

# A Slug's Life

## Initial Brief

# Incoming Transmission # Source Identifier: Dark Water # Starlight Ebbing # Destination Identifier: TE3-Firebrand#Her Glorious Command#Starlight Ebbing#Muse IX#Endeavour#Unquiet Journey#\* # Subject: Mytenean Pest Control # Message Begins

For the attention of capable explorers who have the interests of the Mytenean Industrial Corps at heart,

The Aspexx Corporation has been contacted by the MIC with regards to a novel security problem being encountered by mining operations in the fringe town of Molvos on the outskirts of Mytenean. Aspexx will be acting as a facilitator to provide capable subcontractors in this instance, and to provide due compensation.

Details of the exact security issue will not be publicly transmitted, but will be discussed with the subcontractors upon signing of their contract with the MIC.

Interested parties should contact myself, care of Starlight Ebbing, by eleventh hour on sixthday this week.

Regards,

Dark Water Executive without Portfolio Aspexx Corporation Starlight Ebbing, Deck 4a

# Message Ends

## Characters

- [Genuine Article](#) - Anna
- [Temporary Impulse](#) - Susannah
- [Roaming Vendor](#) - Phil

## Summary

- The party meet with Dark Water in the town of Molvos where a bridge construction project has been plagued by mysterious attacks. Dark Water has been hired by the Mytenean Industrial Corps and is subcontracting out to the party to find out what's going on here.
- The team ask around the workers who are embittered and fed up and eventually glean the existence of a Zeitgeist Bio Lab in the region. Given the hostility of the MIC employees toward it and its vague remit, the party head that way to investigate.
- They find they're on the right trail when they find a corpse of a researcher which has been savaged by baby slugs that exhibit abnormal spriteliness. The party dispatch the sluglets and head into the facility where they find something has definitely gone wrong. Among the dead researchers they find evidence of both a bio experimentation plan and a mechanical

experimentation plan to use the natural aptitude of slugs to create an improved mining option. The mechanical one ("Mechaslugzilla") appears to have been abandoned after movement of the Myteneia Ship Heart, the bio plan seems to be ongoing, and the presence of a Raktor certainly suggests there is something going on still.

- Before they can leave, the ground subsides and the party slide into a slug cave where large acidic slugs attack and nearly wipe them out. They deal with the slugs and investigate into the tunnels they uncover, doing some tinkering as they go to improve their odds. They encounter some old fashioned slug-herding bots that attempt to herd them but trick them by throwing slime onto the bots (which appears to be what the bots are detecting). They also notice a Flexible Slimehopper which appears to have camouflage and regenerative abilities. They chain it up.
- The party proceed into the caves and encounter Mechaslugzilla which has decayed and become far more vicious, which they just about survive. They carry on past it having determined it's not the cause of the attacks and find themselves looping back round to the locked end of the Bio Lab wherein they find a Vitruvian Splatterbeast which is being dripped regenerative goo from the Slimehopper. They race to it but the tank breaks and regenerates the Splatterbeast so they fight it.
- With the Splatterbeast dealt with they find the full details of the project and find that the Zeitgeist team had genetically modified a giant slug to be capable of greater movement (Slimehopper), greater acidity (Splatterbeast), and of smartness to follow instructions (Raktor) but had inadvertently given it gene sequences from each that caused it to become rogue: regeneration and camouflage (Slimehopper), angry temperament (Splatterbeast), and cunning (Raktor).
- They call in Dark Water (which they've been doing periodically) and confirm that Aspexx is rounding up rogue slugs outside and has stabilised the floor of the lab. Carefully, the party exit the end of the lab that Article hacks open for them (taking control of a turret as they go) and Vendor reveals they had foresight to bring powdered sugar to show camouflaged things. They throw the sugar into the air and reveal the Überslug in the start of the lab. They fight and defeat it and finish up their time doing various tinkering to improve their gear.

## 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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