

Still to study

What's the best combination of prone, grapple, bite for Taste for Manflesh?

Questions for players

Resolve Durst treasure:

- Do the players want to take Burns' 60 gp offer now or wait until the Durst sells?
- Who will take the other items -- the dagger and alchemical ingredients?

Escape from Lake Annika

The characters come out of the tower where Muninn and the vault were, and there's no one around. When you go down to the shore, the Hedgepeth is there to pick you up.

The Dowager

With greencake in hand, Krill and Burns want to turn to the original goal of the expedition, finding the lost explorer Ammiral. So, the Hedgepeth and Durst will continue north into the arctic proper. Burns tells you that as the climate gets more inhuman, routine and military tradition will keep the men functioning and not despairing.

So, if everyone is on board, the Hedgepeth and the Durst sail out of Lake Annika and past Portsmouth without any problems, then north along the coast of the bay. The ships sail for about a week. On the coast on the right, the ship passes a few destroyed settlements. You can occasionally see downtrodden or soulless-looking individuals scavenging on the shore or in the settlements. On the left, the ship starts passing increasing amounts of drift ice, until after a few days it also starts to encounter large ice floes slowly floating south. Some of the floes are very large -- up to a few mile squares. The sun is still up all the time, which many of the sailors never get used to.

You're sleeping one night when you hear the lookout ringing his bell and calling out. When you come to the deck, you see that there's a settlement to the east, with a high tower near the water. There's a fire burning in the top of the tower -- maybe it's a lighthouse, but that's slightly weird because the sun is up. But that's not the reason the lookout called out. In the distance on the west, there's a large ice floe floating south, and there seems to be a wrecked ship in the middle of it without a few people near it. Burns says it was probably caught and crushed when two floes merged into one. From the ship's silhouette, he says it could be Ammiral's ship, the Dowager.

To get closer, you'd have to get out of the Hedgepeth and go out there on foot. So, Burns suggests that the captains and the six PCs go out there.

When they go closer, you can see that it is the Dowager and that the ship has indeed been crushed by the ice. There's a little camp near the crushed ship, with a fire and some ad hoc shelters around it: rough shacks made from the ships planks, some tunnels going into the snow to shelters underneath, and some overturned lifeboats.

There's also a man there who introduces himself as the first mate Tiller. He eyes the characters with suspicion, like he's not sure they're real or whether they might attack him. Disturbingly, there are also some incoherent wrecked men here. There's a man crawling around the periphery of the camp on his hands and knees seemingly looking for something. There's a man who's hands have apparently been lost to frostbite, with a spoon tied around one of these stumps. There's another guy working a big hand crank that doesn't seem to be cranking anything. They all have full matted beards, uncut hair, and layers of raggedly clothes. They're very thin like they've been starving for a long time.

When you talk to Tiller, he asks you if you have any food? If you ask him about Ammiral, Tiller says the Dowager sailed almost up to Highpyre before it was crushed by the ice, and then Ammiral got out with a sled and some dogs and headed up to Highpyre on his own. They haven't seen him since.

They ask about food again. Without looking at the PCs, looking at the ground instead, Tiller says all they've had to eat is what they've been able to fish out of the bay through the ice. They almost caught a seal once. Once near starvation they fished a ... biomass out of the ice and they couldn't recognize what part of the ... biomass was supposed to be the head or tail or what. It had flippers or maybe not, it was hard to tell. They had to eat it anyway, though.

Looking out at the Dowager, it seems that its cannons are gone? If the PCs ask, the sailors just look at the ground, they don't want to say anything. If the PCs press, the characters say that demons stole the cannons, okay? The demons killed Blum and Duncan, and they buried the remains on the other side of the ship from the camp.

Looking back over their shoulders, the characters notice that you can see the lighthouse and settlement on the shore from here pretty clearly. Why didn't they get in the lifeboats and head back to lighthouse? They don't want to say.

If the characters look behind the Dowager, they'll find the ad hoc graves of Deptford, Fearing, Blum, and Duncan, who the survivors cannibalized.

The survivors -- the character's potential attackers -- are:

- Mates: first mate Tiller, second mate Higgs, third mate Huster
- Lookouts: Hubknell
- Soldiers/cannoneers: Geat, Erastus
- Impressed: Bolling, Bosch

The three mates are Human Veterans. Higgs uses a cleaver instead of a longsword.

