

# Forging Ahead

WIP

## Initial Brief

*# Incoming Transmission*

*# Source Identifier: Manifold Ghosts*

*# Destination Identifier: TE3-Firebrand#Her Glorious Command#Starlight Ebbing#Muse IX#Unquiet Journey#\**

*# Subject: Help to complete the Mytenean Various Forge*

*# Message Begins*

The Mytenean Societal Corps is working to finalise long term plans for the construction of a Various Forge on Mytene - the current situation has accelerated plans that the Corps has had in process for some time, and with the cooperation of the Unquiet Journey, proposes to complete the Forge on Mytene.

Accordingly, a range of capable individuals are sought to advance the project - the aid of capable adventurers and explorers, skilled negotiators, expert technicians will all be greatly appreciated and well compensated. Full details will be provided on arrival after vetting.

- Manifold Ghosts

*# Message Ends*

## Characters

- [Manifold Ghosts](#) - Phil
- [Red Nine](#) - Katie

## Summary

- As a result of their investigations during [Package Management](#), as well as some Starsighted dreams shortly before setting out, Manifold Ghosts has a list of the exotic components they require to complete the Mytene Various Forge, and some leads on where to source most of them.
- Red Nine talks to Aces High's organisation before setting out. Ace has enough problems on her plate right now with the ongoing war, but is aware that the Myteneans had been trying to stick their noses into the war as a means to gain clout with the Galactic Cooperation, and this new Forge is scheme in the same vein. Perhaps if there were a way to leverage this? Red persuades Ace to provide her with a rudimentary remote control device, which could be used for future leverage if included in the Forge somehow.
- The party start out by heading to Ace's World, as there are opportunities to obtain the THiNK and MedPod here.

- After being savaged by a migrating flock of Goosehawks (Geesehawk?), the party arrive at Whistle Stop Town to find it abandoned and ravaged by the war - a recent development, as the town was fine the last time Ghosts was here. [Micro Management's Battle Arcade](#) is still standing, but guarded by l33tsp33k-uttering robots which appear to have been fending off bandits here to scavenge the aftermath.
- Getting past the robot defences, the party find a single hacker in the arcade, hooked into the holodeck and playing a game. Rather than interrogate the hacker and risk having to bargain for the holodeck - which contains the supercomputer they are after to act as the 'THiNK' component - the party knock out the hacker and simply take the holodeck.
- Outside, the remaining robotic defences engage some bandits, which the party also engage. When the bandits are dealt with, Ghosts interrogates them, and discovers that a rival group of bandits stole the Ace's Organisation MedPod when it was recently brought through Whistle Stop Town on the way to help with the war effort.
- While Ghosts is distracted with the bandits, Red subtly attaches their Ace remote inside the supercomputer.
- The party arrange for the supercomputer to be extracted to the spaceport by some Mytenean agents, while they go looking for the bandit group that took the MedPod. Tracks lead out of Whistle Stop Town towards the boundaries of the protection provided by the Ace's World ship heart. This leads the party to worry that the MedPod has been taken into Decay, where it would surely be destroyed.
- Bandits run in from the Decay, pursued by the decaying remnants of their land vehicle. Interrogation reveals that the bandits drove into the Decay because they thought they would be safe - their bandit clan has *somehow* come into possession of a ship heart of their own called 'Sixy' which is strapped to one of the clan's vehicles, and they rove the wasteland under its protection. This is the clan that stole the MedPod.
- The party set out into the Decay, following vehicle tracks. They defeat more decaying vehicle remnants, and eventually find the bandit convoy, which is indeed lead by a ship heart strapped to the front of the truck. While some bandits affectionately call it 'Sixy', its name is in fact 'Keter 6a', and it has some serious problems. It has declared itself the 'true' seed ship heart of the moon, and has a one-sided nemesis-ship with the Ace's World ship heart as a result, which it dubs a 'pretender'. While Keter 6a is as powerful as any other ship heart, its intense pride means it will not use its power to help itself, and has instead been building a band of loyal followers to carry out its objectives - namely sowing general chaos against Ace's World.
- The party engage the bandits, at which point Keter 6a's chief mystic Reality Swaps the encounter elsewhere to keep 6a safe from the fighting. When the bandits are defeated and the world swaps back, the party take both the ship heart and the MedPod they originally came for. While Keter 6a would be entirely capable of stopping the party on its own, its pride remains too much, and it instead spends the journey back to Ace's World being angry at the party.
- There is a brief tension as the party re-enter Ace's World's influence and the ship heart auras overlap. Manifold Ghosts stays with 6a at the border while Red Nine goes to negotiate with Ace's High to be able to take the MedPod away.
- After negotiations, Ace's High gives permission for the MedPod to be taken and used in the Mytene Various Forge on the condition that she gets a major stake in the new forge, as well as favourable treatment in any further Mytenean attempts to bring the Ace-Altarian war to an end. Red Nine agrees to make this happen.
- The party travel to Mytene, taking the supercomputer and MedPod. They also take Keter 6a, which Red Nine ejects from the ship as they pass the moon Keter 6b. The jealous ship heart crash lands on the uninhabitable moon.
- On Mytene, the party rendezvous with Forever Depth and debrief them on what has happened so far. Depth is able to provide directions for how to access Mytene's seed ship heart to collect

the Terraforming Residue, as well as suitable containers to hold it.

## 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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Last update: **2023/11/01 23:31**

