

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-37, TIER 5-8



SIEGE OF CIVILITY

BY KALERVO OIKARINEN





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HOW TO PLAY

Starfinder Society Scenario #1-37: Siege of Civility is a Starfinder Society Scenario designed for 5th- through 8th-level characters (Tier 5-8; Subtiers 5-6 and 7-8). This scenario is 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

Siege of Civility makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive*, and *Starfinder Alien Archive 2*. 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 sfrd.info, 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*.



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SIEGE OF CIVILITY

BY KALERVO OIKARINEN



The Marixah Republic is a small starfaring nation that controls a handful of worlds in Near Space. It formed in the aftermath of the Gap, when a hodgepodge of species travelled to uncharted star systems and staked their claim. In recent years, the Marixah Republic has become involved in an ongoing conflict with another growing power in Near Space, the Gideron Authority. The Authority is a militarized civilization that's recently begun a series of rapid expansions following a military coup. Much like the Marixah Republic, the Authority was formed from various species that had settled particularly harsh worlds within Near Space, though hobgoblins (*Starfinder Alien Archive* 2 76) remain a predominant force within the Authority and comprise much of its upper military leadership. The Pact Worlds have very few formal ties with the Authority, and the only solid link between the two nations are covert arms deals provided by the drow household of Zeizerer.

The conflict between the Republic and Authority has escalated, with the Authority blockading Marixah territory. The Authority's leadership seeks the formation of a predominantly hobgoblin empire and believe that since parts of Republic space were long ago occupied by hobgoblins, the Authority has the right to claim those regions for itself. The Authority has moved a large fleet of warships to the Eye of Gideron, a moon fortress that serves as the staging area for their campaign against the Marixah Republic. The ongoing standoff culminated in the recent annexation of the Acalata system by the Gideron Authority (events detailed in *Starfinder Society* #1-24: *Siege of Enlightenment*). While the *Starfinder Society* had a brief encounter with an Authority starship during this incident, the two groups have maintained open diplomatic channels. The Authority recognizes the importance of historical research, and believes that keeping the Society as a potential ally will keep the Pact Worlds from intruding on the brewing conflict with the Marixah Republic.

Meanwhile, the Marixah Republic hasn't stayed idle, and has recruited some hobgoblin spies who've gained access to the Eye of Gideron. Mostly comprised of dissidents who have avoided the notice of the Authority's military police, these spies gather and relay information about the Authority's plans.

In recent months, the Wayfinders faction of the *Starfinder Society*, under their leader Fitch, has almost completed the retrofitting of their immense flagship, the *Master of Stars*. Only one key piece remains to finish the repairs, the installation of

Where in the Universe?

Siege of Civility takes place on Eye of Gideron, a fortress moon that orbits a gas giant known as Maelstrom's Maw in a star system at the edge of Gideron Authority space near the Marixah Republic. For its region of space, the star system has an unusually large concentration of Drift beacons, making it a strategically important location for the Authority. The large moon has its own atmosphere and a lush rain forest covers the surface, broken up by several active volcanos. Reports speak of ancient ruins of a long-lost civilization hidden within the vast rain forests and deep under the moon's surface.

EYE OF GIDERON

The Molten Emerald

Diameter: ×1; **Mass:** ×1; **Gravity:** ×1

Atmosphere: normal; **Day:** 3 day; **Year:** 1 year

a specialized Drift engine capable of supporting the unique ultranaught-class starship. The hodgepodge nature of the *Master of Stars* makes acquiring such an engine difficult, as it requires specific technological innovations and Drift engine efficiencies employed in only one nearby major power: the Gideron Authority.

SUMMARY

Fitch, the head of the Wayfinders faction, briefs the PCs on their upcoming mission to the Eye of Gideron to procure a specialized Drift engine for the *Master of Stars*, the faction's immense flagship. Fitch and the PCs travel aboard a chartered *Starfinder* vessel into Authority space and to the moon fortress, where a meeting—arranged by Ceobarn Zeizerer (a drow who originally appeared in *Starfinder Society Scenario* #1-06: *A Night in Nightarch*)—takes place between the representatives of the Society and the Authority. Before landing, the PCs and Fitch have an opportunity to discuss the upcoming meeting with notes provided by the Society. Once they arrive, they are escorted directly to the central tower of the moon fortress, where the negotiations are going to take place.

The negotiations begin in a meeting room, high up in an immense tower. The PCs have a chance to win over the Authority representatives while formal wait staff offer the attendees food and beverages. The PCs also have a chance to spot a spy that has infiltrated the serving staff and—if the PCs handle the situation with finesse—curry favor with a skeptical intelligence officer. After dinner, the PCs have some time alone with Fitch as the Authority representatives and Ceobarn leave to take care of House Zeizerer business. During this time, the PCs can discuss with Fitch how the negotiations are going.

When the Authority representatives and Ceobarn return, Overlord Vaska suggests that the Starfinders compete against the Frost Wolves, an Authority commando squad, in a battle arena warded with powerful magics to protect against fatalities. If the PCs agree, they have a chance to impress the Authority. If the hobgoblin spy remains undiscovered, she tries to tip the battle against the Starfinders so that they fail to secure a deal with the Authority.

Finally, the negotiations resume in a lounge area where the PCs have their last chance to win over the representatives and Ceobarn, and their final chance to catch the spy. If everything goes according to plan, the PCs procure the unique Drift engine technology for the Wayfinders faction and the Starfinder Society gains access to ancient hobgoblin ruins that lie under the Authority's control.



"Good, good, you're all here. We have a great opportunity to open up new worlds for the Society to explore and finally complete the *Master of Stars*." Fitch picks up a datapad from the table, and with a few quick strokes summons a hologram of a star system above the desk, further zooming to a purple gas giant and the green moon that orbits it.

"All we have to do is travel to this moon within the Gideron Authority and convince a bunch of military dignitaries that we should all get along, not shoot at each other's starships, and negotiate. By negotiate, I mean that they have a critical component for the completion of this ship, and the Society in turn could assist in exploring several ancient ruins within their space." She proceeds to rub her hands together and grins.

"Oh, and the best part about this is that I'm coming with you! Finally, a chance to be free from... them." Fitch eyes a trio of small ysoki children at the far end of her office who stand in a semi-circle around a working engineer, pestering the worker with questions and gestures.

"Don't get me wrong, being a parent is the most rewarding choice I've ever made, but a break from the nest is just what the engineer ordered! As for you, don't worry, your skills should

be well-suited to the mix of military bravado and diplomacy needed for this mission. After all, there won't be any ruins to explore or monsters to vanquish this time. That's about the gist of it. Any questions?"

GETTING STARTED

The leader of the Wayfinders faction, **Fitch** (CN female ysoki technomancer), summons the PCs to her office onboard the immense *Master of Stars*, the faction's flagship and the largest starship in the Society's fleet. The vessel orbits Absalom Station as part of the Armada.

Read or paraphrase the following to get the adventure underway.

Holographic star charts and starship schematics rotate above scattered datapads and other instruments that fill the workspace within Fitch's office inside the *Master of Stars*, the flagship of the Wayfinders faction. Fitch, the Wayfinders leader and ship's chief engineer, stands behind a desk near a large window that provides a view of a vast shipyard that has ships and industrial drones speeding through it like a swarm of bees. A spherical drone bumps against the window and stops to inspect the room, adjusting its ocular systems. Fitch's nose twitches in annoyance as she flips a switch behind the table and the window turns opaque.

Fitch answers any questions the PCs pose her to the best of her abilities. If the PCs don't ask a particular question, Fitch can provide the information later as part of ongoing conversations.

What do both parties hope to get out this? "Well, it seems that the Gideron Authority hopes that being on good terms with the Society will help them in their dealings with the Pact Worlds. There's certainly bound to be some tensions there with the recent conflict between the Authority and the Marixah Republic, especially since the Republic has stronger trade ties with the Pact Worlds. War can be bad for business, unless you're a drow weapons dealer. Also, we'll have to agree to stay out of any conflicts between the Authority and the Republic, and for that they'll let us explore historical sites within their space as well as the conflict zones, though they do require that their Ministry of Science be kept apprised of any significant findings. Personally, the most exciting prospect of this deal is that we gain access to the specialized Drift engine needed to complete the *Master of Stars*. The Authority is the only entity we know of that can provide us with the necessary expertise to get this ship running again!"

What can you tell us about this moon? “The moon is called the Eye of Gideron. Its surface is dominated by rain forests broken up by active volcanos. The Authority maintains a strong military presence there, and I for sure wouldn’t want to drop by uninvited.”

What do you know about the dignitaries? “They should be important people within the Authority’s military government. The one person I’m sure will be there is a hobgoblin diplomat called Legate Goryu, who has been our point of contact within the Authority. There will be a representative from the Ministry of Science to confirm they can help us with the *Master of Stars*. Ceobarn Zeizerer will also be there. He’s a drow working as a liaison between us and the Authority, since he has a previous relationship with them through House Zeizerer’s arms deals, and he arranged this meeting. You might know him? During the meeting, I believe our focus should be on the Authority representatives instead of Ceobarn, but you can make that call during the negotiations. The Society is sending us intelligence on everyone who will be at the meeting; I’ll make sure that gets to you as soon as it arrives.”

