

YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-08, TIER 5-8



THE STUMBLING SOCIETY, PART 2: SANGORO'S GIFTS

BY KENDRA LEIGH SPEEDLING



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How to Play

Starfinder Society Scenario #2-08: The Stumbling Society, Part 2: Sangoro's Gifts 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 campaign but can easily be adapted for use with any world. For more information on the Starfinder Society organized play campaign, 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

The Stumbling Society, Part 2: Sangoro's Gifts makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive*, and *Starfinder Armory*. 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.

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*.

	FACTION (WAYFINDERS)
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THE STUMBLING SOCIETY, PART 2: SANGORO'S GIFTS

BY KENDRA LEIGH SPEEDLING



After the Starfinder Society learned of a sizeable cache of weapons and equipment stored in a satellite facility of Sangoro's Bulwark, a fortress once held by the Exo-Guardian faction, the Exo-Guardian's current leader, Zigvigix, dispatched agents to the facility to reclaim its contents. The Society's leaders were concerned about such weaponry falling into the wrong hands, and they were keen to prevent a scandal in the midst of a multimedia smear campaign against the Society. Unfortunately, by the time the Starfinders infiltrated the facility, someone else had gotten there first: the mysterious ysoki Datch, who claimed the weaponry for herself (see *Starfinder Society #2-06: The Stumbling Society, Part 1: Sangoro's Lament*).

Datch has seeded several worlds in Near Space with caches of these weapons, selecting worlds inhabited by sapient creatures but without advanced technology. Many of these worlds have already been charted by the Starfinder Society but not largely explored. Datch's weapon caches have caused a particular stir on Stabrisis-14 upon discovery by the native kiirintas, a race of moth-like fey. Primarily nomadic hunter-gatherers venerating a pantheon of nature deities, the various tribes of kiirintas have multiple small settlements across the jungles that they rotate between based on the season and their mood. The kiirintas nearest to where the caches were dropped have divided themselves into two castes: the Builders and the Reflectors. The Builders focus on physical pursuits and are the tribe's warriors and hunters. The Reflectors focus on mental pursuits and are the tribe's magic users and strategists. At adulthood, a kiirinta chooses which path they would like to take. The castes are equal in terms of status and either can rise to a position of leadership in the tribe. Although not technologically advanced, kiirintas are clever and adaptable—sometimes too clever for their own good.

Thanks to Datch's caches, the kiirinta tribes in the area have become divided. They believe a mysterious war god has sent them the caches as a divine gift, but they differ in their beliefs about what to do with the equipment. The Builders, led by the warrior Nerii, believe the weapons were sent by a benevolent force as a test, and the kiirintas should take some apart and study them so they can create their own. The Reflectors, led by the charismatic mystic Vixis, value the weapons just as highly, but believe the god who sent them must be a harsh one to have such powers of destruction, and that gifts from such a deity should not be tampered with. This

WHERE IN THE UNIVERSE?

STABRISIS-14

Fey Jungle Wildscape

Diameter: x1; **Mass:** x1; **Gravity:** x1/3

Atmosphere: Normal; **Day:** 18 hours; **Year:** 2 years

A verdant jungle world of abundant vegetation and wildlife, Stabrisis-14 is the fourth planet orbiting an immense red star in Near Space. Though charted by the Starfinder Society, it has been largely unexplored, as the Starfinders are reluctant to interfere with the lives of its primary sapient inhabitants, a race of small moth-like creatures known as kiirintas. For reasons not well understood, Stabrisis-14 experiences frequent influxes of planar energy from the First World that have influenced its landscape and inhabitants, though there are no actual portals currently. Kiirintas tell tales of coming to their current home from a planar breach in the distant past, though the specifics have long since been forgotten.

has led the tribe to split into two factions, both fighting over the weaponry to prevent the other side from claiming it. Although "Reflector" and "Builder" traditionally signified the kiirinta castes, not all members of one caste have ended up on the same side of the argument, and the terms are used at the moment to signify whether one is an adherent of Vixis (Reflector) or Nerii (Builder).

Meanwhile, the Starfinders have been investigating Datch's activities, and Fitch, the leader of the Wayfinders faction, recently made an alarming discovery. A reconnaissance drone sent to Stabrisis-14 caught vid footage of peculiar moth-like creatures—kiirintas—opening airdropped crates full of weapons bearing the Starfinder Society's emblem! Worse, they were fighting each other over the equipment. Fitch now seeks a team of Starfinders to reclaim the weapon caches and stop any more from being delivered—hopefully without causing a bloodbath.

SUMMARY

When caches of the Starfinder Society's equipment begin showing up on a non-technologically-advanced world thanks to the nefarious ysoki Datch, Fitch asks the PCs to recover the supplies before the incident causes a public relations nightmare. She introduces them to Saivessa, a senior agent, who provides support and guidance during the mission. As the PCs reach their destination, Stabrisis-14, they fight off several drone starships and shut down Datch's automated launch station orbiting the planet. They then head off to reclaim the latest supply drop, but trouble awaits them on the surface. The planet's inhabitants, known as kiirintas, have divided into factions and are fighting over the strange new weapons, and the PCs become embroiled in a three-way fight as the rival kiirinta groups each try to claim the supplies.

After the skirmish, one of the kiirinta factions approaches the PCs and asks for their assistance in defeating the other group. The PCs have the chance to rest and recuperate briefly while discussing the situation with their newfound kiirinta allies. They learn that kiirintas believe the caches are gifts from a deity, and their factions differ in their interpretation of what they should do with these gifts. The PCs can attempt to convince their allies into giving up the weapons, which requires completing some tests devised by the kiirintas. As night falls, the PCs learn that another drone is approaching the planet and hurry to secure the equipment before the other kiirinta faction. As both groups reach the site, a burrowing predator called a tiraka attacks, and the PCs must decide whether to help save the opposing kiirintas or allow them and the tiraka to wear each other down before jumping in. When either group defeats the tiraka, the PCs can negotiate with or defeat the kiirintas, depending on their choice in the combat, to reclaim the weapons.

GETTING STARTED

Fitch (CN female ysoki technomancer), the leader of the Wayfinders faction, summons the PCs to a meeting in the Lorespire Complex on Absalom Station. Read or paraphrase the following to get the adventure underway.

An older ysoki woman, Fitch of the Wayfinders faction, stands behind a table in the center of the room. A frozen holographic image, hovers above the table, depicting strange, moth-like creatures with brightly colored wings in a dense jungle, apparently in the midst of a shoot-out. Each of the creatures

grips a gun in their front two claws, and the combatants seem to be divided into two groups. The weaponry the creatures wield is emblazoned with the Starfinder Society emblem.

"Welcome, fellow Starfinders," Fitch says. "We've got ourselves a serious problem. As some of you may know, a mission was dispatched recently to a compound once held by the Exo-Guardians. They lost control of it during the hubbub of the Scoured Stars incident, but now that things are more stable, First Seeker Elsebo hoped to reclaim the weapons and other equipment held there. Unfortunately, by the time our team got there, it was too late—someone beat us to it! Best we can figure judging by the message she left at the site, the culprit's a ysoki woman calling herself Datch. This isn't the first time she's come to the Society's attention, and we've been trying to figure out her game ever since. Our immediate problem, though, is what she's done with the supplies she stole from that facility."

Fitch clicks a button on the table, and the vid-footage springs to life. The sound of gunfire fills the room as the creatures engage in a brief battle. After several creatures fall, both sides retreat, screeching wordlessly at each other. Once the vid finishes, the hologram disappears. "This footage was taken on a planet called Stabrisis-14," Fitch says. "It's been charted, but not explored—the local inhabitants aren't very advanced technologically and we didn't want to interfere in their civilization. But apparently, Datch has been dropping crates of our equipment for them to find. The last thing the Starfinders need in the middle of this smear campaign is for people to think we're handing out weapons to developing worlds, not to mention the response from our weapon manufacturing partners if they think we can't keep hold of our arms. I need you to go to Stabrisis-14 and get back our equipment; hopefully before this gets out. And please, try to find a diplomatic way to do so. The only thing that would look worse for the Starfinders than seemingly distributing these weapons would be causing a massacre on a low-tech world."

"I'll be sending another agent along with you, a maraquoi named Saivessa. They'll be following you in a second ship so they can secure the equipment you find; that way, you won't have to waste time gathering it." Fitch runs her hands through her fur—judging by the tousles at the top of her head, not for the first time today. "Any questions?"

Some or all of the PCs may have played *Starfinder Society Scenario #2-06: The Stumbling Society, Part 1: Sangoro's Lament*; in this case, Fitch nods to those PCs and indicates this is a



FITCH



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follow-up to their work there. PCs who have played *Starfinder Society #2-01: Pact World Warriors* may also recognize Datch's name. Fitch answers any questions the PCs have about the mission. If none of the PCs ask the last question, she adds this as a final instruction before introducing them to Saivessa. Otherwise, the orbiting *Master of Stars* quickly interrupts any final pleasantries as word comes that one of Fitch's children has found her way into a conduit line and the crew need Fitch to return to help coax her out.

What can you tell us about Stabrisis-14? "We don't know too much about the world, only what we've gotten through scans and this footage. It's a jungle planet in Near Space, orbiting a red star. As for the inhabitants, all we know about them is that they haven't developed advanced technology and seem to be divided into semi-nomadic tribes. We haven't studied them extensively yet."

How will we communicate with the inhabitants? "Good question. It's hard to say whether they'd speak any language we'd recognize. I'd recommend preparing spells to communicate or bringing along any translation equipment if you've got; otherwise, you might have some difficulty."

Who is Saivessa? "Saivessa's been with the Starfinders for... oh, about five years now. They're a bit eccentric, but very good with machines. They won't be taking part directly in the action, but they'll help with clean-up and be available over the comms to provide advice as needed."

