Fledgling:** You gain the Familiar perk. Your familiar is the spirit that has taken the form of a small bird of prey and can fly.

The spirit uses the familiar stat block.

Familiar					
Familiar					EV 3
Stamina 2 * your level			Size 1T / Stability 0		
Speed 6 (fly, hover)					
Might -3	Agility +2	Reason 0	Intuition +1	Presence +1	
Telepathic					
While you and your familiar are within 10 squares of each other, you can communicate telepathically and share each other's senses. While sharing senses, each of you also benefits from your own senses at the same time.					

The familiar can hold small objects in their mouth or claws, but can't perform activities that would typically require hands (opening a door, unrolling a scroll, and so forth). They can't harm other creatures or objects. They can flank in combat, but only with you.

If your familiar is destroyed, you can restore them as a respite activity, or by spending a Recovery as a main action to bring them back into existence in an unoccupied space adjacent to you.



## ***Doomed***

*I don't know what it meant, but when I watched her die, I saw a vision. I watched her die and saw my own death. Am I losing my mind?*

**Prerequisites:** Bleddyn is your ally in Scene 10.

**Effects:** You aren't destined for a meaningful death, but you still might achieve one. When you're reduced to 0 Stamina but remain conscious, you can become doomed. If you do, you can't regain Stamina, you automatically obtain a tier 3 outcome on tests and power rolls, and you don't die until your Stamina reaches the negative of your Stamina maximum. At the end of the encounter, you die.