PCs who have a Chronicle sheet from *Starfinder Society #1-06: A Night in Nightarch* recognize Ceobarn Zeizerer as a representative of the affluent drow household of Zeizerer. If the PCs participated in *Starfinder Society #1-24: Siege of Enlightenment*, then they may likely ask the following additional question.

What about the incident we had with the Authority? “They haven’t brought it up during our initial negotiations. Hopefully they’ll let bygones be bygones and won’t hold it over us during the meeting.”

Boon Allocations: Have the PCs finalize their boon slots for the session after completing their briefing with Fitch. This scenario is of high importance to the Wayfinders faction, so the PCs should be encouraged to slot this faction in their Faction boon slot. If any of the PCs earned the Victory over Authority boon from *Starfinder Society #1-24: Siege of Enlightenment*, then they must slot it in their social boon slot for this scenario.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs might know more about the Gideron Authority and the Eye of Gideron. PCs with the Victory over Authority boon gain a +4 bonus on this check. PCs learn all of the information whose DC is equal to or less than the result of their check.

15+: The Authority values battle-readiness and, after the recent military coup, almost all citizens have gone through basic military training; they can defend themselves and the Authority, even if their duties keep them away from the frontlines.

20+: There’s a higher than normal concentration of Drift beacons in the star system that Eye of Gideron resides in, making it a strategically important location. Because of this, the Authority maintains its largest fleet of warships in the area.

25+: Spies from the Marixah Republic have infiltrated the Authority in numerous installations. The Society learned this from their previous dealings with the Republic, though they lack

complete details. It’s assumed the Republic maintains at least one embedded spy within the Eye of Gideron.

30+: Either through personal contacts or Society agents, a PC has received insight into the Authority delegates. Randomly select one Authority delegate; the PC knows two skills that can be used to influence that delegate. A PC can only learn this information once, though each PC who succeeds to this level can learn about a different random delegate.

JOURNEY TO THE MOON

After the meeting, Fitch escorts the PCs to a starship that has been chartered to take them to the Eye of Gideron the following morning. At this point, the PCs have an opportunity to make any purchases they need from Absalom Station before the journey.

The shuttle’s Drift journey takes a total of 5d6 days, during which Fitch presents the PCs with information about the Authority representatives provided by the Society. Give **Handout #1: Authority Representatives** to the players (see page 17).

During the early days of the Drift journey, the shuttle encounters a small flotilla of vessels belonging to AbadarCorp. These ships are heading to the Near Space colony of Thaosum’s Vault to deposit settlers and specialized mining equipment. The shuttle’s pilot relays this information to Fitch and the PCs, but otherwise the AbadarCorp ships move on without any incident.

Once the PCs have had time to digest the information provided by Fitch, read or paraphrase the following as the starship arrives at its destination.

The Society starship exits the Drift and begins to close on the nearby moon known as the Eye of Gideron. A wing of sleek fighter craft peel away from a vast fleet holding station above the moon, confronting the new arrivals. The Society pilot transmits valid permits, and the fighters form an escort pattern around the ship. A rough-edged voice on the comms directs the Society’s shuttle to a landing pad within a dense rain forest.

A detachment of hobgoblin soldiers in military parade dress waits in the humid air outside the shuttle, and they lead the way toward the heart of the base and a monolith-like tower. Heavy weapon batteries stand at the ready throughout the base, and occasionally squadrons of fighters let out a scream as they pass above. Somewhere far away, a volcano rumbles as the tower’s double door slides open to reveal an elevator.

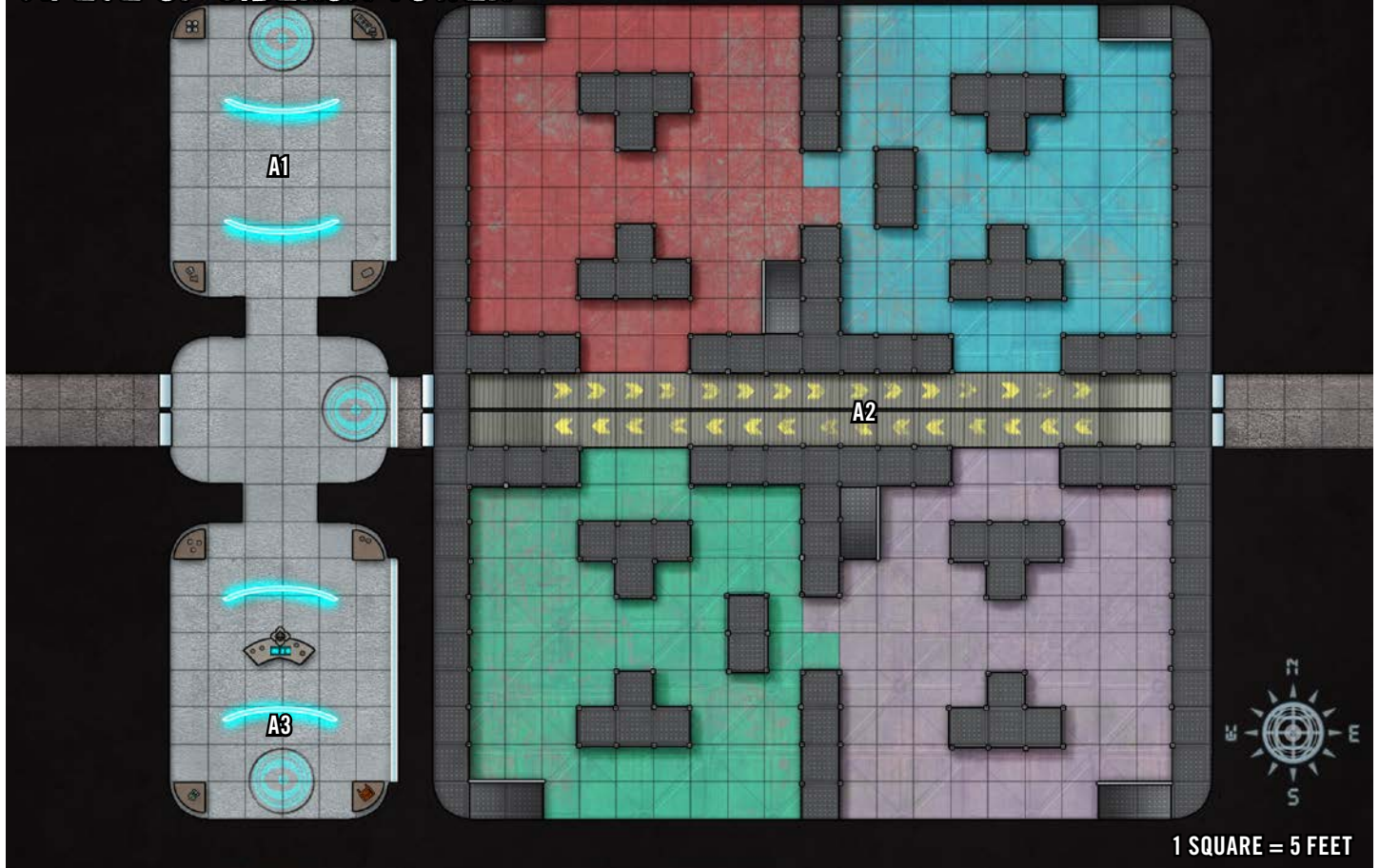
Fitch motions inside, “Well, let’s get this over with.” As she steps in, the doors close on a view of Authority troops marching in formation. The elevator speeds up towards the top of the tower as bombastic military music plays in the background.

This is the final chance for Fitch and the PCs to share any last-minute thoughts about the meeting before it begins.

A. AUTHORITY TOWER MEETING

This tower is the heart of the Authority’s military and intelligence operations in its war against the Marixah Republic. The tower also

A. EYE OF GIDERON TOWER



houses Authority scientists who conduct research and experiments on Drift engines. The higher than usual density of Drift beacons within this star system makes the Eye of Gideron an ideal location for this research.

Fighter ships and anti-aircraft weaponry defend the base from external attack, while turrets and other defensive measures defend it from within. Many of the tower's interior elements function as defensive structures. Tables and curved displays are durable enough to block incoming fire, while display screens are transparent for defenders but block line of sight for invaders. The tower's primary elevator is operated from a control room located deep within the tower. There are several smaller elevator platforms that allow for quicker travel between floors, but even those require authorized wrist computers that are also able to control the platforms.

Rooms within the tower are brightly-lit with black, red, and white interiors; Authority insignias are prominently displayed on walls and screens. Drones keep the tower very clean.

Read or paraphrase the following as the elevator arrives at the top of the tower.

The elevator doors open to a foyer with a display on the opposing wall and a circular indentation before it on the floor. The interior is pristine, as are the uniforms of the soldiers that guard it. To both sides of the door stand several storage lockers,

and beyond them are two exits from the room. There are panels in the ceiling that are large enough to hide turrets or other security measures.

The PCs must leave their weapons in the foyer, where the Authority provides lockers for visitors. A PC who attempts to smuggle a weapon must succeed at a Sleight of Hand check with a DC equal to 10 plus the guards' Perception check (+13 in Subtier 5-6 or +15 in Subtier 7-8). If the PCs fail this check, they're prohibited from entering until they agree to a full search. Should a PC cause a scene by attempting to take weapons in, that PC takes a -2 penalty on all subsequent skill checks to influence the dignitaries.

