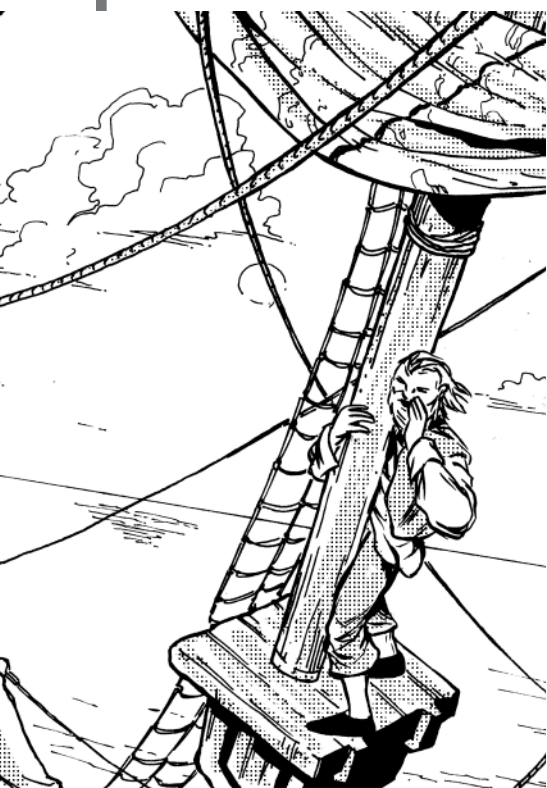


Story Object: Sea Legs Aboard the *Contentment*

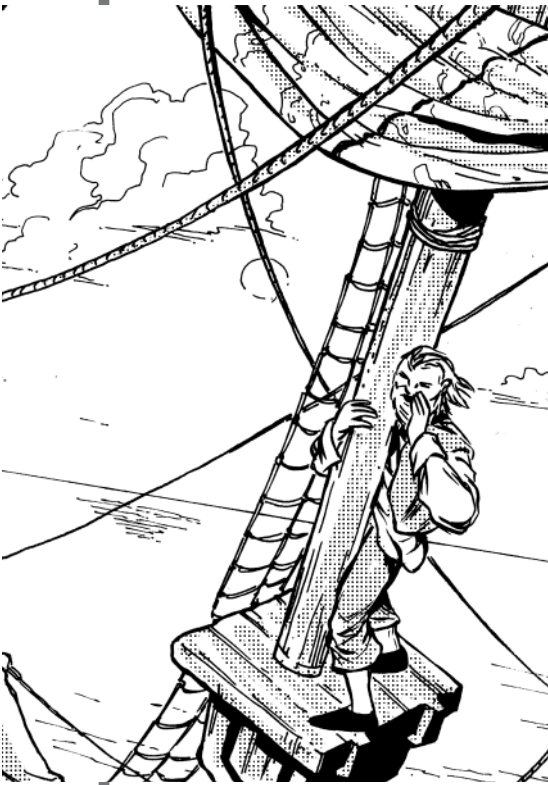
Your time on the House Lyrandar ship *Contentment* has given you unique experience of the rigors of life at sea. This familiarity grants a +2 bonus to Balance and Climb checks upon a naval ship. It also grants Profession (sailor) as a class skill, as your taste of may spawn an interest in things nautical. If you already have Profession as a class skill, you instead gain a +2 special synergy from experience bonus to Profession (sailor) if you have at least 4 ranks in that skill.



Story Object: Sea Legs Aboard the *Contentment*

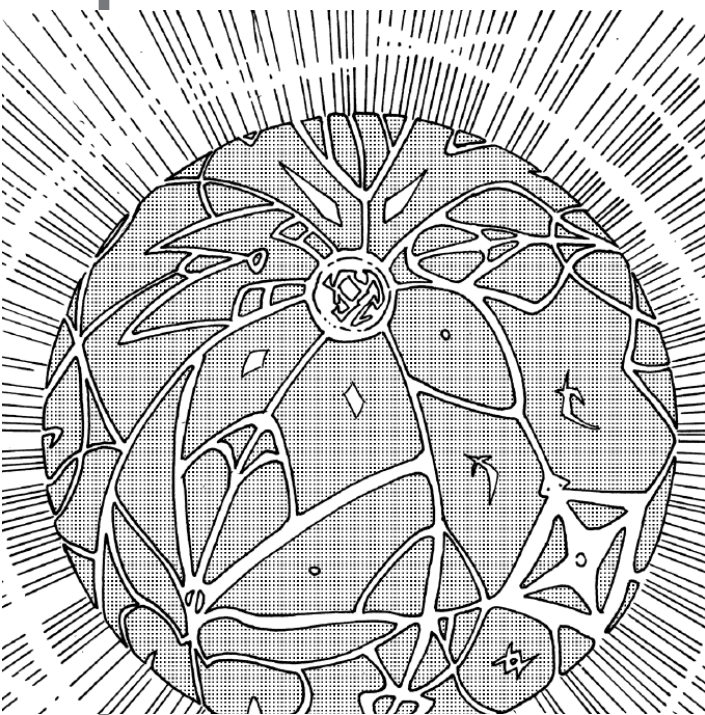
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Story Object: Sea Legs Aboard the *Contentment*

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Story Object: *Sarlonan Puzzle Orb*

Given to you by Matron Martra of the Grea Tower, and entrusted to you by Master Urvandil of the Newthron Diggers' Union Chapter House, this strange orb is obviously powerful, but is also mysterious as it is resilient to all known divination and clairsentience. It glows with an unnatural luminance that is fascinating to behold. Watching it for more than a moment, and you can hear a strange and melodically beautiful ringing that dances on the edge of your auditory senses.

Its hypnotic pattern and ringing has some small danger. At the beginning of every adventure you must succeed a DC 15 Will save or be compulsively fascinated with the object, and sneak a peek at it and listen to its strange song whenever you are able. While you can put down this object in times of need, you know the compulsion is as unnatural as it is undesired. Use the following check marks to track how many adventures you've played where your character has failed its Will save, as prolonged exposure to the orb may have unforeseen consequences.



You keep the orb in a small metal box also given to you by Matron Martra. The box and the orb weigh 2 lbs (1 lb each).

