

A Tune From The Deep

Initial Brief

Copy the IC Part of your emailed Mission Brief here

Characters

- List of Player Characters
- [Example Character Name](#) - Player First Name

Summary

- The party head to the recently-created Adventurers' Guild building in Civilia, where they eventually identify their contact from the briefing message after getting several other bystanders interested in whatever they're off to do, since all the currently available quests to hunt Magma Wyrms are getting rather repetitive.
- The party find out that Aspexx, and specifically the team reporting to Melodious Solution, seem to be very interested in something that was discovered recently by a Guild adventuring party – an area of decay suppression out beyond Civilia's ship heart range, but where the nearest ship heart still appeared to be Civilia. An Aspexx team has apparently gone down to investigate, so the Card Table hacker collective wants to send the party in to disrupt/prevent whatever nefarious thing Aspexx are presumably up to.
- Heading down into the mine, the party encounter several hazards they might have expected – cave slugs, burrowing mites, Decayed drilling equipment – and a few they might not have, such as heavily drugged and angry raktors (introduced by someone to fight Decay, it seems).
- Eventually, they find the area described – protection from Decay, but when Gathering Flow attempts to discern the direction of the nearest ship heart, sure enough this is unchanged and is Civilia. Heading deeper, they find what appears to be a deep chasm, with one Aspexx elite soldier standing guard at the top. They manage to deal with them without alerting the rest of the Aspexx party below, but as they begin to rappel down the rope into the chasm, lying about being Aspexx staff, they are rumbled. Since the staff at the bottom of the chasm are only two non-combat scientists and one more elite guard, however, this only causes a small hiccup in proceedings until the guard is dealt with and the scientists have been variously threatened/knocked unconscious/threatened some more.
- The scientists were in the process of tethering a box to the bottom of the rope when the party arrived. This box is a complex creation, with many buttons and controls on the outside, clamped around what is clearly a ship heart inside it. The scientists get very very agitated when the party try to open the box and/or talk to the ship heart.
- Questioning of the scientists eventually gets them to break their Aspexx NDAs in preference to being murdered. The party learn the following things:
 - The box is a SCION unit, which may be more or less familiar to characters as interfaces that e.g. spaceship-bound ship hearts exist in.
 - SCION units have various setting options, and this one is currently set to prevent the ship heart within receiving any input (e.g. communication, people talking to it, etc) from the

- world around it.
- This is because this ship heart is an 'unattuned' ship heart, which has not yet made contact with any people or other outside influences. The party recognise this as similar to things that Endeavour has previously mentioned about e.g. ship hearts forming personalities based on interactions - this would appear to be a ship heart which has not started that process.
 - The scientists are very clear that this ship heart needs to remain unattuned for the purposes of Aspexx Mobility Division, led by Melodious Solution - which is to recreate an Interstellar Gate to replace the Orion Gate.
 - Also, the ship heart (and its SCION) cannot be moved through the power of another ship heart (e.g. Intervention) - this is another type of grey area in ship heart interactions where the ship heart would need to consent to (or contest) being moved and, since it is kind of unaware of the existence of existence, cannot/will not do either.
- The party develops a bit of a split about what to do with all this information, with Lost Finder favouring immediately opening the box to rescue the ship heart from solitary confinement, while Gathering Flow and Stellar Glory prefer to keep it in its un-contacted state until they learn more about the purpose which Aspexx want it for - after it develops a personality, after all, they know of no way to undo that and return it to this state.
 - Eventually, they agree to bring the box back to the surface, along with the Aspexx scientists and their unconscious guards. On the way back they do not meet any Decay, since the ship heart they carry appears to be repelling it. They do, however, meet a Magma Wyrms, which poses a considerable fiery problem until Gathering Flow uses Intervention with Endeavour to forcibly relocate it to a field a few miles outside Civilia which she saw while flying in. The Magma Wyrms ceases to be a problem (for the party).
 - Heading back towards the surface, the party encounter another adventuring party heading down - apparently hunting the same ship heart. This turns out to be the Hole Gang

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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