

The Sunstone

With the Sunstone of Rhianos embedded in a figurehead of your fleet, you find again that, in the season, strange events and unusual adventures seem drawn to your fleet's path. These experiences are not necessarily pleasant, safe, or successes; the problem with an adventure that risks life and limb is that sometimes one falls foul of those risks. Notably, the dangers are increasing yet further, and the threat of death is becoming all the more pronounced.

You are encouraged to create stories of exploration and adventure in or beyond the Bay of Catazar in relation to your fleet's privateering this season, if you so desire. The exact nature of any such adventures is up to you – although it more likely involves unfortunate or terminal fates for a number of your crew than just glory or excitement. It is quite possible that some of the crew will be questioning the growing dangers that plague them.

As part of these experiences, your fleet does acquire an unusual cache. The package is marked on the outside with 'For the attention of Auntie', and appears to be League in origin. Within it are a substantial amount of strange substances – drugs, as best as you can tell, both rare and expensive. Again, the story of how specifically your fleet acquired these notes as part of your adventures is up to you, but where exactly the cache came from – and where it was destined to arrive – remain unclear.

There should be a number of special lammies in your character pack to represent the contents of the package; if these are not present, please check in with Plot to acquire them.