

YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-05, TIER 1-4



MEETING OF QUEENS

BY KIEL HOWELL





DEVELOPMENT LEADS

Thurston Hillman and Michael Sayre

AUTHOR

Kiel Howell

EDITING LEAD

Adrian Ng

CONTRIBUTING ARTISTS

Bryan Syme and Tawny Fritz

CARTOGRAPHY

Robert Lazzaretti and Damien Mammoliti

ART DIRECTORS

Tony Barnett and Adam Vick

ORGANIZED PLAY LEAD DEVELOPER

Linda Zayas-Palmer

ORGANIZED PLAY MANAGER

Tonya Woldridge

CREATIVE DIRECTOR

Robert G. McCreary

PUBLISHER

Erik Mona



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How to Play

Starfinder Society Scenario #2-05: Meeting of Queens is a *Starfinder Society* Scenario designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). This scenario is designed for play in the *Starfinder Society* campaign, but it can easily be adapted for use with any world. For more information on *Starfinder Society*, 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.

GM Resources

Meeting of Queens makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive* (AA), and *Starfinder Armory* (AR). This adventure assumes the GM has access to these sourcebooks. It also refers to aliens that appear in *Starfinder Alien Archive 2* (AA2) and *Starfinder Pact Worlds* (PW), but these sources are not necessary to run the scenario. All rules referenced in this adventure are available in the free online *Starfinder Reference Document* at paizo.com/sfrd, and the relevant rules from the *Alien Archive* volumes are reprinted at the back of the adventure for the GM's convenience.

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*.



Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577

paizo.com



STARSHIP

MEETING OF QUEENS

BY KIEL HOWELL



Ages ago, the formians of Castrovel were a species divided by hive affiliation. Such was the formians' internal division at this time, that their many hives were in a constant state of war against one another. The continent of the Colonies was an ongoing battleground between opposing hives, and the formians rarely had time to focus on elements beyond warfare. Their queens focused on breeding new generations of soldiers one after another to fuel the unceasing conflict. All of this changed when several of the largest hives agreed to a conference known as the Meeting of Queens. During this historic gathering, the formian hives banded together and agreed to set aside their differences to work in the service of the "Overqueen," a purely theoretical concept that simply gave the queens an ultimate authority figure without actually ceding any authority.

The Meeting of Queens united the formians and eventually prepared the hives to combat their next foe: the lashuntas of nearby Asana. The ensuing war against the lashuntas lasted millennia, until roughly 32 years ago, when the shirren brokered a lasting peace between the formians and lashuntas. This peace has changed Castrovel's economic and political landscape, with the formians now focused on mass industrialization of the Colonies, including hives performing various fabrication roles within the Pact Worlds and the Colonies themselves becoming the site of new strip mines, industrial complexes, and vast agricultural farms.

Today, the formians continue to enjoy the fruits of their industrialization as, for the first time in thousands of years, they can focus on expansion and development instead of war. Many queens recognize the important steps taken to reach this peaceful period and look back to the Meeting of Queens as the first major turn in formian society, where their species pivoted from internecine combat to uniting against a common foe. To celebrate that key moment in their species' history, the formian queens of the descendant hives each regularly send a delegation to take part in an historical reenactment of the original Meeting of Queens, intended to both honor and preserve this essential piece of formian history.

For the next reenactment, the participating formian queens have agreed to a new and unique change to the process: allowing a delegation of lashuntas from Asana to take the place of one of the hives destroyed in the millennia since the original Meeting

WHERE IN THE UNIVERSE?

Meeting of Queens begins on Absalom Station, but quickly moves to the nearby Pact World of Castrovel. The scenario takes place on the continent known as the Colonies. For more information about Castrovel and the Colonies, see the *Starfinder Core Rulebook* and *Starfinder Pact Worlds*. Both books are available at bookstores and hobby shops and online at paizo.com.



of Queens. Though some queens thought this an affront to the now-deceased hive, the majority (supported by shirren intermediaries) saw this as another opportunity to cement the ongoing peace between Asana and the Colonies. However, the Asana-led delegation would need to repeat the physical land journey the hives made to reach the Meeting of Queens before participating in the reenactment itself. Further opening aspects of their society to the public, the formian queens also agreed to allow a small contingent of Starfinders, as well as a small group of undergraduates from Asana's Qabarat University, to accompany the Asana delegation on the reenactment.

STARFINDER SOCIETY SCENARIO

As the Asana delegation prepares to make its way across the Colonies on the overland journey necessary to bring it to the site for the Meeting of Queens, a mysterious party prepares to disrupt the peaceful meeting. Having embedded a spy within the Asana delegation, this meddling power intends to use an orbiting starship to psychically interfere with the events, turn the formians against one another, and potentially reignite their conflict with the Asana delegation and lashuntas as a whole!

SUMMARY

The PCs meet Venture-Captain Arvin at the Lorespire Complex, where they receive their briefing, and then proceed to a hangar where they choose a starship. From there, the PCs fly to Castrovel to meet the delegation for the overland journey to the Colonies.

The PCs land at the eastern edge of the Colonies, where the lashunta delegation from Asana has gathered, before reenacting a historical overland journey. The PCs participate in a party before embarking, with the opportunity for them to meet their new companions and secure advantages later in the adventure.

The journey is scheduled to take 1 week, but it might take longer if the PCs fail to navigate around various obstacles. The first day passes uneventfully except for an intense rain during the night. On the second day, the caravan encounters a mudslide that can potentially damage the caravan. On the next day of travel, the PCs must deal with treacherous terrain and a stealthy desert monster. Later, a debilitating illness afflicts the caravan and might slow the procession's progress if left untreated. On the final day (assuming they have avoided serious slowdowns in the prior encounters), the caravan has time to visit a destroyed hive. This collapsed ruin serves as a memorial to the lives lost in the many centuries of warfare between formian hives, and the PCs can find signs that it has been desecrated.

The PCs arrive on site for the Meeting of Queens and are seated based on how quickly they completed the trek. Once the reenactment begins, an orbital psychic weapon activates. The PCs play a part in calming the panicking and violent crowd, a task that is potentially complicated further based on where the PCs were seated. Formian monitors arrive to suppress the violence, and the PCs must convince the agitated delegations not to blame each other; the immediate culprit is the lashunta student Felzhen. However, identifying the culprit doesn't end the threat. The delegations task the PCs with investigating the source of the destructive psychic signal. In their starship, the PCs battle the heavily armed satellite.

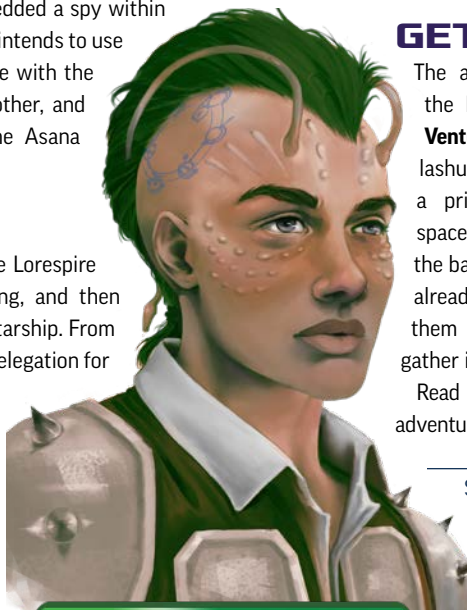
Depending on the PCs' actions earlier in the adventure, they may have strained the Starfinder Society's relations with the lashuntas, or the formians. If the PCs adroitly navigated the

many treacheries, they might instead have reinforced the peace on Castrovel and earned the Society considerable prestige in the process.

GETTING STARTED

The adventure begins with the PCs inside the Lorespire Complex, scheduled to meet **Venture-Captain Arvin** (N male damaya lashunta mystic) in a corridor just outside a private hangar bay. Several Starfinder spaceships are docked inside, visible through the bay's translucent plastic windows. Arvin is already waiting for the PCs and quickly briefs them on the imminent opportunity as they gather in the corridor.

Read or paraphrase the following to get the adventure underway.



ARVIN

Soft artificial lighting illuminates the hangar bay just on the other side of the translucent plastic window and the industrial-sized double door. Sounds of clanking or heavy objects being loaded faintly rings through the door.

The lashunta Venture-Captain Arvin waits nearby, his hands clasped behind his back in a professional manner.

"Thank you for meeting me here," he says, motioning to the industrial surroundings. "We have a historic opportunity to partake in a cultural event known as the Meeting of Queens. It's a ceremony reenacting the history of Castrovel's formian hives and a key peacemaking council in their distant past. This was before their long war with my people, the lashuntas, that ended only a few decades ago thanks to shirren-led mediation. Until now, no outside parties have been allowed to view this ceremony. Soon, a lashunta delegation from the continent of Asana will participate in this ceremony, and I've secured permission for you to join them to represent the Starfinder Society. Your primary objectives are to make a positive impression and learn as much as you can about the reenactment, formian society, and any current political intrigues.

"One important note: You'll be making an overland journey that is representative of the same journey the formian queens made. They do not allow the use of modern weapons and equipment on the trail. The quartermaster Armidal-Oct across the hall knows to lend you archaic kits; be sure to return these afterward. Also, be aware that this event is sponsored by Qabarat University and other private parties interesting in maintaining formian-lashunta peace.

"I don't have a much information; the formians are rather cagey about this whole process, but I'll answer what questions I can. Afterward, pick out a starship to make the journey."

MEETING OF QUEENS

If the PCs have questions at this point, Arvin answers them in a quick and professional manner.

What's so important about the Meeting of Queens? "The Meeting of Queens is representative of when the various formian hives banded together to fight a common enemy. This happened on the Colonies, the continent on Castrovel to which you'll be traveling. This specific reenactment is important because it's the first time the formians have allowed outsiders—let alone lashuntas—to participate and observe the event."

