

An Altarian S Pirated Footwear

Initial Brief

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Characters

- [Iron Cold](#) - Robin
- (Sorry I don't remember the character name and I don't think they're on the wiki) - Mandrew

Summary

- The party were hired by Raging Forest, 2162, to retrieve some boots which had been stolen by a pirate named Drifting Stream. The briefing, such as it was, suggested that these might be an heirloom of Forest's, but it wasn't entirely clear amidst the ranting.
- They were pointed to a tavern on Ace's World where Drinking Laughter, Stream's former first mate, was known to drink, and laugh. On the way there they encountered Laughter in a drunken brawl with some local toughs, not that said brawl was desperately serious.
- Laughter was pretty angry with Stream for having usurped the ship, and was easy to persuade to inform on Stream, which they did, though somewhat more difficult to persuade not to come along for the ride - at least until they succumbed to their intoxication and passed out.
- Laughter confirmed the location of the ship in a local repair yard, and suggested a couple of methods of entry, one a frontal assault, the other a little more sneaky. The party chose the sneaky route, and through a mix of bribery, intimidation, and violence, got past the receptionists and their guard pig, before fighting their way through the facility's robotic guards.
- The party then fought their way through a good chunk of the crew in the belly of the ship, before finding their way to the captain's cabin, where they fought and captured Drifting Stream, and threatened and bribed several of the crew to allow them exit.
- They fought their way out past the rest of the crew, dragging a somewhat resisting Stream with them, past the ship's one operational cannon, before and Intervention summoned Raging Forest.
- Forest, having briefly argued with and interrogated the pirate, left payment in a sack, reclaimed their boots, and left by another Intervention.

Aftermath

- Bullet points of what characters did in the aftermath of the mission

Consequences

- Breakdown of consequences for characters - rewards, effects, contacts.

- Also mention any wider consequences for the world

All Characters

- Consequences

Character 1

- Consequences

Character 2

- Consequences

Be sure to add tags for the characters

[mission](#), [character 1](#), [character 2](#)

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