

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-16 TIER 1-4

STARFINDER SOCIETY

Dreaming of the Future

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HOW TO PLAY

Starfinder Society Scenario #1-16: Dreaming of the Future is a series of 1-hour quests designed for 1st- or 4th-level pregenerated characters (Tier 1-4, Subtiers 1-2 and 3-4). These first three chapters, “Megaplex,” “River Rat,” and “Bad Chameleon,” can be played in any order, and “Nightmare” should be played last. These quests are designed for play in the Starfinder Society Roleplaying Guild campaign but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign’s home page at StarfinderSociety.club.



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GM RESOURCES

Dreaming of the Future makes use of *Starfinder Core Rulebook* and *Starfinder Alien Archive*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at paizo.com/sfrd.

SCENARIO TAGS

Scenario tags provide additional information about an adventure’s contents. For more information on scenario tags, see Chapter 1 of the *Starfinder Society Roleplaying Guild Guide*.



QUEST



REPEATABLE



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DREAMING OF THE FUTURE

BY TINEKE BOLLEMAN, SASHA LINDLEY HALL,
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Along with a plethora of technological innovations, the Starfinder Society employs numerous mystical means of assessing new and interesting archaeological sites for potential investigation. The Society's most useful mystical research tools reside in a structure known as the Communion Vaults, which rests on the campus of the Lorespire Complex. Powerful protective magical runes cover the exterior and interior of this lead-lined hexagonal structure. The Communion Halls house creatures and relics from across the cosmos (and associated planes beyond), each of which is kept within confined chambers of varying size and scope within oddly-angled halls. Each of the creatures and items within are regularly employed by the Starfinder Society to uncover new exploration sites or peel back mysteries relating to ongoing Starfinder missions.

One of the Communion Vaults' most useful resources, the Liavaran Dreamer known as Whisperer of Solar Winds, recently announced its latest dreams to those within the vaults. Diligent Starfinder trainees, stationed in the vaults for just such an eventuality, quickly transcribed the Dreamer's musings and presented them to their superiors. The dreamspun tales have since made their way to Venture-Captain Arvin. Knowing that Whisperer of Solar Winds has been instrumental in several highly successful Starfinder discoveries over the past several decades, Arvin has decided to assemble a team of Starfinders to follow-up on the Dreamer's musings.

Whisperer of Solar Winds recited four different dreamspun tales (included as handouts in the back of this adventure). The first three tales lead to three different regions within the Pact Worlds, each speaking of a map fragment and hinting at how to obtain it. The fourth tale indicates that the completed map leads to a repository of dreaming devices that could enhance Whisperer of Solar Winds' ability to dream—much to the Society's benefit. The repository is the mausoleum of a former Dreamer who passed on in the time before the Gap. Other Dreamers constructed the small complex to honor their ascended kin and placed in it several relics, including various preserved gasses from that ancient time, which could augment the dreaming abilities of modern Dreamers.

Prior to the start of the adventure, Venture-Captain Arvin has deciphered the likely meanings of each of the first three dreamspun visions. Each vision points to three different worlds: Aballon, the Diaspora, and Verces. Arvin readies a team to head out in search

Where in the Universe?

These quests take place throughout the Pact Worlds, the star system that houses Absalom Station and the Starfinder Society. For more information on the Pact Worlds, see *Starfinder Pact Worlds*, available at bookstores and hobby shops everywhere and online at paizo.com.

of the three targets, eager to retrieve the three map fragments and discover the location of the mysterious repository.

RUNNING DREAMING OF THE FUTURE

Starfinder Society Scenario #1-16: Dreaming of the Future is a series of four quests, each a short adventure designed to take about 1 hour apiece. Collectively, the quests tell a cohesive story, with the "Megaplex," "River Rat," and "Bad Chameleon" chapters being interchangeable preliminary quests and "Nightmare" being the conclusion. Players can experience these quests in any order, though it is recommended that "Nightmare" be scheduled as the final part. Venture-Captain Arvin's missives to the PCs appear on page 27, and each one corresponds to one of the four quests. It is recommended that the GM provide the handouts for the "Megaplex," "River Rat," and "Bad Chameleon" quests first, allowing the players to choose which adventures they wish to play and in what order.

CHARACTERS

Each player must use one of the 1st-level or 4th-level Starfinder Society pregenerated characters, which are available at paizo.com/StarfinderSociety/GMResources, or a 1st through 4th-level character of the player's own creation using the rules set forth in the Starfinder Society Roleplaying Guild Guide.

BOON SLOTS

No boon slots, except for personal boons, are available for *Dreaming of the Future*, but the GM should explain that PCs acquire boons as they play adventures.

RECEIVING CREDIT

A player who plays through one or more of the quests receives a Chronicle sheet for *Starfinder Society Scenario #1-16: Dreaming of the Future*, noting which specific quests he played. He can later play the rest of the quests in the series, earning greater rewards (see the Variable Rewards boon on the Chronicle sheet at the end of this series). If the player created his own 1st-level character, he applies the Chronicle sheet to that character. If he instead used one of the 1st or 4th-level pregenerated characters, he can apply the Chronicle sheet to a newly created 1st-level Starfinder Society character. For more information on applying credit to characters by playing

pregenerated characters, see the “Pregenerated Characters” section of the *Starfinder Society Roleplaying Guild Guide*. If the character gains XP from another Chronicle sheet, he can no longer earn additional rewards for that character for playing the other *Dreaming of the Future* quests.

Dreaming of the Future can be replayed for credit, but the credit must be applied to a different character each time. When a GM runs a quest, she also gets credit applied to a character. However, each time she runs one, she can check off any one of the quest boxes on her Chronicle sheet. In this way, a GM can continue to earn credit towards a character even if she runs the same quest several times for different groups.

MEGAPLEX

BY SASHA LINDLEY HALL



The android Lerecti recently fled to Aballon from their home on Verces. A verthani club owner named Karelite Bogdin framed Lerecti for murder after the android uncovered an illegal android trafficking ring that Bogdin was running. In their flight, Lerecti stole part of a sandstone tablet from Bogdin in the hopes it could help them bargain. Seeking a fair trial, they fled to the anacite-governed world of Aballon. Worried that someone might be tailing them, Lerecti gave a few key pieces of evidence to several Aballonian friends, hoping the information could act as insurance if Bogdin sent pursuers.

One of Lerecti's entrusted friends, a human woman named Maxia, drank a little too much one night and revealed a key piece of video footage that showed Lerecti working when the murder took place. Word of the information spread and some of Bogdin's thugs promptly stole the evidence. Since then, the rumors being spread by Bogdin's associates have painted Lerecti in an increasingly untrue and grim light. Luckily for Lerecti, word of the stolen tablet lines up quite well with the information the Starfinder Society has received from Whisperer of Solar Winds.

SUMMARY

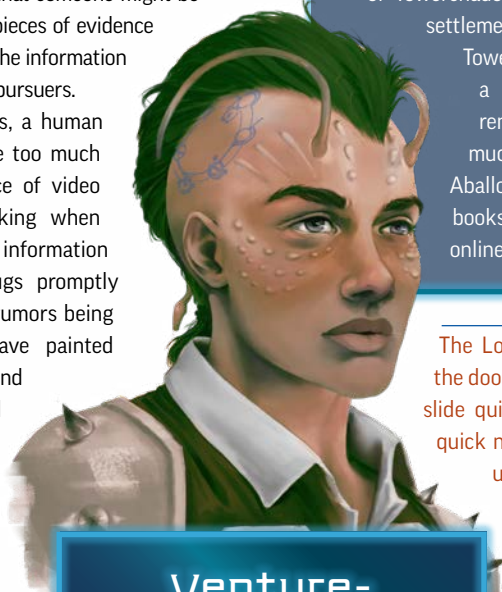
Venture-Captain Arvin quickly briefs the PCs. He explains that one of the Starfinder Society's more esoteric means for finding new discoveries has provided a path to a potentially amazing discovery. After receiving their briefing and **Handout #1** as a reminder of their mission, the PCs take a shuttle to Towershadow on Aballon, where they will need to use their skills and wits to find the fugitive android who is said to hold the first piece of the discovery. After finding and negotiating with the android Lerecti, the PCs need to recover the evidence that could set the android free, though the information is currently in the clutches of a pair of verthani thugs assisted by a cunning ikeshti.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

Where in the Universe?

"Megaplex" takes place in the less-than-reputable region of Towershadow, located within the greater megaplex settlement of Striving on the world of Aballon. Towershadow is built along the ruins of a tower that collapsed millennia ago, renovated by the anacites that make up much of its populace. For more information on Aballon, see *Starfinder Pact Worlds*, available at bookstores and hobby shops everywhere and online at paizo.com.



Venture-Captain Arvin

The Lorespire Complex bustles with activity as the doors to Venture-Captain Arvin's private office slide quickly. The lashunta man jots down some quick notes on his datapad, and then he glances up and motions to sit down.

"Welcome, Starfinders. We have just finished compiling some intriguing news. The Society's magical archive for divining potential new finds, the Communion Vaults, houses a perpetually sleeping Liavaran Dreamer named Whisperer of Solar Winds. The

Dreamer rarely rouses from its torpor, but when it does, it spins interwoven dream stories that point us to promising finds. It awoke earlier this week and has given us an elegant story about a fractured sandstone tablet that could point the Society to a great treasure.

"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. Your first destination is the machine-driven world of Aballon. Based on the details of the first dreamspun tale, you're

A. TOWERSHADOW SLUMS

CM = Congregant Merthinett
V = Verthani Thug



1 SQUARE = 5 FEET

Starfinder Flip-Mat: Urban Sprawl

likely to be looking for an android in a less-than-reputable city. We're sending you via shuttle to Towershadow, where you'll have to figure out for yourselves what awaits. Time is of the essence, as things can change quite quickly. Any questions before you depart?"

Possible questions and their answers appear below.

What can we expect on Aballon? "Aballon is a planet known for its machines and robotic inhabitants. It's very difficult for biological life to survive with nonexistent atmosphere and other dangerous environs. Thankfully, its primary inhabitants, a machine race known as the anacites, have built self-contained megaplex cities. One of these megaplex cities, known as Striving, houses your destination region of Towershadow. As there is artificial atmosphere within the megaplex, you shouldn't need anything more than your armor and whatever tools you already have."

What is a Liavaran Dreamer? "A long-slumbering creature from the Pact World gas giant of Liavara. When they wake, they speak of prophetic dreams that can lead to astounding fortunes, but they tend to drift back off rather quickly. Whisperer of Solar Winds is already asleep after imparting us with the relevant information."

Once the party is ready to depart, Venture-Captain Arvin gives them **Handout #1** as a reminder of their mission before dispatching them to a waiting shuttle.

FINDING LERECTI

Read or paraphrase the following to transition the adventure from Absalom Station to Aballon.