Why are the Starfinders sending a party? "The Society has good relations with both parties and we have an outstanding reputation for ethical anthropology. It's only natural that we be there to witness this historic event and assist in facilitating the delegation's journey."

Where we will we meet the delegation? "The Queen's Camp, on the eastern edge of the Colonies. There's a scheduled get-together where all the delegates can introduce themselves. Curtail your excesses during this event; you're representing the Starfinders, and you will have to be up bright and early to begin your journey the following day."

What will we need to bring with us? "Armidal-Oct is the on-duty quartermaster across the hall. They will be able to advise you. Also, remember to mention the archaic kit I've authorized you to borrow for this mission."

When is the reenactment? "Seven days after the end of the get-together at the Queen's Camp. The journey from the Queen's Camp is expected to take five days. Do not be late."

Who comprises the Asana delegation? "I know very little, other than that some number of them were chosen from the faculty and student body of Qabarat University of Xenoarchaeology and Xenanthropology, which is considered one of Asana's most prestigious educational organizations. You'll want to do some research on the infosphere while making your journey, or wait to meet the delegates on site."

GETTING EQUIPPED

The PCs can visit the on-duty quartermaster, as Arvin suggested. **Quartermaster Armidal-Oct** (LN agender android) is more than happy to help outfit the PCs once they arrive in their shop-like station within the Lorespire Complex's private hangars.

Armidal-Oct is a friendly, upbeat android with electric-purple lines running across their visible skin like an intricate, full-body tattoo. Arvin has authorized the PCs to take anything they need for the trip from Armidal, including providing replacement for their firearms in the form of bows (*Starfinder Core Rulebook* 179) with up to 30 arrows each (note that PCs not specifically proficient with bows take a -4 penalty to attack rolls). The PCs can also find archaic reproductions of any analog melee weapons they have (use the typical rules for the weapons, except they gain the archaic weapon property).

Starship: Following their meeting with Armidal-Oct, the PCs can cross over to the hangar and select their starship. The PCs can choose either the Drake or Pegasus hull (see the *Starfinder Society Roleplaying Guild Guide*).

Have the PCs finalize their boon slots for the session after talking with Arvin. If any of the PCs have the Qabarat University Admittance boon from *Starfinder Adventure Path #2: Temple of the Twelve*, those PCs gain a +2 bonus to all skill checks made to interact with members of Qabarat University during the course of this adventure.

THE JOURNEY TO CASTROVEL

The starship travel between Absalom Station and Castrovel takes 3 days. During this time, the PCs don't encounter many other ships, though the occasional vidcast message comes through. PCs paying attention to the news can hear more-slanderous messages about the Starfinder Society's recent "military buildup" coming from numerous media outlets, which is an extension of an ongoing smear campaign against the Society that has been . The only other piece of news comes in the form of an Absalom Talks panel, in which the hosts discuss rumors about AbadarCorp's executive archdirector, Gevrant Iseki-Okaibo, retiring within the coming year.

COMPUTERS OR CULTURE (RECALL KNOWLEDGE)

The PCs can research the Asana delegation party with a successful Computers check or a Culture check to recall knowledge to review the local infosphere data. The PCs learn all of the information whose DC is equal to or less than the result of their check.

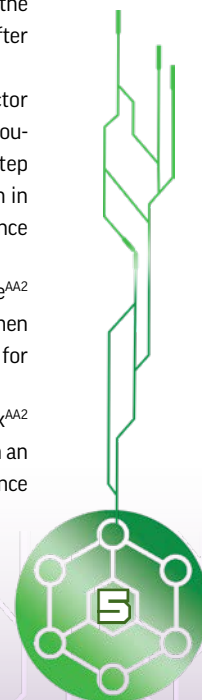
10+: Lead delegate **Zusurra Bwaynox** (LN female damaya lashunta envoy), comes from an aristocratic family. She has been selected to represent the fallen hive during the reenactment. The formian emissary, Jontane Whipsfix, has worked with Zusurra several times and even suggested induction into their hive. The two have a good working relationship.

The emissary **Jontane Whipsfix** (LN formian taskmaster^{AA}) worked in the Broken Minds colony prior to becoming a taskmaster. Due to their incredible efficiency, even for a formian, Jontane was quickly promoted to lead several different work groups for various corporations. Eventually they decided they preferred the autocratic society of the traditional formian hive and returned after an industrial acid accident that left their chitin blotchy.

15+: Professor **Euiuyou** (N bantrid^{PW} mechanic) is an instructor of crystalline engineering at Qabarat, Euiuyou (pronounced you-you-you) has joined the delegation to experience a great step toward lasting peace. They research formian hive construction in an attempt to engineer crystal growth patterns that can enhance hive constructions.

Qabarat undergrad **Felzhen Urrary** (N male phentomite^{AA2} technomancer) acts as an assistant for professor Euiuyou. Felzhen is the leader of the student organization at Qabarat that lobbies for reduced costs and increased scholarship opportunities.

20+: Qabarat undergrad **Ulkhat Cawrt** (N female trox^{AA2} solarian) studies both crystal growth and choral orchestration in an attempt to research a way to circumvent the structural resonance frequencies of crystal growths used to reinforce buildings.



Qabarat undergrad **Woowl** (CN female osharu^{AA2} mystic) is studying microcultural variances among similar species in varying urban conditions. Woowl joined the delegation at special request of some of high backers who have been keeping an eye on Woowl's research at Qabarat.

THE COLONIES: QUEEN'S CAMP

The PCs can land their starship at the eastern edge of the Colonies, near a small encampment already set up for the delegation. Here, the PCs can meet with the other members of the Asana delegation, which is comprised of representatives of various species.

MEETING THE DELEGATION

The PCs meet the delegation at a small gathering the day before the journey to the reenactment. Here, they have the opportunity to ask several questions, learning about the history of the reenactment, the rules for participation, and some of the strained feelings some of the formians have regarding the lashunta delegation being allowed to attend. Read or paraphrase the following when the PCs disembark.

An oasis replete with exotic fruit trees, a fountain of crystal-clear water, and large domed tents sprawls just beyond the landing zone. To the southwest, curious and delicious smells waft from buffet tables containing delicacies of the various cultures represented by the delegation. To the west, a thrumming sound system plays music from across the galactic core. Near the eastern edge of the oasis camp where the desert truly begins, crystalline formations seem to grow directly out of the desert sands. Domed tents occupy the oasis' southeastern quadrant.

The PCs can choose several different actions to take, represented by a series of unmapped events (**Party Events 1, 2, 3, and 4**). If the PCs choose to bypass these events and go to rest in the domed tents, then proceed to Path of the Queens on page 7.

A PC who succeeds at a DC 15 Diplomacy check to gather information learns that the journey should take 5 days, and the Meeting of Queens reenactment begins in 7 days. The PC also learns that anyone who is late to check in at the reenactment is likely to be seated in back seats that give a bad view of the event.

DELEGATION PARTY

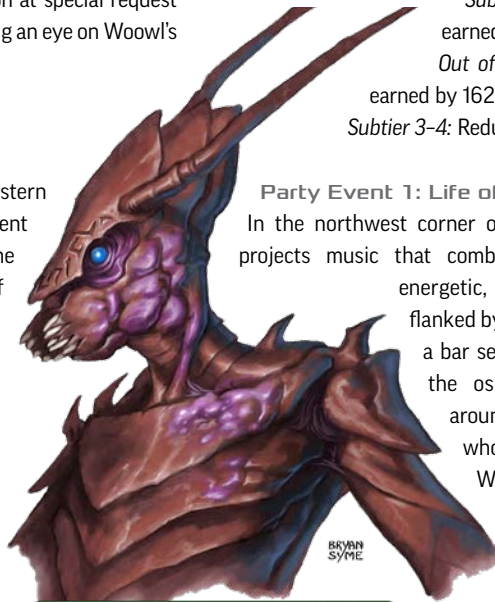
The following events occur at the oasis camp during the party. After 4 hours, the party winds down and the PCs cannot participate in additional events.

Rewards: If the PCs decide to bypass the party, reduce each PCs credits earned as follows.

Subtier 1-2: Reduce each PC's credits earned by 94.

Out of Subtier: Reduce each PC's credits earned by 162.

Subtier 3-4: Reduce each PC's credits earned by 230.



**FORMIAN
EMISSARY
JONTANE**

Party Event 1: Life of the Party?

In the northwest corner of the party area, a sound system projects music that combines high, clear vocals with an energetic, digital beat. The sound system is flanked by an open area for dancing as well as a bar serving drinks of all types. Currently, the osharu Woowl is swaying, flailing around, and loudly engaging anyone who approaches the bar or dance floor.

Woowl is having fun, but the PCs can talk him into going to bed if they succeed at a DC 15 Diplomacy check. Alternatively, if any of the PCs succeeds at a DC 12 Life

Science or an appropriate Profession check, they can convince Woowl to discuss the microculture of the delegation party at her tent; Woowl leaves with the PC and goes to bed shortly thereafter. If the PCs

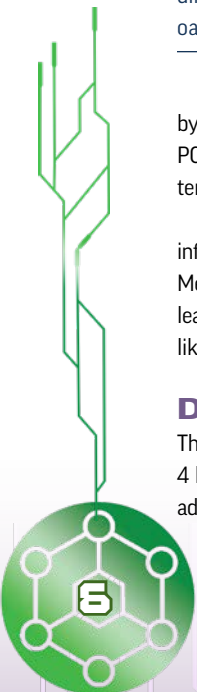
are successful at a DC 16 Computers check to hack the robotic bartender, they can reprogram it to not serve Woowl any more intoxicating beverages.