Human Veteran		Level 5 Soldier
Medium humanoid natural		XP 200
HP 61; Bloodied 30		Initiative +5
AC 21; Fortitude 18; Reflex 17; Will 16		Perception +2
Speed 5		
Standard Actions		
① Longsword (weapon) • At-Will		
<i>Attack:</i> +10 vs. AC		
<i>Hit:</i> 1d8 + 3 damage, and target is marked until the end of the human soldier's next turn		
⊕ Dagger (weapon) • At-Will		
<i>Attack:</i> Ranged 5/10; +9 vs. AC		
<i>Hit:</i> 1d4 + 2 damage		
‡ Maneuvering Strike (weapon) • Encounter		
<i>Effect:</i> The human veteran makes a longsword attack. If the attack hits, the human veteran makes a free secondary attack.		
<i>Secondary Attack:</i> +8 vs. Fortitude		
<i>Hit:</i> 4 damage, and the human veteran can shift 1		
Str 17 (+5)	Dex 13 (+3)	Wis 11 (+2)
Con 13 (+3)	Int 9 (+1)	Cha 10 (+2)
Alignment evil		Languages Common
Equipment scale armor, heavy shield, longsword, dagger		

The four other non-lookouts are Human Guards. Bolling has a special halberd that provides threatening reach 2.

Human Guard		Level 2 Soldier
Medium humanoid natural		XP 125
HP 39; Bloodied 19		Initiative +5
AC 17; Fortitude 15; Reflex 14; Will 13		Perception +6
Speed 5		
Standard Actions		
① Halberd (weapon) • At-Will		
<i>Attack:</i> Reach 2; +9 vs. AC		
<i>Hit:</i> 1d10 + 2 damage, and the target is marked until the end of the human guard's next turn		
‡ Powerful Strike (weapon) • Recharge ☒ ☒		
<i>Requirement:</i> Requires halberd		
<i>Attack:</i> reach 2; +9 vs. AC		
<i>Hit:</i> 1d10 + 6 damage, and the target is knocked prone		
⚡ Crossbow (weapon) • At-Will		
<i>Attack:</i> Ranged 15/30; +8 vs. AC		
<i>Hit:</i> 1d8 + 1 damage		
Skills Streetwise +7		
Str 16 (+4)	Dex 14 (+3)	Wis 11 (+1)
Con 15 (+3)	Int 10 (+1)	Cha 12 (+2)
Alignment any		Languages Common
Equipment chainmail, halberd, crossbow, crossbow bolts (20)		

Human Sniper		Level 3 Artillery
Medium humanoid natural (human)		XP 150
HP 33; Bloodied 16		Initiative +5
AC 15; Fortitude 12; Reflex 17; Will 15		Perception +8
Speed 6		
Traits		
Sharp Eye		
When making a ranged attack, the human sniper ignores concealment (but not total concealment).		
Standard Actions		
⊕ Bayonet (weapon) • At-Will		
<i>Attack:</i> +8 vs. AC		
<i>Hit:</i> 2d4 + 0 damage		
⊕ Crossbow (weapon) • At-Will		
<i>Attack:</i> Ranged 15/30; +10 vs. AC		
<i>Hit:</i> 1d8 + 4 damage		
⚔ Bleeding Bolt (weapon) • Recharge 11		
<i>Attack:</i> Ranged 15/30; +10 vs. AC		
<i>Hit:</i> 1d8 + 4 damage, and the target takes ongoing 5 damage (save ends).		
<i>Aftereffect:</i> Weakened until the end of the sniper's next turn		
⚡ Acrid Bolt (acid, weapon) • Encounter		
<i>Attack:</i> Area burst 1 within 15; +8 vs. Reflex		
<i>Hit:</i> 1d10 acid damage		
Skills Stealth +10		
Str 6 (-1)	Dex 19 (+5)	Wis 14 (+3)
Con 9 (+0)	Int 6 (-1)	Cha 8 (+0)
Alignment evil		Languages Common
Equipment cloak, poison bolts, crossbow		

All of these characters also have the powers:

- **Cunning of the Insane**
 - daily power where you can interrupt one attack, shift to any spot adjacent to the character, and attack. The interrupt cancels the original attack.
- **Taste for Manflesh:**
 - an encounter power: the characters tries to grapple, and if successful also gets a x2 bite attack
- **Feral Howl**
 - encounter power: The howl doubles the damage from a melee attack. It's -- I forget the word -- it doesn't get used up if the attack fails.

Burns

First mate Copeland, third mate Emil, and second lookout Owen have died. So, the remaining

allies who actually fought are:

- Burns and Krill
- Second mate Browning.
- First lookout Diregale.

Diregale fought from the crow's nest on the first adventure, so he was an archer:

Human Archer		Level 1 Artillery
Medium humanoid natural (human)		XP 100
HP 23; Bloodied 11		Initiative +1
AC 13; Fortitude 12; Reflex 13; Will 12		Perception -1
Speed 6		
Standard Actions		
⊕ Club (weapon) • At-Will		
<i>Attack:</i> +6 vs. AC		
<i>Hit:</i> 2 damage		
⊕ crossbow (weapon) • At-Will		
<i>Attack:</i> Ranged 15/30; +8 vs. AC		
<i>Hit:</i> 2d8 damage		
⤵ Bullseye Bolt • Recharge ☒ ☐		
<i>Attack:</i> Ranged 15/30; +8 vs. AC		
<i>Hit:</i> 2d8 + 1 damage and the target is dazed (save ends)		
Str 11 (+0)	Dex 13 (+1)	Wis 9 (-1)
Con 11 (+0)	Int 9 (-1)	Cha 10 (+0)
Alignment unaligned		Languages Common
Equipment club, crossbow, crossbow bolts (20)		

Browning is a 1st level Human Watchmen:

Human Watchman		Level 1 Soldier
Medium humanoid natural (human)		XP 100
HP 31; Bloodied 15	Initiative +3	
AC 17; Fortitude 17; Reflex 13; Will 12	Perception +0	
Speed 6		
Standard Actions		
⊕ Short sword (weapon) • At-Will		
<i>Attack:</i> +6 vs. AC		
<i>Hit:</i> 1d6 + 4 damage.		
<i>Effect:</i> The watchman marks the target until the end of the watchman's next turn		
‡ Tide of Iron (weapon) • At-Will		
<i>Attack:</i> +6 vs. AC		
<i>Hit:</i> 1d6 + 4 damage and the human watchman pushes the target 1 square and can shift 1 square into the square the target vacated		
‡ Brutal Cut (weapon) • Encounter		
<i>Attack:</i> +6 vs. AC		
<i>Hit:</i> 3d6 + 4 damage		
Move Actions		
↳ Get Over Here • Encounter		
<i>Effect:</i> The guardsman can slide a willing target 2 squares to a square that's adjacent to you.		
Skills Athletics +8, Endurance +8, Intimidate +5		
Str 15 (+2)	Dex 12 (+1)	Wis 11 (+0)
Con 15 (+2)	Int 9 (-1)	Cha 10 (+0)
Alignment unaligned	Languages Common, Dwarven	
Equipment wrist-buckler, bag of marbles, short sword, leather armor		

After the fight, Fishkin, Walker, and Wardell if they survive will talk to the characters about fighting press gangs on Hilde. If they don't survive, then other impressed men can do it: Eastminster and Forester.

After the game:

Looks like there were 10 crewmen in the fight excluding the captains, 6 lived and 4 died:

These folks survived the witchcraft meltdown:

On burns side: burns, wardell, walker, huster

On Krill's side: Diregale, Milch

These folks died...unfortunately I don't have a record of which side they were on, although sides

were split 50/50, so most would have been on Krill's side:

Krill, Fishkin, Landis, Pembic, Wineheart

Summary for web page

The Hedgepeth finds the Dowager, which has been caught in the ice off Hilde for two years, and the survivors' camp is a scene of horror. The party is ambushed by some survivors, but brings the rest on board. Continuing towards Highpyre a few nights later, Burns emerges from the captains' cabin shaken, accusing Krill of witchcraft. The accusation divides the crew, and Krill and four others die fighting.

Treasure

Mikal was the only character who wanted to take the 60 gp from Burns; the rest all want to sell the ship.

When the characters search the Dowager and camp they find:

- The ship has normal sailing supplies that Burns and Krill suggest scavenging and selling to add to the expedition's profits. I guess at 1/333 share this would come to about 10 gp per party member when sold.
 - Crew's necessities: pots and pans, utensils, hammocks, bedding.
 - A furnace on the cannon/sleeping deck, used to light the cannons and keep the sleeping deck warm.
 - There's a full barrel of gunpowder. Strangely, the cannons are missing.
 - Miscellaneous brass fixtures etc. screwed to the ship.
 - You find the wooden handle of a harpoon (barb no longer attached) that one of the Dowager survivors has carved in his endless free time, depicting the grim scene at the survivors' camp: overturned rowboats and starved bearded figures around a fire, with the Dowager and graves in the background. It can be used as a +1 rod implement that let's you do the survivors' Cunning of the Insane power once a day (take a standard action as an immediate interrupt when melee attacked).
- You find four shallow graves behind the ship.