After a few days, the shuttle reaches a blasted wasteland of a planet that—despite its dark and barren appearance—quickly shows itself to be covered in glittering metal cities under the full brightness of the Pact World's sun. The shuttle goes through a set of blast doors into a city built inside and around what was clearly once a massive silver tower.

The party must now do what they can to find information on the fugitive android with the map fragment. Each PC can make one of the following skill checks: Computers (to review the local infosphere), Diplomacy (to gather information), Survival (to track), or a relevant Profession skill. The DC for these checks is 18 (DC 22 in Subtier 3–4.) If the party succeeds on at least two of these checks (one in a four-player party), their speedy approach gives them a +2 circumstance bonus to any skill checks made when talking to Lerecti, who has had less time to panic. If they succeed on at least four (two in a four-player party), this bonus increases to +4.

Development: Once the PCs makes the aforementioned skill checks, whether they succeed or fail, they manage to learn about Lerecti's presence in Towershadow. The android recently fled to the area following charges of murder on Verces. The PCs can find the androgynous android, who garbs themselves in workers' clothes, spending their time near a convenience store.

Scaling Encounter A

Both Subtiers: The thugs have eaten some bad take-out food (the anacites here aren't especially skilled at cooking for biological creatures), and therefore both Congregant Merthinett and the verthani are suffering from the sickened condition during the combat.

DISCUSSING A DEAL

Once the PCs find Lerecti, they can attempt a DC 16 Diplomacy check (DC 19 in Subtier 3–4) to convince Lerecti of their good intentions. A PC can attempt this multiple times, but each attempt after the first gives the enemies in the following encounter more time to prepare. Once the PCs succeed at the check, Lerecti willingly answers questions before the party goes to fight the thugs. Some possible questions and Lerecti's answers are as follows.

Do you have part of a sandstone tablet? "Kind of, yeah. It's somewhere safe, although I can't really get it right now while I wait for my trial."

What trial? "I was framed for murder on my home world, Verces, for finding out some scumbag of a club owner was engaging in android trafficking. Had to come here to get a proper trial from the anacites. If only I had my evidence..."

What happened to your evidence? "Ah, some thugs stole it from a coworker. I don't want to risk making a bad name for myself while trying to clear my name already. Although if you want that sandstone thing so bad, I'd be happy to give it to you if you could go and get the evidence back. The evidence is on a datapad with a red sticker that some verthani thug took to the slums."

Development: Once the PCs have agreed to retrieve Lerecti's datapad in exchange for the sandstone tablet, they direct the party to where they last heard the thugs were hiding out.

A. TOWERSHADOW SLUMS (CR 3 OR CR 5)

Lerecti's information leads the PCs to a grungy section of Towershadow's interior slums. The ground here is a grimy mix of soot and dirt, created from the runoff of various industries on Aballon and entirely unnatural to the normally sterile planet. The buildings in this particular area are abandoned, with doors hanging open and interiors ransacked by gangsters and vagrants.

Creatures: The ikeshti thug known as Congregant Merthinett and her two verthani partners have been waiting in this area, biding their time and lying low in the hopes that Lerecti will be hauled off by Vercite security before they're called on to do anything else. However, they're prepared to fight, as they're well aware that Lerecti has friends who might be willing to fight on their behalf.

The PCs begin in the first area marked on the map. A PC who makes a successful DC 18 Bluff, Culture, Stealth, or Survival check

(DC 22 in Subtier 3–4) can get an advantage during the approach and instead place herself in the second marked area, representing more efficient approach method. A PC who succeeds at this check also receives a +2 bonus to her Initiative for the encounter.

SUBTIER 1–2 (CR 3)

CONGREGANT MERTHINETT **CR 1**

Female ikeshti soldier (*Starfinder Alien Archive* 65)
NE Small humanoid (ikeshti)

Init +2; **Perception** +5

DEFENSE **HP** 20

EAC 11; **KAC** 13

Fort +3; **Ref** +3; **Will** +3

Defensive Abilities shed skin

OFFENSE

Speed 30 ft., climb 15 ft.

Melee tactical pike +8 (1d8+4 P)

Ranged hunting rifle +5 (1d8+1 P)

or

shock grenade I +5 (explode [15 ft., 1d8 E, DC 10])

Offensive Abilities squirt blood

TACTICS

During Combat

Merthinett shoots her closest enemy with her rifle, then on her next turn she uses her squirt blood ability on the same target and closes into melee.

Morale Eager to be paid but knowing her limits, Merthinett surrenders when she is reduced to 4 or fewer Hit Points.

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** +0; **Wis** +0; **Cha** +0

Skills Acrobatics +10, Athletics +5, Stealth +5

Feats Opening Volley

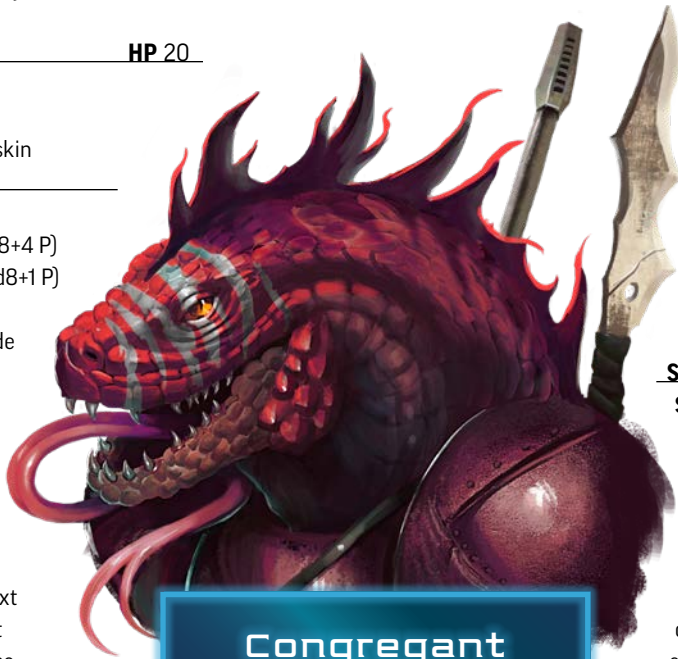
Languages Common, Ikeshti, Vercite

Gear lashunta ringwear I, hunting rifle with 12 longarm rounds, tactical pike, shock grenades I (2), datapad, credstick (80 credits)

SPECIAL ABILITIES

Shed Skin (Ex) As part of the action to attempt the check, an ikeshti can shed skin to gain a +4 bonus to Acrobatics checks to escape from grapples, pins, and restraints.

Squirt Blood (Ex) Once per day as a move action, an ikeshti can squirt blood from one of her eyes at a foe within 30 feet, making a ranged attack (+5 for Merthinett) against the target's KAC. A successful hit grants the next ally who hits that foe the benefits of harrying fire against it (*Starfinder Core Rulebook* 247).



Congregant Merthinett

VERTHANI THUG (2) **CR 1/2**

Male verthani (*Starfinder Alien Archive* 118)

NE medium humanoid (verthani)

Init +1; **Senses** low-light vision; **Perception** +4

DEFENSE **HP** 12 EACH

EAC 10; **KAC** 11

Fort +2; **Ref** +2; **Will** +0

OFFENSE

Speed 30 ft.

Melee cestus battleglove +4 (1d4+3 B)

Ranged tactical semi-auto pistol +2 (1d6 P)

TACTICS

During Combat The verthani thugs attempt to flank their opponents and attack with their cestus battlegloves.

Morale The verthani thugs surrender immediately if Merthinett is defeated.

STATISTICS

Str +3; **Dex** +1; **Con** +2; **Int** +0;

Wis +0; **Cha** +0

Skills Athletics +9, Acrobatics +9, Engineering +4, Sleight of Hand +4, Stealth +9

Languages Common, Vercite

Gear flight suit stationwear, cestus battleglove, tactical semi-auto pistol with 9 small arm rounds, credstick (50 credits)

SUBTIER 3–4 (CR 5)

CONGREGANT MERTHINETT **CR 4**

Female ikeshti soldier (*Starfinder Alien Archive* 65)

NE Small humanoid (ikeshti)

Init +3; **Perception** +10

DEFENSE **HP** 50

EAC 16; **KAC** 18

Fort +6; **Ref** +5; **Will** +5

Defensive Abilities shed skin

OFFENSE

Speed 30 ft., climb 15 ft.

Melee tactical sloop hammer +12 (1d10+9 P)

Ranged frostbite-class zero rifle +9 (1d8+4 C) or shock grenade II +9 (explode [15 ft., 1d12 E, DC 13])

Offensive Abilities squirt blood

TACTICS

During Combat Merthinett shoots her closest enemy with her zero rifle, then on her next turn she uses her squirt blood ability on the same target and closes into melee.

Morale Eager to be paid, but knowing her limits, Merthinett surrenders when she is reduced to 9 or fewer Hit Points.

STATISTICS

Str +5; **Dex** +3; **Con** +1; **Int** +0; **Wis** +0; **Cha** +0

Skills Acrobatics +15, Athletics +10, Stealth +10

Feats Opening Volley

Languages Common, Ikeshti, Vercite

Gear lashunta ringwear I, frostbite-class zero rifle (1 battery with 20 charges), tactical swoop hammer, shock grenades II (2), datapad, credstick (280 credits)

SPECIAL ABILITIES

Shed Skin (Ex) As part of the action to attempt the check, an ikeshti can shed skin to gain a +4 bonus to Acrobatics checks to escape from grapples, pins, and restraints.

Squirt Blood (Ex) Once per day as a move action, an ikeshti can squirt blood from one of her eyes at a foe within 30 feet, making a ranged attack (+9 for Congregant Merthinett) against the target's KAC. A successful hit grants the next ally who hits that foe the benefits of harrying fire against it (*Starfinder Core Rulebook* 247).

VERTHANI THUG (2)

CR 1/2

HP 13 each (see page 8)

Development: If it took the PCs multiple attempts to convince Lerecti of their good intentions, Congregant Merthinett has had more time to prepare, taking time to look into the PCs' tactics and prepare counter-tactics. Congregant Merthinett has a circumstance bonus to Initiative equal to the number of times the PCs failed said check.

CONCLUSION

Lerecti's datapad, whether willingly handed over by the Congregant or taken from her body, features the evidence necessary to exonerate Lerecti. When the PCs bring this back to Lerecti, the android thanks the party and presents them with the map fragment. Lerecti wishes the party well in their future endeavors and leaves them to their business. If the PCs take the opportunity to ask about Lerecti's recent woes, the android remains somewhat hesitant, but suggests the PCs avoid a verthani named Karelite Bogdin in the future.

Venture-Captain Arvin, via long-range communications, thanks the PCs for completing their assignment. He promises to send them to an upscale restaurant on Aballon to rest and regain their energy before the next assignment.

RIVER RAT

BY NATE WRIGHT



Where in the Universe?