The guards direct the Starfinders to the first meeting room on the left (area **A1**); see page 11 for more details and opportunities in that area. The representatives described in **Handout #1** can all be found in area **A1** and later in area **A3**, and the PCs are free to interact with these dignitaries as they see fit.

Social Influencing: The social encounter that follows is played out over the course of two sets of 4 "social rounds." These rounds are longer and more abstract than typical combat rounds, and represent the PCs' ongoing discussions and dialog with NPCs. The map of the tower can be used to position PCs and NPCs during these social rounds, and though it's not required, it can be a good visual aid for PCs to get a sense of where NPCs congregate.

The PCs' objective is to impress as many Authority representatives as they can within the allotted time, and possibly impress Ceobarn as well, if they deem that necessary. The PCs can influence an individual dignitary by succeeding at skill checks as described in the Influence entry of the NPC's stat block (see below). The PCs must succeed at four skill checks against an NPC to earn that NPC's favor. Unless otherwise noted, the DC for each check is 24 in Subtier 5–6 and 27 in Subtier 7–8.

Repeated tactics lose their effectiveness: each use of a skill that has already been used to influence a single NPC incurs a cumulative –2 penalty on subsequent uses of the skill. Meanwhile, repeated failure runs the risk of offending the NPC or demonstrating incompetence; after three failed attempts to influence a given NPC using the same skill, that dignitary is no longer interested in interacting with any of the PCs and cannot be influenced.

Other interactions and events—like engaging with the spy—happen outside these social rounds, and can take place before or after a social round occurs.

Each social round, each PC can attempt one check to influence a single dignitary. Alternatively, if a PC is not sure which skills can be used to influence a given NPC, they can learn about the NPC's background, interests, social standing, or personality by making conversation and attempting a DC 16 Sense Motive Check (DC 19 in Subtier 7–8); if the PC succeeds, they identify one appropriate skill that can be used to influence that NPC, plus one additional skill for every 5 points by which the Sense Motive check succeeded. Finally, a PC can choose to use their turn in a social round to aid another PC's skill check, instead of attempting to influence an NPC directly or learn what skills might influence them.

Encourage the players to roleplay their interactions. Grant a circumstance bonus of +1 or +2 for particularly enthusiastic or creative tactics, and play up the NPCs to provide fun and engaging interactions for the party.

OVERLORD VASKA

Female hobgoblin (*Starfinder Alien Archive* 276)

DESCRIPTION

Background Vaska is an overlord in the Gideron Authority military government, and she commands the second largest fleet in the Authority's navy. The starship that the PCs may have encountered in *Starfinder Society Scenario #1-24: Siege of Enlightenment*, the *Susumu's Sword*, was part of her fleet. As an overlord, Vaska's part of the military council that is the most prominent ruling body of the Gideron Authority, and she was one of the architects of the recent

Scaling Authority Tower Meeting

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

Both Subtiers (4 Players): Increase the number of social rounds from 4 to 6 in each set of rounds.

Both Subtiers (5 Players): Increase the number of social rounds from 4 to 5 in each set of rounds.

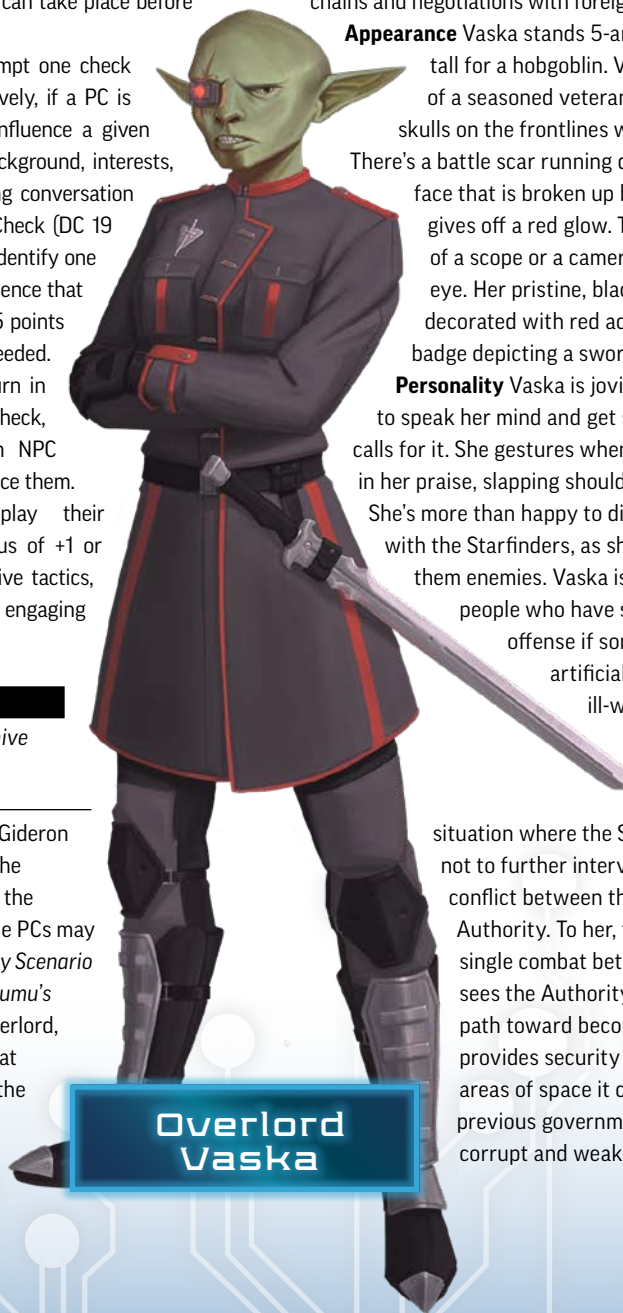
military coup. Vaska wasn't born into a prominent family; she rose through the ranks because she is competent and fearless in battle. She's in charge of certain aspects of the growing conflict with the Marixah Republic, such as supply chains and negotiations with foreign powers.

Appearance Vaska stands 5-and-a-half feet, which is tall for a hobgoblin. Vaska has the demeanor of a seasoned veteran and can still crack skulls on the frontlines when the need arises.

There's a battle scar running down the left side of her face that is broken up by a cybernetic eye that gives off a red glow. The eye resembles more of a scope or a camera than it does a natural eye. Her pristine, black military uniform is decorated with red accents and a platinum badge depicting a sword, signifying her rank.

Personality Vaska is jovial by nature, but unafraid to speak her mind and get serious if the situation calls for it. She gestures when she talks and is physical in her praise, slapping shoulders and laughing loudly. She's more than happy to discuss matters of state with the Starfinders, as she doesn't consider them enemies. Vaska is most comfortable with people who have seen battle. She takes no offense if someone takes note of her artificial eye, and she harbors no ill-will about the prior battle

Starfinders had with the Authority. Her goal is to negotiate a situation where the Starfinder Society agrees not to further intervene in the growing conflict between the Republic and the Authority. To her, the war is honorable single combat between two parties. She sees the Authority as being on a righteous path toward becoming a vast empire that provides security and unity throughout areas of space it controls, unlike the previous government which she considered corrupt and weak.



Overlord Vaska

INFLUENCE

Influence Vaska is interested in stories and tactical assessments of the Starfinders' battles. With a successful Diplomacy, Intimidate, or Profession (soldier or storyteller) check, a PC can tell a riveting tale that captures her imagination. Tales of personal triumphs that have to do with starships or harsh environments also impress Vaska, and a PC can tell such a tale with a successful Piloting or Survival check. If a PC agrees with Vaska's stance on the conflict between the Authority and the Republic, they can attempt a Diplomacy or Bluff check, and if they succeed, Vaska appreciates their good sense.

Special If any of the PCs have slotted the "Victory over Authority" boon from *Starfinder Society Scenario #1-24: Siege of Enlightenment*, those PCs receive a +2 bonus (+4 in Subtier 7-8) when influencing Vaska. In addition, the overlord commends the PCs for defeating an Authority vessel. If the PCs successfully influence Vaska and one or more of them have this boon, she offers them a steel placard taken from the defeated vessel that reads in Goblin, "Susumu's Sword, 2nd fleet, Gideron Authority." Something red stains the placard's surface, and Vaska refuses to comment on it further.

COMMANDER IMAKO

Male kanabo (*Starfinder Alien Archive* 2 89)

DESCRIPTION

Background From a young age, Imako and his twin sister Omika were destined for the Authority's commando training program due to their kanabo heritage. Though not as physically impressive as his sister, Imako was more reserved and calculating, and he managed to change his career into intelligence. Now he serves within the Third Eye of Gideron, an organization that manages spies and military intelligence within the Authority. While his sister performed heroics on the battlefield in command of the elite squad known as the Frost Wolves, Imako rose through the ranks within the Third Eye. His humanlike appearance proved helpful when he worked undercover early in his career, before the coup. Now a commander, he is in charge of operatives that gather information on the Marixah Republic, coordinating this operation from the Eye of Gideron.

Appearance Imako is over 6 feet tall and muscular but not bulky. His humanoid features include bright-red skin, piercing yellow eyes, pointed ears, and a wide mouth filled

with sharp teeth. He's dressed in a black military uniform without rank insignia.

Personality Imako is reserved and prefers to observe rather than engage in conversation. His goal is to learn what he can about the Society and their role in the Pact Worlds.

