

The Heart Of The Matter

Initial Brief

Colleagues, associates, mercenaries for hire,

After spending two months assessing the situation, the crew of the Firebrand have authorised the Unquiet Journey to organise a mission to investigate the malfunctioning Ship Heart Endeavour. The goal is to determine what has gone wrong, how the situation may be remedied, and whether the Endeavour is likely to be salvageable afterwards.

The risk level is high, assumed lethal. All we know for certain is that shortly after the last full scale expedition to Hive IV, the Ship Heart systematically disabled life support, power to systems, and withdrew Decay protection without consideration for the safety of its crew.

We do not know what will await us now.

Explorers will be compensated greatly, with priority for space on this mission going to former crew of the Endeavour itself.

Yours, Reassuring Heresy Captain, Unquiet Journey

Characters

- [Warded Path](#) - Tamsin
- [Gathering Flow](#) - Phil
- [Budding Leaf](#) - Alex
- [Endless Flame](#) - Rory

Summary

- The party brief with Reassuring Heresy on the *Unquiet Journey*. The Various vessel is well equipped for understanding salvage missions and so has been managing the logistics. Flow rededicates herself to the Ship Heart aboard *Her Glorious Command* while Path dedicates herself to *Unquiet Journey's*.
- Preparations are made and the party are launched at *Endeavour* in essentially a glider so that there is minimal chance of Decay interfering with its travel and arrival. Once there, the party cut into the Hangar where they come face to face with the Decaying Honey Beetle Queen that was brought aboard the ship in [Beetle Drive](#).
- They manage the beetles and find the systems beginning to turn online as *Endeavour* recognises them. The Ship Heart explains it has had some difficulties since whatever happened to it and can't access many of its systems. It requisitions the party to assist it and they reconnect its power couplets.
- With more information available, *Endeavour* identifies a limiter that had been placed on its core systems and asks the party to travel to its mainframes to remove it so it can access the whole ship. They head out, and find that *Endeavour* certainly appears to lack control over the whole

ship. They defeat enemy turrets and more Decay as they make their way through the ship and through the greenhouses but there they encounter the Captain of the ship who explains that something has gone wrong since a transmission was received from Hive IV during the operation there.

- The party become wary of *Endeavour* and another presence known as *Absolution* as they think it is strange that the Ship Heart wouldn't try to communicate with its captain. They make their way into the mainframe anyway and remove the offending software that *Endeavour* identifies.
- As soon as they do so, the voice they are talking to reveals itself to be *Absolution* and thanks the party for destroying the inhibitor that prevented it from reconfiguring the ship for production of nuclear warheads to target the civilian populations in the area, and declares it is now going to start production of nuclear warheads to target the civilian populations, and to kill the party.
- The party escape *Absolution's* attempts to murder them, and travel through the ship's vents to the captain's holodeck where Budding Leaf is able to access the records of what happened to the ship that caused *Absolution* to take over. Though the records are cryptically presented, there is a running theme of twins being destroyed and the blame landing on "people".
- The party decide to press on to try to disable *Absolution* but come face to face with the ship's Chief Mystic who has become a full Devourer of Light and warps reality around them trying to kill them. They defeat the Mystic while Flame desperately confronts his fear of forklift trucks carrying explosives, and Path has enough and calls upon the power of *Unquiet Journey* to kill *Absolution*.
- A bitter battle of Ship Heart wills ensues, with Flame taking *Absolution's* side, being unsure as to whether or not killing the Ship Heart is a good idea. Path, Flow, and Leaf manage to defeat *Absolution* and the opportunity to kill it is presented.
- As Path examines the option, becoming aware that it would consume her to kill *Absolution*, it dawns on her that it is not *Absolution* who has killed her Ship Heart but rather that *Absolution* is *Endeavour*, only broken and hurting. *Absolution* lashes out at Warded Path, trying to goad her into killing it, but Path responds with kindness and instead pours her life force into healing the Ship Heart.
- Warded Path, pouring all her being into the act, brings *Endeavour* back into the Heart of *Absolution*, and now with cogency and a renewed care for life, the ship jettisons the rest of the party and the Decaying end of the ship so that it can be salvaged and repaired. Warded Path is consumed in the action, but her last thoughts are echoed out into the minds of the Startouched when they next dream.
- *Endeavour* is saved.

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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