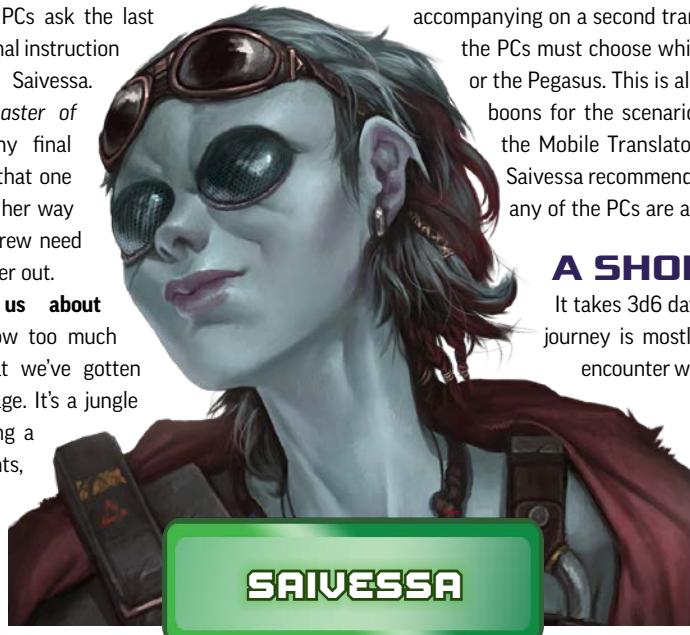
What if we can't get the weapons back peacefully? "Well, we don't want to cause a bloodbath trying to reclaim them. Defend yourselves if attacked, of course, but aim for a diplomatic solution if at all possible. If not... I hate to say it, but you'll probably have to leave the equipment and head back to Absalom Station if they insist on continuing to fight over it."

MEETING SAIVESSA

Before they depart, Fitch introduces the PCs to their colleague on the mission, **Saivessa** (CG uisha maraquo^{AA} mechanic). Saivessa is a senior agent associated with the Wayfinders faction, and they are a cheerful person with a mischievous streak and a keen interest in technology. Though Saivessa values the traditional ways of their people, they believe such traditions are best enhanced with modern advancements. They are extremely enthusiastic about gadgetry and may compliment PCs on their gear if it is particularly impressive. They also have a fondness for puns, though they know many languages and occasionally forget

which puns fit in which language, making the results somewhat nonsensical at times.

After meeting Saivessa, the PCs can depart, with Saivessa accompanying on a second transport ship. Before they leave, the PCs must choose which starship to take: the Drake or the Pegasus. This is also when they should slot their boons for the scenario. PCs are encouraged to slot the Mobile Translator boon if they have it. If not, Saivessa recommends preparing *share languages* if any of the PCs are able.



A SHORT JOURNEY

It takes 3d6 days to travel to Stabrisis-14. The journey is mostly uneventful, save for a brief encounter with another starship, the *Clutter Collector*.

Captain Winks (CN female ysoki) hails the PCs' ship, checking in to see if they need any assistance. Winks does this more out of boredom than anything, and she quickly changes to conversing about her ship's current endeavor: trawling

the Drift for matter pulled from other planes.

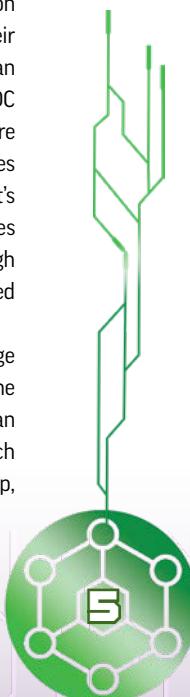
Winks indicates that she's discovered a potential find several weeks away, and she wishes the PCs well in their journey before breaking out of comms range.

Meanwhile, Saivessa grows restless and calls up the PCs over the comms to talk every so often. They are happy to answer any further questions about the mission, in addition to any other chatting the PCs might like to do. They gladly talk shop with PCs who have similar interests in mechanics and technology.

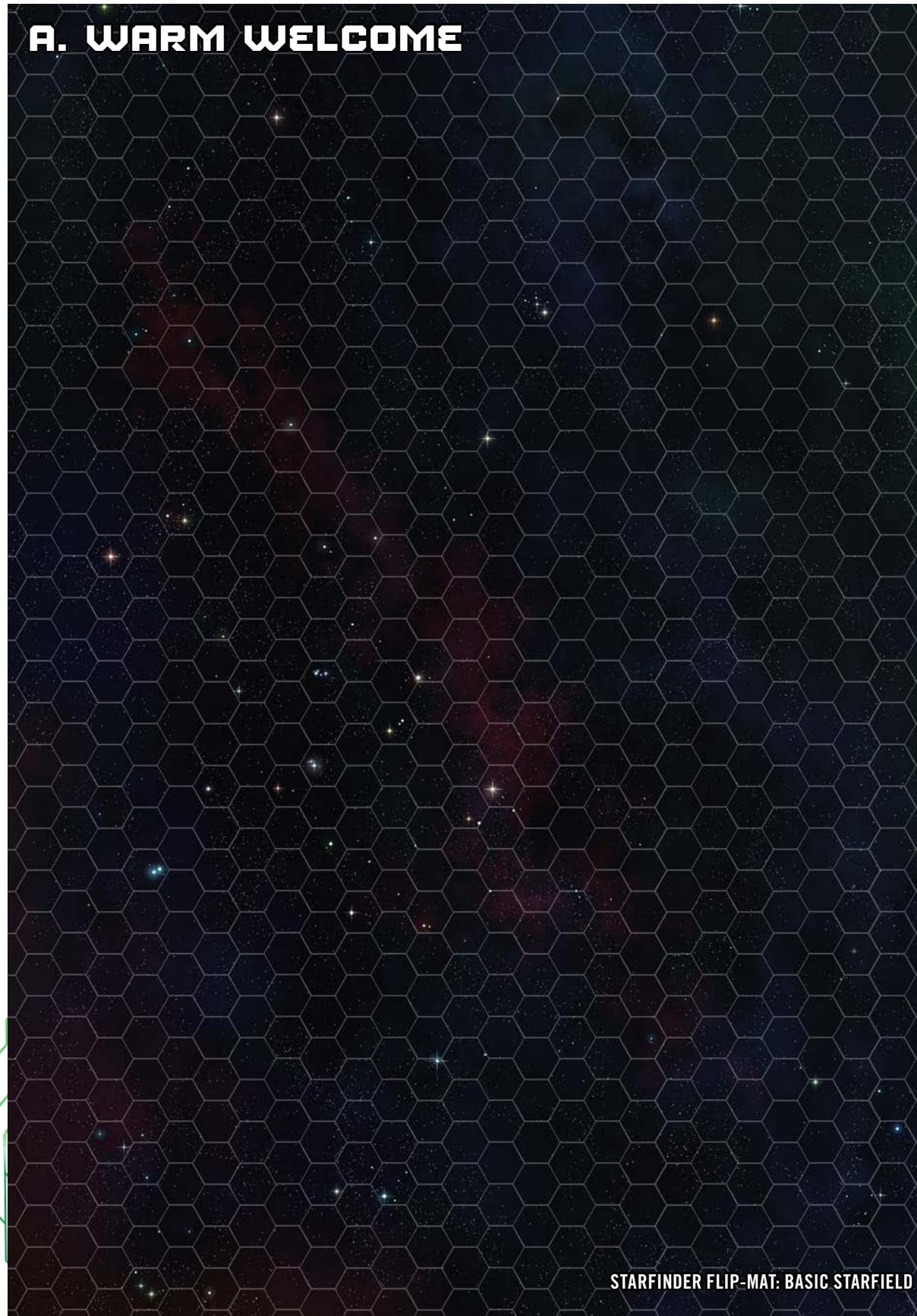
A. WARM WELCOME

When the PCs emerge from the Drift near Stabrisis-14, they quickly detect two starships circling the area in a set pattern. Upon the PCs' arrival, the ships turn to face them, clearly targeting their weapons arrays at the PCs' ship. The PCs have one round to scan the enemy ships before they attack. A PC who succeeds at a DC 18 (DC 21 in Subtier 7-8) Computers check notes that these are automated drone fighters and that they have neither Drift engines nor the appropriate mechanisms to make it through a planet's atmosphere to land. A PC who succeeds at this check also realizes there must be a platform nearby that launched these ships, though none is readily visible. Saivessa's transport ship is slightly delayed in the Drift and does not emerge until the combat concludes.

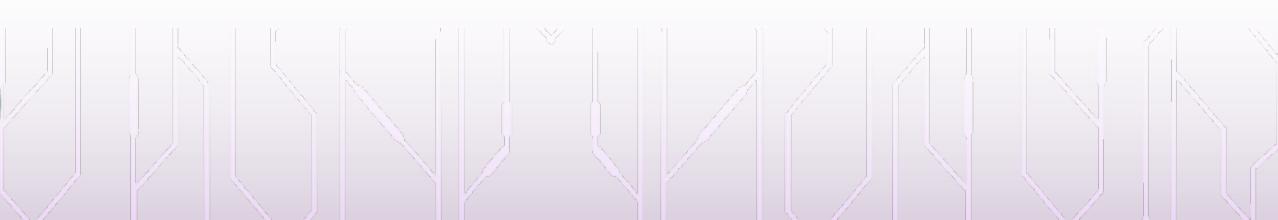
Starship Combat: The PCs' starship starts near the top edge of the hex grid near the center of the map. Place the two drone fighters 15 hexes farther from the top edge of the grid than the PCs' ship, with 4 hexes in between them. The drone launch platform is 20 hexes farther from the top edge than the PCs' ship, concealed by a cloaking device.



A. WARM WELCOME



STARFINDER FLIP-MAT: BASIC STARFIELD



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If the PCs succeeded at the Computers check to know about the drones and the launching platform, a science officer can take an action during the combat to scan for the stealth fields cloaking the platform (DC 18 in Subtier 5-6 and DC 21 in Subtier 7-8). A successful check reveals the location of the platform, allowing it to be targeted, but reveals no other information. If the PCs did not succeed at that Computers check, they do not realize the launch platform is present until it launches another drone, after which they can scan for its stealth fields as above.