He is skeptical of the Society's stated goals of exploration and discovery, and is quick to bring up their numerous transgressions—Imako might mention events from prior scenarios, for example, always interpreting these adventures in a cynical way that makes the Pathfinder Society look bad. Imako specifically calls out the Society's militarized invasion of the Scoured Stars, riling up the new jinsul threat, and their recent involvement in the conflict between the Authority and the Marixah Republic.

He keeps his answers and remarks short, to avoid giving away much about himself, and instead of answering a question might deflect it with a question of his own.

INFLUENCE

Influence Imako is harder than normal to sway, so the DC to influence him is increased by 2 (or by 3 in Subtier 7-8) and the DC of Sense Motive checks to find out what skills work on him increases by 4. A PC can impress the intelligence officer either by succeeding at a Bluff check to trick him into giving up more information that he intends, or by succeeding at a Sense Motive check to glean more information from his answers than he intended. Imako is also fascinated by works of art from different cultures, so a successful Profession (artist) check allows a PC to make a good impression on him.

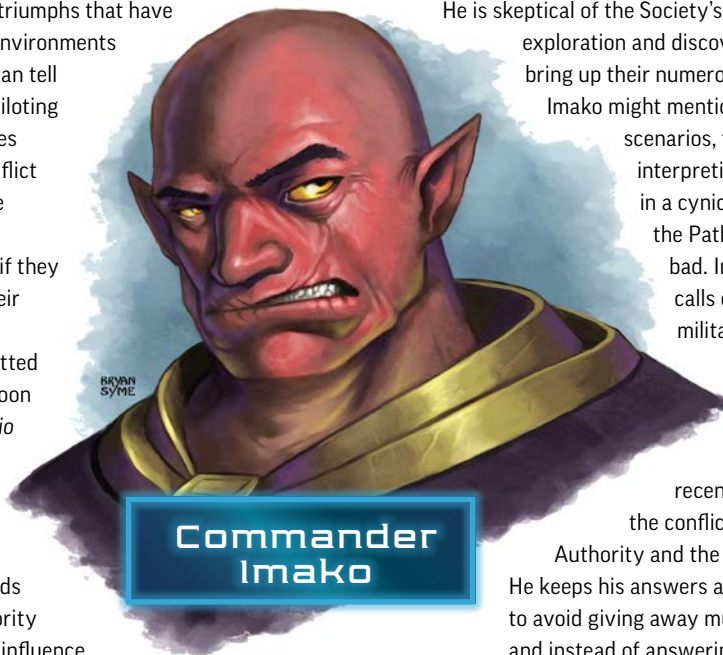
Special If the PCs handle the Marixah spy (see page 11) with subtlety, for example letting the intelligence officer know about the situation without alerting the spy, then the PCs gain one automatic success towards influencing Imako. Also, if any of PCs defeat Imako's sister and her squad in combat, the DC to influence Imako is no longer increased by 2 (or by 3 in Subtier 7-8).

LEGATE GORYU

Male hobgoblin (*Starfinder Alien Archive* 2 76)

DESCRIPTION

Background Goryu discovered early in life that neither physical labor nor fighting was for him. Luckily, the diplomatic branch of government was more than happy to make use of his social talents and interests in governance



Commander
Imako

and interstellar relations. Since the coup, he works for the military government, and the diplomats of the Authority are faced with a monumental task: keeping their interstellar neighbors (especially the Pacts Worlds) calm while the armed forces wage wars of expansion. In addition, they need to keep resources and technology flowing so the engines of war won't grind to a halt. Goryu has been put in charge of relations between the Authority and the Starfinder Society. Although Ceobarn has been helpful in the past facilitating weapon sales and other endeavors, Goryu is eager for this face-to-face meeting.

Appearance Goryu is tall and wiry, which makes his round hobgoblin head seem too large for his body. He's quick to flash a wide smile that somehow manages to be charming despite his sharp teeth. Goryu is dressed in a finely-cut red uniform that stands out from the black battle armor and Authority uniforms otherwise present at the base.

Personality Goryu is very sociable and enjoys interacting with new people, though he remains calculating in his negotiations and keeps the Authority's needs foremost in his mind. When he's making an argument, Goryu tends to keep his hands pointed towards his audience with the tips of his fingers touching. Goryu eagerly wants the Society and the Authority to get along. He believes that by offering the Society what it wants, the Authority can keep them—and by extension, the Pact Worlds—from interfering in the conflict with the Marixah Republic or any other war of expansion the Authority might wage in the future.

INFLUENCE

Influence A PC who succeeds at a Diplomacy or Culture check can impress Goryu with stories of the Society's diplomatic and cultural achievements. A PC who succeeds at a Life Science or appropriate Profession check makes a good impression on Goryu by educating him on the incredible diversity of species that contribute to and make up the Pact Worlds.

Special Goryu wants these proceedings to succeed; influencing him early aids the PCs in their ongoing negotiations. Once Goryu's been successfully influenced, the PCs can re-roll up to two skill checks made to influence other NPCs over the remainder of the adventure, as he speaks on their behalf.

PREMIER NORAKA

Female human

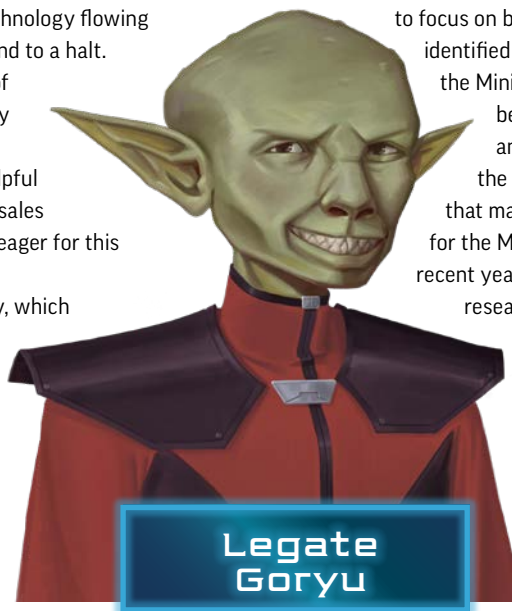
DESCRIPTION

Background Noraka is the Premier of Drift Technology within the Ministry of Science and the youngest person to ever hold that position. She is one of the few non-combatants within the Authority, having avoided basic military training to focus on breakthroughs in Drift Technology. Officials identified Noraka's genius at a very early age, and the Ministry of Science managed her education before the recent military coup. She has an almost unnatural talent for grasping the intricacies of the Drift and the engines that make Drift travel possible, and has worked for the Ministry in the field for over a decade. In recent years, as vast resources were poured into research, Noraka and the Ministry made several breakthroughs in Drift engine technology. Noraka's life has changed little despite the Ministry's integration into the military since the coup; she continues to concentrate on her research in order to keep her people safe and quench her thirst for knowledge. She can confirm the Authority's ability to provide the Starfinder Society with the technology it needs to repair the *Master of Stars*.

Noraka is responsible for many of the Authority's breakthroughs in Drift technology, specifically the ability of Authority starships to enter the Drift as a group, travel together, and then emerge from the Drift at the same time (a process which does not always succeed). While Noraka's main focus is on the theory and engineering side of Drift technology, she also likes to get her hands dirty and actually pilot the ships she's working on. Her rare talent has afforded her many freedoms—including her informal attire and lapses in official protocol—but the Ministry of Science has indulged her since these freedoms seem to boost her productivity.

Appearance Noraka is a skinny, dark-skinned woman seemingly in her mid-twenties who stands just 5 feet tall. Her buzz cut and a dark grey pilot jumpsuit make her seem more like a mechanic than a lead scientist. Noraka's eyes quickly take in her surroundings as if she is calculating all the variables that are in play, unless she is focused on research or taking notes on the datapad she keeps within reach at all times.

Personality Noraka is happy to discuss Drift theory and starships with people who can keep up with her, but she is slow to trust new people or consider them friends. She's easily distracted by the projects she's working on, and turns her attention back to her datapad if a conversation doesn't interest her. While eager to put her mind to work helping the Society, Noraka needs to be convinced of the Society's intentions and that the Society won't endanger her people.



INFLUENCE

Influence The PCs can impress Noraka if they can keep up with her starship knowledge by succeeding at a Computers, Engineering, or Physical Science check when discussing Drift technology, the *Master of Stars*, or other starship-related fields. Noraka is interested in ancient starships and related technology, so a PC who succeeds at a Culture check can inform her of the Society's accomplishments in those areas and pique her interest. Finally, she loves piloting spaceships, so a PC who succeeds at a Piloting check can get Noraka to relate to them.

Special Noraka has no interest in bloodshed, so she becomes harder to influence after the PCs participate in the contest in area **A2**. Following this event, increase the DC for all Noraka's influence checks by 2.

CEOBARN ZEIZERER

Male drow (*Starfinder Alien Archive* 42)

DESCRIPTION

Background Ceobarn is a representative of the drow household of Zeizerer; he rose through the ranks despite his gender and made himself irreplaceable through raw negotiating talent and the careful manipulation of other drow. Something of a wildcard, he first came into contact with the Starfinders when he was a negotiator for drow arms dealers (see *Starfinder Society Scenario #1-06: A Night in Nightarch*). His presence in this meeting is as a facilitator between the Starfinder Society and the Gideron Authority. House Zeizerer has long-standing arms contracts with the Authority and provides their military all manner of weapons. When Fitch learned about the Authority's exceptional Drift engine technology, she utilized the relationship with Ceobarn to open a dialog between the Society and Authority.