Special: If the PCs put a stop to Woowl's excesses, for the remainder of the adventure she automatically succeeds at using aid another whenever the PCs attempt a Life Science check as long as the PCs are nearby. She also convinces Professor Euiuyou to help, and the professor automatically succeeds at using aid another whenever the PCs attempt a Physical Science check for the rest of the adventure, as long as the PCs are nearby at the time.

If the PCs do not get Woowl to stop drinking, they lose half a day on the journey as Woowl recovers from a tremendous hangover and slows down the departure.

Party Event 2: Strange Foods

Jontane and Zusurra gather around the buffet tables, southwest of the landing zone. They talk to each other about past work assignments while sampling formian delicacies. They both offer the PCs various delicacies such as squirming and slippery eels that give an electric tingle when eaten, crunchy creatures with thick carapaces on skewers, and other tasters and entrees appealing to a variety of species. PCs with ranks in Profession (cook) can readily identify which of the foods are compatible with their own species and enjoy the food accordingly, though other PCs must succeed at a DC 12 Fortitude save or be sickened for the remainder of the party if they eat the offered food. A PC who succeeds at a



DC 13 Diplomacy check can gracefully refuse the delicacies, though failing this check means Zusurra and Jontane are slightly offended and do not grant any of the PCs the benefits detailed below.

Special: If the PCs eat the offered delicacies, or gracefully refuse them, the PCs impress Zusurra and Jontane. Zusurra automatically succeeds at using aid another whenever the PCs attempt a Culture or Diplomacy check for the rest of the scenario, as long as the PCs are nearby at the time. Jontane automatically succeeds at using aid another whenever the PCs attempt an Intimidate or Survival check for the rest of the scenario, as long as the PCs are nearby at the time.

Party Event 3: Crystalline Importance

Near the edge of the oasis facing the open desert, Professor Euiuyou and Ulkhat bend over a crystalline growth, taking samples and examining them under a microscope that Professor Euiuyou has in their portable lab. When approached, the two academics try to embroil the PCs in a lengthy dissertation about crystalline structures, growth, and mimicking hive structures. The PCs must succeed at a DC 14 Diplomacy or Physical Science check to gracefully exit the conversation, or they spend another hour embroiled in the scientific discussion. If the PCs depart more swiftly, they offend the two and the PCs don't receive the benefits described below. During the conversation, the PCs learn that Euiuyou worries about Felzhen not seeming to enjoy his time here.

Special: If the PCs succeed at the DC 14 Physical Science check, Euiuyou automatically succeeds at using aid another whenever the PCs attempt a Mysticism or Physical Science check for the rest of the scenario, as long as the PCs are nearby at the time. Ulkhat automatically succeeds at using aid another whenever the PCs attempt an Engineering check for the rest of the scenario, as long as the PCs are nearby at the time.

Treasure: If the PCs' Physical Science check result exceeds the DC by 4 or more, Euiuyou proclaims that they are delighted to meet a fellow scientist and hands the PCs a habitat box^{AR} (a magniscope^{AR} in Subtier 3-4), with an inscription on the side that reads "As the new generation of knowledge-seekers grow, so this instrument is part of the whole." If any of the PCs ask about the inscription, Euiuyou responds that it is a tradition among the senior academics at Qabarat to give out scientific instruments to likely candidates of the school to increase awareness, knowledge, and, hopefully, attendance of the school.

Party Event 4: Felzhen's Mood

Felzhen stands just outside one of the domed tents, as far away from the PCs as possible while still able to see most of the delegation members. He appears displeased; if the PCs approach him, he is standoffish, and his starting attitude is unfriendly. A PC must succeed at a DC 16 Diplomacy check to get Felzhen to talk to them beyond short and curt answers. If the PCs manage to get him to speak, then Felzhen talks about how he is desperate to get help for the crushing amount of debt the students at Qabarat are subjected to if they aren't from a wealthy family.

PATH OF THE QUEENS ADJUSTMENTS

The DCs for skill checks listed for the Path of the Queens always assume Subtier 1-2. The DCs for all skill checks increase by 2 in Subtier 3-4.

To accommodate a group of four PCs, reduce the DC of each skill check by 2.

Special: If the PCs succeed at a DC 17 Stealth check, they can sneak into Felzhen's domed tent. If they then succeed at a subsequent DC 17 Perception check, they find a datapad that simply has a row of alphanumeric characters "DCH FZN 00025000 A13D4B6FF9001". If a PC succeeds at a DC 15 Computers check, or if a PC has ranks in Profession (accountant), they recognize the last set of alphanumeric characters as a bank account number belonging to a commercial banking branch of AbadarCorp. If the PCs fail the Stealth check, Felzhen shouts at the PCs to leave immediately, citing their presence is a violation of his privacy.

Treasure: PCs who convince Felzhen to talk find that the phentomite begins idly discussing the upcoming journey. He offers the PCs a standard longsword with the archaic property. This weapon is instead an archaic lashunta axe that functions as a skirmish kishaxe (*Starfinder Adventure Path #4: The Ruined Clouds 44*) in Subtier 3-4.

PATH OF THE QUEENS

The PCs awaken at sunrise to begin their journey to the Meeting of Queens. The journey is supposed to take 5 days traveling at a moderately slow pace to allow for old-fashioned wood and iron wagons to arrive on time. Jontane instructs the PCs to pack all their technological items in the wagons and provides them with additional supplies (see the Archaic Weapons sidebar on page 8). The PCs are allowed only armor (with all environmental protections and nonessential life-support systems disengaged), weapons with the archaic property, and grenades from Jontane.

Stripping the PCs of their advanced gear in this manner is intended to represent the conditions of the original journey to the Meeting of Queens. A PC must succeed at a DC 16 Sleight of Hand or Stealth check to use any equipment that is outside of these requirements each time they use it. If a PC is caught using any equipment outside of these requirements, then delegation stops for half a day as Jontane searches the PCs to ensure that all offending equipment is packed securely on a wagon.

The early morning begins with the sounds of bodies moving and equipment being packed. Jontane, the formian emissary, calls for everyone to meet them by the wagons near the eastern edge of the oasis. The smell of cooking food accompanies the opening of the tent flap. Read or paraphrase the following to begin the trip.



ARCHAIC WEAPONS

Before the delegation departs, Formian Emissary Jontane Whipsfix instructs the PCs to switch out their weapons to those with the archaic property, if they have not already done so on Absalom Station. The delegation can outfit the PCs with one- and two-handed basic melee weapons with the archaic property, as well as 10 mk 1 frag grenades, 10 smoke grenades, 5 mk 1 flash grenades, and bows with arrows.

"Good morning!" Jontane announces with a low voice punctuated with clicking. "An early start should guarantee time to rest along the journey. The annual rain ended a few days ago, and the path should be fine, but you never know what may occur." Jontane gives a small clicking sigh, "The bad news. The Path of the Queens is meant to be an historically accurate re-creation of the travel conditions experienced by those first queens. This means that your advanced weaponry and gear are not allowed on the trail. Please take a moment to pack these things in one of the wagons." They wave at the group of five wagons facing the desert, drawn by insectoid camel-looking creatures. "You are encouraged to wear your armor, as formians are naturally hard-bodied, but please disengage any of your nonessential life-support systems. We are to undertake this journey the old-fashioned way. Basic medical supplies can be carried and used, but anything that is automated or uses batteries must be packed into a wagon as well. If there is a life-threatening emergency, we will use any and all means to care for a being."

Jontane looks over the group once more. "We are to arrive at the Meeting of Queens in five days. It is best not to be late."

At the end of the journey, tally up any delays encountered and add that number to four to get the total travel time for the delegation (this determines whether the PCs participate in **Encounter 6: Ruined Hive** on page 12). Creative or magical solutions to portions of these challenges may be appropriate and should be allowed at your discretion. Gauge your party's interest in the NPCs and environment as you go through the following encounters, allowing for opportunities for the PCs to interact with members of the delegation if they so choose.

Optional Encounters: Two of the encounters below are marked as optional. If your group does not seem engaged with the journey along the trail, or if your venue typically runs low on time to complete a scenario, you can quickly summarize the events of both encounters for the players, add half a day to their total travel time, and move on to the next nonoptional event.

Rewards: If the PCs's travel time is 7 days or greater, reduce the PC's credits earned as follows.

Subtier 1-2: Reduce each PC's credits earned by 232.

Out of Subtier: Reduce each PC's credits by 358.

Subtier 3-4: Reduce each PC's credits earned by 484.

ENCOUNTER 1: MUDSLIDE

The delegation passes under a ridgeline, where the PCs must succeed at a DC 15 Physical Science or Survival check to notice that a mudslide is about to occur. If they notice the slide, they can wait for it to occur (see below). If the PCs fail the check, read or paraphrase the following.

A loud, slithering noise followed by sharp cracking sounds and large booms suddenly overwhelms the wagons' gentle creaking. The ridgeline above starts to shake ominously as chunks break off and tumble into the path ahead.

The PCs have several options to mitigate the mudslide's damage, but they must act quickly.

If the PCs attempt to rush the wagons and the party forward, they must succeed at a DC 14 Athletics check, a DC 15 Acrobatics check, and a DC 16 Piloting check. A single PC cannot attempt more than one of these checks, though a check is considered a failure only if every PC who attempts it fails. Each failed check results in a wagon being lost and the party losing half a day of progress. None of the wagons lost include the PCs' stored equipment.

If the PCs abandon the wagons and try to dash away, they lose a total of two days of progress; one day of progress to dig out the trapped wagons, and one for the delegation's decreased pace with the damaged vehicles.