"River Rat" takes place within the massive asteroid belt of the Diaspora. Originally formed from the destruction of two planets, the belt is now home to a wide variety of inhabitants. Smugglers, monsters, pirates and worse are a constant danger for anyone travelling through the Diaspora, but the potential fortune in mining or relative privacy make it appealing for many. For more information on the Diaspora, see *Starfinder Pact Worlds*, available at bookstores and hobby shops everywhere and online at paizo.com.

Jumping In

If your PCs have not played the "Megaplex" quest that precedes this one, inform them that they're following up on information regarding the fragment of a map. The completed map supposedly leads to a site containing potent divination tolls.

All three of the sandstone fragments revealed by Whisperer of Solar Winds were originally found within an asteroid in the Diaspora. There, a crew of dwarven miners had stumbled upon the map while stripping the asteroid for valuable ores. The dwarves discovered the broken tablet and planned to sell the relic to an interested organization. Content with their find, the miners withdrew to organize a hauler ship to perform a full site pick-up at a later date. Unfortunately, an opportunistic group of smugglers seized the opening to capture the abandoned mining facility, securing the equipment as well as two of the map fragments. These smugglers—ysoki worshippers of Lau Shu Po—have since sold off one of their fragments and have used the earned credits to convert

the mining station into a base of operations. Unknown to them, the third fragment remains hidden in a secret cache within the old dwarven facility.

SUMMARY

A message from Venture-Captain Arvin (see **Handout #2** on page 27) provides the PCs with the location for the second map fragment: a dwarven mining station formerly owned by the Silverbrew clan. Unfortunately, the station is now home to a group of Ysoki smugglers who worship the goddess of assassins and thieves, Lau Shu Po. The PCs travel to the site onboard the *Loreseeker*—an agile, lightweight vessel provided by the Society—to find the missing tablet fragment. The smuggler captain is more than willing to engage in polite conversation, but quickly turns hostile when pressed, engaging the PCs in a starship battle while trying to lure them into a trap. Upon the PCs' triumph, the Silverbrew dwarves award the PCs with a map fragment.

GETTING STARTED

The PCs begin the adventure in one of the arms of Absalom Station, where final preparations are underway for the *Loreseeker's* takeoff. Once the PCs are ready to leave, read or paraphrase the following.

The *Loreseeker*, one of the Starfinder Society's most prestigious exploration vessels, makes its way out of Absalom Station. The ship gracefully weaves through the light traffic of spacefaring vessels. Aside from a near-miss with an impatient kasathan transport, the trip out of Absalom Station's orbit is uneventful. Once at a safe distance, the *Loreseeker* speeds up for a full-burn towards the nearby Diaspora asteroid field.

BATTLE STATIONS

When the PCs board the *Loreseeker*, you should ask the PCs to each assume a role aboard the vessel. The *Loreseeker* can have one captain, one pilot, and any number of engineers, gunners, and science officers. To help the PCs decide, the GM should explain the following:

- The pilot should have a good Piloting bonus.
- Gunners should have a good base attack bonus (at least equal to her level) or the Piloting skill.

- Engineers should have a good Engineering bonus.
- Science officers should have a good Computers bonus.
- The captain should have a good Bluff, Diplomacy, or Intimidate bonus, as well as any of the skills identified above.

A group of four PCs can leave the engineer or science officer role vacant if they would like to have more gunners. Although the PCs have several days of travel through the Drift in which they can swap positions, the PCs should get in the habit of assigning roles whenever they board a starship.

The *Loreseeker* is a Pegasus class starship, and the PCs receive a tier 2 version of the ship in Subtier 1–2 or a tier 4 version of the ship in Subtier 3–4. The full statistics for this vessel can be found in the *Starfinder Society Roleplaying Guild Guide*.

B. MINING STATION

It takes the PCs 1d6+2 days to arrive at the site of the mining station. The facility is inactive and surrounded by a field of varying sized asteroids. Thankfully, the rocks are in a relatively stable orbit, making the approach simple enough to not require a Piloting check. The facility rests atop a particularly large asteroid, and the telltale yellow hazard striping of dwarven architecture can be seen from cursory visual scans.

The entire space around the complex appears to be completely abandoned. A PC who uses the ship's sensors and succeeds at a DC 15 Computers check (DC 18 in Subtier 3–4) detects multiple power signatures. One of the signatures is a spacefaring vessel, while the others come from several craterous rocks. Success also identifies these sources as short-range defense turrets, likely controlled by the ship. Regardless of the PCs' success, the smugglers' vessel eventually emerges from hiding and hails them.

A slim, dagger-like vessel emerges from a hiding spot between two particularly large asteroid clusters, its olive-colored hull showing signs of recent and incomplete repairs. It approaches at a slow, cautious speed.

The hologram of a ysoki dressed in fine clothes and gaudy jewelry appears in the *Loreseeker's* bridge, a wide grin on his face. "You've come a long way, travelers. You can call me Mr. Smiles. I'm everyone's best friend around these parts."

The ysoki, Mr. Smiles, looks off to the side, nodding at some unheard comment. "Of course. Crank, Stock, Shell, Shuffle, and Breach all say hi. So, what can Her humble grandchildren do for you?"

At this point the PCs are allowed a DC 12 Mysticism check. Success recognizes 'Her humble grandchildren' as a saying sometimes used by followers of Lao Suo Po, a neutral evil goddess of assassins, rats, and thieves. Mr. Smiles and his crew are not ashamed of their faith and are more than willing to speak of their goddess as favorably as possible, especially to fellow ysoki.

Smugglers: The crew of the *River Rat* are the smugglers that were discussed in the mission briefing handout. The PCs may initiate

Scaling Encounter B

Make the following changes to accommodate a group of four PCs.

Both Subtiers: A recent and short-lived mutiny has led to a crew member being locked up while the captain is on damage control. The *River Rat* has only one gunner instead of two. Mr. Smiles uses the encourage action rather than the demand action on his crew.

combat if they wish, though the GM should remind them that this social scene might leave them with an opportunity to gather some intelligence on the enemy. The captain can attempt a DC 12 Bluff, Diplomacy, or Mysticism check to keep the conversation going (DC 15 in Subtier 3–4). Ysoki PCs get a +2 bonus to this check, as the smugglers are eager to recruit more members of their own kind. Success allows the science officer to make a Computers check, either to scan Mr. Smiles' ship (as per starship combat) or to scan the nearby asteroids for potential traps and disable them with a single DC 15 Computers check. Succeeding on the social roll by 5 or more gives the science officer enough time to take both actions. Failing either of the scanning checks by 10 or more alerts Mr. Smiles and immediately leads to combat.

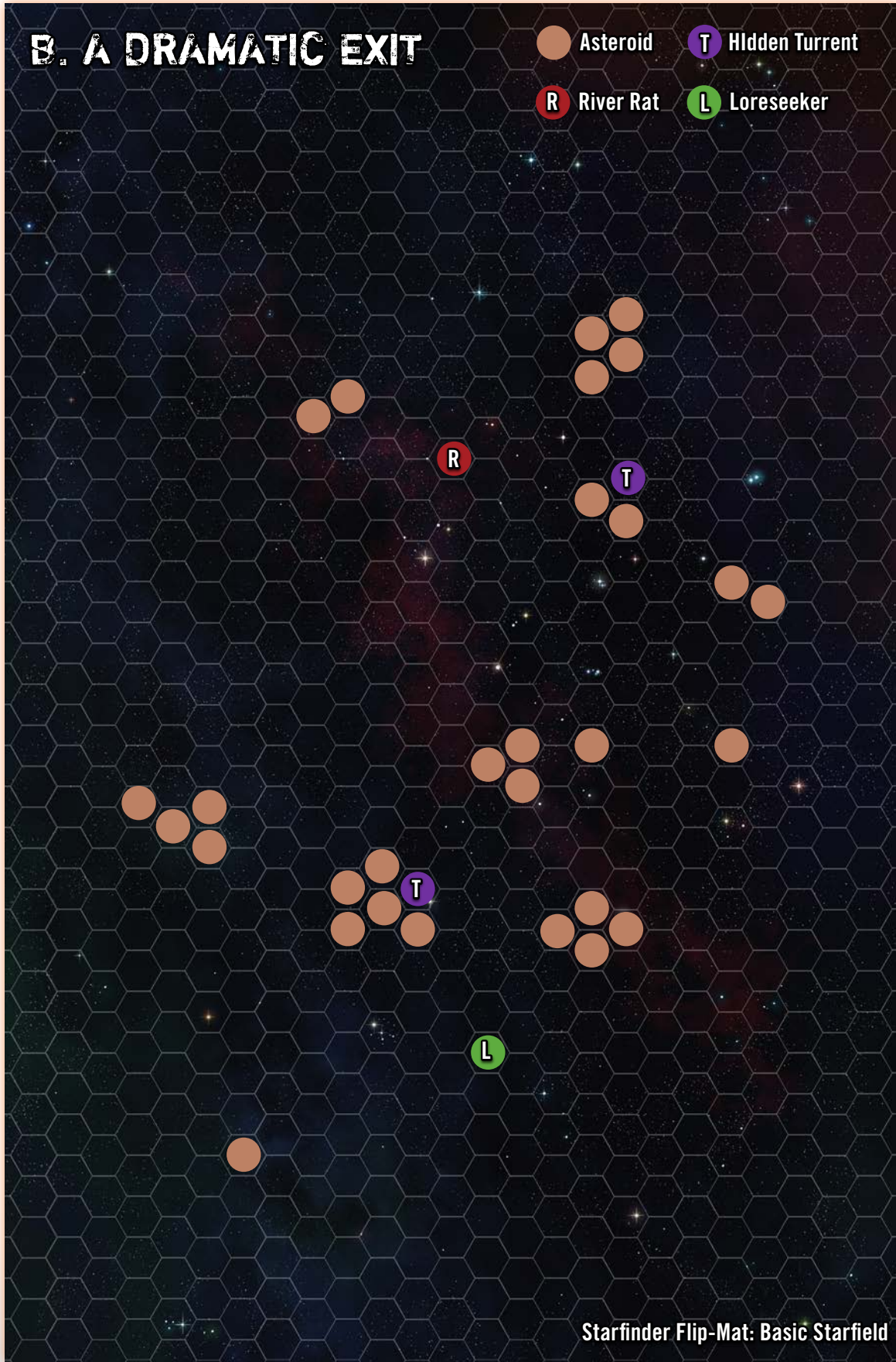
Traps: Eager to establish early defenses, Mr. Smiles ordered his crew to remove the port and starboard weapons from his ship and convert them into defensive turrets. These turrets are carefully concealed within asteroids and set to emerge and fire at any vessel other than the *River Rat*. Once a turret fires, it is clearly visible, and it registers on the *Loreseeker's* computers as a potential target. It can be scanned (its effective tier is the same as the *River Rat's*), and a successful scan allows the science officer to deactivate it as part of the same action. Further details on the turrets' damage and triggering conditions can be found in the appropriate stat block below.