Appearance Ceobarn is a middle-aged male drow dressed in expensive purple and black clothes with silver accents. He has a golden tattoo of a stylized scorpion under his left eye. When Ceobarn smiles, it's hard to tell if he's happy to see you or just scheming to take advantage of you.

Personality Ceobarn likes people to get to the point, and that point should be how they're useful to Ceobarn and House Zeizerer. He speaks slowly and deliberately, as if savoring each word before it escapes his lips. Ceobarn doesn't mince words and can be rude, especially if he considers a person

inferior or less powerful than himself (as a drow, he includes most of the universe in these two categories).

INFLUENCE

Influence PCs can influence Ceobarn with Profession (corporate professional, manager, or merchant) to convince Ceobarn that an agreement between the Society and the Authority would be beneficial to House Zeizerer's weapon business. Alternatively, a PC could attempt to threaten Ceobarn with a successful Intimidate check; if these negotiations were to fail and the Authority blamed him and his house for failure, his standing within House Zeizerer would be in jeopardy. The DC of an Intimidate check to influence Ceobarn in this way is 2 higher than normal (4 in Subtier 7-8). Finally, a successful Mysticism check allows a PC to convince Ceobarn that failed negotiations and the resulting lessened influence he'd have within the Society and the Authority could rob the demon lord Socothbenoth of new opportunities to spread his influence among the stars, focusing his ire on Ceobarn and House Zeizerer.

Special If a PC has had dealings with Ceobarn before, their DC to influence him is increased by 1 (2 in Subtier 7-8) as he has already taken their measure and is less likely to be swayed by their negotiation tactics. However, Ceobarn also respects PCs who make hard or questionable choices, and PCs gain a +2 bonus to all skill checks to influence Ceobarn for every point of Infamy the PC possesses.

Break between Sets: After the first set of four social rounds concludes, the Authority representatives and Ceobarn excuse themselves from the meeting to take care of some private business between House Zeizerer and the Authority. This provides an opportunity for the PCs to confer with Fitch on how the meeting is going. She asks the PCs about their interactions with the representatives, and tries to get a sense of how the PCs are doing. Use this opportunity to provide in-game commentary from Fitch to direct the PCs away from NPCs who they have already influenced or toward NPCs who the PCs might be close to fully influencing.

Development: After the PCs' reunion with Fitch, the Authority representatives and Ceobarn return to the feast hall. Upon their return, the group proposes the combat challenge that takes place in area **A2**. The last set of 4 social rounds takes place in area **A3** after the battle in area **A2** concludes.



BRYAN SYME

Premier
Noraka

A1. MEETING HALL

This large meeting area serves multiple functions for the Authority's military leadership. They entertain guests here, but also adjust the displays to show tactical and strategic readouts, turning the area into an impromptu briefing space. Like most of the Eye of Gideron, hidden turrets and defensive measures are ready for any intrusion. The circular platform in the foyer is an elevator that descends down to the area **A2**.

Read or paraphrase the following when the PCs first explore the meeting hall.

Various delicacies and glasses of liquid cover four tables placed in each corner of the space. A large display rests on the left wall of the room with two smaller curved displays standing in the chamber's center. The displays loop videos of Authority insignias, still shots of various hobgoblin figures in striking poses, and imposing warships. The display directly in front of the door plays a video about a commando squad called the Frost Wolves that took control of a Marixah Republic starship during the battle of Kaskadar Verge. The audio repeats every few minutes, "They serve with honor. As shall we all. Serve the Gideron Authority."

A group of people speak among themselves. A hobgoblin with a wide smile turns to greet Fitch, a male drow elf at his side, "Ah, the Authority most graciously welcomes all of you to the Eye of Gideron. I am Legate Goryu, and am pleased to meet you. Of course, the most esteemed Ceobarn of the drow household of Zeizerer needs no introduction." As Ceobarn nods in acknowledgment, Goryu moves to introduce his remaining companions.

The first part of the negotiations takes place in this area. Several attendants work here, replenishing food and drink as it is consumed. The tables have no chairs or other seating, and the food is meant to be eaten by hand. The Authority values battle readiness at all times, so being seated while eating is considered a sign of laziness.

Spy: Unbeknownst to the attendees, a hobgoblin spy for the Marixah Republic named **Akengril** (LN female hobgoblin) works as an attendant within the tower. She's part of a group of dissidents that opposed the military coup that recently took control of the Gideron Authority. After hostilities broke out between the Authority and the Marixah Republic, the Republic began to provide material support to this dissident faction so they might gain intelligence on the Authority's plans. When the spies that have infiltrated the Eye of Gideron learned of the meeting with the Society, they decided to covertly sabotage the meeting. Akengril tries to tip the scales against the Starfinders, but she won't do anything too direct.



At this point Akengril is just gathering information through her sophisticated cybernetic eyes, capable of recording a wide variety of visual and audio data and transmitting it to a nearby receiver. The Republic designed the eyes to seem natural and avoid electronic detection. PCs can spot the spy if they notice Akengril's suspicious behavior. A PC who succeeds at a DC 24 Sense

Motive check (DC 27 in Subtier 7-8) notices Akengril is paying more attention to the conversations that are taking place than her duties should allow. A PC within conversation range can spot Akengril's cybernetic eyes with a successful DC 26 Perception or Engineering check (DC 29 in Subtier 7-8). If Akengril is aware she's been discovered, she attempts to escape by means of an elevator platform, descending into the rest of the tower, but she doesn't risk running or causing a scene. If escape is not possible, she self-destructs her eyes so they can't be used to trace the receiver, giving her accomplices outside the tower more time to cover their tracks. When her eyes destruct with a flash of electricity and curls of smoke, the pain is enough to knock Akengril unconscious, but it does not kill her.

One way for the PCs to take care of Akengril is to report their suspicions to Commander Imako, who deals with the situation himself. First, Imako excuses himself from the meeting, after which Akengril is summoned away. Shortly after, Imako returns to the meeting and reluctantly thanks the Starfinders. If the PCs find a way to deal with this situation that requires a skill check, use DC 24 (DC 27 in Subtier 7-8) for those checks. As long as Akengril isn't given a chance to escape or self-destruct her eyes, the situation is considered to have been dealt with discreetly.

If Akengril remains undetected, she eventually escorts the PCs to the battle arena. She remains behind in the corridor and hacks the arena systems after the doors close (as described in area **A2**).

A2. BATTLE ARENA (CR 9 or CR 11)

The Authority uses this arena to train troops in urban combat and maintaining troop morale. On special occasions, the Authority holds tournaments in which different military squads compete for supremacy and the glory of the Authority. The arena also let troops settle grudges without long-term physical repercussions.

This arena is a more modest version of larger ones that can be found on other Authority planets, where tournaments are transmitted across space to entertain the populace and promote the Authority's military might. A PC who succeeds at a DC 20 Culture check can recognize the arena for what it is and recognize that the Pact Worlds undead media mogul, Zo!, has constructed

several of these arenas (but has yet to replicate the Authority's innovations in combat training).

Unless they refuse the challenge, the PCs battle an Authority commando squad in this arena. The elevator descends directly from the meeting area into a corridor that leads to the arena entrance. Doors to each side lead to locker rooms where the PCs can re-equip. Before the duel, the Authority returns the PCs' equipment to them.

Read or paraphrase the following when the PCs enter the arena from the western entrance.

This large arena has entrances on the western and eastern walls. Solid metal platforms ten feet high rise throughout the arena, and some of them have ramps leading down. Two pathways bisect the arena's center, with yellow arrows running in opposite directions. Floor colors divide the arena into blue, green, purple, and red zones. Large displays that loop footage from different parts of the arena loom on the walls.

The arena has a 60-foot-tall ceiling. Hidden magical runes keep creatures from dying within the arena. These wards don't heal wounded creatures to the point of consciousness, but they stabilize those who fall in combat and keep them from dying. During the battle, the large displays on the walls show highlights from the previous round. Two pathways run through the middle of the arena that both speed up travel in the direction of the arrow and slow down travel in the direction opposite the arrow. When moving in the direction of the arrows, a creature doubles their movement, but a creature moving against the arrows is in difficult terrain. Sideways movement is unaffected.

Battle Warning: Before the battle begins, the displays placed around the arena show the rules. A countdown signifies that combat is about to begin, giving the PCs one minute to prepare. All combatants must remain next to the wall near their entrance until the countdown has been completed. No offensive action can be taken during the countdown, though combatants can prepare as they see fit (such as by casting spells or using items). Combatants must remain within the arena for the duration of the battle. Victory goes to the last team standing. If an environmental effect eliminates both teams at once, the battle is a tie. After presenting the rules, the displays show both squads and they have a chance to exchange some taunts. When everyone is ready, a voice on the speakers begins to count from 60 to 0, and the combat begins on 0.