If the PCs decide to turn back and wait for the mudslide to settle, they must choose a scout from among their number to attempt a DC 16 Acrobatics or Survival check to navigate the debris riddled path safely. Failing this check means a vehicle is damaged during the trek, and the PCs must succeed at a DC 14 Engineering check to fix the broken part. Failing one of these checks results in a half day of time lost, while failing both of these checks results in a full day of time lost.

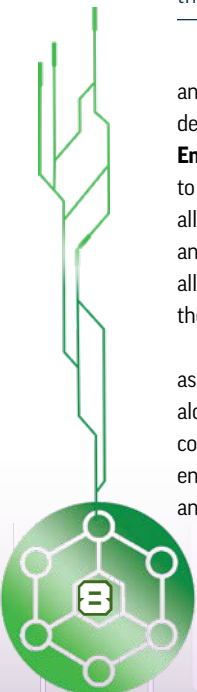
Treasure: If the PCs manage to avoid the mudslide without losing any time, Jontane rewards them with an archaic tactical pike (light excavation laser^{AR} in Subtier 3-4).

ENCOUNTER 2: HEATSTROKE

As the delegation crosses the desert, they encounter a particularly cloudless and hot day. Read or paraphrase the following.

Distant shimmers suggest far off trees and water. Overhead, the desert sun veils the land in an oppressive blanket of heat. The windless air is a stifling curtain that draws breath painfully.

At this point, the delegation experiences severe heat conditions. Professor Euiyou is particularly susceptible to this dangerous



climate and suffers from heatstroke, collapsing on the trail. PCs can attempt to revive Euiyou by succeeding at a DC 15 Medicine check to identify the correct methods for relieving Euiyou's heatstroke and a simultaneous DC 16 Survival check to quickly arrange the necessary temporary shelter. Each PC can participate in only one of these checks. If all the PCs fail at one of these checks, it costs the group a half day's travel time, while failing both of these checks costs the delegation a full day's travel time as Professor Euiyou is treated and stabilized.

OPTIONAL ENCOUNTER 3: WRENCH IN THE WORKS

The delegation hits an extremely uneven area of the path. Read or paraphrase the following.

Whirlwinds of dust dance vigorously before settling around craggy outcroppings of jagged stone, as the trail winds through a canyon carving its way across the sand-swept terrain.

PCs can attempt a DC 14 Piloting check to navigate the treacherous ground in this area without suffering a breakdown. All PCs who wish to do so can attempt this check, but the group as a whole must have more total successes than failures; otherwise one of the wagons strikes a hidden rock and damages its axle.

If the PCs fail more Piloting checks than they succeed at, or if none of the PCs make the attempt, one of the wagons is damaged as it strikes a rock hidden in the moving sands. The PCs must succeed at a DC 15 Physical Science or Survival check to scrounge or repurpose materials and at a DC 16 Engineering check to repair the wagons quickly. A PC can attempt only one of these tasks. If the PCs fulfill both tasks, they lose no time, whereas they lose a half day if they do not succeed at both tasks to repair the wagon.

ENCOUNTER 4: DESERT PITMOUTH (CR 2 OR CR 4)

As the delegation reaches the far end of the windswept chasm, a large plant fills the center of the area ahead. The delegates ask the PCs to investigate.

Creatures: This flower is part of a plantlike creature lying flat, body covered by the desert sands with its flowered tail extended to attract prey. The creature is known as a desert pitmouth and is a territorial predator that claims wide areas for itself. The PCs must succeed at a DC 17 Life Science or Survival check to identify the flower as part of a pitmouth. When the creature leaps out, it retracts its flower petals into bulbs at the base of its stinger-edged tail. The PCs need to remove the threat before the caravan can safely proceed.

SCALING ENCOUNTER 4

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

Subtier 1-2: The budding desert pitmouth has not yet fully developed its toxin, and its tail darts do not inflict Constitution damage and cause targets to become only fatigued rather than exhausted.

Subtier 3-4: The blooming desert pitmouth is sickened from a long period of time without sustenance.

SUBTIER 1-2 (CR 2)

BUDDING DESERT PITMOUTH

CR 2

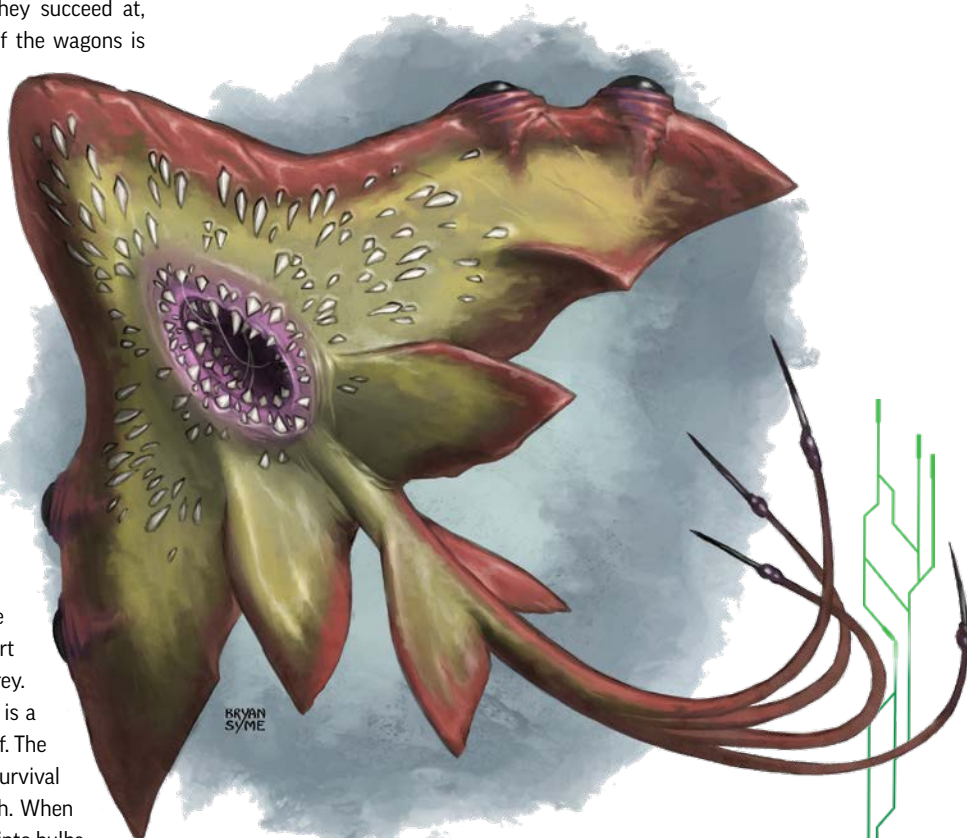
N Medium plant

Init +2; Perception +5

DEFENSE

HP 21

EAC 13; KAC 14



**DESERT
PITMOUTH**



MECHANIC DRONE/ EXOCORTEX

Mechanic PCs must also observe the strictures of the Path of the Queens. Mechanics who have chosen to use an exocortex need take no additional measures since their tech is integrated into their bodies. Mechanics who have chosen a drone must ensure that it is kept on or next to their person at all times, and any weapons outfitted on the drone must be archaic. Mechanics must succeed at the same DC 16 Sleight of Hand or Stealth check the other PCs must succeed at to use non-archaic equipment via their drone. Failing this can lead to Jontane Whipsfix noticing the breach in etiquette.

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

OFFENSE

Speed 20 ft.

Melee bite +9 (1d6+3 P plus grab) or
tail whip +9 (1d4+3 S)

Ranged tail dart +9 (1d4 P plus 1 Con and exhausted)

Space 5 ft.; **Reach** 10 ft.

TACTICS

During Combat The desert pitmouth attempts to exhaust prey with its tail dart toxin before biting the weakened target.

STATISTICS

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

SPECIAL ABILITIES

Sand Camouflage (Ex) A desert pitmouth closes its toothed mouth flaps stays still. It trails its tail out, buried in shallowly in the sand with the flowered tip sticking up out of the ground. While disguised like this the desert pitmouth has an effective Stealth bonus of +10.

Tail Dart (Ex) The desert pitmouth's darts are covered in a venomous pollen that debilitates the pitmouth's prey. Each tail dart attack has a range increment of 30 feet. The dart also deals 1 Constitution damage and causes the target to become exhausted for 1 minute. A target can negate the Constitution damage and exhaustion with a successful DC 11 Fortitude save.

SUBTIER 3-4 (CR 4)

BLOOMING DESERT PITMOUTH

CR 4

N Large plant

Init +5; **Perception** +7

DEFENSE

HP 46

EAC 16; **KAC** 18

Fort +7; **Ref** +6; **Will** +4

OFFENSE

Speed 20 ft.

Melee bite +13 (2d6+6 P plus grab) or
tail whip +13 (1d4+3 S)

Ranged tail dart +11 (1d8 P plus 1 Con and exhausted)

Space 10 ft.; **Reach** 15 ft.

TACTICS

During Combat The desert pitmouth attempts to exhaust prey with its tail dart toxin before biting the weakened target.

STATISTICS

Str +6; **Dex** +4; **Con** +4; **Int** +0; **Wis** +3; **Cha** +0

SPECIAL ABILITIES

Sand Camouflage (Ex) A desert pitmouth closes its toothed mouth flaps and stays still. It trails its tail out, buried in shallowly in the sand with the flowered tip sticking up out of the ground. While disguised like this the desert pitmouth has an effective Stealth bonus of +10.

Tail Dart (Ex) The desert pitmouth's darts are covered in a venomous pollen that debilitates the pitmouth's prey. Each tail dart attack has a range increment of 30 feet. The dart also deals 1 Constitution damage and causes the target to become exhausted for 1 minute. A target can negate the Constitution damage and exhaustion with a successful DC 13 Fortitude save.

