Samheyl Family Sword Operational Plan

- Objective
- Scenarios for Success
- Rewards
- Follow-up
- Lessons Learned





Objective

- Acquire the invisible sword from the roof the bakery
- Contact Harold to return sword to Samhyel Family
- Alternative Return the sword to the family on our own
 - Could gain a useful connection



Scenarios for Success



- JaQeb's Silver Tongue Scenario
- Bandulu's Leap of Faith Scenario
- Gentrick's Full Assault Scenario



JaQeb's Silver Tongue

 Rely on JaQeb's own ability to escape

> He should not give away the location of the swords

 We return later to recover the swords

After Dark





Bandulu's Leap of Faith

- Once we become aware that JaQeb is in trouble:
- Bandulu leaps up to the roof
 - Saves JaQeb's assets
 - Finds swords
- Others create diversion in the bakery
- We flee





Gentrick's Full Assault

- Once we become aware that JaQeb is in trouble:
 - We storm the bakery
 - Gentrick & Anklam race to roof
 - Maemie & Paycence secure main floor
- We get swords
- We flee





Chances of Success

- JaQeb's Silver Tongue
 - Plan Works 65%
 - Loss of Horde Member − 50%
 - Escape (without being hunted down) 80%
- Bandulu's Leap of Faith
 - Plan Works 80%
 - Loss of Horde Member − 20%
 - Escape (without being hunted down) 70%
- Gentrick's Full Assault
 - Plan Works 80%
 - Loss of Horde Member 66.7%
 - Escape (without being hunted down) 15%



Rewards

- 25 sp for return the sword
- Potential sale of other swords
 - Including the very scary one Paycence found
- Possible return to the warehouse
 - Abyss Dust

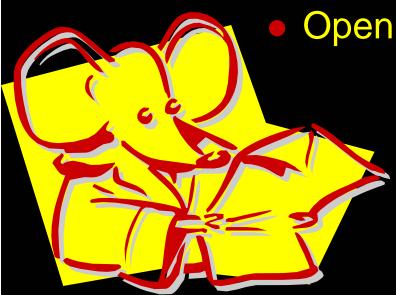




Follow-Up

- The sword Paycence found
- Why are we being followed?
- Dinner at the Topaz Eel
- Why did Finn blow up the boat?

Open Anklam's door





Lessons Learned

- Have a Plan
- Communicate the Plan
- Communicate the Plan to Everyone
- Follow the Plan
- Don't start a new Plan in the middle of the current Plan
- Don't overcast unless death for <u>everyone</u> is otherwise imminent
- Don't deviate, adlib, improvise if the Plan is working