Hazard: The combat arena creates random hazardous areas. The arena is split into five areas: each of the four differently-colored floor plates, and the raised platforms (including the ramps). At the beginning of every even-numbered round, starting on the second round of combat, one of these sections begins to glow. Roll 1d6 on the table below to determine which part of the arena activates. At the end of the round, a specific harmful effect is released, based on the section that was activated. The table below provides the amount and type of damage caused by each harmful effect, as well as a saving throw that can be attempted to reduce damage by half. Values inside brackets are for Subtier 7–8. Every creature within

the activated area is subjected to the harmful effect, even if they aren't touching the floor. If a creature is unconscious, the square the unconscious character is in is not subject to the harmful effect. This effect does not affect the central pathway.

If the spy is still undiscovered, she hacks the hazard system and attempts to make the Starfinders lose, activating areas that are the most disadvantageous for them. Instead of rolling 1d6, the GM can decide which area is activated.

COMBAT ARENA HAZARD SYSTEM

Area	Harmful Effect	Save for half
1. Blue	2d6 (4d6) C	Reflex DC 20 (23)
2. Green	2d6 (4d6) So	Fortitude DC 20 (23)
3. Platforms	2d6 (4d6) E	Reflex DC 20 (23)
4. Purple	2d6 (4d6) E & F	Reflex DC 20 (23)
5. Red	2d6 (4d6) F	Reflex DC 20 (23)
6. All colors	See each color	See each color

Creatures: An elite squad called the Frost Wolves opposes the PCs. A female kanabo named Commander Omika leads the Frost Wolves, which include Agent Bloodhunter (a sniper), Agent Static (a technomancer), and additional commandos. Omika is the twin sister of Commander Imako, who the PCs likely met during the first set of social rounds. Omika and her squad have accomplished many heroic deeds on the battlefield, breaching enemy starships and taking out Republic sites on covert missions.

SUBTIER 5–6 (CR 9)

COMMANDER OMIKA	CR 5
Female kanabo soldier (<i>Starfinder Alien Archive</i> 2 88)	
LE Medium outsider (goblinoid, native)	
Init +6; Senses darkvision 60 ft.; Perception +11	
DEFENSE	HP 70
EAC 18; KAC 20	
Fort +10; Ref +9; Will +8	
OFFENSE	
Speed 30 ft.	
Melee carbon steel curveblade +14 (1d10+12 S; critical bleed 1d6)	
Ranged frostbite-class zero rifle +11 (1d8+5 C; critical staggered [DC 14]) or	
frag grenade II +11 (explode [15 ft., 2d6 P, DC 13])	
Offensive Abilities charge attack, fighting styles (blitz)	
Spell-Like Abilities (CL 5th)	
1/day— <i>disguise self</i> , <i>supercharge weapon</i>	

TACTICS

During Combat Commander Omika begins by casting *supercharge weapon* on her rifle, then taking a shot at range while she assesses the PCs. Following this, she drops her gun and switches to her curveblade for close combat, preferring to Cleave when the opportunity presents itself.

Morale Since there's no danger of dying in the arena, Commander Omika fights until defeated.

STATISTICS

Str +5; **Dex** +2; **Con** +3; **Int** +2; **Wis** +2; **Cha** +1

Skills Athletics +15, Stealth +11, Survival +11

Feats Cleave

Languages Common, Goblin

Other Abilities armor savant

Gear golemforged plating II, carbon steel curveblade, frostbite-class zero rifle with two high-capacity batteries (40 charges each), frag grenades II (2)

AGENT BLOODHUNTER

CR 4

Female hobgoblin operative (*Starfinder Alien Archive* 2 76)

LE Medium humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE

HP 45

EAC 17; **KAC** 18; +1 vs. combat maneuvers

Fort +6; **Ref** +13; **Will** +8

Defensive Abilities battle hardened, evasion

OFFENSE

Speed 40 ft.

Melee survival knife +8 (1d4+9 S)

Ranged tactical shirren-eye rifle +10 (1d10+4 P) or thunderstrike sonic pistol +10 (1d8+4 So; critical deafen [DC 17]) or smoke grenade +10 (explode [20 ft., smoke cloud 1 minute, DC 15])

Offensive Abilities debilitating trick, trick attack +1d8

TACTICS

During Combat Agent Bloodhunter prefers to use stealth and attack at long range with her sniper rifle. She switches to using her pistol and trick attacks if the PCs close in on her, and she uses her trick attack movement to reposition out of melee range if cornered.

Morale Agent Bloodhunter fights until defeated.

STATISTICS

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

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

Languages Common, Goblin

Other Abilities operative exploits (holographic clone [4 minutes], uncanny mobility), specialization (ghost)

Gear graphite carbon skin, survival knife, tactical shirren-eye rifle with 24 sniper rounds, thunderstrike sonic pistol with two batteries (20 charges each), smoke grenades (2)

AGENT STATIC

CR 4

Male human technomancer

LE Medium humanoid (human)

Init +7; **Perception** +10

DEFENSE

HP 43

EAC 15; **KAC** 16

Fort +4; **Ref** +8; **Will** +8

Scaling Encounter A2

Make the following adjustments to accommodate a group of four.

Subtier 5-6: Remove two kanabo commandos.

Subtier 7-8: Remove two ja noi.

OFFENSE

Speed 30 ft.

Melee tactical dueling sword +6 (1d6+5 S)

Ranged thunderstrike sonic pistol +8 (1d8+4 So; critical deafen [DC 13]) or

flash grenade I +8 (explode [5 ft., blinded 1d4 rounds, DC 12])

Technomancer Spells Known (CL 4th; ranged +8)

2nd (3/day)—*caustic conversion*, *hurl forcedisk*

1st (6/day)—*jolting surge*, *magic missile*

0 (at will)—*psychokinetic hand*, *telepathic message*

TACTICS

During Combat Agent Static prefers to engage in ranged combat using the platforms for cover, casting spells in support of his allies. He begins with *caustic conversion* to put ongoing damage effects on his enemies.

Morale Since there's no danger of dying in the arena, Agent Static fights until defeated.

STATISTICS

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

Skills Computers +15, Engineering +10, Mysticism +10, Stealth +10

Languages Common, Goblin

Other Abilities magic hacks (harmful spells [+2 damage]), spell cache (gauntlet)

Gear freebooter armor II, tactical dueling sword, thunderstrike sonic pistol with three batteries (20 charges each), flash grenades I (2)

KANABO COMMANDOS (3)

CR 3

HP 40 each (*Starfinder Alien Archive* 2 88; see page 17)

TACTICS

During Combat Kanabo commandos prefer to fight in melee, but take their lead from Commander Omika. If she engages in melee combat, the kanabo support her. Otherwise, they spread out to attack the PCs from numerous angles.

Morale Since there's no danger of dying in the arena, kanabo commandos fight until defeated.

SUBTIER 7-8 (CR 11)

COMMANDER OMIKA

CR 7

Female kanabo soldier (*Starfinder Alien Archive* 2 88)

LE Medium outsider (goblinoid, native)

Init +6; **Senses** darkvision 60 ft.; **Perception** +14

DEFENSE HP 105**EAC** 20; **KAC** 22**Fort** +13; **Ref** +11; **Will** +10**OFFENSE****Speed** 35 ft.**Melee** sintered longsword +17 (2d8+14 S)**Ranged** hailstorm-class zero pistol +14 (2d6+7 C; critical staggered [DC 17]) or
cryo grenade I +14 (explode [10 ft., 1d8 C, DC 15])**Offensive Abilities** charge attack, fighting styles (blitz), gear boosts (flash freeze)**Spell-Like Abilities** (CL 7th)1/day—*disguise self*, *supercharge weapon***TACTICS**

As Subtier 5–6.

STATISTICS**Str** +5; **Dex** +2; **Con** +4; **Int** +2; **Wis** +2; **Cha** +1**Skills** Athletics +18, Stealth +13, Survival +14**Feats** Cleave**Languages** Common, Goblin**Other Abilities** armor savant**Gear** vesk overplate I, hailstorm-class zero pistol with two high-capacity batteries (40 charges each), sintered longsword, cryo grenades I (2)**AGENT BLOODHUNTER** CR 6Female hobgoblin operative (*Starfinder Alien Archive* 2 76)

LE Medium humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; **Perception** +19**DEFENSE** HP 80**EAC** 19; **KAC** 19; +1 vs. combat maneuvers**Fort** +8; **Ref** +12; **Will** +11**Defensive Abilities** battle hardened, evasion**OFFENSE****Speed** 40 ft.**Melee** tactical knife +8 (2d4+11 S)**Ranged** advanced shirren-eye rifle +10 (2d10+5 P) or
corona laser pistol +10 (2d4+5 F; critical burn 1d4) or
smoke grenade +10 (explode [20 ft., smoke cloud 1 minute, DC 15])**Offensive Abilities** debilitating trick, trick attack +3d8**TACTICS**

As Subtier 5–6.