When the PCs destroy one of the drone fighters, the platform responds by launching another ship on the subsequent round (maximum of two additional ships during the combat). It can only control two ships at a time. If the PCs locate the platform, a science officer can take an action to disable the platform's launch systems. This requires a target system action (DC 23 in Subtier 5-6 and DC 26 in Subtier 7-8), but instead of the usual effect, a success prevents the platform from launching additional ships.

SUBTIER 5-6 (CR 5)

DRONE LAUNCH PLATFORM

TIER 3

Medium starship drone platform

Speed 4; Maneuverability average (turn 2)

AC 18; TL 17

HP 70; DT -; CT 14

Shields medium 100 (forward 25, port 25, starboard 25, aft 25)

Attack (Any) drone launch (special)

Power Core Pulse Green (150 PCU); **Drift Engine** none;

Systems advanced medium-range sensors, mk 5 armor, mk 5 defenses, mk 1 trinode computer, stealth field; **Expansion Bays** drone bays, cargo hold

Modifiers +1 to any 3 checks per round, Computers +5;

Complement automated

CREW

On-Board Computer Computers +15 (3 ranks),

Engineering +11 (3 ranks), Piloting +10 (3 ranks)



SCALING ENCOUNTER A

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

Both Subtiers: The integration of Pact Worlds technology with ghibrani schematics caused some malfunctions. Treat the weapons and engines systems of all ships deployed from the platform as glitching.

SPECIAL ABILITIES

Automated (Ex) The drone launch platform has no crew, although it has an on-board computer that can perform most crew actions. The on-board computer can perform engineer, pilot, and science officer actions as if it has a crew of three.

Drone Launch (Ex) During the gunnery phase, the drone launch platform can launch one drone fighter (see below), which appears in any adjacent hex at the start of the next round. The platform cannot control more than two drone fighters at a time and only launches a new drone if an active one is destroyed.

Stealth Field (Ex) The drone launch platform is shielded by a stealth field and cannot be detected by sensors in passive mode or seen with the naked eye. Only a science officer taking an action to scan specifically for stealth fields (see above) can pinpoint the platform's location.

DRONE FIGHTERS (2)

TIER 3

Tiny starship drone

Speed 10; Maneuverability good (turn 1)

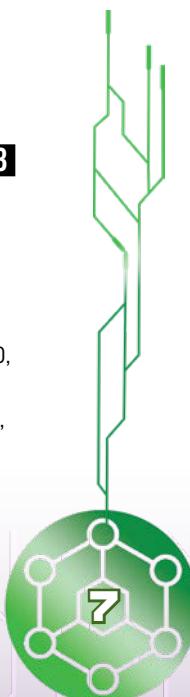
AC 19; TL 19

HP 35; DT -; CT 7

Shields light 80 (forward 20, port 20, starboard 20, aft 20)

Attack (Forward) gyrolaser (1d8; 5 hexes), light torpedo launcher (2d8; 20 hexes)

Attack (Turret) light particle beam (3d6; 10 hexes)



STARFINDER SOCIETY SCENARIO

Power Core Micron Ultra (80 PCU); **Drift Engine** none; **Systems** advanced medium-range sensors, mk 4 armor, mk 4 defenses, mk 2 duonode computer; **Expansion Bays** none

Modifiers Piloting +1; **Complement** automated

Other Abilities linked

CREW

On-Board Computer gunnery +8 (3rd level), Piloting +13 (3 ranks)

SPECIAL ABILITIES

Automated (Ex) A drone fighter has no crew, although it has an on-board computer that can perform most crew actions. The on-board computer can perform pilot and gunnery actions as if it has a crew of two. When a drone fighter takes a critical damage effect, it instead loses 2 hull points.

Linked (Ex) A drone fighter is linked wirelessly to the platform that deployed it. A drone fighter can benefit from information gained and bonuses granted by science officer actions performed by that launch platform.

SUBTIER 7-8 (CR 7)

ADVANCED DRONE LAUNCH PLATFORM TIER 5

Medium starship drone platform

Speed 4; Maneuverability average (turn 2)

AC 19; TL 18

HP 85; DT -; CT 17

Shields medium 160 (forward 40, port 40, starboard 40, aft 40)

Attack (Any) drone launch

Power Core Pulse Blue (200 PCU); **Drift Engine** none; **Systems**

advanced medium-range sensors, mk 6 armor, mk 6 defenses, mk 2 trinode computer, stealth field; **Expansion**

Bays drone bays, cargo hold

Modifiers +2 any 3 checks per round, Computers +7;

Complement automated

CREW

On-Board Computer Computers +18 (5 ranks), Engineering +14 (5 ranks), Piloting +13 (5 ranks)

SPECIAL ABILITIES

Automated (Ex) See Subtier 5-6.

Drone Launch (Ex) See Subtier 5-6.

Stealth Field (Ex) See Subtier 5-6.

ADVANCED DRONE FIGHTERS (2) TIER 5

Tiny starship drone

Speed 10; Maneuverability good (turn 1)

AC 20; TL 20

HP 40; DT -; CT 8

Shields medium 120 (forward 24, port 24, starboard 24, aft 24)

Attack (Forward) heavy laser cannon (4d8; 10 hexes), light torpedo launcher (2d8; 20 hexes)

Attack (Turret) particle beam (8d6; 20 hexes)

Power Core Micron Ultra (80 PCU); **Drift Engine** none; **Systems** advanced medium-range sensors, mk 5 armor, mk 6 defenses, mk 3 duonode computer; **Expansion Bays** none

Modifiers Piloting +1; **Complement** automated

Other Abilities linked

CREW

On-Board Computer gunnery +10 (5th level), Piloting +15 (5 ranks)

SPECIAL ABILITIES

Automated (Ex) See Subtier 5-6.

Linked (Ex) See Subtier 5-6.

Development: Once the PCs defeat the drones, Saivessa's ship emerges from the Drift. If the PCs have not yet disabled the launch platform, the science officer can do so now. After the station is disabled, scans reveal caches of Starfinder equipment aboard. Over the comms, Saivessa says they can secure these items and examine the platform's launch data to find the location of the most recent drop so the PCs can head to the planet.

PCs who have played *Starfinder Society #1-03: Yesteryear's Truth* may attempt a DC 22 Engineering check (DC 25 in Subtier 7-8) after the combat concludes. On a success, they realize that these drones are similar to the automated drones in that scenario, though they seem to have been upgraded with Pact Worlds technology. This foreshadows that Datch has somehow gathered intelligence previously acquired by the Starfinder Society.

Rewards: If the PCs fail to disable the platform, reduce each PC's credits earned by the following amount.

Subtier 5-6: Reduce each PC's credits earned by 1,050 credits.

Out of Subtier: Reduce each PC's credits earned by 1,250 credits.

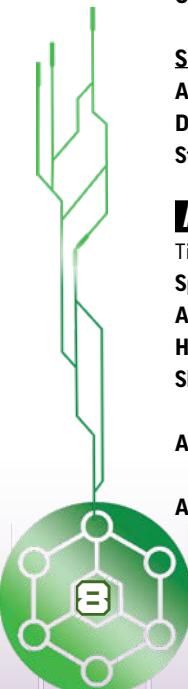
Subtier 7-8: Reduce each PC's credits earned by 1,450 credits.

B. STABRISIS-14

Scanning Stabrisis-14 reveals that the world has a breathable atmosphere and light gravity. From the platform, Saivessa notifies the PCs of the latest drop location and says there's space to land nearby, about half a mile away. Once the PCs land, they find that Stabrisis-14 is a lush, verdant world with a tropical climate. A PC who succeeds at a DC 18 Mysticism check (DC 21 in Subtier 7-8) notes that the terrain on the planet seems to have minor fey influences, including its wildlife. The PCs can navigate to the drop site without difficulty with a brief trek through the jungle.

