



FOUR PILLARS
PRESENTS

THE
HUNT™

POST EVENT
FLUFF DOC





GATHERING YOURSELF

In the aftermath of the Hunt for the Black Box, the Force are left picking up their bits and pieces around the camp. Slowly, you all notice that it's getting colder, and colder, and colder. The trees around you seemingly start to disappear, while the grass beneath your feet start to fade away. With the Box no longer in the area, it seems the illusion is disappearing too. As you all gather the last parts from around the camp, Alecto, Ed Sall, and Ambassador Li, followed by the saved Supplicantem, gather with you all.

You all stand in the heart of the Heartland Tundra, with the temperature dropping once again to well below 0. The plan was to originally meet back up with the Dukes of Sko, and go from there. But that was when the plan was to hand over The Reality Weapon. Alecto speaks up: *“For now, we cannot stay here. We shall head towards Eldsteinn, the Duke’s Capital, as I don’t think we are welcome to Freyja’s Vikstede.”*

As you all walk north, the cold seeps back in, and the sun bares down. Slowly though, you come across bodies of Trethi in the partially blood soaked snow. Further inspections shows a fight, and that some are fed upon by vampires.

Continuing north, the full picture is clear. Standing in your way is Warrior Leader Freyja of the Frosinn Clan. Surrounded by her warriors, she stays any attempt at a conversation with her, though she does speak:





“I found these Trethi in wait for your departure from these lands. I killed these invaders. I did this not for you, but for my people and my land. Though you could consider this my one and only kindness in Leofric’s name. Leave my land, and never return without my permission, lest these bodies be yours next.”

With that, she orders her people to part and let you all through. You might attempt a small thank you, or a sorry, but she does not respond. Any attempts at a longer conversation is met with her baring her fangs, coupled with a scowl. It is best you leave.

Following the path, it still takes nearly 6 days of travel to get to the capital. Despite the horrendous land, and the wild beasts you all likely fought off, you press forward with dedication in every step.

The Dukes, Eric and Olaf Bjornstad, welcome you all in, though turn to Alecto to learn of what happened - Olaf still seems extremely opposed to the Expeditionary Force. Alecto tells everyone that they need to stay in the city for now while next steps are thought of.

There is the hope that talks with The Leader, Myrhian, might be possible about what will happen next; but when you’ve given her everything she needs, what can you offer to bring her to the table?...





STAYING AT ELDSTEINN

The capital of Sko, or at least of the parts of Sko that are under the Duke's Banner. A wonderful city, considering the rest of Sko. More typical houses are built out of stone, not just timber and foliage. If it wasn't for the cold weather and their language, it might have been mistaken for a great city in the South of Ásaterra.

You all have rooms at the Duke's keep, or in some of the neighbouring accommodations - free of charge, of course. The people of Sko aren't living here for money or for a step up over the others, they are all here together. So, as you all stay here, you also have to help with the chores of the city to earn your keep. You might go and hunt, prepare food, fix and make clothes, all the kinds of chores a large city might need. Though, if you move away from the Huángjīn Translation Device in Grinnir's possession, you all will hit the Ásaterran-Sko language barrier.

The people worship the Sko Pantheon openly and continually. You may partake wholeheartedly, in which case you would find that the land works alongside you. You may only partake somewhat; foulds blessings here and there, and a prayer to Mar-Tush for the food, but forget to do your morning thank yous to Hoongsh or to write down your dreams. The land seems to tolerate you, and let you live here, though some things might be strenuous on your daily activities, or hindered at least. You may choose to disregard them all and not partake at all. In that case, the land seems to work against you, making your life in her very difficult.





THE PLAN

The *mission* was to retrieve the Black Box so that it could be passed onto the Huángjīn Xīwàng one way or another. You not only DON'T have the Box, but actively gave it away to someone who seemingly is on the opposite side of the Huángjīn Xīwàng people. Regardless of intent, beliefs, morals, or the wider situation, the mission failed. So what next? Alecto, with the blessings of the Dukes, has a proposition;

The mission is not over, and thus does not yet need to be reported back with the details. Frankly speaking; while not a crime, the Council would be absolutely furious as things stand, and would likely remove you all from the Force and prevent you from getting further involved.

BUT, seeing as the box has not been retrieved yet, and that was the mission, there is still another chance for the Force to bargain with Myrhian, and figure something out. Ambassador Li is also sorting out a means of communication with the Huángjīn Xīwàng people to possibly answer some questions.

Importantly, Ed Sall has agreed to temporarily withhold informing the Taskmasters, though is NOT happy about it.





WHAT NOW?

The Social event to come, Unease, will be set at Eldsteinn. There will be chances for your questions to Huángjīn Xīwàng to be answered, as well as other things that will happen.

Downtime will take place in Sko, and anything bought will be from the Sko Market. You are still able to interact with people via letter, but unlikely to be able to go and see them in person. Travel out of the land would take 8 days to just get to Ásaterra, let alone anywhere further.

The time-scale of Social 2 to E2 has not yet been decided, and will depend on the actions taken at Social 2.

If there is anything that your character wishes to do SPECIFICALLY before the social, please get in touch with a Ref.