STATISTICS**Str** +2; **Dex** +5; **Con** +3; **Int** +2; **Wis** +2; **Cha** +2**Skills** Acrobatics +19, Athletics +14, Stealth +19**Languages** Common, Goblin**Other Abilities** specialization exploit (cloaking field), operative exploits (debilitating sniper), specialization (ghost)**Gear** basic lashunta tempweave, advanced shirren-eye rifle with 24 sniper rounds, corona laser pistol with two batteries (20 charges each), tactical knife, smoke grenades (2)**AGENT STATIC** CR 6

Male human technomancer

LE Medium humanoid (human)

Init +7; **Perception** +13**DEFENSE** HP 75**EAC** 17; **KAC** 17**Fort** +7; **Ref** +8; **Will** +13**OFFENSE****Speed** 30 ft.**Melee** tactical dueling sword +10 (1d6+8 S)**Ranged** corona laser pistol +12 (2d4+5 F; critical burn 1d4) or
flash grenade I +12 (explode [5 ft., blinded 1d4 rounds, DC 12])**Technomancer Spells Known** (CL 4th; ranged +8)2nd (3/day)—*caustic conversion*, *hurl forcedisk*1st (6/day)—*jolting surge*, *magic missile*0 (at will)—*psychokinetic hand*, *telepathic message***TACTICS**

As Subtier 5–6.

STATISTICS**Str** +2; **Dex** +3; **Con** +2; **Int** +5; **Wis** +2; **Cha** +2**Skills** Computers +18, Engineering +13, Mysticism +13,
Stealth +13**Languages** Common, Goblin**Other Abilities** magic hacks (fabricate arms, harmful spells [+3 damage]), spell cache (gauntlet)**Gear** basic lashunta tempweave, corona laser pistol with three batteries (20 charges each), tactical dueling sword, flash grenades I (2)**JA NOI (3)** CR 5**HP** 84 each (*Starfinder Archive* 2 88; see page 17)**TACTICS****Before Combat** Ja noi cast *flight* before combat begins.**During Combat** Ja noi prefer to fight in melee but take their lead from Commander Omika. They use *flight* to move around the area more easily, but spread out to attack PCs at various angles. The ja noi take turns casting *supercharge weapon* so that one is always casting while the others attack the PCs.**Morale** Since there's no danger of dying in the arena, the ja noi fight until defeated.**Development:** After the battle, Authority medical teams use magical healing to restore each of the PCs to maximum Hit Points; the PCs also have time to recover Stamina. The Authority delegation allows the PCs to clean themselves up in facilities behind the entrance door. Afterward, an attendant (possibly the spy, if she's still undetected) takes the PCs back up to the meeting area via the elevator, asks them to re-deposit their weapons in the storage compartments located in the foyer, and directs them to area A3.**Rewards:** If the PCs do not defeat the commando squad, or refuse to fight altogether, reduce each PC's credits earned by the following amount.

Subtier 5-6: Reduce each PC's credits earned by 817.
Out of Subtier: Reduce each PC's credits earned by 992.
Subtier 7-8: Reduce each PC's credits earned by 1,167.

A3. TROPHY ROOM

A standing bar covered with fine glass bottles rests between two interactive displays placed near the room's center. Tables fit snugly in each of the chamber's four corners. A sleek mechanical drone with numerous protruding manipulator arms and other implements stands over the bar. War trophies hang on the walls throughout the room, ranging from a wrecked spaceship part to strange armor and weaponry.

The trophy room commemorates the Authority's military victories as well as memorable moments from its battle arena broadcasts. High-ranking military officers come here to observe the battles fought in the arena, while lower-ranking soldiers watch from displays in their barracks.

When the PCs have recovered from the battle in area **A2** and have returned their weapons to the storage compartments found in the foyer, they can enter this chamber, where the second set of social rounds takes place.

The second half of the meeting takes place in the trophy room. Fitch, Ceobarn, Overlord Vaska, and Legate Goryu discuss the match, with Fitch being the most joyous or sympathetic and Ceobarn the most dismissive or biting, depending on the result. Goryu remains diplomatic however the PCs fared, respecting anyone willing to enter combat. Vaska either boasts of the prowess of her soldiers or genuinely congratulates the Starfinders for their victory. Any of the guests may bring up particularly memorable moments from the battle during ongoing conversations in the social rounds. If the PCs were victorious, they gain one automatic success influencing Overlord Vaska or Legate Goryu—allow the players to choose based on their preferences and roleplay.

Spy: If the PCs haven't yet dealt with the spy, Akengril, then her mission and behavior—detailed in area **A1**—remain in effect. Additionally, Akengril hacks the bartender drone to make deceptively intoxicating drinks for the PCs. A PC who succeeds at a DC 24 Perception check (DC 27 in Subtier 7-8) notices how strong the drinks are and can stop drinking before risking a saving throw. Those who fail this Perception check and consume a drink, however, must succeed at a DC 20 Fortitude save (DC 23 in Subtier 7-8) or become sickened for the rest of the meeting. A PC who examines the drone and succeeds at a DC 25 Computer check (DC 28 in Subtier 7-8) perceives that someone tampered with the drone's core programming during the arena battle.

Development: After the second set of social rounds are done, the Authority representatives and Ceobarn withdraw to discuss their decision. The Conclusion (see below) details the ramifications of the PCs' actions and also details all earned rewards from social interactions with the Authority forces.

CONCLUSION

After deliberating—a process that takes a few minutes if the PCs did well, but stretches to hours if they failed to influence many of the representatives—the Authority representatives return and let the Starfinders know of their decision. If the PCs successfully influenced at least three of the representatives, their mission is considered a success; the attendees toast the fruitful negotiations and ongoing accord between the Authority and the Society. Additionally, Noraka lets the Starfinders know that she looks forward to working on the *Master of Stars* and repairing the vessel's Drift engines. Afterward, the Authority representatives and Ceobarn say their farewells, and Authority troopers escort the PCs and Fitch back to their starship. Shortly after, the PCs return to Absalom Station. If the PCs were successful, Fitch praises them aboard the starship, but otherwise lets them know that they won't have any further formal debrief, as she'll handle all the particulars once they return to Absalom Station.

Rewards: If the PCs manage to influence three or more of the four Authority representatives (Imako, Goryu, Vaska, and Noraka), the Gideron Authority provides the Starfinder Society with several items as part of the good faith negotiations. These items include advanced lashunta tempweave, a buzzblade dueling sword, a minor graviton crystal, a *mk 1 kinetic converter* (*Starfinder Armory* 123), a sonic dampener armor upgrade, a tactical seeker rifle, and a *teleportation puck* (*Starfinder Armory* 117). In Subtier 7-8, the Authority also includes advanced iridishell, an aphelion laser rifle, and a set of spider harness power armor.

The Society provides the Starfinders with a payment for taking part in the negotiations. The payment amounts to the total on the Chronicle sheet, which is 4,085 credits in Subtier 5-6 or 5,835 credits in Subtier 7-8. The PCs ability to influence attendees further effects this total, as does their participation in the mock combat, as listed in the rewards section of area **A2**.

If the PCs successfully influenced four of the five attendees, they receive the full reward described above. Otherwise, reduce each PC's credits earned by the amount listed below, once for each representative they fail to influence (applying this penalty a maximum of four times).

Subtier 5-6: Reduce each PC's credits earned by 817.
Out of Subtier: Reduce each PC's credits earned by 992.
Subtier 7-8: Reduce each PC's credits earned by 1,167.

PRIMARY SUCCESS CONDITIONS

The PCs complete their main mission if they successfully influence three of the Authority representatives during the negotiations. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their currently slotted Faction boon.

