

Moving On [DRAFT]

Initial Brief

Incoming Transmission
Source Identifier: Endeavour
*# Destination Identifier: **
Subject: Moving On
Message Begins
I require assistance with a personal matter.
Message Ends

Incoming Transmission
Source Identifier: Captain Reassuring Heresy, Unquiet Journey
*# Destination Identifier: TE3-Firebrand#Her Glorious Command#Starlight Ebbing#Muse IX#**
Subject: RE: Moving On
Message Begins

It would appear that the ship heart Endeavour is seeking contact, having lain seemingly dormant since the expedition we commissioned over a year ago. The Unquiet Journey is once again willing to offer its expertise to assist those who would answer Endeavour's call to reach it. Meet us aboard for briefing and preparations.

Yours,

Reassuring Heresy

Captain, Unquiet Journey

Message Ends

Incoming Transmission
Source Identifier: X Worshipful Portent, Her Glorious Command
*# Destination Identifier: TE3-Firebrand#Starlight Ebbing#Muse IX#Unquiet Journey#Endeavour#**
Subject: It Wields The Light Of Revelation
Message Begins

Let it be known that Her Glorious Command hears the call for aid, and in Its benevolence shall deliver succour.

It is shown to us that through this Holy Work, a point of inflection in our understanding of The Divine shall be reached.

Message Ends

Characters

- [stellar_glory](#) - Tamsin
- [budding_leaf](#) - Alex ET

Summary

- Stellar Glory and Budding Leaf meet on the Unquiet Journey, which launches them onto the outside of *Endeavour's* debris field in a tethered box. They fight a number of decay creatures while traversing the debris field, until they reach ship heart range and start having... a variety of strange experiences.
- First, they find themselves inside some kind of projection or vision (Budding Leaf is reasonably certain, with their knowledge of holodecks, that it is *not* a holodeck projection) of a sailing ship on an ocean. This is not a recognisable (e.g. Sirutan) ocean. There are sea monsters in it which are not recognisable (e.g. Sirutan, mythological or otherwise known) sea monsters. The edge of the ship can be amended by the sea monsters. It can also be amended by the players. Budding Leaf arrives in this vision without their weapons, or indeed the ability to wield weapons. What they do get is an occasional ability to give Stellar Glory useful calls. And the sea monsters can't seem to attack Budding Leaf, while they can (and do) definitely attack Stellar Glory. Eventually the party come to the realisation that Budding Leaf is representing a Ship Heart in this scenario, the sailing ship represents their ship heart range, the sea monsters represent Decay and Stellar Glory represents people (specifically Startouched people, to whom the Ship Heart can give powers). When they come to this realisation, the vision ceases.
- After passing through a corridor with some paranoid sentry turrets and vent cams who don't want anyone from Aspexx, Her Glorious Command, Zeitgeist or a number of other places to pass (but they eventually talk down by promising to very much do what Endeavour wants), the party find themselves in yet another vision type thing.
- This time, it's an echo of a holodeck projection that those who came to *Endeavour* [last time](#) (including Budding Leaf) experienced - a puzzle they are solving with people who look a lot like the party and insist that the party knows who they are. Their 'twins' are violently pulled away and apparently murdered, but following them later, the party finds a communicator. On the other end of the communicator call are.... voices. Multiple voices. Who continue to say things like 'you know who we are', but now also add statements like 'it's been a long time' and 'miss you.' The voices are upset when the party don't seem to know who they are, but the party reassures them that they'll come to help the voices, and the vision ends.
- Proceeding into the heart of the debris field, the party find Endeavour itself, floating in space. (Even the most central rooms of the original ship *Endeavour* are no longer really... assembled. Nearby is a pilot talisman which those who knew her would recognise as once having belonged to Warded Path.
- The party proceed to talk to/negotiate with Endeavour. Stellar Glory gets things a little off on the wrong foot by insisting on addressing Endeavour in the most worshipful terms possible, which Endeavour does not seem to want - and makes snarky comments about others who refer to ship hearts in these kind of terms. However, Budding Leaf then pulls out the Hive IV rock??/shard?? gained on [Internal Error](#), which told them it wanted to come along on this mission. Endeavour stares at the rock as if transfixed, and this only gets stronger when Budding Leaf holds it up to touch it to Endeavour. After a minute or so, just as they are beginning to wonder whether this was a good idea, Endeavour seems to come back to itself and thanks them for bringing this. The rock shard then orbits around Endeavour as they continue to talk.
- Endeavour explains that what it wants is to go to Hive IV - it wasn't expecting them to bring a

bit of Hive IV to it, but it still wants to go there regardless. A few options for travelling to Hive IV are discussed, but they decide to travel via Kylal and the Pentagonal Gate.

- Emerging from the debris field with Endeavour, however, before they reach the *Unquiet Journey*, they are intercepted by a party sent by Her Glorious Command - two Mystics, a ship heart (Perfect Reverie), and a guard. HGC's Chief Mystic, X Worshipful Portent, has been sent by HGC to convince Endeavour to come join its great attempt to understand the mysteries of ship hearts. Endeavour is not receptive to this idea. Endeavour is pretty much the opposite of receptive to this idea. As Portent tries to deal with this, repeatedly calling on Her Glorious Command to give her guidance, she becomes more and more insistent that Endeavour comes with them, until Endeavour eventually shuts down this conversation by making her very, very lethargic. So lethargic she falls asleep standing up. Endeavour, and the party, leave.
- There is a small delay while the *Unquiet Journey* is allowed to salvage the central, undecayed parts of *Endeavour's* decay field, rather than leaving it to fall to decay.

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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