**Objective: Free Mohrain Luain**

* **Mohrain Luain, a scion of a wealthy merchant family has been captured by the Cultists**
* **Return them to Anvil to obtain a reward of 15 thrones**

It seems that the payment to the Red Ibis last season has already born surprise fruit. A missive sent by the scoundrel arrives in Anvil shortly before the equinox, with an unusual request for aid...

The Luain family are a rich merchant dynasty in Dubhtraig that has old ties to the Salt Lords, providing equipment, clothing, supplies, and foodstuffs to the Grendel's armies and navies when on campaign. Their lucrative contracts have led to the family living pampered lives, isolated from the gruelling wars they enable. The youngest child of the Luain's has, in an act of rebellion and boredom of a life behind a merchant's desk joined the fighting in Madruga, leading a unit of Stone Born. Inept, ignorant, and excited in trying to prove themselves, the young Mohrain was quickly captured during the upheaval on Free Landing and is now being held by cultists of the *Mother of Wrecks*.

The youth's family are understandably shocked at this turn of events, desperate to see their child safe; so much so that they have contracted the Red Ibis to assist. Red Ibis has in turn approached the Empire to see if they are willing to help. Simply, rescue Mohrain and return them to Dubhtraig, then payment will be sent as recompense. If Mohrain can be freed from the cultists, then it should be easy to convince them to accept a casting of [The Cuckoo's Egg](https://www.profounddecisions.co.uk/empire-wiki/The_Cuckoo%27s_Egg), enabling their extraction back to Anvil.

Once they are back in Anvil, they will effectively be a prisoner. The Red Ibis says that Mohrain has a necklace with the family crest on it. A reward of 15 thrones will be sent to any Imperial citizen who offers the necklace - and a rune of [Lann](https://www.profounddecisions.co.uk/empire-wiki/Lann" \o "Lann) in a casting of [Ephisis' Scale](https://www.profounddecisions.co.uk/empire-wiki/Ephisis%27_Scale" \o "Ephisis' Scale). The civil service can then arrange the prisoner's safe return to his family.

IC brief

You are in your mid-late teens. You are from a rich merchant family and didn’t want to spend your life working the family business. You wanted adventure and excitement. So you bought a commission in the army as an officer. It sounded great fun – a unit of dirty soldiers to command, orders to give, pay to hand out, all the plunder you could dream of!

The reality was crushingly horrific. Seeing the dying made you vomit. Blood and guts are horrible. People screaming out. Siakha monsters ripping faces off and tearing people apart. Then the soldiers refusing to listen to your orders, ignoring your commands, and generally not being very nice to you.

You wanted out and to go back home.

Then the cult were kicked out of Grendel society, you were taken captive by the unit you previously tried to command, and are now their prisoner. You suspect that you will be sacrificed to Siakha or some other grisly fate.

OC brief

Play a terrified little kid who is massively out of their depth. Even if the Empire ‘rescue’ you, don’t make it easy for them to convince or console you. They are the enemy after all. Perhaps they will torture you? Maybe they will force you to drink their horrid wine and eat their bland food!

Eventually you will be won round and convinced to travel back with them to Anvil to be ransomed back to your family. Maybe that isn’t so bad after all. They will need your necklace to send as proof that you are alive and that you will be exchanged in good faith. Obviously, take some time over this.

Then have the Civil Service get you back off the field pretty quick.

IMPORTANTLY – you are too young and inexperienced to have been trusted with important information. You don’t know very much about the armies or what is happening in the wider campaign.