

Player Rewards

Treasures

<i>Treasure</i>	<i>Part & Scene</i>	<i>Requirements</i>
Jewel of Redemption	P1S3	Succeed on the Easy Reason Test.
Healing Potion	P1S4	Return personal items recovered from the town.
Merlu's Speaking Stone	P1S5	Defeat the Gilded Doom of Heaven's Fang.
Skullbloom, Axe of Golden Ivy	P2S8	Prove your oath to the guardian.

Titles

<i>Title</i>	<i>Part & Scene</i>	<i>Requirements</i>
Hawklords' Quarry	P1S3	End the immediate threat of the Hawklords.
Marshall	P1S4	Side with Alan, forgo the respite and head out immediately.
Oak Shield Company Squire	P2S8	Swear the oath with The Duty of Oak.
Thorned Gauntlet Company Squire	P2S8	Swear the oath with The Duty of Thorns.

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.



Skullbloom, Axe of Golden Ivy

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

Keywords: Heavy Weapon, 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.

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.

Marshall

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.