**Plot Outline**

**Z. Setup: VC Arvin’s Briefing**

(italic text is from the scenario; my original text in non-italics)

*Unfortunately, the three fragments of the tablet appear to be in very different locales based on the tales we’ve recorded. Luckily, each of these locations appears to be within the Pact Worlds. It’s your job to track each piece down and report back here so we can get everything pieced together and figure this dream out.*

You may visit the locations in any order you like. You may even visit the location we believe to be the destination of the fragments before collecting them if you wish.

We have located the three fragments on Aballon, in the Diaspora, and on Verces, which may also be a suitable order in which to gather them. It is, however, entirely up to you how you would like to proceed, Starfinders!

1. **Megaplex (Aballon)**
   1. **Finding Lerecti**
      1. Attempt DC 18\* Comp/Dip/Surv/Prof
         1. 1\* success: +2 (circ) to checks talking to Lerecti
         2. 2\* successes: +4 (circ) instead
      2. Find them regardless (near convenience store)
      3. DC 16\* Dip to convince them to talk
         1. Each PC can try again, but each fail = +1 init (circ) Merth
   2. **Slums Combat**
      1. Each PC tries DC 18\* Bluff/Cult/Stealth/Surv[[1]](#footnote-1)
         1. Fail = place first, in front of bones to the east
         2. Then enemies placed
         3. Succeed = begin in marked area & gain +2 init (circ)
      2. Enemies (\*sickened[[2]](#footnote-2)):
         1. Congregant Merthinett (1): Surrenders if <= 4\* HP
         2. Verthani Thugs (2): Surrender if Merth does/dies
      3. Get datapad; exchange with Lerecti for fragment
2. **River Rat (The Diaspora)**
   1. 1d6+2 days to travel to mining station
   2. Area looks deserted -- sensors DC 15\* Comp to ID ship & turrets
   3. **Pre-combat**
      1. DC 12 Myst “her humble grandchildren” ref Lao Suo Po
      2. DC 12 Bluff/Dip/Myst to continue convo
         1. +2 for Ysoki PCs
         2. On fail by 10+, noticed and immediate combat
         3. On success, sci officer pick 1 (both if success by 5+)
            1. Scan the enemy ship (DC 12\* [16 on subtier 3-4])
            2. Find & disable turrets (DC 15 Comp)
   4. Combat; gain fragment on victory
3. **Bad Chameleon (Verces)**
   1. En route:
      1. Learn about Verces: Cult/Dip check, target DCs 10/15/20
      2. Cover story: give DC 14\* Disg to get partial concealment
   2. **Main Floor**
      1. Fire Exit door to east can have alarm disabled
         1. DC 20\* Engr to disable
         2. DC 16\* Stealth to have bouncers not notice
      2. N bar Verthani bartenders want to sell club drugs
         1. DC 15\* Percep to notice X-shaped scar on palms
      3. Ctr bar Android bartenders scared to talk
         1. DC 15 Dip/Intim to learn about control collars
         2. DC 20 to learn collar controls in Bogdin’s office
         3. Success at Dip gives +4 circ to Dip to join fight later
   3. Dressing Room: computer here, DC 10 Comp to get club map
   4. **Bogdin’s Front Office**
      1. DC 15 Engr / DC 16 Strength to break lock/door
         1. failure by 5+ alerts guards: give Bogdin a surprise round/init boost? (scenario doesn’t say)
      2. DC 15 Percep to notice painting is a bit off the wall
         1. When they open, Bogdin is alerted
      3. Control panel behind painting
         1. DC 16\* Comp to hack in (Tier 2 computer)
            1. 3 fails = trigger Mk 1 shock grid[[3]](#footnote-3) (nonlethal)
         2. DC 20 Comp additional check to have remote access
         3. Computer controls (no checks needed):
            1. Open the safe
            2. Deactivate android control collars
            3. Activate fog machine (as Fog Cloud Core 356)
            4. Activate strobe lights (all in C1 dazed[[4]](#footnote-4) 1d4 rounds; DC 14 Fort negates)
      4. Safe contains fragment
   5. **Combat**
      1. If collars deactivated, DC 10\* Percep to notice android bartenders hesitate (flee or fight)
         1. DC 14\* Dip to convince to join (+4 circ if succeeded at Dip before)
         2. Throw a bottle 30 ft each round (not that helpful)
      2. At first weapon fire, crowd flees (1st in Init)
         1. Club is difficult terrain for 1d4+2 rounds
         2. If succeeded at cover story, PC has partial conceal (20%)
4. **Nightmare (Preahan, moon of Liavara)**
   1. **Moonwalk**
      1. All PCs try DC 20\* Ath/Acro/Surv
         1. High roll is primary, others Aid if 10+
         2. Need 3 successes to make it to tunnel
         3. If fail 2 times, PCs are fatigued[[5]](#footnote-5)
   2. **Tunnels**
      1. Each Key Point success grants +1 to final Ath check
      2. KP success when any PC succeeds there
      3. KP 1: Tunnel splits; DC 16\* Percep/PSci
      4. KP 2: Partial collapse; DC 15 [18] Engr / DC 12\* Strength
      5. KP 3: Rune directions; DC 12\* Cult/Myst
      6. KP 4: Quick currents; DC 15\* Acro / DC 12\* Fort
      7. Final swim
         1. DC 18\* Ath (with +1 for each KP success)
         2. Fail: become fatigued (or exhausted[[6]](#footnote-6) if already fatigued)
         3. Can rest 1 hour to reduce exhausted to fatigued
   3. **The Mausoleum**
      1. DC 12\* Cult/PSci to know sandstone not native to the moon
      2. Trap: DC 21\* Percep; by 5+, notice recently activated
   4. **The Mystic Chamber**
      1. Kanavu attacks if it sees PCs don’t have all fragments
      2. PCs can attempt Sense Mot vs Kanavu’s Bluff to know lying
      3. DC 15 Myst to recognize creature & know something’s off
      4. If confronted, Kanavu attacks
      5. If PCs use fragments, Kanavu attacks while they do; PCs attempt Percp vs Kanavu’s Stealth to avoid its surprise round