Development: If the PCs manage to subdue or kill the desert pitmouth, Zusrura thanks them for their heroics, promising to use her family contacts to ensure the Starfinders receive glowing reports of the PCs' actions. This grants them the Making Connections boon on their Chronicle sheets.

OPTIONAL ENCOUNTER 5: WHAT HAPPENS ON THE TRAIL

A rather violent form of stomach distress strikes the delegation, rendering Ulkhat, Felzhen, and Zusrura unable to travel without frequent stops. Read or paraphrase the following.

The wagons roll to a slow stop as several members of the delegation hurriedly clamber from their wagons, grab sanitary tools from beneath the wagon benches, and quickly disappear around the wagon's far side.

The PCs must succeed at a DC 14 Medicine or Survival check to diagnose the illness and cure it or use magical means for the cure (*remove condition* ends the effect, but the PCs must be able to cast it at least twice without resting if they don't want to lose time from their journey). The PCs must succeed at a DC 15 Perception check to find the source of the delegation's stomach distress: a ruptured water container. The container appears to have been damaged along the trail and now has a crystalline fungus growing inside and polluting the water.

PCs can attempt to treat the illness or look for the illness's source but can participate in only one of these activities.

DESERT PITMOUTH

1 SQUARE = 5 FEET

STARFINDER FLIP-MAT: BASIC TERRAIN



If the PCs fail to successfully treat the initial illness, it costs them half a day of travel time. If the PCs fail to locate the source of fungus-polluted water, the issue recurs later that same day and costs them half a day of travel time.

ENCOUNTER 6: RUINED HIVE

This encounter occurs only if the delegation completes the previous encounters with no more than 5 and a half days of total travel time. Jontane informs the delegation that they have the opportunity to visit the collapsed hive destruction that precipitated the original Meeting of Queens. The trip adds half a day to the total travel time, but the PCs can safely complete it in time for the reenactment.

If the PCs decide to visit the ruined hive, the rest of the delegation continues on to the site of the reenactment so that they may rest and refresh themselves from the strenuous journey. Jontane accompanies the PCs to the ruined hive. Once the PCs approach the ruined hive, read or paraphrase the following.

Devoid of even the ever-present wind that pervaded the desert, an eerie silence cloaks the broken structures and ruined ground in reverent stillness. Five large structures tower over the area, two of which appear wholly intact. In several places, the ground has caved in, leaving blocked tunnels littering the intervening spaces. The tallest structure, looming hundreds of feet high, features a huge platform in a sunburst pattern when seen from below. Atop this platform is a massive throne with a crowned formian figure, eternally holding its head between its hands.

Jontane whispers, "This is the site of the broken hive, turned into a place of remembrance. Every day, formians come here to remember the fallen. Young formians are brought here to learn about the tragic event, historians come to view it in awe, and mystics come to pray and soothe the souls of the dead. All of them come so that we may never forget the cost of division and war."

If the PCs climb the tunnel leading to the dais, they are greeted by the figure of a mummified formian queen sitting on the throne at the top. A holographic projector shines an enlarged image toward the front of the dais. If any of the PCs approach within 5 feet of the mummified queen and succeed at a DC 16 Perception check, they notice a curious hole drilled into her skull. Any PC who then succeeds at a DC 17 Medicine check determines that the hole is similar to scars left by neurosurgery and that a piece of the queen's skull has been removed. These discoveries contribute to the scenario's secondary success conditions.

Trap: The dais and the throne have been rigged with genetic and pressure sensitive plating. Activating the plates results in a silent alarm being tripped and a holofeed of the offending parties broadcast to each of the great hive colonies' security forces.

TAMPER-ALERT MECHANISM

CR 1

Pressure plating and genetic code readers whir briefly as data transmission crackles through the conduit feed.

Type technological; **Perception** DC 14; **Disable** Engineering 13 (disable power source)

Trigger touch and non-formian; **Reset** manual; **Bypass** Computers 15 (hack conduit feed), Computers 15 (disable data transmission)

Effect holofeed of the triggering creature is broadcast to hive colonies' security forces

If the PCs discover the hole in the skull of the formian queen and inform Jontane, the formian taskmaster gets extremely worried and agitated. If asked about it, they explain that it is simply one of the highest forms of desecration they can imagine. Jontane asks if the PCs touched the throne, the queen's body, or even approached within 5 feet of the dead queen. If the PCs admit that they did, Jontane nods and says that they must inform the security forces at the reenactment so that the PCs are not implicated in the desecration.

When the group leaves the ruined hive, any PC who succeeds at a DC 16 Perception or Piloting notices signs of that a flying vehicle recently landed and took off near the ruined hive.

Special: If the PCs touch or approach within 5 feet of the throne and its occupant and then deny doing so, they take a -2 penalty to Diplomacy checks made during the aftermath of the Meeting of Queens reenactment (see page 14).

MEETING OF QUEENS

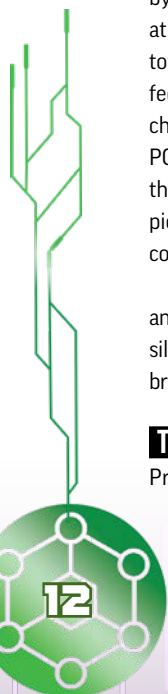
The Meeting of Queens reenactment takes place at a specially constructed amphitheater roughly equidistant from each of the emissaries' home hives. As soon as they reach the amphitheater's entrance, formian escorts guide the PCs through a well-lit tunnel and into a large changing room that includes several private restroom facilities, a large table filled with cold beverages and foodstuffs (warm and on the verge of spoiling if the PCs take 7 or more days to arrive), and formal dressing attire. A datapad shows the seating arrangements for the delegation.

If the PCs arrive at the Meeting of Queens with a total travel time of 6 and a half days or less, they are seated in the front row of the southern bleachers for the reenactment. If the PCs arrive in seven days, they are seated in the back row of the southern bleachers for the reenactment. If the PCs arrive later than seven days, they are forced to sit in the very back at the top row of the western bleachers and they do not have time to rest and refresh before the reenactment starts.

A. MEETING OF QUEENS: AMPHITHEATER (CR 3 OR CR 5)

The reenactment begins shortly after the PCs are ushered into the amphitheater seating. Read or paraphrase the following.

This amphitheater is an open space with a central stage surrounded by rows of seating. Several tunnels offer passage to and from the crowded venue. Murmuring bodies fill the seats, and the noise of anticipation reaches fever pitch as attendees



MEETING OF QUEENS

strain to see the stage, decorated simply with five ten-foot-tall representations of hives arranged in an X-shape. Each hive's symbol is etched in beautiful script along the sides and tops of the decoration. A hush suddenly falls as cleverly concealed doors in each decoration slide open and the Meeting of Queens begins. The reenactment starts with a bright flash and smoke pouring forth from the center hive. After the smoke clears, the center hive lies in pieces and the queen is nowhere to be seen. The crowd sighs in melancholy reflection at the rendition of the destruction of the fallen hive. The remaining queens slowly swirl gracefully toward the center, mourning the loss of their fellow queen and hive. They kneel as one, lifting a large crown from the rubble of the destroyed hive and all four hold it aloft. A keening song begins, but almost as soon as the melody starts, one of the queens suddenly drops to the stage, clawing at her face. A scream erupts from the crowd and everything becomes a blur of motion and violence.

Any PC capable of telepathic communication feels an evil miasma blanket the amphitheater. Any formian PCs must succeed at a DC 11 Will save (DC 13 in Subtier 3–4) or be staggered for the first round of this encounter. A formian PC who succeeds at a DC 15 Mysticism check identifies that the miasma is a psychic feedback device somehow keyed into formian physiology. Any PC who succeeds at a DC 16 Perception check notices that Felzhen is no longer with the delegation, and is in fact attempting to flee through the berserking crowd holding a bulky object in both hands.

The emissaries acting as queens begin tearing into each other, and the crowd surges against itself as formians batter their neighbors, drop comatose, scream and run around wildly, or tumble down through the bleachers. The remaining members of the PCs' delegation huddle fearfully near the southwestern edge of the stage. Zusurra waves to get the PCs' attention, pointing to the large eastern tunnel entrance, where the equipment the PCs stored in the wagons was delivered so that the gear could be collected after the ceremony.

Each row of seats is 5 feet higher than the one in front of it, so that the seats farthest from the stage to the east and west reach a total height of 40 feet. The stairs act as difficult terrain, and trying to push directly down through the bleachers requires a PC to succeed at a DC 13 Acrobatics or Athletics check each time they move or slip and fall; PCs tumbling down the bleachers must attempt another Acrobatics check each time they leave a square or continue falling, taking 1d6 bludgeoning damage for each failed check. PCs falling down the stairs can spend 1 Resolve Point to immediately regain their balance and stop falling in place of an Acrobatics or Athletics check.

PCs attempting to navigate the stairs, or moving through any square adjacent to one of the bleachers, have a 25% chance of being randomly attacked by one of the formians in the crowd for each square they move through; this is a single claw attack made versus KAC with a +5 attack bonus that deals 1d4+3 slashing

damage (+11 attack bonus and 1d4+7 damage in Subtier 3–4). The mass of formians is constantly moving, and subduing a single formian from the crowds is not possible in the time currently available. Attacking the crowd immediately earns a PC 1 Infamy.

At the start of this encounter, Felzhen (50 HP, EAC/KAC 15, +4 to saves, initiative +6, speed 30 feet) is seated in the front, westernmost corner of the northern bleachers. During the first round of combat, Felzhen dashes to the northeast, hoping to slip away through the small utility corridor located there. He is briefly stopped by the security railing, but on the following round he manages to slip through with the device still in his possession. On the third round, he manages to slip past the formian warrior (two in Subtier 3–4) guarding the corridor, though he stops 20 feet into the corridor to examine the device he carries. The formians attack anyone else who tries to follow Felzhen into the corridor, including the PCs.

