Kaleido First Arc Notes:

Characters:

* Douglas Angwin
  + Male Partial Cyborg
  + Former IGC Commander who was forced out of his position after deciding to have cyborg augmentations to keep himself alive after combat injuries. Decided to head to Kaleido and became a successful merc. Now, he runs the Bounty Fair and hands out contracts.
  + Voice and personality: Suave, slightly gravely. Spike from Cowboy Bebop. He tries to not let much of anything rile him up. But, he has his own internal ethics which will drive him to make decisions.
  + True Neutral
* Dr. Larth Artni
  + Male Quexi
  + Sceintist who used to work for a secret stim research facility towards the heart of Kaleido. He is the payor of the contract, as he’s trying to have his research material recovered after a radiation spike caused the research facility to go dark.
  + Voice and personality: Mostly Mordin from Mass Effect 2, slight Russian accent. Very stubborn and set in his ways, but definitely competent. What are his motivations for researching the Dendrine race, though?
  + Lawful evil
* Malia Tuala
  + Female Veith
  + Quirky mechanic who will sell the team a ship and also repair it whenever they’re at the station.
  + Voice and personality: Voice is like a childish Penelope Cruz and personality is like a much less sadistic Tiny Tina from Borderlands 2. Eccentric, energetic, but will fight hard for what is right.
  + Chaotic Good

First arc idea

The group starts out at the space station, and they attend a meeting put on by the Bounty Fair where groups of mercs can form together and try to win various merc bounties in a sort of bounty auction. The lot of you, being inexperienced and a bit short in cash have tried to win a few of the day’s bounties, but other groups always managed to outbid you for the cool ones. The final one on the docket is

Grav locker:

The group is exploring an abandoned research facility that was doing research into stims and how to manipulate them. They enter a room that is a sterile white with bright lights along the ceiling. There are no windows or doors, apart from the door that they entered in through. On the far wall there are two very large glass tubes, wide enough to fit a single person in it and they extend up through the ceiling to an unknown destination. They have an opening on the bottom of them, which is big enough for you to enter the tube. On the floor of the right tube sits a glowing blue pad and on the floor of the left tube sits a glowing red pad.

On the right hand-side of the room are 12 large cabinets, 6 on each side, sort of like lockers. They a bit less than a meter wide and about 2 meters tall. There is a blank, black screen on the right-hand side of each of these cabinets and a handle right below the screen. At the top of each locker is a bar of light, they are all green except for the fifth on the left and the second on the right, which are red.

The last thing worth noting is that there is a security camera and two auto-turrets up in the corners of the room. As you enter and walk around, the security camera follows you, but the turrets remain motionless.

Notes:

* All the green lockers can be opened with no resistance. The red one is locked.
* Inputting an incorrect number into one of the red lockers will cause the loudspeaker to say, “Incorrect password detected. Two more attempts remaining.” When there’s one more attempt remaining on either locker, the turrets will activate.
* Hovering your hand over a screen will cause an LED number pad to appear. Players input a 6-digit code and this causes the light to switch to red and the locker is now locked.
* Nothing happens when you stand on the red pad.
* Standing on the green pad will cause a sliding door to close on the tube, the pad will turn green and you will feel a grav field form around you and try to pull you up through the tube.
  + If they are under 125kg, the field will successfully pull them up through the tube.
  + If they are over 125kg, the field will lift them up slightly, but then they will fall back down. A robotic female voice will come over a loudspeaker and say, “Please reduce weight.”
* Any violent behavior results in the turrets activating. Failing to input a password correctly 3 times results in the turrets firing.

Solution:

* Everyone needs to be under 125kg for the grav tubes to take them. They can put their equipment into the lockers and set a lock to store it. Once they’ve done this, the grav tubes will let them through.
* Alternatively, they can hack the computers in the panels (DC 12 to go up by 20kg, DC 18 to have anything go through) to change the maximum weight restriction.
* The fourth lock on the right combination is 751938, there will be a dead body in the Energy stim test chamber
* The fifth lock to the left combination is 297312, they will find it inside the Psyche chamber with the Mentashrooms. It’s on the body of the scientist, but obviously, they would have to be able to get past the shrooms to get it.
* The second locker on the left has a combination 954206, the slip is found in a Frequency Frog.

Main hub:

* The main hub looks to be in shambles. You’re not sure what happened here, but there is evidence of fire damage, broken equipment, some water puddles on the ground, and even some blood splotches scattered around.
* There are some c

Stim test chambers:

Each of these will have a datapad in it to recover, and each will feature some creature, plant, or something else that uses a specific type of stim.

