

Current Plot Hooks

This page details current open plot hooks for Missions - it is by no means exhaustive and GMs are absolutely not limited to the options here (nor do they exclusively describe the only ongoing plots!). This page merely serves as a tool for GMs to use if they so wish.

Feel free to add details to this as you see fit!

Siruta

- The ongoing fight against the Scourge creatures
- Pirate raids on shipments
- True Siruta's feud with Azuria and Crarua for legitimacy
- Sirutan Workers' Union fighting for better pay and rights

Mytene

- Mytene's failed bid for Enhanced Societal Status
- The nearly-completed Tertiary Spaceport
- The nearly-completed Various Forge
- Mining operations going sour

Hive IV

- **GM Secrets** - why has settling Hive IV failed?
- What can the other Hive Moons offer?

Kylal

- Ice Tunnel exploration
- Possible long-dead civilisation relics

Ace's World

- Ace's High's ongoing fight against bandits (as she calls them) / rebels (as they call themselves)

Miscellaneous

- **GM Secrets** - what happened to the Gate? How do we get out?
- Elegy contracts

From:
<https://planetfall.oxfordlarp.com/> - **Planetfall**

Permanent link:
https://planetfall.oxfordlarp.com/shared:open_plot_hooks

Last update: **2022/01/19 20:09**

