**Objective: Protect Sea-Wraith's Informant**

* **Ensure Sea-Wraith's informant survives the battle**
* **If the Empire ensure that Sea-Wraith's informant survives, he will arrange a chance for the Empire to assassinate Governor Rahab**

The civil service have carefully checked all of the information provided by the Grendel who calls themselves "Sea-Wraith" and have been able to confirm all the details... bar this one. There is no reason to think the Grendel is lying, and every reason to think they are telling the truth (the Grendel place great store by [Fidelity](https://www.profounddecisions.co.uk/empire-wiki/Grendel_religion#Fidelity)). But the sheer [Audacity](https://www.profounddecisions.co.uk/empire-wiki/Grendel_religion#Audacity) of the offer and the depths of the betrayal involved, mean that the prognosticators are advising the Military Council to treat this offer with caution.

Sea-Wraith claims to have an informant in Shivaarn's ranks. *Sea Mage Tuairisc* is a powerful [Sea ritualist](https://www.profounddecisions.co.uk/empire-wiki/The_League_magical_traditions#Realms) operating in a unit of Storm Born. They remain loyal to the Salt Lords and are operating under-cover at great risk to themselves to pass information back to Sea-Wraith and the Council. The magician is carefully playing along with the cult's scheming and ritual preparations and his unit is unaware of his true loyalties. He can be easily recognised by his ritual regalia, a headpiece shaped from a shark's jaw bones.

Sea-Wraith expresses the hope that the Empire will kill as many of the Siakha cultists as possible, but they are adamant that Tuairisc must survive the battle. If the Empire don't take the battle, then the spy should be fine, but if they do attack the cultists, then Sea-Wraith has asked the Military Council to do everything possible to ensure that the Sea Mage escapes unharmed and is not revealed to the enemy.

In return, Sea-Wraith claims they will *give the Empire Rahab*. To be precise, they claim to be able to arrange a way for the Empire to attack and kill Rahab. The Grendel has provided no information on how this might be achieved, but presumably it would involve supplying the Empire with information on the governor's whereabouts. It is likely that if the Empire knows the location of Rahab then a conjunction of the Sentinel Gate might allow an opportunity to reach him.

Sea-Wraith is very explicit - the will only betray Rahab to the Empire if the Empire attempts to stop the Siakha cultists and only if Tuairisc survives with his cover intact.

# Brief

IC stuff

You are Sea Mage Tuiraisc.

You are a spy and secret agent working for a Grendel you know only as “Sea-Wraith”. Your directives come to you by magical messengers or dead drops. Over the last month you have infiltrated the Siakha cultists for your handlers, passing them information on the cult’s activities and goings on.

It is hard to maintain your cover and you constantly expect to be revealed for what you are. You have had to assist the cult’s coven in their preparations for casting two powerful Spring enchantments, and you know you will need to actively partake to maintain your cover. If you were to thwart the rituals, it would be too obvious, and you would be revealed. That cannot happen.

OOC stuff

You don’t expect the Empire to turn up. You will realise that your mission – being undercover - is far more important than trying to escape, or helping the Empire in what they are attempting to do. Keep your head down…