Felzhen does not engage the PCs in combat and surrenders immediately when one of the PCs reaches him. The PCs can take the device, which appears to be a mechanical rendition of a formian queen's skull with a piece of carapace or similar biological matter fused in a network of wires, and use it to send a deactivation signal with a successful DC 15 Engineering check; otherwise, the psychic attack ends automatically after 10 rounds.

SUBTIER 1–2 (CR 3)

FORMIAN WARRIOR

CR 3

Starfinder Alien Archive 50, see page 19

HP 39

SUBTIER 3–4 (CR 5)

FORMIAN WARRIORS (2)

CR 3

Starfinder Alien Archive 50, see page 19

HP 39 each

Infamy: Firing into the crowd of formians under psychic assault immediately earns a PC 1 Infamy.

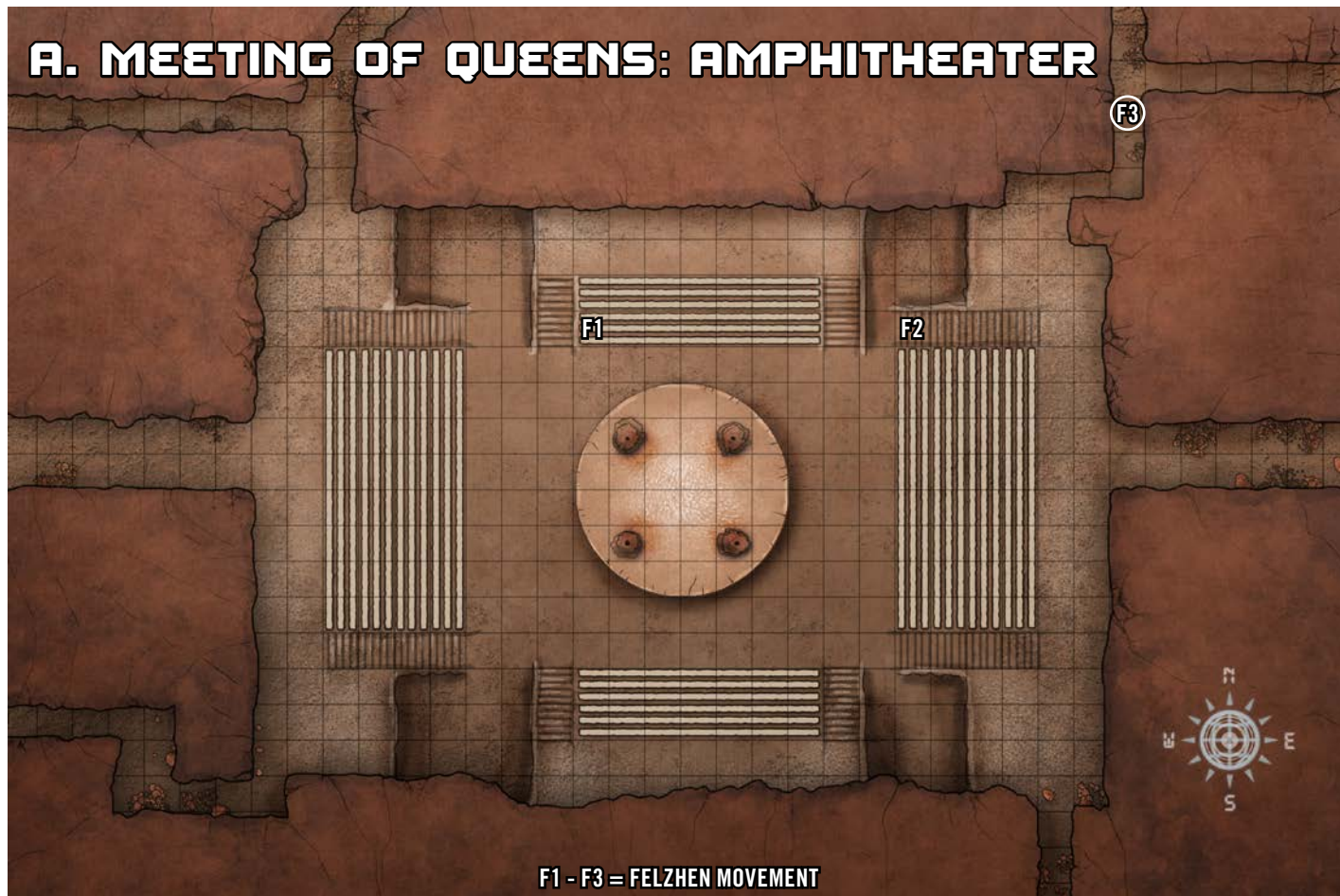
Development: When the psychic assault ends, guards usher the hive queen representatives to safety. The PCs and Felzhen are asked to wait in a secure chamber attached to the sprawling amphitheater. So long as the PCs did not attack any formians in the crowd and did not kill any of the formian warriors guarding the corridor entrances, they are free to use spells and other equipment to patch up any injuries from the battle. If the PCs attacked the crowd or killed one of the formian warriors, they have four formian warriors assigned to guard them and are not allowed to cast any spells until the formians complete their investigations (see *The Aftermath* below).

Rewards: If the PCs fail to capture Felzhen, or if they intentionally any of the formians present, reduce each PC's credits earned as follows.

Subtier 1–2: Reduce each PC's credits earned by 232.



A. MEETING OF QUEENS: AMPHITHEATER



Out of Subtier: Reduce each PC's credits by 358.

Subtier 3-4: Reduce each PC's credits earned by 484.

MEETING OF QUEENS: THE AFTERMATH

Half an hour after the chaotic outbreak, the formian security forces manage to restore order and set up a triage with efficient medical care services. The guards escort the PCs to an enclosed chamber in the northwest tunnel of the amphitheater, where the various emissaries from the formian hives demand answers. Read or paraphrase the following.

A translucent conference table seats half a dozen furious formians bearing cuts and bruises. Lashunta delegation members huddle together on one side of the conference table as the formians accuse them of orchestrating "this outrageous event."

The formian emissaries' initial attitude toward the PCs is Indifferent, and their starting attitudes toward the lashunta delegation is unfriendly. The PCs must succeed at a DC 15 Diplomacy check to shift the formian emissaries' attitudes toward them to friendly, and a DC 19 Diplomacy check to shift the emissaries' attitudes toward the lashunta delegation to Indifferent. If the PCs shift the emissaries' attitudes toward them

to friendly, they gain a +2 circumstance bonus to the Diplomacy checks to shift the emissaries' attitudes toward the lashunta delegation. If the PCs present Felzhen and the cybernetic replica of a formian queen skull to the emissaries, they immediately shift the emissaries' attitudes toward the lashunta delegation to friendly.

Upon questioning Felzhen, the entire room learns that the phentomite teaching assistant was contracted to set off the transmitter during the reenactment to signal a starship in low orbit. Felzhen knows only that some third party guaranteed payment large enough to set up a permanent scholarship fund for students at Qabarat not wealthy enough to pay the college's expensive tuition fees. If the PCs failed to capture or implicate Felzhen, then the formians have uncovered the source of the signal coming from orbit on their own.

The lashunta delegation and the formian emissaries quickly agree that the orbiting ship must be dealt with and any information about its purpose and architect found. Neither group wishes to send their own people to engage the ship, fearful that even a rumor of either side having sole access to such dangerous technology could cause lasting political harm. They turn to the PCs to engage the starship in their capacity as the official Starfinder representatives. The PCs are given quick transport back to their ship so they can take off and engage the enemy starship. All ceremonies and celebrations come to a halt until the PCs return.

BETTER DAYS BATTLE

The PCs head into orbit over Castrovel, eventually finding the target vessel holding course far from the planet.

Starship Combat: The starship *Better Days* is a heavy freighter sporting architecture that resembles a large satellite dish with its antennae pointing down. The bridge is easily seen on the apex of the convex side of the ship. It is an ugly ship, resembling a working prototype rather than an established manufactured line. As soon as the PCs enter the area, starship combat begins as the *Better Days* moves in to attack.

The starships begin facing one another and 3d6+5 hexes apart.

During the helm phase, a science officer who successfully scans the *Better Days* learns that no living crew is aboard the mysterious ship—instead, an AI acts in place of a crew. The AI is sufficiently advanced to operate the ship and engage in predictable moves, which grants the PCs a +2 circumstance bonus while attacking or attempting a stunt against the enemy starship.