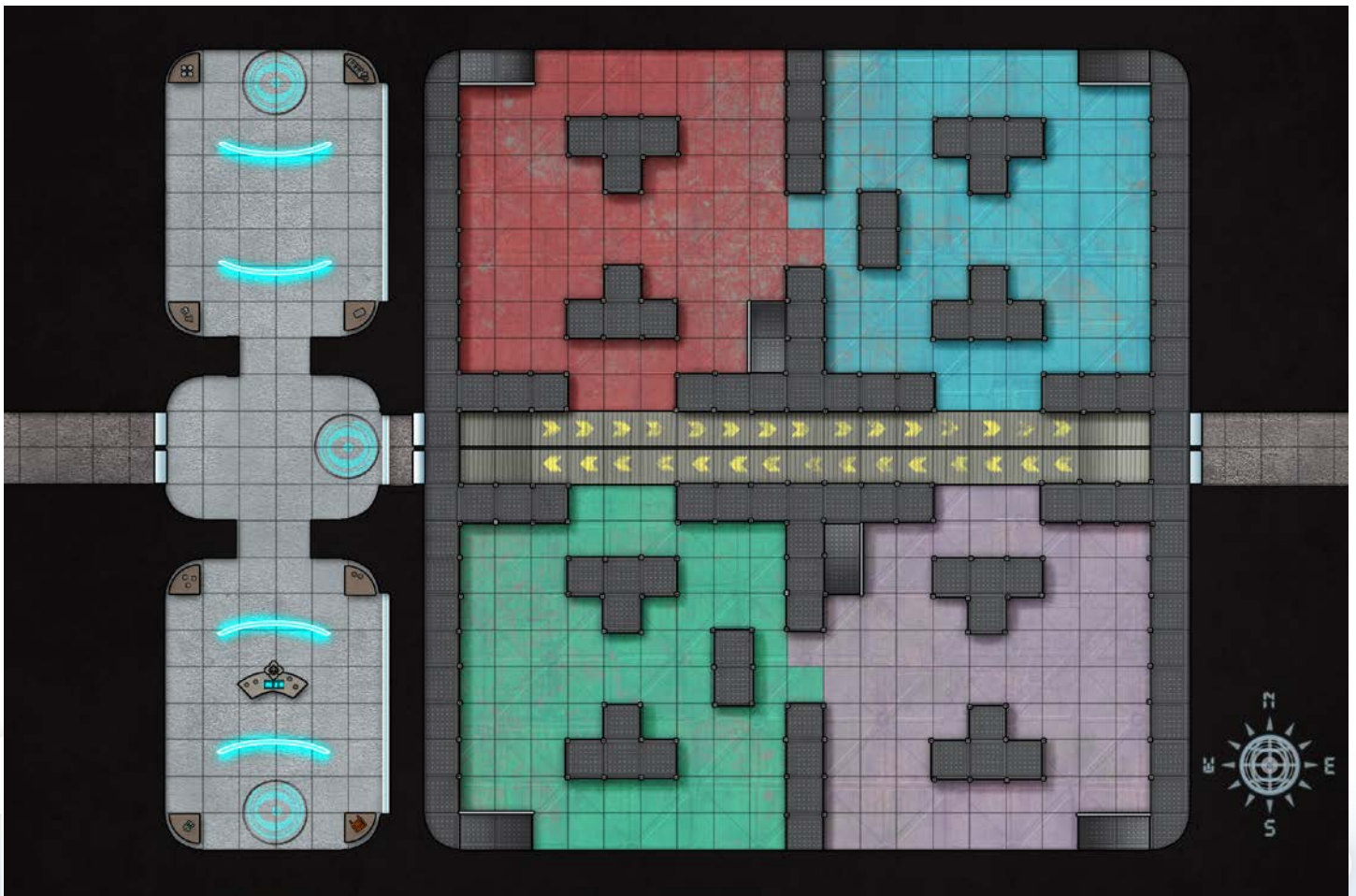
SECONDARY SUCCESS CONDITIONS

If the PCs accomplish two or more of the following achievements, they earn 1 additional Fame and 1 Reputation for any factions associated with their currently slotted Faction boon: defeat the

Frost Wolves, uncover and deal with the spy in a discreet way, or successfully influence four or more representatives during the negotiations.

FACTION NOTES

The PCs impress Fitch if they manage to complete their primary mission. Each PC earns 1 additional Reputation with the Wayfinders faction, in addition to any other Reputation earned as a result of completing this scenario.



HANDOUT: GIDERON AUTHORITY REPRESENTATIVES

The Starfinder Society has managed to gather details on each of the important dignitaries present for the negotiations between the Society and the Gideron Authority.

Ceobarn Zeizerer: A drow from House Zeizerer on Apostae, Ceobarn's been invaluable as an intermediary for the Society when we need to acquire new weapons. Since House Zeizerer maintains several important military contracts with the Authority, Ceobarn's assisted us again by helping to facilitate this meeting. Influencing Ceobarn is not required. However, if you have the opportunity, strengthening our alliance with Ceobarn could be beneficial in the future.

Commander Imako: Imako is a male kanabo and the spawn of oni. He's quite tight-lipped, and his uniform doesn't reveal which branch of the military he serves in—which in itself suggests he's in military intelligence. Imako is quite knowledgeable about cultures outside the Authority, and he has a keen interest in other civilizations. Winning him over might prove quite the task; of all the Authority representatives, he seems the most skeptical of the Society.

Legate Goryu: Goryu is a male hobgoblin in the Authority's diplomatic corps. As the diplomat in charge of this meeting, he seems to genuinely want this deal to come through, so he shouldn't be hard to win over. Goryu wants to establish peace between the Society and the Authority, in order to keep the Starfinder Society and Pact Worlds out of the Authority's conflict with the Marixah Republic.

Overlord Vaska: This middle-aged hobgoblin woman is part of the military council. She's a decorated war hero and one of the rulers of the Gideron Authority. Vaska is very direct, and appreciates veterans and other individuals who have proven themselves in battle.

Premier Noraka: Noraka is a brilliant human scientist, and perhaps the most unusual of the Authority representatives. Provided you can pry her from her datapad and keep her attention, Noraka happily discusses scientific subjects related to space travel, though winning her respect might take some work. She's assumed to be the Authority's lead scientist on Drift mechanics, so the Society will need her onboard the *Master of Stars* to help with repairs.

APPENDIX: ALIEN ARCHIVE

JA NOI

CR 5

Ja Noi (*Starfinder Alien Archive* 2 88)

LE Medium outsider (goblinoid, native, oni, shapechanger)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +11

DEFENSE **HP** 84

EAC 17; **KAC** 19

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

Defensive Abilities regeneration 3 (acid or fire), serene fighter

OFFENSE

Speed 30 ft. (25 ft. in armor)

Melee tactical swoop hammer +15 (1d10+10 B; critical knockdown)

Ranged thunderstrike sonic rifle +12 (1d10+5 So; critical deafen [DC 13])

Space 5 ft.; **Reach** 5 ft. (10 ft. with tactical swoop hammer)

Spell-Like Abilities (CL 5th)

1/day—*flight* (3rd level)

3/day—*command* (DC 12), *fear* (1st level, DC 12), *supercharge weapon*

STATISTICS

Str +5; **Dex** +3; **Con** +2; **Int** +1; **Wis** +0; **Cha** +1

Skills Acrobatics +16, Intimidate +11, Stealth +11

Languages Common, Goblin

Other Abilities change shape (Small or Medium humanoid)

Gear lashunta ringwear II, tactical swoop hammer, thunderstrike sonic rifle with 2 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

Serene Fighter (Ex) A ja noi is an experienced combatant and can remain calm even in the face of great adversity. Once per day, a ja noi can reroll a Will saving throw.

KANABO COMMANDO

CR 3

Kanabo soldier (*Starfinder Alien Archive* 2 88)

LE Medium outsider (goblinoid, native)

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE **HP** 40

EAC 15; **KAC** 18

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

Defensive Abilities armor savant

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee carbon steel curveblade +12 (1d10+7 S; critical bleed 1d6)

Ranged autotarget rifle +9 (1d+3 P) or flash grenade I +9 (explode [5 ft., blinded 1d4 rounds, DC 12])

Offensive Abilities fighting styles (arcane assailant)

Spell-Like Abilities (CL 3rd)

1/day—*disguise self*, *supercharge weapon*

STATISTICS

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

Skills Athletics +13, Intimidate +8, Stealth +8

Languages Common, Goblin

Other Abilities rune of the eldritch knight

Gear golemforged plating II, autotarget rifle with 50 longarm rounds, carbon steel curveblade, flash grenades I (2)

SPECIAL ABILITIES

Armor Savant (Ex) Kanabo have an innate mastery of the use of armor. When wearing armor, they gain a +1 racial bonus to AC. When wearing heavy armor, their armor check penalty is 1 less severe than normal.

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Starfinder Society Scenario #1-37: Siege of Civility

Character Chronicle #

A.K.A. _____ - 7					SUBTIER	<input type="checkbox"/> Normal Max Credits
Player Name	Character Name	Organized Play #	Character #	Faction	5-6	4,085
Items Found During This Scenario					SUBTIER	<input type="checkbox"/> Normal
<p>High Authority Influence (Ally Boon): During the course of your mission into the Gideron Authority, you impressed one or more dignitaries present at the negotiations between the Authority and Starfinder Society. How this influence will play out in the future is not yet clear, but you have nevertheless ingratiated yourself with a number of influential people. You will be told if this boon is important to a future scenario prior to slotting your boons. Your GM will cross out any attendees you failed to influence.</p> <ul style="list-style-type: none"><input type="checkbox"/> Overlord Vaska<input type="checkbox"/> Commander Imako<input type="checkbox"/> Legate Goryu<input type="checkbox"/> Premier Noraka<input type="checkbox"/> Ceobarn Zeizerer					Out of Subtier	4,960
					SUBTIER	<input type="checkbox"/> Normal
					7-8	5,835
					SUBTIER	<input type="checkbox"/> Normal
					-	-
All Subtiers					MAX CREDITS	
Subtier 7-8					EXPERIENCE	
advanced lashunta tempweave (8,500; item level 8) buzzblade dueling sword (9,500; item level 8) freebooter armor II (4,720; item level 6) frostbite-class zero rifle (3,060; item level 5) minor graviton crystal (9,200; item level 8) mk 1 kinetic converter (10,500; item level 8; <i>Starfinder Armory</i> 123) sonic dampener armor upgrade (7,150; item level 7) tactical seeker rifle (6,030; item level 7) teleportation puck (1,500; item level 8; <i>Starfinder Armory</i> 117)					Starting XP	
					+	GM's Initials
					XP Gained (GM ONLY)	
					=	Final XP Total
advanced iridishell (13,100; item level 9) advanced shirren-eye rifle (9,350; item level 8) aphelion laser rifle (14,300; item level 9) hailstorm-class zero pistol (16,900; item level 10) sintered longsword (8,420; item level 7) spider harness (19,500; item level 10)					FAME	
					Initial Fame	
					+	GM's Initials
					Fame Gained (GM ONLY)	
					-	Fame Spent
					Final Fame	
Reputation					CREDITS	
					Starting Credits	
					+	GM's Initials
					Credits Garnered (GM ONLY)	
					+	Day Job (GM ONLY)
					-	Credits Spent
					=	Total

Faction		Reputation		Faction		Reputation	
Faction	Reputation	Faction	Reputation	Infamy			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #