

Player Rewards

Retainers

<i>Title</i>	<i>Pg. #</i>	<i>Part & 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 & 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, Hammer 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 & 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.

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.

