

Questions for the players

- I guess most of the treasure from the Dowager / survivor's camp will have to be sold back in Hollin, but Jennish will take the +1 rod, right?
- Did Steve, Kelly, Derek bring me character sheets?

Aftermath of the witchcraft accusation

So, in the immediate aftermath of the witchcraft meltdown, Burns is still freaked out. Something has made him afraid that Burns cursed him and the Hedgepeth, so we want to wrap the bodies respectfully and put them in the hold until he can get them back to Highpyre and give them a proper burial.

The Hedgepeth's losses now total 8. So, Burns is looking around for people to promote to mate and lookout. Since Kasskar visibly sided with him against Krill, he makes him one of the three mates.

Some of the impressed men are incensed with Burns. They want to get back to Hollin and then kill him. They also want to form an alliance to take vengeance on press gangs when they get there. Which guys?

After these things are resolved, the ships continue on toward Highpyre looking for Ammiral.

Highpyre

After a few more days of sailing, the ships arrive at Highpyre. Highpyre staddles the Pollard River where the river empties into Lief Bay, and you can sail up the river several hundred yards to where there are some damaged but usable docks and get out.

As you sail up, you can see that the city is a completely burned, flattened ruin (show them the picture). It looks like it was a city of about 50K people, which surprises you given the inhospitable location here. You can see a few features -- two broken bridges that used to cross the river, and a broken tower on the east side.

Witches' Chorus

When you approach the bridges, you see that there's a group of women standing nearby, waiting for you to approach. They're clearly out of place in the ruin here. They're all dressed in delicate looking Victorian clothing -- black clothing with long sleeves, lace, lines of little black buttons running everywhere, and long wool coats. One of them is a small ancient crone with long, dirty gray hair that comes down on both sides of her face, and she has just a few standing-stone-like

teeth coming out of her lower jaw. The other six are girlish young women...they're not like sexpots but they're refined beautiful women...think like a Jullanna Moore, a young Lisa Bonet, that type. The young women seem to cluster around the crone, putting their arms around her, touching her arm with affection, pulling her jacket closer around her.

Witches:

Kanna: The crone

Alissa: intense-eyed girl from the famous national geographic cover

Anneli: Pale-skinned curly dark hair, like Helena Bonham Carter.

Hilja: Like Kate Winslet.

Irja: Lisa Bonet type.

Kaisa: Pale-skinned red head, like Julianne Moore

Lahja: Another pale brown haired girl.

If the characters ask them questions, first they say, "[Preface for character], I am [witch name]. I will render moral judgement on your deeds and answer your questions."

Beowulf: Orphan and bareknuckle fighter. You've sometimes stood aloof from the fight, but your actions are not grossly immoral.

Jennish Cole: Morgue robber. We have no problem with you.

Kasskar: Orphan, Wolfbane, Machivellian. You were promoted to mate by selling out Krill, but is was in the heat of the moment.

Prosper: Unwashed scavenger. You missed the opportunity to stop a wrong when Burns kill Krill.

Aeris: Orphan, apprenctice, burlap bag haver. What judgement can I offer that won't turn your friends against you outright? You incited Burns' and Krill's men against each other, but so what? That's what you're supposed to do.

Answers:

Ammiral: Ammiral came through Highpyre almost two years ago, heading north. Follow

the river north to find him.

Highpyre: Highpyre was the great city of the Inkeri, Hilde's spartan warriors and craftsmen. Highpyre was a sentinel city, guarding against abominations coming out of Hilde's inhuman waste. When it was burned 17 years ago, the residents were killed, and other Inkeri fled their cities. The Inkeri need a Hero with a capital H -- Beowulf -- who can reassemble them, rebuild Highpyre, and take up their fight again.

The Inkeri were great craftsmen as well; the ruined tower here once held Lethe's star in the top, which lit the city through Hilde's long sunless winter.

Ammiral

The ships sail north for about a day, when you see a man on a dogsled heading north along the riverside, on a high ridge. His dogsled is a wreck with the dogs scattered, and there's a guy there fighting a snow troll -- Burns says that it's Ammiral.

