

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.

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 likely involves unfortunate or terminal fates for a number of your crew just as much as it may involve glory or excitement.

As part of these experiences, your fleet does acquire an unusual item, which should also be in your character pack – a strange, water-corroded icon of unclear provenance and purpose. Again, the story of how specifically your fleet acquired these notes as part of your adventures is up to you – however, you also find out that, for some reason, both the Principalities of Jarm and the Commonwealth would be keen to get their hands on this item.

The ambassadors to these rival powers might know more – or they might not – and it's not clear to you yet whether either nation is aware you have this item – only that they both seek it.