

Player Rewards

Treasures

<i>Treasure</i>	<i>Part & Scene</i>	<i>Requirements</i>
Jewel of Redemption	P1S3	Succeed 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	Swear an oath of Golden Ivy to the Guardian after defeating it.

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 of the Oak Shields Company.
Thorned Gauntlet Company Squire	P2S8	Swear the oath of the Thorned Gauntlet Company.

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:

- **1 Inspiration:** In combat, a non-minion enemy becomes bleeding for the first time in that combat.
- **2 Inspiration:** In combat, a hero becomes bleeding for the first time in that combat.
- **3 Inspiration:** Out of combat, a hero rolls a natural 19 or 20 on a Skill Test while using an intrigue or interpersonal skill.

Merlu's Inspiration resets to zero after a respite.

At the start of their turn in combat, 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. A hero cannot regain Stamina in this way again until they gain a Victory.