So, fight some snow trolls! The troll should be an abomination, with two heads but one head is just a dead appendage with some vague features. Or, fight some faceless statues.

Ammiral tells the story of Noreste. He shows them Noreste through his eyepiece. Since it's daylight, they can just barely see Noreste as a green dot in the sky. Ammiral says Noreste confused navigators for centuries, because it doesn't move like anything else in the sky. But after long study the Admiralty's astronomers figured out that Noreste is -- or was -- a meteor moving faster than light. So, although you can still see Noreste's image in the sky, it has actually already hit earth -- thousands of years before any human saw it through a telescope. The Admiralty's astronomers say it hit earth in the Hilde hell city of Bruegel.

Ammiral can reveal that it's only been a week since he left Highpyre.

Ammiral can be one of the race of the whalers?

Bruegel

Ammiral suggests going to a ridge above the city to look down with an eyeglass and see if you might be able to see any sign of the meteor hit.

Ammiral said before that Bruegel is a hell city, and now he gives you his eyeglass to look through. You can see the town is built on a lakeshore, but some of the town layout nonsensically extends into the shallow water as if the land extended there. The streets are almost empty, but there's a little activity. You see a naked man bent over in the street balancing a giant egg on his back; another naked person is being ridden like a horse by a corpse. Near the waterline, you can see a giant beached fish gulping air, and it has human arms, pulling open a gash in its belly

that other fish are coming out of. Another fish nearby seems to have a human leg coming out of its mouth. You see a drone-like person walking in the air, upside down on some imaginary plane 30 degrees relative to the ground.

Spying around more, you see a narrow tall house with a slate roof, with a giant hole blasted in the roof. Ammiral suggests that where Noreste hit.

You can go into the city without interacting with the people and creatures there. When you go in the house, there's the hole in the roof, and there's snow coming in it. Below, there's a man drinking coffee, with snow falling on his head that he doesn't seem to notice. You see there's also a hole in the ground, and looking down there you can see a faint green glow down there.

Pieter Bruegel

The_Garden_of_Earthly_Delights_by_Bosch

shadows

Phantom Warrior		Level 4 Soldier
Medium shadow humanoid (undead)		XP 175
HP 36; Bloodied 18	Initiative +7	
AC 18; Fortitude 16; Reflex 15; Will 16	Perception +7	
Speed 0, fly 6 (hover)	Darkvision	
Immune disease, poison		
Traits		
Insubstantial		
The ghost takes only half damage from any damage source except those that deal force damage.		
Phantom Tactics		
The phantom warrior has combat advantage against any enemy that has another phantom warrior adjacent to it.		
Standard Actions		
⊕ Phantom Sword (necrotic) • At-Will		
<i>Effect:</i> Melee 1 (one creature); +9 vs. Reflex		
<i>Hit:</i> 1d8 + 7 necrotic damage.		
<i>Effect:</i> The target is marked until the end of the phantom warrior's next turn.		
Str 18 (+6)	Dex 16 (+5)	Wis 11 (+2)
Con 12 (+3)	Int 10 (+2)	Cha 18 (+6)
Alignment unaligned		Languages Common

Krill

Sailing south on the Pollard River, the characters are sleeping one night when Kasskar is awakened by someone poking at his arm and saying, "Kasskar, wake up." It's Krill, and he's

looking disheveled and confused. He says “I just saw Copeland, arguing with another sailor up on the deck. Didn’t Copeland die? Didn’t he die taking the Durst?” He gets up, still looking confused. “Where are we? I don’t remember how I got here.”

If the characters check, they’ll find that Krill’s body is still in his bag.

The characters can handle the new Krill and Copeland however they want.

summary afterwards, for web page

The Hedgepeth arrives at Highpyre, Beowolf’s birth city, and find it completely burned. There, they meet the Witches’ Chorus, who tell them about Beowolf’s people, the Inkeri. They find the lost explorer Ammiral on the Pollard River, and he takes them to surreal hell-town Bruegel, where they find the ancient meteor Noreste. Heading home afterwards, a second Krill appears. Not sure who or what the second Krill is, they set him adrift with the original Krill’s corpse near Portsmouth.