Starship Combat: While Mr. Smiles is happy to converse, he does realize the implications of the PCs' arrival. He eventually offers an ultimatum: the PCs can leave or be destroyed. Smiles initiates combat by taunting either a Ysoki PC or the PCs' pilot and then using the demand action to boost other crew members, starting with the gunner. The *River Rat's* engineer diverts power to piloting when there's no need to repair. The pilot focuses on leading the PCs through as many traps as possible, but the *River Rat* does turn and engage the PCs if the hidden turrets prove to be ineffective.

This combat takes place within a cluster of asteroids. Any space with an asteroid blocks a starship's direct-fire weapons, though tracking weapons will move around them. While the asteroids are not impassable, they are highly dangerous and deal 4d6 damage to a random facing (maximum once per turn) when moved through. Otherwise, the local asteroids do not impede movement.

B. A DRAMATIC EXIT

- Asteroid
- Hidden Turrent
- River Rat
- Loreseeker



Starfinder Flip-Mat: Basic Starfield

The crew of the *River Rat* follows their captain, though many of them would gladly take his place should he show weakness or present an opportunity. And Mr. Smiles knows this. As a result, he fights until his ship is crippled.

SUBTIER 1-2

RIVER RAT TIER 1

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 12; **TL** 12

HP 55; **DT** -; **CT** 10

Shields basic 20 (forward 5, port 5, starboard 5, aft 5)

Attack (Turret) coilgun (4d4)

Power Core Pulse Gray (100 PCU); **Drift Engine** Signal Basic;

Systems basic computer, budget short-range sensors, good crew quarters, mk 1 armor, mk 1 defenses; **Expansion Bays** cargo hold (2), sealed environment chamber, smuggler compartment

Modifiers +1 Piloting; **Complement** 6

CREW

Captain Computers +6 (1 rank), Diplomacy +6 (1 rank), Engineering +6 (1 rank), gunnery +6, Intimidate +10 (1 rank), Piloting +7 (1 rank)

Engineer Engineering +6 (1 rank)

Gunners (2) gunnery +6

Pilot Piloting +7 (1 rank)

Science Officer Computers +6 (1 rank)

SPECIAL ABILITIES

Concealed Turrets (Ex) Whenever an enemy ship comes within 2 hexes of a concealed turret (as noted on the map), the turret may fire its light laser cannon (2d4) using the gunnery bonus of the *River Rat*'s crew. This is treated as though the enemy ship moved through the *River Rat*'s space without using the Flyby stunt. A concealed turret has an AC and TL of 10, and any damage will disable it. Once revealed, a turret only shoots when an enemy ship ends its movement within 6 hexes, due to the turret's impeded tracking systems. Shooting a concealed turret in this way requires one of the gunners to spend their action to fire this weapon.

SUBTIER 3-4

RIVER RAT TIER 3

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 2

AC 16; **TL** 16

HP 55; **DT** -; **CT** 10

Shields light 60 (forward 15, port 15, starboard 15, aft 15)

Attack (Forward) light laser cannon (2d4)

Attack (Turret) coilgun (4d4)

Power Core Arcus heavy (130 PCU); **Drift Engine** Signal

Booster; **Systems** basic medium-range sensors, luxurious crew quarters, mk 3 armor, mk 3 defenses, mk 1 mononode;

Expansion Bays cargo hold (2), smuggler compartment, sealed environment chamber

Modifiers +1 to any one check per round, +1 Piloting, +2

Computers; **Complement** 6

CREW

Captain Computers +11 (3 ranks), Diplomacy +9 (3 ranks), Engineering +9 (3 ranks), gunnery +9, Intimidate +13 (3 ranks), Piloting +10 (3 ranks)

Engineer Engineering +9 (3 ranks)

Gunners (2) gunnery +9

Pilot Piloting +10 (3 ranks)

Science Officer Computers +11 (3 ranks)

SPECIAL ABILITIES

Concealed Turrets (Ex) Whenever an enemy ship comes within 2 hexes of a concealed turret (as noted on the map), the turret may fire its flak thrower (3d4) using the gunnery bonus of the *River Rat*'s crew. This is treated as though the enemy ship moved through the *River Rat*'s space without using the flyby stunt. A concealed turret has an AC and TL of 10, and any damage will disable it. Once revealed, a turret only shoots when an enemy ship



River Rat

ends its movement within 6 hexes due, to the turret's impeded tracking systems. Shooting a concealed turret in this way requires one of the gunners to spend their action to fire this weapon.

CONCLUSION

Once defeated, the crippled *River Rat* drifts deeper into the Diaspora. Ezra Silverbrew (N female dwarf mechanic), the Society's

liaison with the Silverbrew clan, quickly contacts the PCs with a message of gratitude. Read or paraphrase the following message.

"Nice flying, Starfinders. That ought to teach those skulking thieves to keep away from what isn't theirs! Now then, as promised, we'll send you the one chunk of the tablet they didn't get their grubby hands on. And after you get that, we get to sweep the station for any other 'surprises' they might have left behind."

BAD CHAMELEON

BY NATALIE KERTZNER



Karelite Bogdin is a verthani of many interests. He runs a high-end club on Verces, dabbles in the deplorable industry of trafficking android slaves, and also has a keen interest in art. His most recent endeavors saw him broker an agreement with a group of Laoite smugglers (as detailed in the “River Rat” quest) where he provided a considerable sum of credits in exchange for a duo of sandstone fragments that point the way to a hidden Liavaran repository. Bogdin remained content to keep the tablets in his possession, and despite one of the two recently being stolen (as detailed in the “Megaplex” quest), he sees the objects as amusing trinkets and extensions of his wealth and power.

SUMMARY

After receiving instructions from Venture-Captain Arvin, the PCs travel to the planet of Verces, the fifth planet orbiting the sun. Venture-Captain Arvin has purchased the PCs tickets to get them in the door of Kozmos, a club run by a heartless augmented verthani named Karelite Bogdin. Bogdin uses the club as a front for his android smuggling business, as well as a storage site for numerous trinkets he enjoys showing off. The PCs must find a way to get to Bogdin’s back office, unlock the safe, and retrieve the third sandstone fragment. However, Bogdin and his vesk cronies await the PCs as they depart and don’t intend to let them get away that easily.

GETTING STARTED

The PCs receive their instructions from Venture-Captain Arvin in the form of a brief message, represented in **Handout #3** on page 27. Arvin dispatches the PCs to Verces onboard a commercial shuttle set to dock in the city-state of Vanos, where Karelite Bogdin has his club. During the journey, the PCs have the opportunity to use skills to learn a bit more about Verces.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture check to recall knowledge or a Diplomacy check to gather information, the PCs might know more about Verces. They learn all of the information whose DC is equal to or less than the result of their check.

10+: Verces is a tidally-locked planet, with one side permanently facing the Pact Worlds’ single sun. The largest civilization is a

Where in the Universe?

“Bad Chameleon” takes place on the tidally locked Pact World of Verces. The native Verthani are the dominant native species and are famed for their advanced cybernetic and biomechanical augmentations. For more information on Verces, see *Starfinder Pact Worlds*, available at bookstores and hobby shops everywhere and online at paizo.com.

Jumping In

If your PCs have not played the “Megaplex” or “River Rat” quests that precede this one, inform them that they’re following up on information regarding a fragment of the map. The completed map supposedly leads to a site containing potent divination tools.

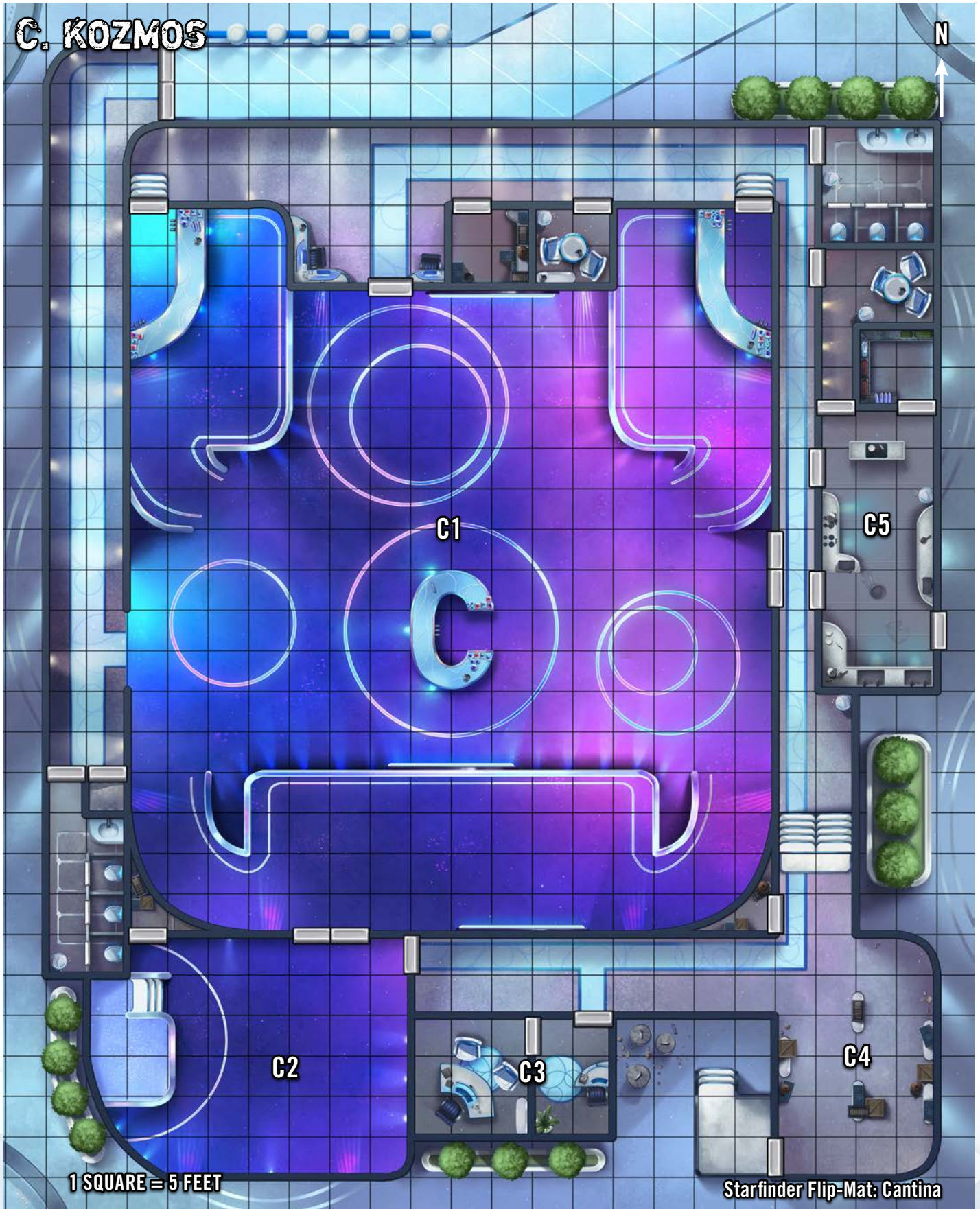
sprawling metropolis spanning the circumference of the planet called the Ring of Nations, a temperate refuge lying between the scorching heat of Fullbright and numbing cold of Darkside. The most technologically advanced of the native species are the Verthani, eight-foot tall humanoids whose chameleon-like skin allows them to blend their pigments to hide in plain sight.