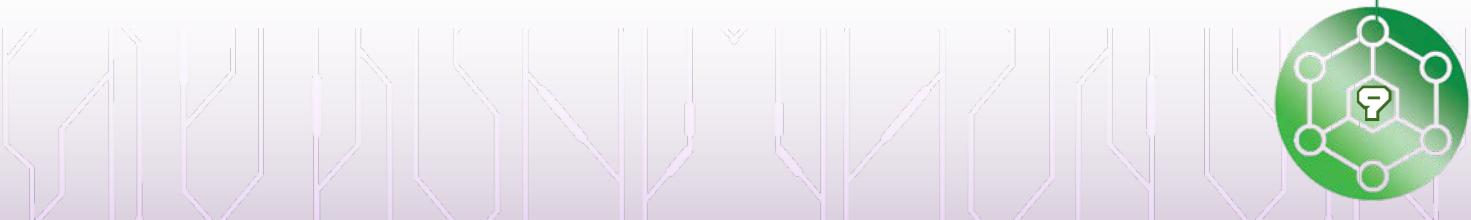
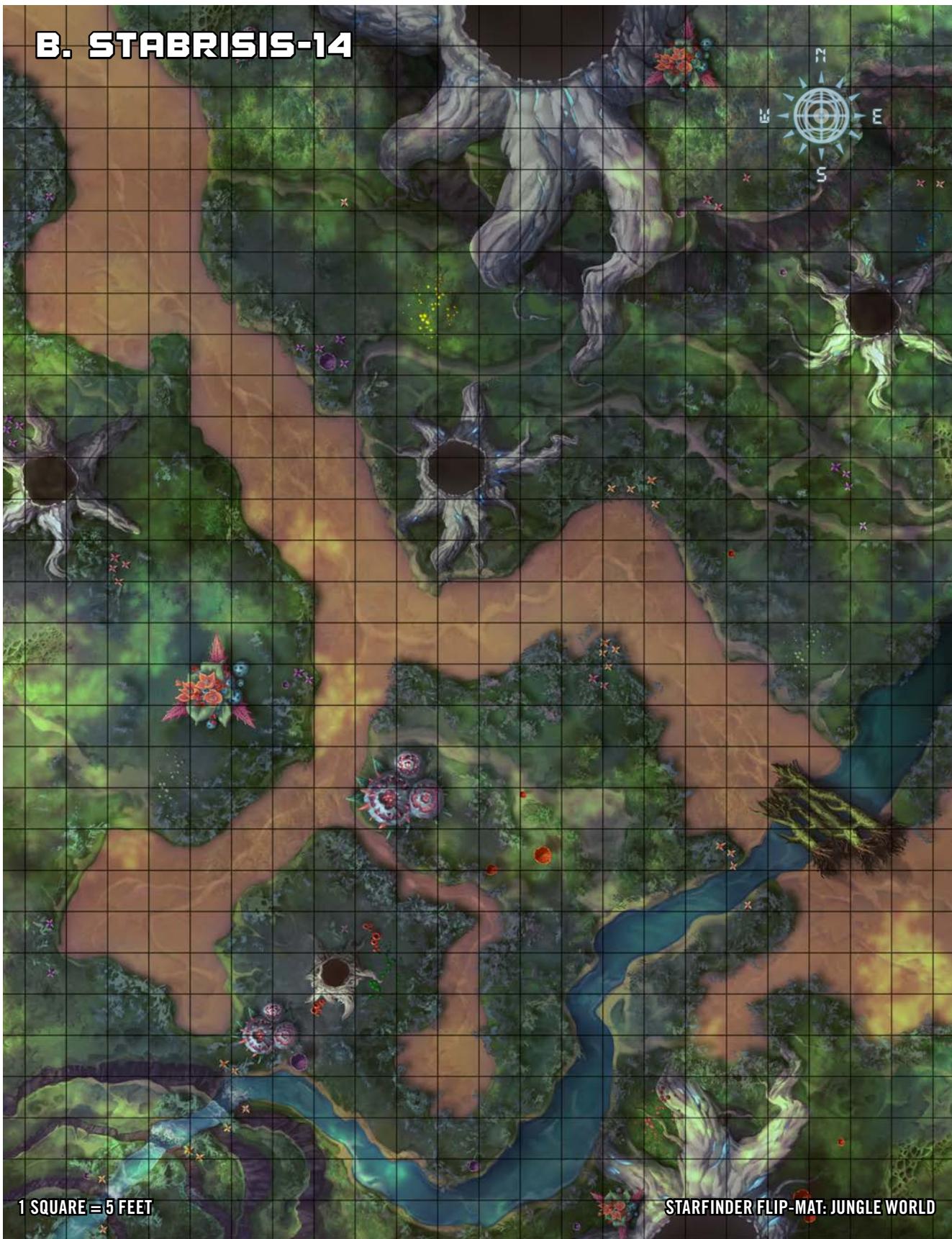
The crate rests in the intersection of the three paths in the area, in the middle of the map. As the PCs open the crate, a small device on the latch triggers, and a hologram of a white-furred ysoki woman appears above it. She grins in the direction the crate was opened; read or paraphrase the following.

"Hello there, Starfinders! I see you've found my little present. I must say, I'm ever so grateful to the Society for providing me with all these fun weapons to bestow upon those poor species that haven't developed modern technology yet. Perhaps I'll



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B. STABRISIS-14



SCALING ENCOUNTER B

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

Both Subtiers: The kiirinta scouting parties are still getting used to their new weaponry and have some difficulty maneuvering and wielding them. Treat all kiirintas in the encounter as having 10 less movement speed and are off-target.

have to make that more widely known... It would be a pity if the Starfinders didn't get some recognition for their role in all this!

"I hope I get to meet such clever folks one day! Perhaps we can share some food and laugh about all the fun we've been having."

With that, the device self-destructs in a small burst of flame. A variety of weapons, armor, and other technological gadgets rest inside the crate. As the PCs begin to catalog their findings, two groups approach the site from opposite directions: both kiirinta factions, who have arrived to claim the latest cache. Over the comms, Saivessa urges the PCs to deal with the locals nonlethally if possible but do what they must to defend themselves.

Creatures: Each group contains three kiirintas. It should be immediately apparent to the PCs that these two groups oppose one another, as they are wearing different colored clothing and daubed paint across their furry foreheads, and they take long-range shots at one another. The group coming from the north (the Builders) are in green, and the group coming from the south (the Reflectors) are in purple. The groups immediately attack both each other and the PCs. A PC who succeeds at a DC 18 Sense Motive check (DC 21 in Subtier 7-8) notices that the groups seem to be communicating telepathically, though judging by their reactions, the communications are far from friendly.

If the PCs attempt to talk to the kiirintas from either faction (and have a non-magical way of communicating, as it is unlikely they can cast *share languages* in these circumstances), they are met only with brief telepathic responses saying that these crates are gifts from their god and demanding that the PCs leave lest they suffer the god's wrath. Due to the planar links between the First World and Stabrisis-14, the kiirinta language bears some resemblance to Gnome, and PCs who speak Gnome and succeed at a DC 18 Culture check (DC 21 in Subtier 7-8) can piece together the language enough to communicate. Kiirintas also know First Speech, if any of the PCs know that language. The kiirintas may ask the PCs what they are, but both sides are more interested in claiming the goods than conversing at this time.

During the battle, if the PCs ally with one faction over the other (either intentionally or because they happen to target more members of one faction), the kiirintas of this faction cease targeting them and focus their fire on the other faction.

SUBTIER 5-6 (CR 8)

KIIRINTA REFLECTORS (3)

CR 3

CN Small fey

Init +2; **Senses** low-light vision; **Perception** +8

DEFENSE

HP 39 EACH

EAC 13; **KAC** 14

Fort +2; **Ref** +2; **Will** +6

Defensive Abilities fluttercloud

OFFENSE

Speed 30 ft., fly 20 ft. (Ex, average)

Melee claw +5 (1d4+3 S)

Ranged explorer handcoil +6 (1d6+3 E; critical arc 1d6)

Offensive Abilities reverberating shriek (DC 14)

TACTICS

During Combat Enjoying their new weapons, the reflectors

attack with their guns first. If an opponent proves especially tough, they use their reverberating shriek. They target the PCs and the Builders equally in combat.

Morale If two Reflectors are slain or incapacitated, the remaining one flees.

STATISTICS

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

Skills Mysticism +13, Stealth +8, Survival +13

Languages First Speech, Kiirinta; limited telepathy 30 ft.

Gear freebooter armor I, explorer handcoil^{AR} with 2 batteries (20 charges each)

SPECIAL ABILITIES

Fluttercloud (Ex) Once per combat, as a move action, a kiirinta within 15 feet of the ground can flutter its wings to stir up debris and a cloud of glistening sparkles around itself, granting it concealment (20% miss chance) for 1d4 rounds.

Reverberating Shriek (Ex) Once per combat, as a standard action, a kiirinta can emit a shriek of sonic energy at an adjacent target, causing painful vibrations throughout its body. This gives the target the staggered condition for 1d4 rounds. The target can attempt a DC 14 Fortitude save to negate the staggered effect.

KIIRINTA BUILDERS (3)

CR 3

CN Small fey

Init +4; **Senses** low-light vision; **Perception** +8

DEFENSE

HP 48 EACH

EAC 14; **KAC** 16

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

Defensive Abilities fluttercloud

OFFENSE

Speed 30 ft., fly 20 ft. (Ex, average)

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Melee claw +8 (1d4+4 S)

Ranged tactical rail gun +10 (1d8+3 P)

Offensive Abilities reverberating shriek (DC 14)

TACTICS

During Combat Enjoying their new weapons, the Builders attack with these first. If an opponent proves especially tough, they use their reverberating shriek. They target the PCs and the Reflectors equally in combat.

Morale If two Builders are slain or incapacitated, the remaining one flees.

STATISTICS

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

Skills Acrobatics +13, Athletics +13, Survival +8

Languages First Speech, Kiirinta; limited telepathy 30 ft.

Gear freebooter armor I, tactical rail gun^{AB} with 24 longarm rounds

SPECIAL ABILITIES

Fluttercloud (Ex) See kiirinta reflector.

Reverberating Shriek (Ex) See kiirinta reflector.

SUBTIER 7-8 (CR 10)

KIIRINTA REFLECTORS (3)

CR 5

Kiirinta mystic

CN Small fey

Init +3; **Senses** low-light vision; **Perception** +11

DEFENSE HP 72 EACH RP 4 EACH

EAC 16; KAC 17

Fort +4; Ref +4; Will +8

Defensive Abilities fluttercloud

OFFENSE

Speed 30 ft., fly 20 ft. (Ex, average)

Melee claw +8 (1d4+5 S)

Ranged frostbite-class zero pistol +9 (1d6+5 C; critical staggered)

Offensive Abilities grasping vines (DC 15), reverberating shriek (DC 15)

Mystic Spell-Like Abilities (CL 5th)

At will—*mindlink*

Mystic Spells Known (CL 5th)

2nd (3/day)—*fog cloud*, *mind thrust* (DC 17)

1st (6/day)—*fear* (DC 16), *life bubble*, *share language*

0 (at will)—*detect magic*, *stabilize*

TACTICS

During Combat See Subtier 5-6.

Morale See Subtier 5-6.

STATISTICS

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

Skills Mysticism +16, Stealth +11, Survival +16

Languages First Speech, Kiirinta; limited telepathy 30 ft.

Other Abilities speak with animals

Gear basic lashunta tempweave, frostbite-class zero pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Fluttercloud (Ex) See Subtier 5-6.

Reverberating Shriek (Ex) Once per combat, as a standard action, a kiirinta can emit a shriek of sonic energy at an adjacent target, causing painful vibrations throughout its body. This gives the target the staggered condition for 1d4 rounds. The target can attempt a DC 15 Fortitude save to negate the staggered effect.