**NPC accents:**

* Arvin: British
* Lerecti: quick, clipped, anxious
* Congregant Merthinett: growly, predatory, cf Wicked Witch/Troy
* Mr. Smiles: Trencher cf Dr. Friss
* Karelite Bogdin: nasal Russian
* Kanavu (copy): medium/deep, smooth, sybillant

**Creatures/Ships/Minis list:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Segment** | **NPC/Item** | **Count** | **Color** | **Use** |
| **A/Aballon** | Congragant Merthinett | 1 | Pink | 1 of 3 from Nexus Ops |
|  | Verthani Thug | 2 | Blue | 2 of 3 from The Thing |
| **B/Diaspora** | *Loreseeker* (PCs) | 1 | Blue/Red | 1 of 2 from TI3 |
|  | *River Rat* (enemy) | 1 | Green | ship from TI3 |
|  | Turret | 2 | Green | Non-ship from TI3 |
|  | Asteroids | 29 | Black | Black rocks (or dice) |
| **C/Verces** | Karelite Bogdin | 1 | Multi | From Tannhauser |
|  | Vesk Bouncers | 2-3 | Green | From MTG Battle |
|  | Patrons? | many | Multi | Probably don’t need. Use dice? |
| **D/Preahan** | Kanavu (Copy) | 1 | Tan | Dexter from TtR |

**Tasks / Rewards**

Complete each quest:

* Megaplex (Aballon)
* River Rat (Diaspora)
* Bad Chameleon (Verces)
* Nightmare (Preahan)

**Rewards**

* **1 Quest completed**

**Earn**: 1 Fame, 1 Rep

* **2 Quests completed**

**Earn**: Dream Whispers boon

* **3 Quests completed**

**Earn**: 1 Fame, 1 Rep

* **4 Quests completed**

**Earn**: Private Vault boon

Afterward:

* Complete & sign chronicle sheets
* Get Alex to initial Bear chron
* Get Alex to initial Skittermander chron

***A made real one runs for fear of untruths***

***A piece of the prize stolen brought close to the sun***

***Under the shadow of a false-made tower***

From our research into this dream tale, we can establish that the location is somewhere on **Aballon**. The reference to a tower likely suggests the “made real one” is somewhere within the Towershadow sub-settlement of the Aballonian Megaplex known as Striving. It’s clear that the being in possession of the fragment is some form of artificial or partially artificial life, likely an anacite or android on the run from some legal woes. You’ll need to search the Towershadow region to find any possible leads.

***Bandits stalk the fields***

***Two sisters long since passed***

***Allies feast upon stone***

We believe the “two sisters” represent the shattered worlds of Damiar and Iovo that now make up **the Diaspora** asteroid field. After following that lead, I found a local group of dwarven miners from the Silverbrew clan. It appears they happened upon the three fragments of the tablet, but lately they’ve been having problems with smugglers. They say the smugglers have uncovered and sold off the other two pieces, but the Silverbrew leader has promised us the fragment they were able to hold on to in exchange for dealing with these criminals.

***One world, two sides apart***

***Freedom locked ‘neath neon lights***

***Bad chameleon***

From this, I believe that the “one world, two sides apart” tells us to inspect the Pact World of **Verces**. The second portion of this dreamspun tale, plus the information gathered from the previous clues, points us to the verthani club owner, Karelite Bogdin. He owns a nightclub called Kozmos in the city-state of Vanos. I believe we’ll find the tablet hidden among his famed art collection in the personal safe in his office.

***The Herdsman sails on***

***The Prize you seek inside***

***A Shadow awaits***

It took some searching through the database, but I am now certain this tale leads to **Preahan**, one of Liavara’s many moons. Records show that in the time before the gap, other Dreamers built a mausoleum here for one of their ascended kin. Several dreaming devices were placed within. It must be those devices that Whisperer of Solar winds wants us to find. It is strange, however, that it would give us the location of the map pieces, as well as the location of the mausoleum itself. It must mean the map pieces do more than just show the way. I would advise you to gather the map pieces first to see if they have more meaning to them.

1. There is no second area marked on the map. Paizo boards have suggestions; this is my hybrid of those. [↑](#footnote-ref-1)
2. Sickened: -2 penalty to attack, weapon damage, saves, skill checks, ability checks (Core 277) [↑](#footnote-ref-2)
3. Mk 1 shock grid: Stun for 1 round within 10 feet (DC 20 Fort to negate). Stun is drop all+(Core 217, 277) [↑](#footnote-ref-3)
4. Dazed: Can take no actions (but AC not affected) (Core 275) [↑](#footnote-ref-4)
5. Fatigued: -1 to AC, atk, melee dmg, Ref, Init, STR/DEX-based checks. No run/charge. -1 bulk capacity. [↑](#footnote-ref-5)
6. Exhausted: As Fatigued, but -3 instead of -1 and move ½ speed. (Core 276) [↑](#footnote-ref-6)