1. Energy
   1. You go down the hallway marked “Energy test habitat”.
   2. There are two large, two-tailed scorpion looking creatures that have the ability to use Ignite from their mouths and Bolt from their tails.
      1. HP = 24 BAR = 0 MOV = 10 PP = 10 AC = 16
      2. STR = 14(2) DEX = 12(1) CON = 18(4) INT = 6(-2) WIS = 5(-3) CHA = 5(-3)
      3. Claw attack. +2 Blade attack. 2d6 damage.
      4. Stinger attack. +0 Blade attack. 1d8 damage plus 1d6 Shock damage.
   3. Once they’re defeated, you will find a charred corpse that has the datapad on it. With a successful Observation check of 12+, they will find a piece of paper with the numbers 751938.
2. Grav
   1. You head over towards the observation window. There are three things worth note on this side of the window. First is a computer, which is on but in sleep mode. The next is a hatch on the left side about 1 meter off the ground with a stainless steel bowl lying on the floor next to it. The third thing you note is that there is an intercom with a “Speak” button on it on the window near the computer.
   2. Inside the window, is a room and that is full of a variety of plush-covered structures, including boxes, stands, and tubes. They are all suspended by wires from the ceiling of the room. The floor of the room has series of wires snaking through it. The final thing you note is what looks to be a miniature laser turret positioned very close to the top of the window.
   3. The door to get inside has been awkwardly bent and is fused closed.
   4. When you speak through the intercom. You see a creature pop its head out of the hole of one of the boxes towards the upper right corner of the room. It is a maroon colored cat with pointy, fluffy ears and three eyes. And, it is holding a datapad in its mouth.
   5. When you turn the computer on, you’ll see a message that says “Status: Electrified floor currently active.” The screen will give you two options, the first being to turn the floor off, which will fail due to an unknown error. The second will be to activate the laser.
   6. When you activate the laser, it doesn’t just shoot one round of laser shot, instead it produces a beam which doesn’t seem to do any damage to anything in the room. Turning it on makes the cat perk up its ears and come fully out of the box.
   7. Solutions:
      1. They can try to find food for the cat and put it in the bowl and then put the bowl through the hatch. The cat would eat any meat.
3. Fluid
4. Psyche
   1. There’s a large terrarium that is shrouded in a purpleish mist. There is dirt and some little grass and other ground cover growing on the floor. Through the mist, you make out the silhouette of three mushrooms, about a meter tall and wide each. The door into the terrarium is not locked.
   2. As soon as they open the door, they must make a WIS saving throw of 4. The more time they spend, and the closer to the mushrooms they get, the higher the saving throw goes up.
   3. On a failed saving throw, you attack yourself with your equipped weapon for 1 damage dice.
   4. Once they go through the door, they will see the faint glow of the datapad through the mist towards the back right.
5. Wave
   1. You look inside the chamber, which is pitch black except that you see an occasional light go on and off like a big firefly. There are about two dozen Frequency Frogs, which are little frogs that emit light when they croak.
   2. An observation check of 16 is required to see the datapad when the frog croaks.
   3. An observation check of 20 is required to see a slip of paper in one of the frogs, which contains a note with these numbers
   4. Otherwise,

Scene 1:

* The group meets with Captain Douglas and Doc Artni on the Spacestation #####
* They are sent to a shipping yard owned by the company ##### on the planet ###### to begin investigating the disappearance of an exploration team.
* They first go through a forest of trees that grow 500 feet tall. They encounter alien creatures, plants, and mercenaries hired by an unknown organization.
* The trail leads them to a mysterious cave, with more creatures.
* At the end of the cave is a strange doorway with a musical puzzle to solve.
  + You come up to a doorway carved into the stone at the end of the tunnel. The carvings are obviously old and not something you recognize. You look around the cavern. The most notable landmarks are the six large calcified stalagmites growing up from the ground. Your eyes also pick up on two holes in the flat wall to the right of the door about 10 feet apart from each other. The hole on the left is about five feet high off the ground, and the right one is practically ground level, and you can barely see because it has been obscured by a pile of rocks.
  + Solution:
    - When a stalagmite is hit, it will make a hollow tone, sort of like a marimba.
    - When an object, such as a round stone, is put into the left hole. The group will hear it rolling behind the wall, then as it rolls along it will play tones in a specific order. It will also trigger a trap of darts that deal 2d6 damage to any player who misses a Dex saving throw of 12.

Other Notes:

* Largest intergalactic Ts’tseni company is Astro Stock and Supplies (ASS). They’re trying to rebrand to just Astro Stock.
* The common language is English. Humans arrogantly pushed for this given how hard it was for them to learn other languages, and Quexi and Aerhza agreed because it meant they could hide secrets from humans easier than humans could hide secrets from them.