KIIRINTA BUILDERS (3)

CR 5

Kiirinta soldier

CN Small fey

Init +9; **Senses** low-light vision; **Perception** +11

DEFENSE

HP 84 EACH

EAC 17; KAC 20

Fort +7; Ref +5; Will +6

Defensive Abilities fluttercloud

OFFENSE

Speed 40 ft., fly 20 ft. (Ex, average)

Melee claw +11 (1d6+8 S)

Ranged rocket rifle +13 (1d12+5 B)

Offensive Abilities charge attack, fighting styles (blitz), reverberating shriek (DC 15)

TACTICS

During Combat See Subtier 5-6.

Morale See Subtier 5-6.



KIIRINTA



STATISTICS

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

Skills Acrobatics +16, Athletics +16, Survival +11

Feats Nimble Moves

Languages First Speech, Kuirinta; limited telepathy 30 ft.

Gear basic lashunta tempweave, rocket rifle^{AR} with 10 mini-rockets

SPECIAL ABILITIES

Fluttercloud (Ex) See Subtier 5–6.

Reverberating Shriek (Ex) See kuirinta builder.

Development: After all the kuirintas have been defeated or driven off, the PCs have the chance to rest briefly. If they allied with a faction during the battle, that group retreats into the jungle to report to their leader and discuss their next move. If all of the kuirintas were slain, scouts observing from the jungle hurry back to their encampments to report.

While the PCs rest, an emissary from one of the kuirinta factions arrives to speak with them. If the PCs targeted one faction over the other during the combat, the faction they did not target is the one that attempts to ally with them. If the PCs did not primarily target one faction, the faction that suffered the least number of deaths or incapacitations at the PCs' hands is the one that attempts to ally with them. If this was relatively even, the faction that attempts to ally with them is selected by the GM. Regardless of faction, the emissary introduces herself as Taivi and inquires who the PCs are and where they came from. She knows *share languages*, so if the PCs have no way of communication (such as Gnome, a mobile translator, or their own spells), she attempts to signal that her intentions are not hostile and cast it on a PC. As the kuirintas' voices can potentially be harmful, they generally view it as rude to speak out loud, though if the PCs do so, Taivi does so as well. Whether telepathic or out loud, kuirinta voices are somewhat high-pitched and chirpy, and their excitable nature gives them a penchant for talking rapidly.

No matter which faction approaches the PCs, Taivi greets them cheerfully and asks if they would be willing to join her faction in crushing “the heretics.” Though friendly, Taivi defers most questions about the current situation to her leader (Vixis or Nerii, depending on the faction), whom she praises effusively. If the PCs ask, she provides basic information about the kuirintas’ society and the planet, though this is somewhat scattered and interrupted with many questions about the PCs’ origins. Over the comms, Saivessa encourages the PCs to go along with this offer, at least for now, so they can find out more about the situation and try to reclaim the weapons this faction has taken. If the PCs agree, Taivi leads them back to a small encampment not far from the drop site.

Rewards: If the PCs do not reclaim the weapon cache here, reduce each PC’s credits earned by the following amount.

Subtier 5–6: Reduce each PC’s credits earned by 925 credits.

Out of Subtier: Reduce each PC’s credits earned by 1,065 credits.

Subtier 7–8: Reduce each PC’s credits earned by 1,205 credits.

KIIRINTA HOSPITALITY

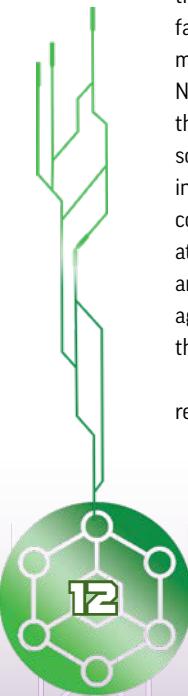
If they agree to meet with the leader of their allied faction, then Taivi leads the PCs to a small encampment, consisting of intricate huts made out of knotted vines and leaves (to the north if the PCs allied with Builders and the south if they allied with the Reflectors). As the PCs walk through the encampment, many of the kuirintas gather around to stare, as they have never seen creatures like the PCs before. The emissary leads the PCs to meet with the leader of the faction (Vixis for the Reflectors or Nerii for the Builders) in the central square of the camp. If the PCs openly display the insignia of the Starfinder Society (or display it during the course of their discussions), the kuirintas believe that they too are followers of the war god, perhaps even its divine servants! PCs who can understand the kuirintas overhear some of the creatures excitedly chattering about this possibility.

If the PCs end up with the Builders, Taivi takes them to meet Nerii. One of the strongest warriors of the tribe, Nerii is an inquisitive kuirinta soldier with an impulsive streak. She believes the god sent these caches in order to provide the kuirintas the chance to advance their own fortunes, and that failing to study this equipment and learn from it would be an insult to the god. Nerii is something of a hothead but does not wish to be rude to these new visitors, and she apologizes for any hostilities that ensued previously.

If the PCs ended up with the Reflectors, Taivi takes them to meet Vixis. A charming and somewhat flirtatious (even with strange aliens) mystic, Vixis is one of the tribe’s most powerful casters. He believes the god who sent the caches is not a benevolent one given the destruction these weapons cause, and although he does not wish to spurn these gifts, he is wary of tampering with them. He is concerned the god will take an attempt to “improve” its divine gifts as an insult and rain retribution down on kuirintas. Vixis has a somewhat scatterbrained manner but a keen intellect, and he is very curious about these peculiar visitors.

Both leaders describe the current situation, as well as their people and the planet if asked, thought it may not initially occur to them that the PCs wouldn’t know such things. The leader tells the PCs that after receiving these gifts, they have come to venerate the nameless war deity that sent them—there is some debate amongst the kuirintas whether the deity is actually nameless or whether they simply haven’t learned it yet, and a spirited discussion with questionable logic on both sides may ensue if the topic is raised. The leader then reveals the “holy symbol” of that deity as the Starfinder Society’s insignia. The symbol was found emblazoned on the crates, and the kuirintas have since crafted “holy symbols” of their own out of wood, and many of them carry or wear these. If any of the PCs display this symbol, the leader acknowledges them as fellow members of the faith (possibly prompting the discussion of whether the PCs are divine emissaries if the PCs did not display this symbol previously). The leader also asks the PCs who they are and where they come from, and the PCs’ responses may color the strategy they use to convince the kuirintas to give up the weapons.

Though the factions are at odds, neither is expressly evil; they’ve simply gotten swept up by the power of their new weaponry and



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have lost some perspective—kiirintas tend toward impetuosity and don't always think their actions through. Although each leader seeks to portray their own side as correct, this bias should be plainly evident to the PCs, as should the fact that kiirintas existed in relative peace until recently. Both factions have taken heavy losses during the conflict, and the PCs' allied faction begs them to aid in defeating their foes, describing them as "heretics" who bring ruin to their people.

SUBTIER 5-6

NERII CR 5

Female kiirinta soldier

CN Small fey

Use kiirinta builder statistics from Subtier 7-8, with the following changes:

OFFENSE

Melee neutriad flail +11 (1d6+8 B; critical push^{AR} 5 ft.)

TACTICS

During Combat Nerii attacks with her neutriad flail, attempting to disarm physically strong opponents first. She uses her reverberating shriek on foes who prove difficult to hit.

Morale If her companions in encounter **C** have all been slain, Nerii fights to the death; otherwise, she surrenders if reduced to 20 Hit Points or less.

STATISTICS

Gear basic lashunta tempweave, neutriad flail (see page 14)

VIXIS CR 5

Male kiirinta mystic

CN Small fey

Use kiirinta reflector statistics from Subtier 7-8, with the following changes:

OFFENSE

Ranged neutriad pistol +9 (1d6+5 B; critical pulse^{AR} 1d6)

TACTICS

During Combat Vixis attacks with his pistol, enjoying his new toy. He reserves his spells for tough opponents and uses his grasping vines ability to hamper enemies' movement.

Morale If his companions in encounter **C** have all been slain, Vixis fights to the death; otherwise, he surrenders if reduced to 20 Hit Points or less.

STATISTICS

Gear basic lashunta tempweave, neutriad pistol (see page 14)

SUBTIER 7-8

NERII CR 7

Female kiirinta soldier

CN Small fey

Init +9; Senses low-light vision; **Perception** +14

DEFENSE

EAC 19; KAC 22

Fort +9; Ref +7; Will +8

Defensive Abilities fluttercloud

OFFENSE

Speed 40 ft., fly 20 ft. (Ex, average)

Melee opportunistic^{AR} neutriad flail +15 (1d6+11 B; critical push^{AR} 5 ft.)

Ranged tactical seeker rifle +17 (2d8+7)

Offensive Abilities charge attack, fighting styles (blitz), reverberating shriek (DC 15)

TACTICS

During Combat See Subtier 5-6.

Morale See Subtier 5-6.

STATISTICS

Str +4; Dex +5; Con +2; Int +5; Wis -1; Cha +1

Skills Acrobatics +19, Athletics +19, Survival +14

Feats Nimble Moves

Languages First Speech, Kiirinta; limited telepathy 30 ft.

Gear D-suit II, opportunistic^{AR} neutriad flail (see page 14), tactical seeker rifle with 20 longarm rounds

SPECIAL ABILITIES

Fluttercloud (Ex) See Subtier 5-6.

Reverberating Shriek (Ex) See Subtier 5-6.

VIXIS CR 7

Male kiirinta mystic

CN Small fey

Init +4; Senses low-light vision; **Perception** +14

DEFENSE **HP 108 RP 4**

EAC 18; KAC 19

Fort +6; Ref +6; Will +10

Defensive Abilities fluttercloud

OFFENSE

Speed 30 ft., fly 20 ft. (Ex, average)

Melee claw +11 (1d4+7 S)

Ranged blasting neutriad pistol +12 (1d6+7 B; critical pulse^{AR} 1d6)

Offensive Abilities grasping vines (DC 17), reverberating shriek (DC 17)

Mystic Spell-Like Abilities (CL 7th)

At will—mindlink

Mystic Spells Known (CL 7th)

3rd (3/day)—entropic grasp (DC 20), slow (DC 20)

2nd (6/day)—fog cloud, hurl forcedisk, mind thrust (DC 19),

mystic cure

1st (at will)—life bubble, share language

TACTICS

During Combat See Subtier 5-6.