15+: The mega-metropolis that spans the planet is known for its elevated level of technological advancement. Because of this, most Verthani use various cybernetic instruments to some degree to augment their senses and defenses.

20+: Different nation-cities within the Ring of Nations operate with varying degrees of self-governance, with some being known for their rather lax rules on bodily autonomy. The city-state of Vanos is known as they place to do business if you’re looking to avoid scrutiny from the authorities. Casinos, clubs, and open black markets where the rich can buy and sell sentient androids abound.

C. KOZMOS

N



1 SQUARE = 5 FEET

Starfinder Flip-Mat: Cantina

Laws, which are few and far between, are rarely enforced where they do exist.

VANOS

Traveling from Absalom Station to Verces takes a few days, during which the PCs can introduce themselves and collaborate on their cover story. To blend in with the wealthy clientele that patronizes Kozmos, the PCs should create getups that enable them to easily blend in with the crowd. A PC who succeeds at a DC 14 Disguise check (DC 16 in Subtier 3–4) benefits from partial concealment (20% miss chance) while in the crowd during the final combat with Karelite Bogdin, as Bogdin and his vesk cronies have difficulty telling the PC apart from the other fleeing patrons.

The city-state of Vanos lies in a perpetual twilight, and the appeal of the city lies mostly in the traditionally nocturnal activities found there. The club is a short distance from the port, down a busy boulevard. Neon lights flash above various storefronts, advertising everything from virtual reality shows to high-end pet shops selling imported animals of dubious legality. All around, people of various species, dressed in expensive clothing, laugh as they make their way beneath the pulsing lights. Many are accompanied by androids dressed in similar black uniforms, all with red collars around their necks.

C. KOZMOS

When the PCs arrive at Kozmos, a line stretches around the block, filled with eager concert-goers awaiting admittance. Gaining entry is easy; the tickets provided by Arvin are legitimate, though the large vesk bouncers do eye any of the PCs in shabby outfits as they pass by. As with most locations in Vanos, weapons are permissible within the club.

C1. MAIN FLOOR

The main dance floor of Kozmos extends almost eighty feet from north to south. Two raised bars, tended by clearly augmented verthani, nest within raised platforms in the northwest and northeast corners, while two large vesk guard a door in the middle of the northern wall. Two androids with red collars tend a central bar, which serves as the main drinking station. Throngs of verthani and a handful of other species fill the dance floor, and the 10-foot ceilings barely rise two feet above most of their heads. A large stage covers the southern section of the room, flanked by ramps leading up from the east and west sides. Each ramp leads to a door, with the southern one guarded by an intimidating vesk who stands under a sign marked "Dressing Room." A double door marked "Fire Exit" lies in the middle of the eastern wall, and the club entrance is the sole door along the western side.

The PCs can spend some time exploring the main room, talking to various NPCs. The club workers are detailed in Creatures, below. Club-goers are cheerful and wildly excited, though some might mistake the PCs as hired help, due to their demeanor and dress.

Getting In: The sandstone fragment is in a vault in area **C6**, the office, but the PCs likely need to disable security systems in area **C5** before they can access it. The eastern door marked "Fire Exit" is alarmed and can be disabled with a successful DC 20 Engineering check (DC 24 in Subtier 3–4), though PCs will have to succeed at a DC 16 Stealth check (DC 18 in Subtier 3–4) to escape the notice of the vesk bouncers. Should they fail the Stealth check, a vesk approaches and asks them to step away from the door. All exterior room doors, save for the fire exit and the door to **C5**, are unlocked and unalarmed.

Creatures: The two augmented verthani tending the northern bars do not have much to say; they are more interested in what they can sell the PCs to enhance their club experience. An astute PC who succeeds at a DC 15 Perception check (DC 18 in Subtier 3–4) notices that each of the Verthani bartenders have an X-shaped scar on their palm. The vesk guards have no alliance to or opinion of Karelite Bogdin, they're simply the muscle hired by Bogdin's boss to protect the merchandise.

The two androids in the central bar, given the designations Kozmos-13 and Kozmos-14, are timid, scarred by brutality they have witnessed Bogdin impart on androids. Getting them to talk requires the PCs to make a Diplomacy or Intimidate check. With a successful DC 15 check at either skill, a PC learns that the red collars are placed on the androids to ensure compliance. While online, the collars can be remotely activated and will render the androids unable to move. Kozmos-13 and Kozmos-14 have both seen androids scrapped after having their collars activated. A PC succeeding at the check with a 20 or higher learns that Bogdin controls the androids via a computer in his office. The androids would jump at the chance at retribution against Bogdin and his cronies, but they fear the control he has over them via the collars.

C2. DRESSING ROOM

This room serves as the main dressing room for performers before, during, and after their sets. The room is empty, awaiting the singer and her entourage. If PCs search the room, they find a computer panel that can provide them with the basic layout of the club with a successful DC 10 Computers check.

C3. BACKROOM DEALS

This is one of the rooms where Karelite Bogdin entertains his business partners and cuts deals with various smugglers. In the middle of the table is a half-drunk bottle of liquor in a clear crystal bottle.

C4. ANDROID STORAGE

This room is where Karelite Bogdin stores androids in transit. The pods on the map are filled with androids, each with a red collar around their neck. The pods are heavy and meant for deep-space travel; moving or unsealing one in this area is impossible. The exit door here is welded shut to prevent anyone from inadvertently finding these pods.

C5. BOGDIN'S FRONT OFFICE

Bogdin employs greater security on his personal office, and the door is locked. Opening it requires a successful DC 15 Engineering check to break through the electronic lock or a successful DC 16 Strength check to break it down. Failing either check by 5 or more attracts the attention of nearby staff, who quickly alert Karelite.

This office contains several small workstations, a desk, and well-stocked bar. Two doors lie on the western wall, with one clearly being a leftover relic from a previous renovation. A door on the eastern wall is blocked by an open and empty deep-space storage pod. Two doors frame the northern wall.

Looking around, a PC can attempt a DC 15 Perception check to notice that a painting is set a little too far off the wall, and that by unhooking a small latch, the painting can be swung from one side to reveal an access control panel. However, Karelite Bogdin has placed an *alarm* spell on the control panel and is immediately alerted to the presence of the PCs in his office. He gathers his vesk bouncers in area **C1** and waits to confront the PCs as they depart.

The PCs can attempt to hack the control panel, requiring a successful DC 16 Computers check (DC 19 in Subtier 3-4). The control panel is the front of a tier 2 computer. If the PCs fail this check three times in a row, they trigger the control panel's countermeasures: the nonlethal mode of a rank 1 shock grid—Karelite Bogdin wants those caught stealing from him alive.

A PC who succeeds at hacking the computer is presented with an access screen that allows her to perform actions from the following menu. A PC who succeeds an additional DC 20 Computers check (DC 24 in Subtier 3-4) can establish a link between the control panel and her own datapad, allowing her to remotely activate the following effects (none of which require a check to complete).

- Deactivate control collars on androids in area **C1**
- Open the safe
- Theatrical smoke/fog (creates cloud that acts as *obscuring mist* in the lower third of area **C1**)
- Strobe lights on dance floor (Gives gives all creatures in area **C1** the dazed condition for 1d4 rounds; DC 14 Fortitude negates)

When the PCs manage to open the safe (which is in room **C6**), they find a perfectly preserved fragment of their objective—the sandstone tablet—within.

Development: As soon as the PCs breach the vault, Karelite Bogdin, who had been off-site, is alerted to their presence via the *alarm* spell. He hastily returns and stands just inside the club entrance, ready to stop the PCs from leaving, regardless of

whether they retrieved the tablet. This is further detailed in the "A Hasty Retreat" encounter below.

A HASTY RETREAT (CR 4 OR CR 6)

This encounter occurs once the PCs retrieve the tablet and attempt to vacate Kozmos. Since all the other exits are blocked, the PCs must travel through area **C1** to escape the club—Karelite Bogdin clearly does not follow acceptable fire code practices!

Creatures: Karelite Bogdin and his vesk bodyguards stand at the entrance to the club (the western door of area **C1**). Bogdin is enraged by the break in and utterly incensed that his staff did not prevent the intrusion before it occurred. He intends to make a public spectacle of the PCs' punishment.

Once the PCs enter area **C1**, combat begins. If the PCs have deactivated the control collars on the androids, the PCs can attempt a DC 10 Perception check (DC 15 in Subtier 3-4). A PC who succeeds at this check notices that the two android bartenders seem conflicted about fleeing to the safety of the back room or joining the fight. The PCs can convince the androids to fight on their side with a successful DC 14 Diplomacy check (DC 16 in Subtier 3-4). PCs who previously succeeded at a Diplomacy check with the androids receive a +4 circumstance bonus to this check. Stat blocks for the androids are not provided; they are merely there to

provide some cinematic flair and marginal assistance to the party. Every round, the androids can attempt to throw a bottle at one of the enemies within 30 feet (Subtier 1-2: ranged +4, 1d4 B; Subtier 3-4: ranged +5, 1d6 B). The androids remain hidden behind the bar throughout the fight, only darting upwards to make their attacks before hiding once again.

As combat begins, there are dozens of club-goers spread randomly throughout area **C1**. They flee immediately when the first weapon discharge occurs and go at the top of the initiative order. Treat the interior of the club as difficult terrain while the crowd flees. It takes the crowd 1d4+2 rounds to fully exit the area. PCs that succeeded at their initial disguise checks while travelling to Verces receive partial concealment (20% miss chance) from enemy fire while the crowd flees the area.