SUBTIER 1-2

BETTER DAYS

TIER 1

Heavy freighter

Speed 6; **Maneuverability** average (+0 Piloting, turn 2); **Drift** 1

AC 12; **TL** 10

HP 45; **DT** —; **CT** 9

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

Attack (Forward) light laser cannon (2d4; 5 hexes)

Attack (Turret) light torpedo launcher (2d8; 20 hexes)

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

Systems basic long-range sensors, mk. 1 trinode computer;

Expansion Bays cargo holds (5); **Modifiers** +1 to any 3

SCALING ENCOUNTER A

To accommodate a group of four PCs reduce the DC for Acrobatics and Athletics checks made to navigate the stairs and bleachers by 2, and reduce the attack bonus and damage of the enraged formian crowds by 2.

checks per round; **Complement** 40 (currently none)

CREW

Captain Piloting +7 (1 rank)

Engineer Engineering +5 (1 rank)

Gunner gunnery +5 (1st level)

Pilot Piloting +10 (1 rank)

Science Officer Computers +12 (1 rank)

SUBTIER 3-4

BETTER DAYS

TIER 3

Heavy freighter

Speed 6; **Maneuverability** average (+0 Piloting, turn 2); **Drift** 1

AC 15; **TL** 13

HP 85; **DT** —; **CT** 17

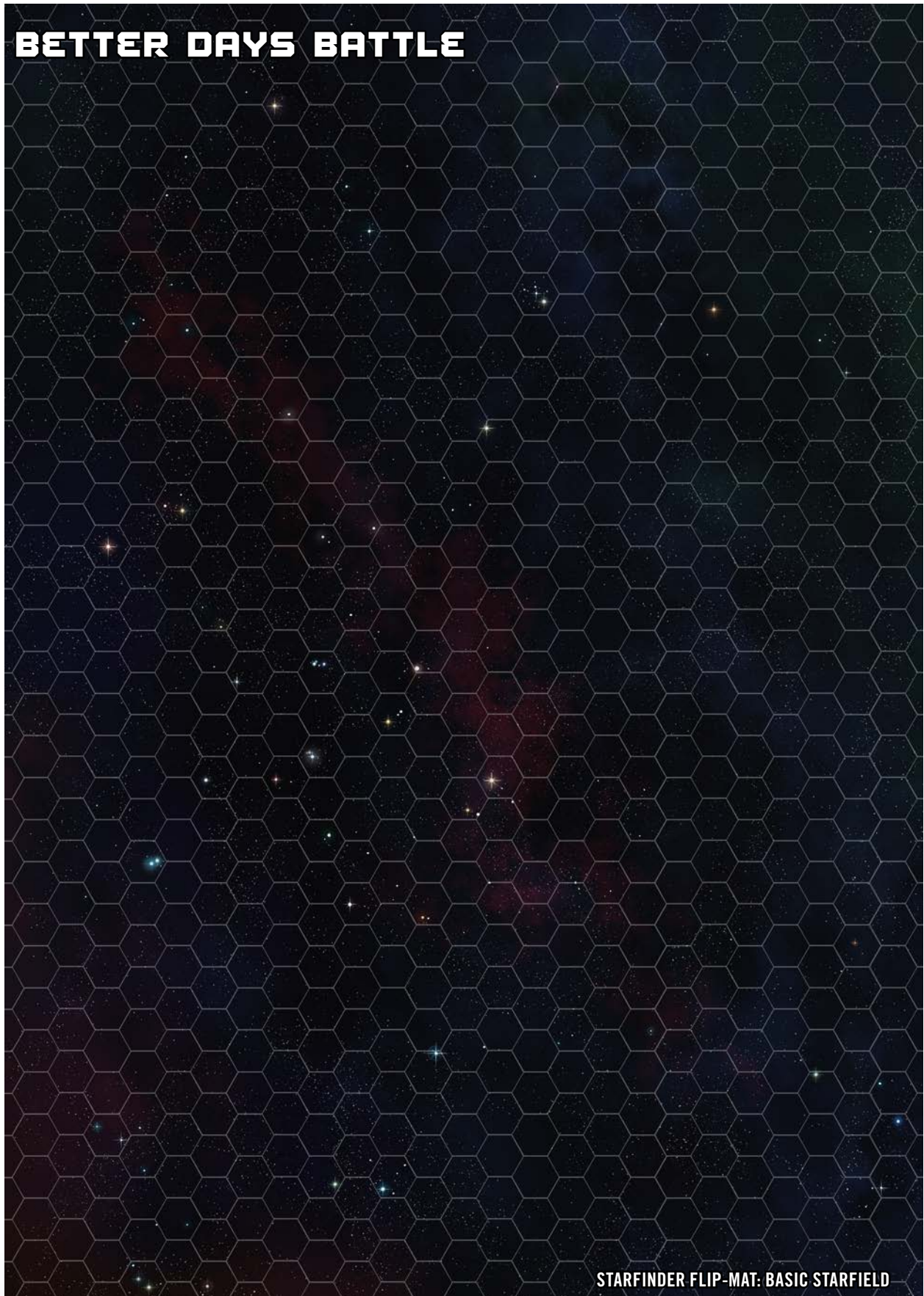
Shields basic 24 (forward 6, port 6, starboard 6, aft 6)

Attack (Forward) light laser cannon (2d4; 5 hexes), light laser cannon (2d4; 5 hexes)



**BETTER
DAYS**

BETTER DAYS BATTLE



STARFINDER FLIP-MAT: BASIC STARFIELD

MEETING OF QUEENS

Attack (Turret) light plasma torpedo launcher (3d8; 20 hexes)

Power Core Pulse Green (150 PCU); **Drift Engine** Signal Basic;

Systems advanced long-range sensors, mk. 2 trinode computer; **Expansion Bays** cargo holds (5); **Modifiers** +2 to any 3 checks per round; **Complement** 40 (currently none)

CREW

Captain Piloting +9 (3 ranks)

Engineer Engineering +7 (3 ranks)

Gunner gunnery +7 (3rd level)

Pilot Piloting +12 (3 ranks)

Science Officer Computers +15 (3 ranks)

Development: Once the PCs reduce the *Better Days* to 0 Hull Points, they can board it without opposition. After 15 rounds of combat, the AI onboard the ship shorts out, which also ends the starship combat immediately.

PCs boarding the vessel find no opposition and must succeed at a DC 15 Computers or Engineering check to find the ship's remaining information. The DC of this check increases by 5 if the PCs didn't defeat the *Better Days* within 15 rounds. If the PCs succeed the check, they learn the following: the ship had no return orders, and the organization responsible for the construction of the ship is unknown but located in the Pact Worlds and complies with Pact World construction standards. The PCs also learn that the ship's only salvageable logs contain two distinct food orders relayed by the *Better Days*; one to Eox and one to Absalom Station. PCs with *Chronicles for Starfinder Society Scenario #2-01: Pact World Warriors*, immediately recognize that these food assortments line up with a cargo list found in that scenario and likely ordered by the enigmatic ysoki Datch.

The rest of the data stored in the ship is corrupted. Any PC who succeeds at a DC 15 Engineering check in the sensor relay room where the psychic feedback device was hooked in can tell that the device was responsible for the ship being poorly shielded and extremely simplistic, aside from its sensor banks. Any PC who succeeds at a DC 15 Mysticism check discovers that the device was magically cursed in order to erase all the memory banks of the ship and burn out its power core. It's clear the device was highly unstable, and resulted in shorting out the ship's AI, which the PCs can confirm if the AI shut down during the starship combat.

Rewards: If the PCs do not retrieve the data within the starship, reduce each PC's credits earned as follows.

Subtier 1-2: Reduce each PC's credits earned by 205.

Out of Subtier: Reduce each PC's credits by 291.

Subtier 3-4: Reduce each PC's credits earned by 377.

CONCLUSION

Once the PCs return to the Meeting of Queens, they find the ceremony concluded. The formian emissaries and the lashunta delegation both offer thanks to the PCs for their part in discovering the cause of the artificially induced violence, and for dealing with the starship to help preserve the fragile alliance between the formians and lashuntas.

The PCs must also decide what to do with Felzhen. As the ones responsible for his capture and setting right the act of terrorism Felzhen participated in, the formians and lashuntas have chosen to defer the decision to the Starfinder Society; as the Society's current official representatives, the PCs must render judgement.

If the PCs decide to hand Felzhen over to the lashunta delegation, the formians accept the decision but mutter about reevaluating certain tech trade deals currently being negotiated with the Starfinders.

If the PCs decide to hand Felzhen over to the formians, the PCs receive a message from Celita on their trip back to Absalom station informing them that their decision has caused delays in an information-sharing negotiations with Qabarat University, though the message acknowledges that they may have made the correct decision.

If the PCs decide to take Felzhen into custody as a prisoner of the Starfinder Society, both the formians and lashuntas voice displeasure, but a message from Venture-Captain Arvin tells the PCs that they made the right decision and that they have preserved the relationships between the Starfinder Society and the two cultures despite these objections.

If the PCs leave the decision of what to do with Felzhen up to the formians and lashunta then they receive a stern message from Luwazi Elsebo illustrating that the Society lost out on some promising information that Felzhen may have had on a lead of what happened to her predecessor.

Finally, on the return trip to Absalom Station, the PCs discover a vidcast featuring Zusurra and Professor Euiyou on the Absalom Talks talk show. They discuss the historic opening of the Meeting of Queens to the lashunta delegation, and how the event further cemented the relationship between the formians and lashuntas. Both parties express a desire to thank the previously undisclosed sponsor of the delegation. The camera turns and reveals a female ysoki named Datch (see *Starfinder Society Scenario #2-01: Pact World Warriors*). She graciously thanks Zusurra and Euiyou, but states that she is simply happy that she could be a small part of the ongoing peace process between the two peoples and that she "truly thanks the Starfinder Society for getting so involved."

PRIMARY SUCCESS CONDITIONS

If the PCs arrive at the Meeting of Queens before more than 7 days have passed, they each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon and gain the Formian Admittance boon on their Chronicle sheet.

SECONDARY SUCCESS CONDITIONS

The PCs complete their second success condition if they complete any three of the following: improve the formians' attitude toward the lashunta to friendly (seepage 14), improve the formians' attitude toward the PCs to friendly, defeat the *Better Days* in under 15 rounds of combat, successfully recover the data from the

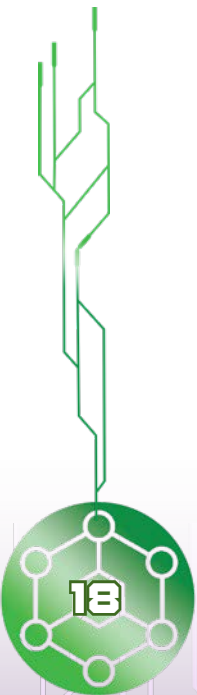


Better Days, or if they manage to successfully explore the ruined hive. This earns the PCs an additional 1 Fame and 1 Reputation for any factions associated with their current faction boon.