Morale See Subtier 5-6.

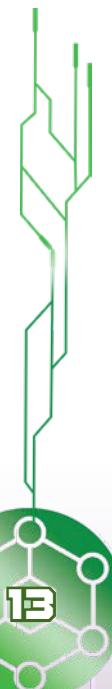
STATISTICS

Str +0; Dex +4; Con +2; Int +5; Wis -1; Cha +1

Skills Mysticism +19, Stealth +14, Survival +19

Languages First Speech, Kiirinta; limited telepathy 30 ft.

Other Abilities animal adaptation, speak with animals



NEUTRIAD FLAIL

A neutriad flail is a 5th-level advanced melee weapon that deals 1d8 bludgeoning damage and has the push^{AR} critical hit effect. It has the disarm, force^{AR}, and powered (capacity 20, usage 1) special properties and 1 bulk, and it costs 3,200 credits.

NEUTRIAD PISTOL

A neutriad pistol is a 5th-level small-arm ranged weapon that deals 1d6 bludgeoning damage and has the pulse^{AR} (1d6) critical hit effect. It has a range of 60 feet and a capacity of 20 charges (1 usage). It has the force^{AR} special property and light bulk, and it costs 3,200 credits.

Gear estex suit III, *blasting neutriad pistol* (see above)

SPECIAL ABILITIES

Fluttercloud (Ex) See Subtier 5–6.

Reverberating Shriek (Ex) See Subtier 5–6.

Influence: The PCs can respond to the leader's inquiries in several ways. They can choose to use Diplomacy to explain the true source of the weapons and ask that the kiirintas return them, or use Intimidate to frighten the kiirintas about the violence these weapons have wrought. Canny PCs can even use Bluff to convince the kiirintas that they are actually divine emissaries, and the god wishes them to hand over the weapons and return to their old ways, as the kiirintas are clearly not ready yet. The PCs do not need to roll their check at this time, but their responses affect their strategy.

However the PCs answer, the leader decides to test whether they are telling the truth with a series of ritual challenges, in which all the PCs are asked to participate. The kiirintas have a sense of humor and treat failures with amusement more than disdain; failure therefore doesn't have a negative effect beyond not adding to the PCs' successes.

Upon the leader's announcement, the kiirintas gather in the central square and set up a makeshift stage. During this time, the kiirinta spectators may choose favorites amongst the PCs, and the atmosphere turns to that of an exciting tournament. As the tests proceed, the kiirintas begin placing bets on the PCs' chances and engage in animated debates over their favored PC's abilities and performance.

A TOAST!

Both factions begin the challenges with a ritual toast, pouring each PC a glass of akiist, a kiirinta liqueur that tastes of cherries

and mint. Though delicious, the liqueur is extremely strong. PCs consuming the akiist must succeed at a DC 15 Fortitude save (DC 17 in Subtier 7–8) or be sickened for the next event. The kiirintas are impressed at PCs who succeed the Fortitude save; note the number of PC successes.

FACTION CHALLENGE

The middle challenge differs for each faction. If the PCs are with the Builders, then the Builders want to test the PCs' physical mettle in an obstacle course. Each PC must succeed at a DC 22 (DC 25 in Subtier 7–8) Athletics or Acrobatics check to make it to the end of the obstacle course in time. Succeeding the check by 5 or more counts as two successes, as this level of skill is appreciated by the martially inclined Builders. The kiirintas eagerly pepper commentary into the action, cheering when a PC succeeds.

If the PCs sided with the Reflectors, Vixis engages the PCs in a lively philosophical debate regarding the nature of faith in society and whether one should accept the gifts the gods have given as is, or attempt to improve them. Each PC must attempt a DC 22 (DC 25 in Subtier 7–8) Culture or Mysticism check to discuss the points they raise. Succeeding at the check by 5 or more counts as two successes, as this level of insight is appreciated by the scholarly inclined Reflectors. The kiirinta spectators occasionally shout out points of their own or cheer when a participant makes an especially good argument.

Note the number of PC successes for either encounter.

DEATH MATCH, DEATH MATCH!

Once the PCs have completed the first two challenges, a hush falls over the kiirintas. The leader confers briefly with some of the others. A PC who succeeds at a DC 22 Sense Motive check (DC 25 in Subtier 7–8) notes that the kiirintas seem to be improvising these challenges as they go. After this consultation, the leader steps forward to announce the final competition: the PCs must face off against them in "death match." This gets a cheer from the kiirinta audience, sparking a wild chant of "Death match, death match!" as the kiirintas flap their wings in excitement.

Likely contrary to the PCs' expectations, "death match" is actually the kiirinta's favorite card game, which is apparent once they start setting up a table and dealing out cards. Each PC who succeeds at a DC 22 Bluff or Sense Motive check (DC 25 in Subtier 7–8) during the game scores higher than the kiirinta faction leader. The rules of death match are somewhat chaotic and easily adapted. A PC who succeeded at the earlier Sense Motive check to recognize the improvised nature of the challenges can make up their own rule for the game to benefit them, gaining a +4 bonus on this check. Note the number of PC successes.

MOMENT OF TRUTH

After the challenges, the PCs can make their final case for why the kiirintas should give up their weapons. Depending on the strategy they chose earlier, up to two PCs can attempt a DC 22 (DC 25 in Subtier 7–8) Bluff, Diplomacy, or Intimidate check. For every 4

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successes they got during the challenges, they gain a +1 insight bonus on this check (to a maximum of +5).

Infamy: PCs who attack their kiirinta allies to take the weapons by force gain 1 Infamy.

Development: If the PCs succeed in convincing the allied faction to give up their weapons, the kiirintas ask them to defeat the other faction or get those weapons back so they won't be overrun. If the PCs fail to convince the allied faction, Saivessa advises them over the comms not to take the weapons by force, as the Starfinders don't want a massacre, though they seem disappointed at the failure. Either way, the PCs are invited to stay the night with their kiirinta allies. They have the opportunity to take a brief rest before the next encounter.

Treasure: If the PCs reclaimed the allied faction's caches, each PC can claim one set of the following armors (their choice) from the caches:

Subtier 5-6: Freebooter armor II (light armor), vesk overplate I (heavy armor), ysoki refractor suit (light armor).

Subtier 7-8: Advanced lashunta tempweave (light armor), kasatha microcord III (light armor), night plate I^{AR} (heavy armor).

Rewards: If the PCs do not convince their allies to relinquish their weapons, reduce each PC's credits earned by the following amount.

Subtier 5-6: Reduce each PC's credits earned by 1,100 credits.

Out of Subtier: Reduce each PC's credits earned by 1,350 credits.

Subtier 7-8: Reduce each PC's credits earned by 1,600 credits.

C. THE LAST AIRDROP

As the sun sets, the PCs get an emergency comm message from Saivessa. The maraquoi has investigated the data held at Datch's platform, and they've discovered that one final crate launched before the PCs disabled the station. It circled the planet and is quickly approaching the PCs' position, illuminating the site with flares to alert the locals. Saivessa quickly informs the PCs that the other kiirinta faction appears to be headed that way, so the PCs should hurry to beat them to the drop site.

If the PCs succeed at a DC 24 Survival check (DC 27 in Subtier 7-8) to track the flares, they arrive at the site one round before the kiirintas and can secure the crate and make any other preparations they'd like. During this time, they may each claim one weapon from the crate (listed under Treasure below) to use if they wish. If the PCs fail this check, the kiirintas arrive first and have a round to prepare themselves. The brightness of the flares combined with the setting sun provides normal light in the entire area. The cache is at the center of the paths' intersection.

Creatures: As the PCs arrive, a burrowing local predator known as a tiraka emerges from its nest nearby, stirred up by the activity at the site. It bursts out of the ground next to the opposing kiirinta faction and begins attacking them, though it does not yet turn its attention to the PCs. The PCs must decide whether to help the kiirintas to try to win them over or let the tiraka wear them down before jumping in. If they seem unsure, Saivessa advises them over the comms that this might be the perfect opportunity to try for a diplomatic approach by helping, though they do not interfere if the

SCALING KIIRINTA HOSPITALITY

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

Both Subtiers: For every 3 successes the PCs got during the challenges, they gain a +1 insight bonus on this final check (to a maximum of +5).

PCs choose otherwise. However, they urge the PCs not to attack the kiirintas until attacked themselves.

If the PCs join the fight, the kiirintas focus their attacks on the tiraka, giving the PCs the benefits of either harrying fire or covering fire (PCs' choice) each round, and the tiraka focuses its attacks on the PCs. After the fight, the leader is open to a diplomatic solution.

If the PCs choose not to aid the kiirintas, the tiraka kills one kiirinta follower and takes 10 points of damage per round of the PCs' inaction. If they do not join the fight until all kiirinta followers are killed (5 rounds), the enraged leader focuses their attacks on the PCs, blaming them for bringing down the wrath of the god, and the PCs must fight the tiraka as well as the leader. If the PCs join the fight after allowing some (but not all) of the kiirintas to be killed, they take a -1 penalty per kiirinta killed on skill checks to convince the opposing leader to give up the weapons.

The leader of the opposing faction (either Nerii or Vixis) has led several of their followers here to claim the crate. Though the leader is accompanied by five other kiirintas (either Builder Adherents or Reflector Adherents), they do not directly combat the PCs and are not included in stat blocks below.

The tiraka is a lizard-like, eight-legged animal with sharp teeth and a frill around its neck. The drop site is near its nest, and the agitated tiraka ferociously defends its territory.

SUBTIER 5-6 (CR 7 OR CR 8)

TIRAKA CR 7

N Huge animal

Init +2; **Senses** blindsense (vibration) 60 ft.; **Perception** +14

Defense **HP** 105

EAC 19; **KAC** 21

Fort +9; **Ref** +7; **Will** +6

Immunities acid

OFFENSE

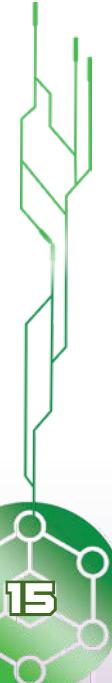
Speed 40 ft., burrow 80 ft.