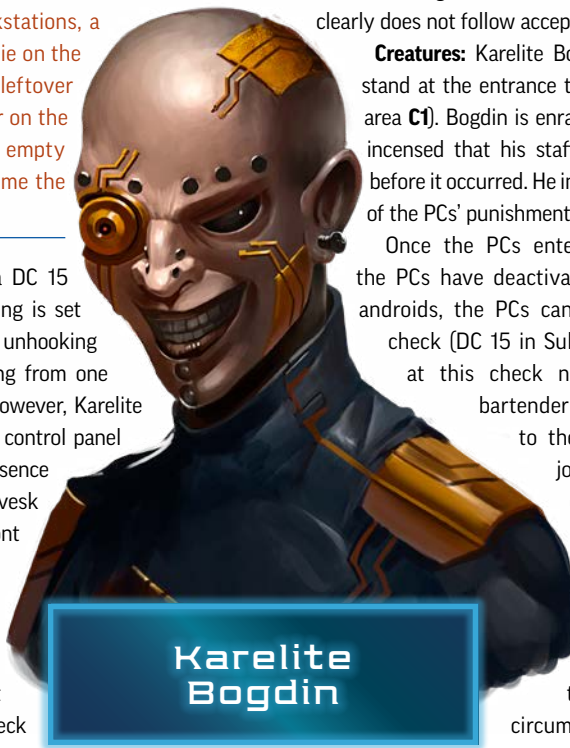
SUBTIER 1-2 (CR 4)

KARELITE BOGDIN

CR 1

 Male verthani envoy (*Starfinder Alien Archive* 118)

NE Medium humanoid

Init +2; **Senses** low-light vision; **Perception** +5


DEFENSE HP 17

EAC 11; **KAC** 12

Fort +1; **Ref** +7; **Will** +4

OFFENSE

Speed 30 ft.

Melee survival knife +6 (1d4 S)

Ranged static arc pistol +3 (1d6 E; critical arc 2)

TACTICS

During Combat Bogdin begins combat by using his envoy improvisations to best assist his bodyguards. After a round of shooting, he attempts to take down PCs with his pistol or switches to using his knife against PCs close to him. He alternates using his envoy improvisations and shooting from that point on, if he has allies left to assist. He spends the combat spewing out inventive insults at the PCs, particularly those without augmentations.

Morale Bogdin's pride does not allow him to surrender surrounded by his business acquaintances. He fights to the death, screaming at the bouncers if he gets severely injured.

STATISTICS

Str +0; **Dex** +2; **Con** +0; **Int** +1; **Wis** +0; **Cha** +4

Skills Athletics +5, Bluff +10, Diplomacy +10, Intimidate +5, Sense Motive +10

Languages Common, Verthani

Other Abilities envoy improvisations (get 'em), skin mimic

Gear second skin, static arc pistol with battery (20 charges), survival knife; **Augmentation** speed suspension, wide-spectrum ocular implant

SPECIAL ABILITIES

Skin Mimic (Sp) Verthani can manipulate the pigments in their skin at will and with astonishing precision, creating bright decorative patterns or deceptive camouflage. A verthani who stays stationary for 1 round gains a +10 racial bonus to Stealth checks (this bonus doesn't stack with *invisibility* or similar effects). If the verthani takes any action, he loses this bonus until he once again spends 1 round remaining still. A verthani wearing clothing or armor that covers more than one-quarter of his body can't use this ability.

VESK BOUNCERS (2) CR 1

Female vesk

N Medium humanoid

Init +2; **Senses** low-light vision; **Perception** +10

DEFENSE HP 20 EACH

EAC 11; **KAC** 13

Fort +3; **Ref** +5; **Will** +1

OFFENSE

Speed 30 ft.

Melee survival knife +6 (1d4+5 S)

Ranged azimuth laser pistol +8 (1d4+1 F; critical burn 1d4)

TACTICS

Before Combat The vesk stand to one side of Bogdin, helping block the exit to the club.

Scaling A Hasty Retreat

Make the following adjustments to accommodate a group of four PCs.

Both Subtiers: Remove one vesk bouncer from the encounter.

During Combat The vesk primarily use their azimuth laser pistols against the PCs at range but are proficient melee fighters and are willing to engage in close-quarter combat. They do not care about the lives of fleeing patrons.

Morale With no true alliance, the vesk surrender if Bogdin is defeated or they are reduced to 6 Hit Points or fewer.

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** +0; **Wis** +0; **Cha** +0

Skills Athletics +5, Intimidate +5

Languages Common, Verthani, Vesk

Gear casual stationwear, azimuth laser pistol with 1 battery (20 charges), survival knife

SUBTIER 3-4 (CR 6)

KARELITE BOGDIN CR 4

Male verthani envoy (*Starfinder Alien Archive* 118)

NE Medium humanoid

Init +3; **Senses** low-light vision; **Perception** +5

DEFENSE HP 45

EAC 16; **KAC** 17

Fort +3; **Ref** +7; **Will** +7

DR 1/-

OFFENSE

Speed 30 ft.

Melee tactical knife +10 (2d4+4 S)

Ranged corona laser pistol +8 (2d4+3 F; critical burn 1d4)

TACTICS

Use the tactics from Subtier 1-2.

STATISTICS

Str +0; **Dex** +3; **Con** +0; **Int** +1; **Wis** +0; **Cha** +5

Skills Athletics +10, Bluff +15, Diplomacy + 15, Intimidate +10, Sense Motive +15

Languages Common, Verthani

Other Abilities envoy improvisations (focus, get 'em), skin mimic

Gear casual stationwear, corona laser pistol with battery (20 charges), tactical knife; **Augmentation** mk 1 dermal plating, speed suspension, wide-spectrum ocular implant

SPECIAL ABILITIES

Skin Mimic (Sp) Verthani can manipulate the pigments in their skin at will and with astonishing precision, creating bright decorative patterns or deceptive camouflage. A verthani

who stays stationary for 1 round gains a +10 racial bonus to Stealth checks (this bonus doesn't stack with *invisibility* or similar effects). If the verthani takes any action, he loses this bonus until he once again spends 1 round remaining still. A verthani wearing clothing or armor that covers more than one-quarter of his body can't use this ability.

VESK BOUNCERS (3)**CR 1****HP** 20 each (see page 19)**TACTICS**

Use the tactics from Subtier 1-2.

Development: Once the PCs defeat Karelite, any remaining crowd members rush out of the building along with any surviving staff. The PCs have plenty of time to flee before any authorities

arrive, though it's not much of an issue if they decide to stay. Any police forces who inspect the scene discover Karelite's ample stacks of evidence about his android smuggling acts, leading to any charges against the PCs for actions against the verthani club owner being immediately dropped.

CONCLUSION

With a piece of the strange map in hand, the PCs can either continue to gather map fragments, or, if this was the last piece, assemble them. Either way, they need to report to Venture-Captain Arvin for further instructions. Arvin is pleased that the PCs have both successfully claimed the lost map fragment and defeated a major player in the underground world of android smuggling. Historia-7, the leader of the Dataphiles, is particularly pleased, and she sends the PCs a sincere thank you on behalf of all androids.

NIGHTMARE

BY TINEKE BOLLEMAN



The Liavaran Dreamer known only as Whisperer of Solar Winds gave the Starfinder Society four dreamspun tales. Its fourth dream lead to Preahan, one of Liavara's several shepherd moons. Preahan contains a repository of dreaming devices which can expand a Dreamer's knowledge and ability to dream. The repository is a mausoleum for a former Dreamer that passed on in the time before the Gap. Other Dreamers constructed the small complex to honor their ascended kin and placed several relics inside, including various preserved gasses of that ancient time. Those relics could help coax new dreams out of modern Dreamers, including the Society's own Whisperer of Solar Winds.

Unknown to Whisperer of Solar Winds and the Starfinders, another creature has also been searching for the dreaming devices. A nightmare dragon named Kanavu has its eyes on the relics as well. Nightmare dragons are hunters from the Dimension of Dreams, and they seek to inflict nightmares on sleepers and make their natural bad dreams even more terrifying. The relics would greatly enhance Kanavu's powers in tormenting others, making it a greater plague on Liavaran Dreamers.

Not willing to risk manifesting on the Prime Material Plane, Kanavu has sent a nightmare copy of itself into the mausoleum. Unbothered by the moon's harsh conditions, the nightmare copy easily made its way inside. Without the map pieces to function as the key, the lowest layer of the mausoleum remains locked. Kanavu's nightmare copy has tried to bypass the lock but failed. As nothing more than a tangible nightmare, the copy has diligently waited for others to follow the dream tales and return the key.

SUMMARY

The PCs arrive at the moon in a Society starship, following the map pieces and perhaps the advice from Venture-Captain Arvin in **Handout #4**. Once they land, they have to fight the harsh weather conditions and the low gravity of the moon to reach a submerged tunnel that leads into the mausoleum. After navigating the tunnels, the PCs reach the mausoleum, which is guarded by magical wards. The nightmare copy of the dragon Kanavu waits inside to confront the PCs. When the nightmare copy is defeated, the PCs can use the map fragments they recovered earlier as a key that opens the lowest layer of the mausoleum, where they recover the relics they came to retrieve.

Where in the Universe?

"Nightmare" takes place on Preahan, one of Liavara's shepherd moons. Liavara is one of two massive gas giants in the Pact Worlds system. Known for its peach-colored skies, extensive dust rings, and countless moons, Liavara does not hold full Pact Worlds membership. A shepherd moon is a small natural satellite that clears a gap in planetary-ring material or keeps particles within a ring contained. For more information on Liavara and its shepherd moons, see *Starfinder Pact Worlds*, available at bookstores and hobby shops everywhere and online at paizo.com.