REPORTING NOTES

If the PCs turned Felzhen over to the formians, check box A. If the

PCs turned Felzhen over to the lashuntas, check box B. If the PCs remitted Felzhen to the custody of the Starfinder Society, check box C. If the PCs asked the lashunta and formians to decide what to do with Felzhen themselves, or dealt with Felzhen in a way not covered under these categories, check box D.



APPENDIX: STAT BLOCK

FORMIAN WARRIOR

CR 3

Formian soldier

LN Medium monstrous humanoid

Init +2 (+6 with hive mind); **Senses** blindsense (scent) 30 ft., darkvision 60 ft.; **Perception** +8 (+12 with hive mind)

DEFENSE

HP 39

EAC 17; KAC 20

Fort +5; **Ref** +3; **Will** +4

Resistances sonic 10

OFFENSE

Speed 40 ft.

Melee claw +11 (1d6+7 S) or

stinger +11 (1d4+7 P plus formian toxin)

Ranged azimuth laser rifle +8 (1d8+3 F; critical burn 1d6)

Offensive Abilities deadly grasp, fighting styles (guard)

STATISTICS

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

Skills Acrobatics +13, Intimidate +8, Stealth +8

Languages Common; limited telepathy 60 ft.

Other Abilities armor training, hive mind

Gear squad defiance series, azimuth laser rifle with 2 batteries (20 charges each)

SPECIAL ABILITIES

Deadly Grasp (Ex) When a formian warrior succeeds at a combat maneuver to maintain a grapple, it can make a melee attack with its stinger as a move action.

Hive Mind (Ex) Formians operate from a shared hive intelligence that allows them to communicate nearly instantaneously. While within telepathic range of at least one other formian with this ability, a formian gains a +4 bonus to initiative and Perception checks. If one formian is aware of a combatant, all members of the hive mind within range are aware of it, and a member of the hive mind cannot be surprised unless all members within range are surprised. If one member of the hive mind succeeds at a Will save to disbelieve an illusion effect, all members of that hive mind within telepathic range also disbelieve the effect.

FORMIAN TOXIN

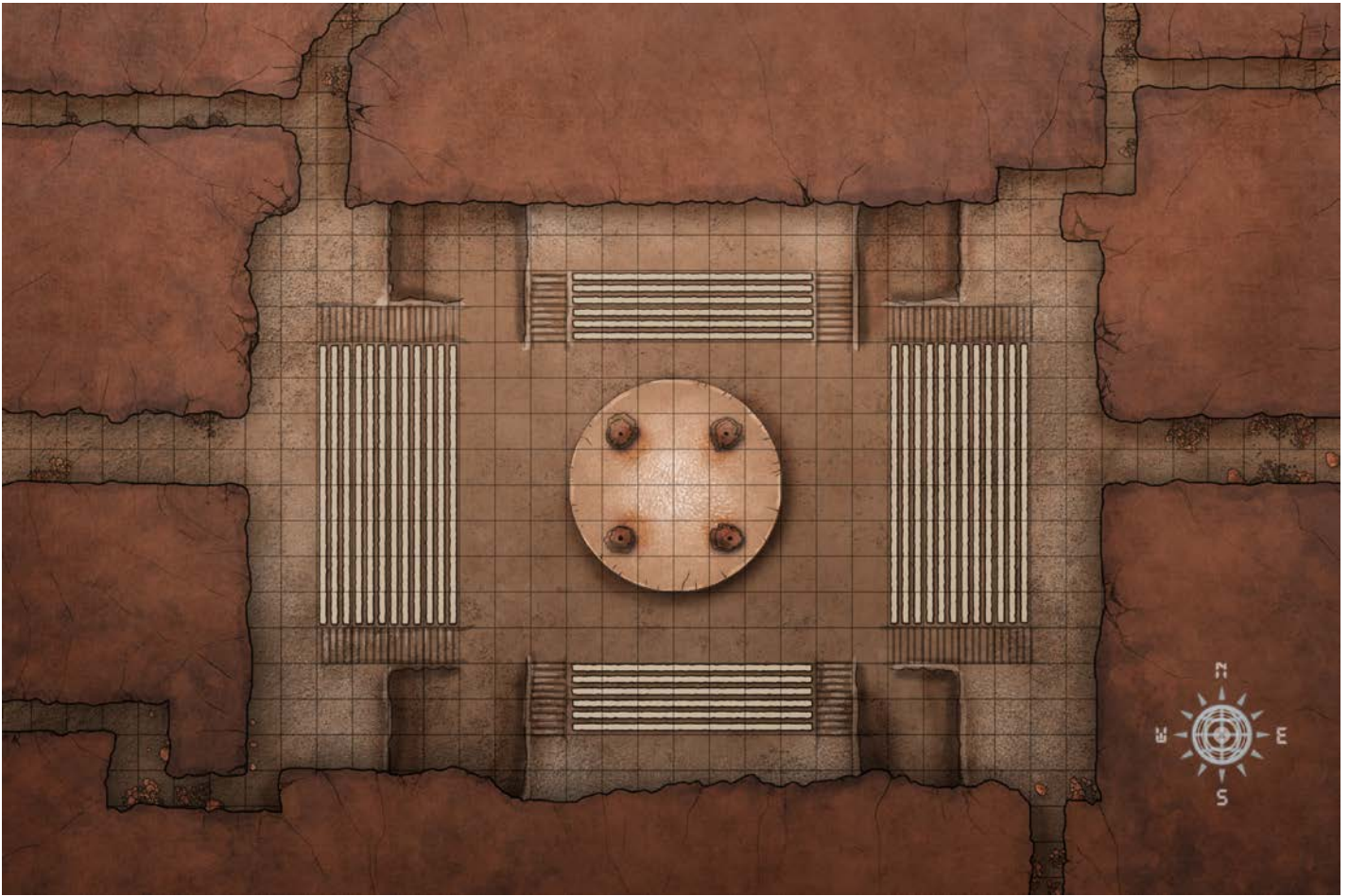
Type poison (injury)

Save Fortitude DC 12; Track Dexterity

Frequency 1/round for 6 rounds; Cure 1 save



STARFINDER SOCIETY SCENARIO



MEETING OF QUEENS



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Fame Earned:

Faction:			
Player Name:	Class	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Second Seekers (<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders)	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Character Name:	Org Play #:	Level	

Faction:			
Player Name:	Class	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Second Seekers (<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders)	<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
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Faction:			
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Starfinder Society Scenario

#2-05: Meeting of Queens

Character Chronicle #

A.K.A. _____ - 7					SUBTIER	<input type="checkbox"/> Normal Max Credits				
Player Name	Character Name	Organized Play #	Character #	Faction	1-2	696				
Items Found During This Scenario					SUBTIER	<input type="checkbox"/> Normal				
<p>Formian Admittance (Personal Boon; Limited Use): Your efforts in saving preserving the formian reenactment of the Meeting of Queens hasn't gone unnoticed. Some of these formians have decided to repay the Starfinder Society by joining the organization! You can apply this boon in one of two ways. Select one of the following uses, and cross the other use off this Chronicle sheet.</p> <p><i>New Character:</i> You can play a formian character (<i>Starfinder Alien Archive</i> 51), beginning at 1st level as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the <i>Starfinder Society Roleplaying Guild Guide</i>. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character.</p> <p><i>Existing Formian:</i> You can apply this boon to an existing formian character in your possession that you earned from another source. You can increase one ability score that is a 14 or lower by 2. Cross this boon off your Chronicle sheet, but keep a copy with the character you apply this change to. A character can earn this benefit from this boon only once.</p> <p><input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Making Connections (Social Boon): Your heroic actions have earned you a positive reputation that precedes you wherever you travel within the Pact Worlds. You can check a box that precedes this boon just before you attempt any skill check to influence another creature while in the Pact Worlds to gain a +2 circumstance bonus to that check. When you check the final box, cross this boon off your Chronicle sheet.</p>					Out of Subtier	1,074				
					SUBTIER	<input type="checkbox"/> Normal				
					3-4	1,452				
					SUBTIER	<input type="checkbox"/> Normal				
					-	-				
<table border="1"><thead><tr><th>All Subtiers</th><th>Subtier 3-4</th></tr></thead><tbody><tr><td>habitat box (375; item level 1; <i>Starfinder Armory</i> 107) tactical pike (discounted price; 250; item level 2; limit 1)</td><td>excavation laser, light (2,050; item level 4; <i>Starfinder Armory</i> 40) magniscope (2,000; item level 4; <i>Pact Worlds</i> 198) kishaxe, skirmish (2,000; item level 4; <i>Starfinder Adventure Path</i> #4: <i>The Ruined Clouds</i> 44)</td></tr></tbody></table>					All Subtiers	Subtier 3-4	habitat box (375; item level 1; <i>Starfinder Armory</i> 107) tactical pike (discounted price; 250; item level 2; limit 1)	excavation laser, light (2,050; item level 4; <i>Starfinder Armory</i> 40) magniscope (2,000; item level 4; <i>Pact Worlds</i> 198) kishaxe, skirmish (2,000; item level 4; <i>Starfinder Adventure Path</i> #4: <i>The Ruined Clouds</i> 44)	MAX CREDITS	
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					Starting XP					
+	GM's Initials									
XP Gained (GM ONLY)										
=										
Final XP Total										
					EXPERIENCE					
					Initial Fame					
					+	GM's Initials				
					Fame Gained (GM ONLY)					
					FAME					
					Fame Spent					
					Final Fame					
					Starting Credits					
					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 #