Melee bite +16 (2d6+12 P)

Ranged acidic spray +13 (2d6+7 A; critical corrode 2d4)

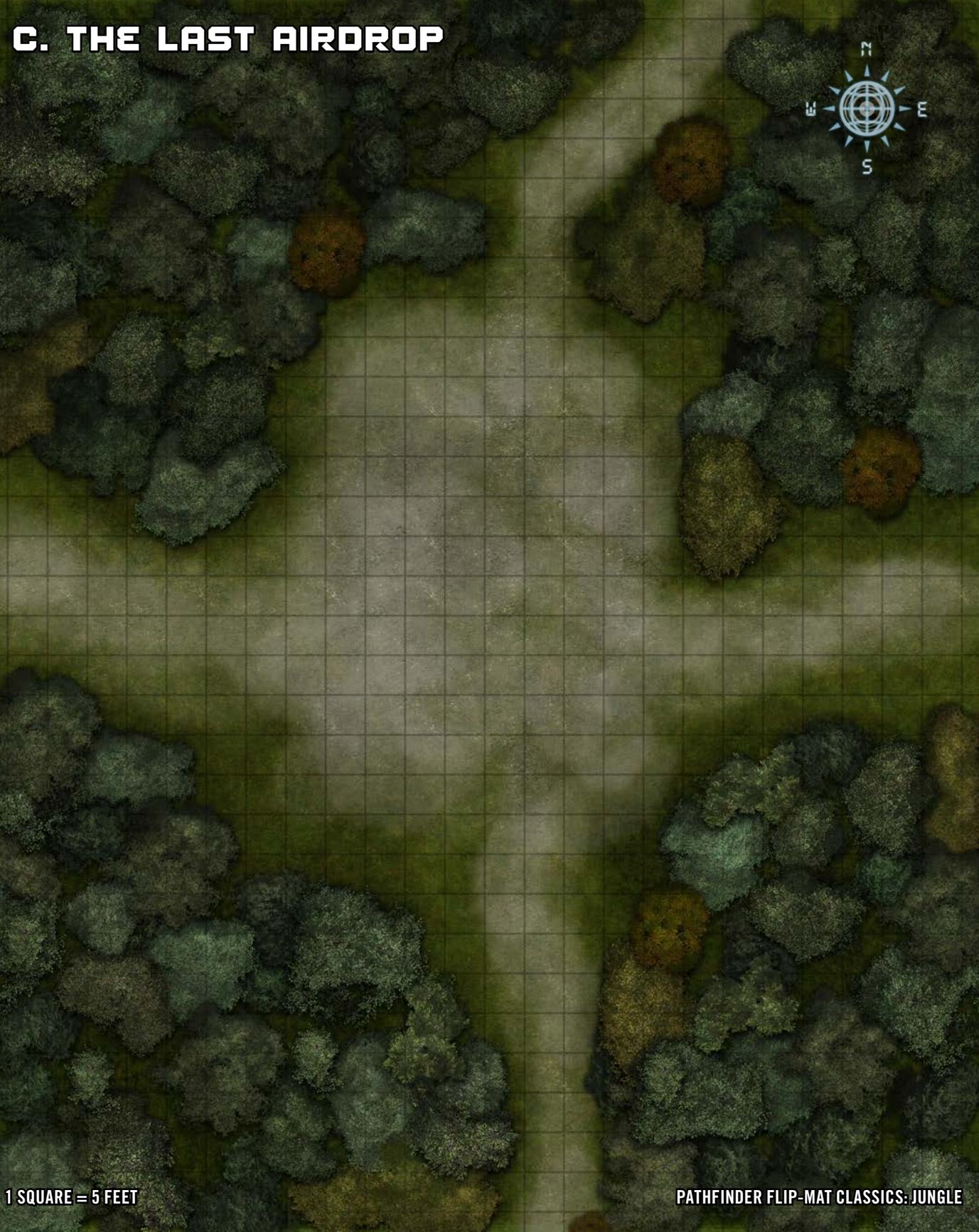
Space 15 ft.; **Reach** 15 ft.

Offensive Abilities tramplequake (2d6+12 P)



STARFINDER SOCIETY SCENARIO

C. THE LAST AIRDROP



PATHFINDER FLIP-MAT CLASSICS: JUNGLE



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TACTICS

During Combat A tiraka stays mobile, bursting out of the ground to trample enemies before burrowing down again. It uses its acidic spray against enemies that prove particularly hardy.

Morale Fiercely territorial, a tiraka fights to the death to defend its nest.

STATISTICS

Str +5; Dex +2; Con +4; Int -4; Wis +1; Cha -2

Skills Athletics +14

SPECIAL ABILITIES

Acidic Spray (Ex) As a standard action, a tiraka can make a ranged attack against a target's EAC to deal 2d6+7 acid damage. A target that suffers the corrode effect from a critical hit is sickened as long as this condition persists. The acidic spray has a range increment of 20 feet.

Tramplequake (Ex) A burrowing tiraka can burst out of the ground beneath an enemy to attack. This functions as trample; targets can attempt a DC 15 Reflex save to take half damage. If a target fails its Reflex save or does not attempt one, it is knocked prone. Targets are considered flat-footed to this attack unless they have blindsense (vibration) or blindsight.

VIXIS OR NERII

CR 7

CN kiirinta mystic or soldier

hp 72 or 84 (see page 13)

TACTICS

See the full stat block's tactics section.

SUBTIER 7-8 (CR 9 OR CR 10)

TIRAKA

CR 7

hp 105 (see Subtier 5-6)

TACTICS

See the full stat block's tactics section.

TIRAKA HATCHLINGS (2)

CR 5

N Large animal

Init +2; **Senses** blindsense (vibration) 60 ft.; **Perception** +14

DEFENSE EAC 17; KAC 19

HP 70 EACH

Speed 30 ft., burrow 60 ft.

Melee bite +13 (1d6+9 P)

Ranged acidic spray +10 (1d6+5 A)

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

Offensive Abilities tramplequake (1d6+9 P)

TACTICS

During Combat Tiraka hatchlings follow their mother's lead, defending her from attack.

Morale The tiraka hatchlings fights to the death unless their

SCALING ENCOUNTER C

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

Subtier 5-6: The tiraka is hungry from not having eaten in a while and is treated as sickened.

Subtier 7-8: Remove one tiraka hatchling from the encounter.

mother is slain, in which case they flee underground and do not return.

STATISTICS

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

Skills Athletics +10

SPECIAL ABILITIES

Acidic Spray (Ex) As a standard action, a tiraka hatchling can make a ranged attack against a target's EAC to deal 2d6+7 acid damage. Unlike a full-grown tiraka, a hatchling's acid



WEAPON CACHE



does not corrode on a critical hit. An acidic spray has a range increment of 20 feet.

Tramplequake (Ex) A burrowing tiraka hatchling can burst out of the ground beneath an enemy to attack. This functions as trample; targets can attempt a DC 13 Reflex save to take half damage. If a target fails its Reflex save or does not attempt one, it is knocked prone. Targets are considered flat-footed to this attack unless they have blindsense (vibration) or blindsight.

VIXIS OR NERII

CR 7

CN kiirinta mystic or soldier

hp 108 or 126 (see page 13)

TACTICS

See the full stat block's tactics section.

Development: The method by which the PCs can reclaim the crate depends on their actions during the combat. If they aided the kiirintas right away, the leader thanks them for their assistance and is willing to talk to the PCs. In this case, regardless of the PCs' strategy, no check is necessary, thanks to the leader's gratitude. If the PCs joined the combat after the deaths of one or more kiirintas, they can attempt a DC 22 Bluff, Diplomacy, or Intimidate check (DC 25 in Subtier 7-8) with a -1 penalty per kiirinta death, although PCs openly displaying the Starfinder Society symbol get a +2 insight bonus on this check. If the PCs succeed in convincing the opposing faction to disarm, the leader also vows to mend things with their rival kiirintas, as there are no more weapons to fight over.

If the PCs had to fight the opposing kiirinta leader, the faction disbands and offers no resistance to the PCs claiming the caches; their camp is easily located and contains all the equipment from the drops. However, there are still bad feelings between them and their rivals as they view themselves as having been defeated rather than achieving peace, which leads to future instability in the area.

Either way, once the PCs secure the remaining weapon crates, Saivessa lands to pick up the remainder of the equipment. They advise the PCs to depart soon to avoid further embroiling the Starfinders in the kiirintas' civilization (though they react with some amusement if the PCs convinced the kiirintas they were divine emissaries). If the PCs were able to find a peaceful solution to the conflict with both sides, they praise the PCs' diplomatic acumen.

Infamy: PCs who attack the opposing kiirintas before being attacked by them gain 1 Infamy.

Treasure: Each PC can claim one of the following weapons (their choice) from the caches:

Subtier 5-6: corona laser rifle (longarm), neutriad flail (advanced melee), neutriad pistol (small arm).

Subtier 7-8: 15-notch plasma fork^{AR} (longarm), blasting neutriad pistol (small arm), opportunistic neutriad flail (longarm).

Rewards: If the PCs do not reclaim the opposing kiirinta faction's caches, reduce each PC's credits earned by the following amount.

Subtier 5-6: Reduce each PC's credits earned by 1,100 credits.

Out of Subtier: Reduce each PC's credits earned by 1,350 credits.

Subtier 7-8: Reduce each PC's credits earned by 1,600 credits.

CONCLUSION

Having reclaimed the weapon caches, the PCs can return to the Lorespire Complex on Absalom Station. Before they set off, Saivessa sends a mission report to the Society. The Lorespire sends a response partway through the journey, and Saivessa tells the PCs that First Seeker Luwazi Elsebo would like to debrief them directly when they return.