PREAHAN

The Herdsman

Diameter: $\times 1/10$; **Mass:** $\times 1/500$

Gravity: $\times 1/20$

Atmosphere: Methane

Day: 12 hours; **Year:** 8 months

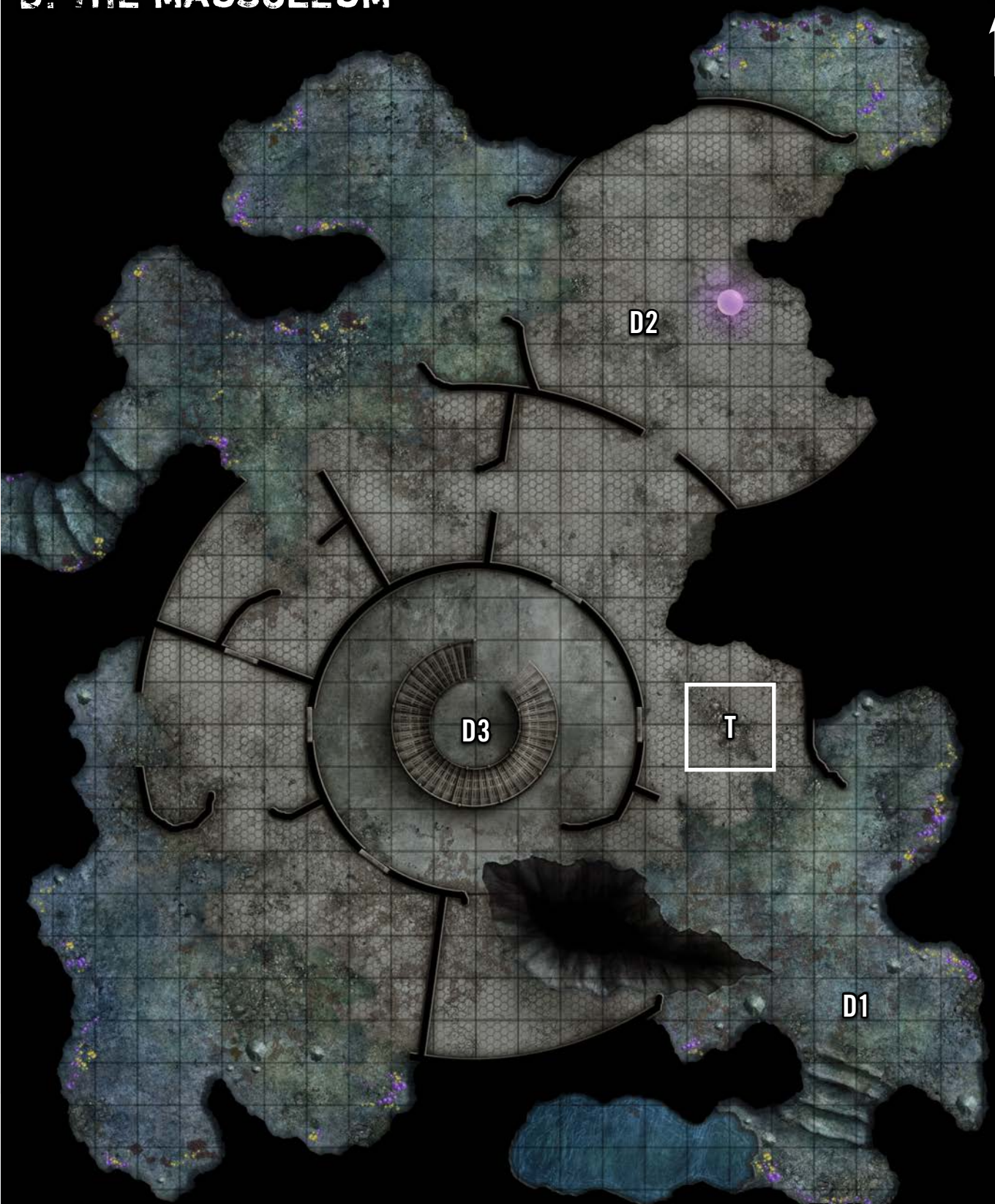
Jumping In

If your PCs have not played the "Megaplex," "River Rat," or "Bad Chameleon" quests that precede this one, inform them that they're being sent to a forgotten repository on one of Liavara's moons. While the site may need the fragments from the map to open deeper recesses, the Society's learned enough information to find the missing chamber.

GETTING STARTED

The PCs begin aboard their ship, a Pegasus-class starship called the *Loresseeker*. As they approach the gas giant Liavara, their communications station activates and displays a pre-recorded

D. THE MAUSOLEUM



1 SQUARE = 5 FEET

Pathfinder Flip-Mat: Tech Dungeon

hologram of Venture-Captain Arvin, who has instructions for the PCs. Read or paraphrase the following.

As the gas giant Liavara comes into view, the *Loreseeker's* communications station activates and plays a pre-recorded hologram of Venture-Captain Arvin. "The Liavaran Dreamer, Whisperer of Solar Winds, pointed us here. It took the Society quite some time to discern our target: the shepherd moon, Preahan. Most of Preahan's atmosphere is comprised of methane, but don't worry, the atmosphere doesn't contain enough oxygen for combustion. Still, each of you should take precautions and wear protective gear at all times. The methane creates harsh conditions on the surface. There is currently a storm raging, but there's no time to wait it out. These storms can last for months.

"The core of the moon is hollow and filled with liquid methane. The repository is likely suspended somewhere near the core. I have coordinates for a landing spot close to a tunnel that reaches all the way to the core. Good luck on this mission, Starfinders."

PCs who lack armor should use one of the six space suits stored aboard the *Loreseeker*. This is also an appropriate time to remind the PCs that all armor provides basic protection against environmental effects and vacuum, as well as supplying them with oxygen for a number of days equal to the armor's level. This should give the PCs enough time to visit the core and return, even if they choose to rest.

MOONWALK

Preahan's surface is wind scoured rocks and hunks of ice. A snowstorm rages as the PCs arrive, but the flakes are solid methane instead of water. The *Loreseeker* lands near a tunnel that leads to the interior of the moon but covering even such a short distance is dangerous with the high winds.

Hazard: The winds count as hurricane-force winds. Normally this only causes a risk of being blown over (*Starfinder Core Rulebook* 400), but coupled with the low gravity of the moon, there is a serious chance of PCs being blown away. To emphasize working as a team, the PCs can attempt checks in one the following skills: Athletics to brave the storm, Acrobatics to try to keep their balance in the buffeting winds and low gravity, or Survival to find a relatively protected path between the outcroppings to shield them from the wind.

The PCs need to succeed at three checks of any associated skill to cover the distance, but they do not need to all succeed individually. The highest result rolled is the PCs' main roll for the check. Treat all other checks with a result of 10 or higher as if those PCs had instead performed the aid another action. The DC for these skills is 20 (DC 23 for the check and DC 18 to perform the aid another action in Subtier 3–4). If the PCs come up with a creative solution, like using grappling guns to put down lines, let it count as them automatically passing one of the three checks. If they fail

a check, they get blown away across the ice, but don't suffer any major damage. If they fail two of the three checks, they eventually make it to the tunnel, but become fatigued from having to traverse the increased distance in the howling winds.

INTO THE TUNNELS

As they PCs journey down into the tunnels, reaching the moon's interior requires some effort. With the liquid methane being less dense than water and the gravity so low, the PCs need to swim hard. But physical effort is not their only worry: the tunnels quickly split and then split again, making it easy to become lost.

There are four key points where PCs need to make checks to determine the right path to take. The more checks the PCs succeed at, the easier the journey. Only one PC has to succeed at a skill check for it to count as a success. Tally the number of key points at which the PCs succeed. Each of the key points that the PCs successfully navigate grants a +1 bonus to the final Athletics check.

Key point 1: Tunnel splits. PCs must make a successful DC 16 Perception or Physical Science check to determine which way leads further down (DC 19 in Subtier 3–4).

Key point 2: Partial tunnel collapse. PCs must make a successful DC 15 Engineering check to pass the obstruction (DC 14 in Subtier 3–4), or a successful DC 12 Strength check to lift the debris out of the way (DC 14 in Subtier 3–4).

Key point 3: Strange runes on the walls may point the way. PCs must make a successful DC 12 Culture or Mysticism check to decipher (DC 15 in Subtier 3–4).

Key point 4: Quick currents! PCs must succeed at a DC 15 Acrobatics check to ride the currents (DC 18 in Subtier 3–4) or succeed at a DC 12 Fortitude save to tough it out (DC 15 in Subtier 3–4).

Development: After riding the quick currents, the PCs are spit out of the tunnels into a vast liquid space: the interior of the moon. The PCs see the mausoleum in the distance, a structure covered in glowing purple runes. The PCs have to swim for quite a while in this unusual liquid. They must each succeed at a final DC 18 (DC 21 in Subtier 3–4) Athletics check to reach their destination, with a +1 bonus for each key point they successfully navigated. A PC who fails the check becomes fatigued, or exhausted if previously fatigued. Note that by resting for 1 hour, a PC can reduce the exhausted condition back to fatigued.

D. THE MAUSOLEUM

The mausoleum, a rough sandstone structure with 15-foot ceilings, floats in the center of the moon. The runes on the walls provide dim illumination in every room. This close to the moon's core, the gravity stabilizes and is considered normal.

D1. ENTRYWAY (CR 1 OR CR 3)

This room shows obvious signs of erosion. Strange semi-fluorescent plant life has started to grow along patches of the floor and on the walls. A large hole in the sandstone lies

Scaling Encounter D2

Make the following changes to accommodate a group of four PCs.

Both Subtiers: The runes in the room suppress part of the nightmare copy's power. It loses its breath attack.

In Subtier 3-4, it also loses 20 Hit Points.

to the west, and shimmering inside the hole appears to be a force field made of purple runes. To the south, a set of rough sandstone steps lead to another force field, this one holding back the liquid methane.

The PCs enter this room from the liquid methane. The inside of the mausoleum is made of sandstone. A PC can make a successful DC 12 Culture or Physical Science check (DC 15 in Subtier 3-4) to know that sandstone is not a type of stone native to this moon.

Trap: With Kanavu's shadow copy having triggered the local wards, a trap is active in this area. Any PC passing through the warded area triggers a magical trap. If the result of a PC's Perception

check to notice the trap exceeds the DC by five or more, that PC notices that the trap has only been activated in the last few weeks.

SUBTIER 1-2 (CR 1)

SICKENING MAGIC MISSILE TRAP CR 1

Type mystical; **Perception** DC 21; **Disable** Mysticism 12 (disrupt the runes)

Trigger location, see area marked on map; **Reset** 1 minute; **Bypass** none

Effect two missiles, dealing 1d4+1 force damage each, strike a random creature within the area of the trap. Each struck target must make a DC 12 Fortitude save or become Sickened for one minute.

SUBTIER 3-4 (CR 3)

SICKENING MAGIC MISSILE TRAP CR 3

Type mystical; **Perception** DC 24; **Disable** Mysticism 15 (disrupt the runes)

Trigger location, see area marked on map; **Reset** 1 minute; **Bypass** none

Effect five missiles, dealing 1d4+1 force damage each, strike a random creature within the area of the trap. Each struck target must make a DC 14 Fortitude save or become Sickened for one minute.

D2. MYSTIC CHAMBER (CR 3 OR CR 6)

This chamber has not escaped the ravages of time. There are holes in the walls that likely once held doors, and the sandstone tiles on the floor are dirty and broken in



Kanavu

places. Softly glowing purple runes cover the interior walls of the chamber, encircling a round altar covered in more runes in the center of the space. Out of shadow in front of the altar, a form slowly coalesces, taking the shape of an ebony dragon with red frills. Its body is terribly contorted and trails shadows.

With a voice like rocks scraping together, it speaks. "Who dares to break the sanctity of this holy resting place?"

Kanavu's nightmare copy is in this chamber, unable to leave the mausoleum or progress further. The area's residual magic has faded, other than the dim lights of the Dreamer's magical runes.

Creature: The nightmare copy of Kanavu hears the PCs approach. A cunning creature, it pretends to be the guardian of the tomb to try and gather information from the PCs, or even better, get the PCs to insert the map pieces into the altar to disable the wards and open the way to area **D3**. If Kanavu discovers the PCs don't have all the map pieces, it becomes enraged and immediately attacks.

PCs can make a Sense Motive check against Kanavu's Bluff to find out if the nightmare copy is lying. A PC who succeeds at a DC 15 Mysticism check knows that this guardian is a nightmare dragon, natural enemies to the Dreamers, and that something is not right about its claims to be a willing guardian.

If the PCs discover Kanavu is not who it pretends to be and confront it, Kanavu immediately attacks. If the PCs use the map pieces on the altar, Kanavu waits until they are busy and distracted to attack. The PCs can attempt a Perception check opposing Kanavu's Stealth to avoid a surprise round.

