

The Sunstone

With the Sunstone of Rhianos embedded in a figurehead of your fleet, you find that, once again, strange and unusual events are drawn to your fleet's path.

This season, though, things are different.

The mounting dangers of the adventures and unlikely circumstances that have beset the fleet escalate sharply. There is no doubt that these are still adventures – but they are incessant. They do not let up. They are filled with peril. Scarcely has a vessel escaped one bizarre narrative than it is caught up in another. Anyone involved in the crewing or maintenance of your fleet is plagued by peril, danger, and increasingly absurd chains of events. It is like being caught in a storybook – one where the author takes excessive glee in hurling the characters from one crisis to another, with scarcely any time to rest or draw breath.

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 – but it will almost certainly include horrible fates for large numbers of your crew, unless prevented through extreme and costly heroism. The Sunstone seems to draw in every possible adventure from leagues around, regardless of safety or sanity; your fleet is subjected to one crisis after another, whether bizarre creatures rising from the depths, insane Grendel pirate-witches with a grudge, cyclopean columns that rear up from beneath the water without warning, islands of plenty that suddenly sink beneath the crew's feet, or improbable chains of storms and doldrums.

Some among your crew likely question where the Sunstone came from in the first place, and whether it inflicted this awful fate upon its previous owner as well. Most will consider it a miracle the fleet made it back to port at all.

As the season draws to a close, your sailors report a bright flash upon the ship's prow. The Sunstone burns brightly for several moments, before dimming once again. The power within it now seems quiescent, perhaps sated or perhaps drained. It comes loose once more. As it does so, those nearby feel a strange sense wash through them briefly – a deep, powerful yearning to return home.

You should find the sated Sunstone ribbon in your character pack. Please contact Plot if it is not present.