During the meeting, the First Seeker congratulates the PCs on reclaiming the weapon caches and preventing a disaster, both for the kiirintas on Stabrisis-14 as well as the Starfinder Society's public relations. If the PCs found a diplomatic solution to reclaiming the caches and made peace between the two factions, she is particularly appreciative. If the PCs left some of the caches on Stabrisis-14 (for example, if they failed to convince their allied faction to surrender them), she is a bit less effusive, but acknowledges that she understands it was a difficult situation and thanks them for reclaiming what they could and not causing a massacre. She is very interested in the kiirintas and asks for the PCs' impressions of their culture. If the PCs convinced the kiirintas they were emissaries of their "war god" and Elsebo is made aware of this, either from the PCs or Saivessa's report (the meticulous maraquoi includes this detail unless the PCs ask them not to), she compliments their ingenuity, though wryly comments she hopes this doesn't backfire on the Starfinder Society at a later date.

Elsebo concludes by telling the PCs that the Society will continue to monitor the situation on Stabrisis-14, particularly if some caches were left behind. If the PCs ask about Datch, she tells them the Society has not yet managed to learn any more of Datch, beyond her affiliation with AbadarCorp, but the information they uncovered on Stabrisis-14 should be helpful.

REPORTING NOTES

If the PCs allied with the Reflectors, check box A. If they allied with the Builders, check box B. If they obtained a diplomatic resolution with both groups of kiirintas, check box C. If they left at least one weapon cache on Stabrisis-14, check box D.

PRIMARY SUCCESS CONDITIONS

The PCs succeed at their main mission if they successfully reclaim all the caches from the Stabrisis-14 orbital facility and the two airdropped containers (encounters B and C). Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon. PCs who succeed at this also gain the Kiirinta Admittance and Kiirinta Linguist boons on their Chronicle sheets. Note that the Kiirinta Admittance boon can only be used if the player has previously earned a boon from *Starfinder Society Scenario #2-06: The Stumbling Society, Part 1: Sangoro's Lament*. Give each player that earned these boons a copy of the appendix.



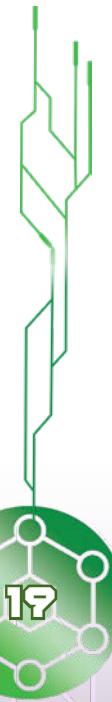
THE STUMBLING SOCIETY, PART 2: SANCORO'S GIFTS

SECONDARY SUCCESS CONDITIONS

If the PCs find a diplomatic solution and reclaim the weapon caches from both factions peacefully (regardless of the skill used to do so), they succeed at their secondary success condition and each earn 1 additional Fame and 1 Reputation for any factions associated with their current faction boon.

FACTION NOTES

Wayfinders Faction: If the PCs completed the secondary success condition by peacefully convincing both factions to give up their equipment, Fitch is impressed and praises their skill to the other Wayfinders. Each PC earns 1 additional Reputation with the Wayfinders faction, in addition to any other Reputation earned as a result of completing this scenario.



APPENDIX 1: PLAYING A KIIRINTA

Each player who earned the Kiirointa Admittance boon should also receive a copy of this appendix.

PHYSICAL DESCRIPTION

Kiirintas are small fey who resemble moths. They have brightly colored wings and six legs. Their front two legs have three grasping, finger-like appendages for manipulating objects. A kiirinta's back legs have several jagged claws, and they can rear up on their two hind legs to reach what is considered their full height. They have a pair of feathery antennae above their insectile black eyes.

HOME WORLD

The kiirintas inhabit an innocuous world in Near Space called Stabrisis-14. A verdant jungle world of abundant vegetation and wildlife, Stabrisis-14 is the fourth planet orbiting an immense red star in Near Space. For reasons not well understood, Stabrisis-14 experiences frequent influxes of planar energy from the First World that have influenced its landscape and inhabitants, though there are currently no active portals. Kiirintas tell tales of coming to their home planet from a planar breach in the distant past, though the specifics have long since been forgotten.

SOCIETY AND ALIGNMENT

Kiirintas are primarily nomadic hunter-gatherers who venerate a pantheon of nature deities. The various tribes have multiple small settlements across the jungles that they rotate between based on the season and their moods. They tend toward chaotic and/or neutral alignments, though they might change this outlook based on what they're exposed to in travelling beyond their home world.

RELATIONS

Kiirintas tend to work well with any species, though they've had little contact with outsiders. They generally employ the same style of social mannerisms with others that they use with their own kind: extravagant bravado. Kiirintas often create false narratives as a means of making themselves seem more impressive, but they do so out of a joy of storytelling rather than any sense of malice.

ADVENTURERS

Kiirintas have just begun to see the galaxy beyond their home world, and they hunger to experience as many new encounters as they can. Most view their companions as true friends, and despite their technologically limited history, they do their best to learn as much as they can and bring all the skills at their disposal to whatever group they join.

NAMES

Kiirintas prefer to adopt names that employ harder consonants or make use of "il" style sounds. Their names often incorporate sharper sounds that can be screeched in stressful situations.

RACIAL TRAITS

Ability Adjustments: +2 Dex, +2 Int, -2 Wis

Hit Points: 4

Size and Type: Kiirintas are Small fey.

Fluttercloud: As a move action, a kiirinta within 15 feet of the ground can flutter their wings to stir up debris and a cloud of glistening sparkles around themself, granting them concealment (20% miss chance) for 1d4 rounds. A kiirinta can't use this ability again until they have taken a 10-minute rest to recover Stamina Points.

Kiirinta Movement: Kiirintas have a land speed of 20 feet and an extraordinary fly speed of 20 feet with average maneuverability.

Limited Telepathy: Kiirintas have limited telepathy with a range of 30 feet.

Low-Light Vision: Kiirintas have low-light vision.

Reverberating Shriek: As a standard action, a kiirinta can emit a shriek of sonic energy at an adjacent target, causing painful vibrations throughout the target's body. This scream imparts the staggered condition for 1d4 rounds. The target can attempt a Fortitude save (DC = 10 + half the kiirinta's character level + the target's Constitution modifier) to negate the staggered effect. Whether successful or not, a creature can't be affected by the same kiirinta's reverberating shriek for 24 hours. A kiirinta can use this ability once per day plus one additional time per day for every 5 character levels they have.



THE STUMBLING SOCIETY, PART 2: SANCORO'S GIFTS



Event Reporting Form

Date _____ Event Code: _____
Location _____

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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
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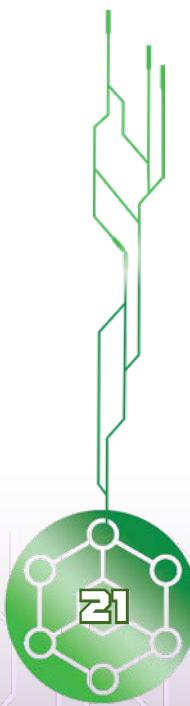
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STARFINDER SOCIETY SCENARIO

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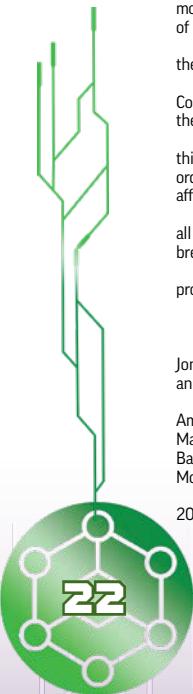
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Starfinder Society Scenario

#2-08: The Stumbling Society, Part 2: Sangoro's Gift

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<p>Kiirinta Admittance (Personal Boon; Limited Use): As part of the Starfinder Society effort to retrieve their stolen arms from of Stabrisis-14, an ally of your group inadvertently allowed a member of the world's population onboard their ship. This mothlike fey, known as a kiirinta, emerged on Absalom Station and quickly learned all they could about their new home. You can use this boon only if your character has a Reputation Tier of 3 with one or more factions and at least one of your other characters has the "Drat That Rat!" boon from <i>The Stumbling Society Part 1</i>, representing your completion of this two-part series of adventures.</p> <p>You can play a kiirinta character, 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 Guide</i>. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character. Along with this Chronicle sheet, your GM should provide you a copy of the "Playing a Kiirinta" appendix, which is considered a legal document for the purposes of playing this race.</p> <p>Kiirinta Linguist (Slotless Boon): So long as you have this boon, all of your Starfinder Society characters have access to the Kiirinta language and can select it at any time they would learn a new language.</p>																																																												
<p>NEUTRIAD FLAIL</p> <p>A neutriad flail is a 5th level advanced melee weapon that deals 1d8 bludgeoning damage and has the push^{AR} critical hit effect. It has the disarm, force^{AR}, and powered (capacity 20, usage 1) special properties and 1 bulk, and it costs 3,200 credits.</p> <p>NEUTRIAD PISTOL</p> <p>A neutriad pistol is a 5th level small-arm ranged weapon that deals 1d6 bludgeoning damage and has the pulse^{AR} (1d6) critical hit effect. It has a range of 60 feet and a capacity of 20 charges (1 usage). It has the force^{AR} special property and light bulk, and it costs 3,200 credits.</p>																																																												
<p>All Subtiers</p> <p>basic lashunta tempweave (1,950; item level 4) corona laser rifle (4,650; item level 6) freebooter armor II (4,720; item level 6) frostbite-class zero rifle (3,060; item level 5) neutriad flail (3,200; item level 5; see above) neutriad pistol (3,200; item level 5; see above) rocket rifle (3,010; item level 5; <i>Starfinder Armory</i> 20) vesk overplate I (3,910; item level 6) ysoki refractor suit (4,120; item level 6)</p>																																																												
<p>Subtier 7-8</p> <p>15-notch plasma fork (8,850; item level 8; <i>Starfinder Armory</i> 20) advanced lashunta tempweave (8,500; item level 8) D-Suit II (6,900; item level 7) estex suit III (5,500; item level 7) kasatha microcord III (9,000; item level 8) night plate (9,400; item level 8; <i>Starfinder Armory</i> 69) tactical seeker rifle (6,030; item level 7)</p>																																																												
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