SUBTIER 1-2 (CR 3)

KANAVU'S NIGHTMARE COPY		CR 3
CE Large dragon (extraplanar)		
Init +1; Senses darkvision 60ft., low-light vision; Perception +8		
Aura frightful presence (60 ft., DC 12)		
DEFENSE	HP 45	
EAC 13; KAC 16		
Fort +7; Ref +7; Will +4		
OFFENSE		
Speed 30 ft., fly 40 ft. (Ex, clumsy)		
Melee bite +12 (1d6+7 P plus nightmare bite)		
Space 10 ft.; Reach 10 ft.		
Offensive Abilities breath weapon (15-ft. cone, 4d4 A, Reflex DC 12 half, usable every 2d4 rounds), nightmare bite		
STATISTICS		
Str +4; Dex +1; Con +2; Int +0; Wis +0; Cha +0		
Skills Athletics +13, Bluff +8, Diplomacy +8, Intimidate +8, Stealth +8		
Languages Abyssal, Aklo, Common, Draconic, Infernal		
TACTICS		
During Combat The nightmare copy activates its frightful presence and focuses its attacks on shaken opponents, attempting to reduce the number of opponents it has		

to fight simultaneously. It uses its breath weapon when opponents are clustered together. When below half Hit Points, the nightmare copy starts taunting the PCs that they will never truly escape the nightmare, hinting that this is not its true form.

Morale With no way out of the mausoleum, the nightmare copy fights to the death.

SPECIAL ABILITIES

Frightful Presence (Ex) A nightmare copy can unsettle a creature with its mere presence. It can activate this ability as part of the action of making an attack or as a move action, but it can activate the ability only once per round. Each creature within 60 feet of the nightmare copy must succeed at a DC 12 Will saving throw or be shaken for 1d4 rounds. A creature who succeeds at its saving throw is immune to the same nightmare copy's frightful presence for 24 hours. This is a mind-affecting, sense-dependent fear effect.

Nightmare Bite (Ex) A nightmare copy's bite injects some of its nightmare essence into a creature's body. Each bite attack that deals damage causes a creature to become shaken unless they succeed at a DC 12 Will save. If a creature is already shaken from the nightmare copy's aura, it becomes frightened instead for 1d4 rounds. A creature who succeeds at its saving throw is immune to the same nightmare copy's nightmare bite for 24 hours. This ability does not stack with itself. This is a mind-affecting, sense-dependent fear effect.

SUBTIER 3-4 (CR 5)

KANAVU'S NIGHTMARE COPY		CR 6
CE Large dragon (extraplanar)		
Init +1; Senses darkvision 60ft., low-light vision; Perception +11		
Aura frightful presence (60 ft., DC 13)		
DEFENSE	HP 80	
EAC 16; KAC 19		
Fort +9; Ref +9; Will +7		
OFFENSE		
Speed 30 ft., fly 40 ft. (Ex, clumsy)		
Melee bite +14 (1d8+9 P)		
Offensive Abilities breath weapon (15-ft. cone, 6d4 A, Reflex DC 13 half, usable every 2d4 rounds), nightmare bite		
STATISTICS		
Str +5; Dex +1; Con +3; Int +0; Wis +0; Cha +0		
Skills Athletics +16, Bluff +11, Diplomacy +11, Intimidate +11, Stealth +11		
Languages Abyssal, Aklo, Common, Draconic, Infernal		
TACTICS		
Use the tactics from Subtier 1-2.		
SPECIAL ABILITIES		
Frightful Presence (Ex) A nightmare copy can unsettle a creature with its mere presence. It can activate this ability as part of the action of making an attack or as a move		

action, but it can activate it only once per round. Each creature within 60 feet of the nightmare copy must succeed at a DC 13 Will saving throw or be shaken for 1d4 rounds. A creature who succeeds at its saving throw is immune to the same nightmare copy's frightful presence for 24 hours. This is a mind-affecting, sense-dependent fear effect.

Nightmare Bite (Ex) A nightmare copy's bite injects some of its nightmare essence into a creature's body. Each bite attack that deals damage causes a creature to become shaken unless they succeed at a DC 13 Will save. If a creature is already shaken from the nightmare copy's aura, it becomes frightened instead for 1d4 rounds. A creature who succeeds at its saving throw is immune to the same nightmare copy's nightmare bite for 24 hours. This ability does not stack with itself. This is a mind-affecting, sense-dependent fear effect.

Development: If the PCs defeat the nightmare copy, the living figment dissipates into a cloud of laughing shadows before vanishing entirely. Should the nightmare copy defeat the PCs, it refrains from killing them. Being a sadistic creature, it even goes as far as stabilizing PCs if all of them are unconscious. It then steals the map pieces, gathers the relics within the trove, then wakes one the PCs. It then *teleports* away, taunting the PC with a warning that it will "see them in their dreams again... soon."

If the PCs defeat the nightmare copy, they can insert the map pieces into the altar if they have not already. There are three slots, one for each part of the map. With the 3 pieces in place, the light of the runes dims until dormant. The force field around area **D3** drops.

If the PCs have yet to complete the other quests, they can secure the altar and recognize that the fragments can be placed within as keys.

D3. TO THE LOWER LEVELS

The doors to area **D3** remain locked behind a force field of mystic runes until all three map pieces are inserted in the altar in area **D2**. Once they are, the wards power down, and the room can be entered. The stairs lead down to a vault where various strangely shaped bottles and cryptic devices are stored on shelves: the Dreamer's relics that they have come to retrieve.

CONCLUSION

With the relics retrieved or the site secured, the PCs can make their way back to the ship. Once the PCs depart, Venture-Captain Arvin contacts them directly. If the PCs did not recover the relics because they did not do this quest last, Venture-Captain Arvin expresses his eagerness to have the PCs find the necessary fragments. He then advises them to do the other missions before coming back to Preahan to access the lower levels.

If Kanavu's nightmare copy stopped the PCs from recovering the relics, Venture-Captain Arvin expresses grave concern for their wellbeing. If PCs look wounded, he promises them excellent care provided by the Starfinder Society. He does not hold them accountable for what happened and instead blames himself for sending them into such grave danger.

However, if the PCs did recover the relics, Venture-Captain Arvin is extremely happy, inviting them to personally hand over the relics to Whisperer of Solar Winds. Exactly how these relics may prove beneficial to the Society is as of yet unknown, but Venture-Captain Arvin and the scholars of the Communion Vaults are eager to hear what potent visions Whisperer of Solar Winds might bestow upon them in the future.

HANDOUT #1: MEGAPLEX

"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.

-Venture-Captain Arvin

HANDOUT #2: RIVER RAT

"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 Lovo 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.

HANDOUT #3: BAD CHAMELEON

"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.

HANDOUT #4: NIGHTMARE

"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.



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Starfinder Society Scenario #1-16: Dreaming of the Future

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Fame Earned _____
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Starfinder Society Scenario #1-16: Dreaming of the Future

Character Chronicle #

A.K.A. _____ - 7

Player Name _____ Character Name _____ Organized Play # _____ Character # _____ Faction _____

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Variable Rewards: The credits, XP, Fame, and Reputation you earn on this Chronicle sheet are based on your level and how many of the quests you complete. Until you play an adventure other than *Starfinder Society Scenario #1-16: Dreaming of the Future*, you can continue to play the other quests and earn greater rewards—even over multiple sessions. Circle the number of the quests you have completed and check off the clues discovered using the boxes below. Before beginning a different adventure, calculate your rewards for this Chronicle sheet based on the table below. You can assign the Reputation to any faction that you have a Champion boon for.

QUESTS	CREDITS (1-2)	(00s*)	(3-4)	XP	FAME & REPUTATION	OTHER
1	180	273	365	1	1	
2	360	545	730	1	1	Dream Whispers
3	540	818	1,095	1	2	
4	720	1,090	1,460	1	2	Private Vault

* Out of Subtier

QUESTS PLAYED

- Megaplex
- River Rat
- Bad Chameleon
- Nightmare

Dream Whispers (Ally Boon): Because you researched its dreamspun tales, the Liavaran Dreamer known as Whisperer of Solar Winds has taken an interest in you. When you slot this boon, the Dreamer imparts some knowledge to you in the form of a cryptic comment that may prove helpful later in your mission. Once per adventure, anytime you miss an attack or fail a saving throw, you can call upon the Dreamer's mysterious message. You immediately count your roll as being 2 higher, which may allow you to hit your target or to succeed on your save. If you roll a natural 1 on your attack or save, you cannot use this ability.

Private Vault (Slotless Boon; Vanity): The staff of the Communion Vaults takes note of your actions in helping to resolve Whisperer of Solar Winds' dreamspun tales. The staff provide you with a reasonable space of your own within the Communion Vaults. This 20-by-20-foot square chamber can be used to store any major magical finds you've recovered or purchased during your travels. You can bring any number of creatures into this space whenever you like. While this chamber is mostly a personal accomplishment and an area you can show off to others, it does have one tangible benefit: the entire area within your vault is warded by a nondetection effect (caster level 10th).

All Subtiers

- | | |
|--|--|
| azimuth laser pistol (350; item level 1) | second skin (250; item level 1) |
| casual stationwear (1,300; item level 3) | shock grenade I (130; item level 1; limit 4) |
| cestus battleglove (100; item level 1) | static arc pistol (750; item level 2) |
| flight suit stationwear (95; item level 1) | survival knife (95; item level 1) |
| hunting rifle (240; item level 1) | tactical pike (475; item level 2) |
| lashunta ringwear I (415; item level 1) | tactical semi-auto pistol (260; item level 1) |
| minimal speed suspension (1,900; item level 4) | wide-spectrum ocular implant (2,825; item level 5) |

Subtier 3-4

- | | |
|--|---|
| corona laser pistol (4,270; item level 6) | shock grenade II (650; item level 4; limit 4) |
| frostbite-class zero rifle (2,330; item level 4) | tactical knife (6,000; item level 7) |
| mk I dermal plating (3,025; item level 5) | tactical swoop hammer (3,360; item level 1) |

Reputation

Faction _____ Reputation _____ Faction _____ Reputation _____

Faction _____ Reputation _____ Infamy _____

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal Max Credits	
	1-2	Special	
	SUBTIER	<input type="checkbox"/> Normal	
	Out of Subtier	Special	
MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal	
	3-4	Special	
	SUBTIER	<input type="checkbox"/> Normal	
EXPERIENCE	-	-	
	Starting XP		
	+	GM's Initials	
	XP Gained (GM ONLY)		
	=		
	Final XP Total		
	FAME	Initial Fame	
		+	GM's Initials
		Fame Gained (GM ONLY)	
		-	
Fame Spent			
CREDITS	Final Fame		
	Starting Credits		
	+	GM's Initials	
	Credits Garnered (GM ONLY)		
	+	GM's Initials	
	Day Job (GM ONLY)		
-			
Credits Spent			
=			
Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #