

FAVOR OF HOUSE LYRANDAR

~ SAVING SNOD



For saving the life of the house's human agent, Dreson Snod, the house is indebted to you. In return for your service, the house offers free passage on any of their ships, be they water or air. This story object has three uses; each use is good for a trip of up to 1,000 miles; trips of more than 1,000 miles but less than 2,000 miles or less cost two uses, and trips of more than 2,000 miles but less than 3,000 miles or less cost three uses. Have your DM check off one or more of the following boxes when you utilize this favor for trips.

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Furthermore, this story objects negates the Disfavor of Ledrin from *EMH-4 Finding the Way*, as the House smoothes over the differences between you, Ledrin, and his immediate family.



MARK OF HEROES

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