

STARFINDER ADVENTURE PATHS

ATTACK OF THE SWARM! ADVENTURE PATH

STARFINDER SOCIETY ORGANIZED PLAY

The Attack of the Swarm Adventure Path may be played as part of the Starfinder Society campaign for credit. These adventures are produced for a wider audience than just the Starfinder Society, and are thus structured differently from scenarios. The specific rules changes needed for receiving Starfinder Society credit when playing these adventures are presented here.

KEY DIFFERENCES FROM SCENARIOS

This Starfinder Adventure Path consists of six chapters, each roughly three times the length of a standard scenario, and can take months or even years to complete. They do not contain specific faction-related elements, nor are they tiered for play by characters over a wide range of levels. Thematically, most Adventure Paths do not assume the characters are Starfinders. GMs and players are encouraged to create a reasonable plot hook for their characters' participation.

LEGAL STARFINDER SOCIETY CHARACTERS

All players must use an existing Starfinder Society character (without modification) within the legal character levels range for the specific Attack of the Swarm adventure being played.

For the adventures, "Fate of the Fifth" if you do not have a character in the correct level range, you may use a Starfinder Society pregenerated character, available at paizo.com. Due to the level range, "Huskworld", "Hive of Minds", and "The God-Host Ascends" cannot be played with a pregenerated character.

Alternatively, if you are participating in the Attack of the Swarm Adventure Path with an ongoing group undertaking the entire, six-chapter campaign, you may receive credit for playing the adventures as if you had played a pregenerated character. In this case, GMs running the Adventure Path are not bound to the rules of the Starfinder Society campaign when running the campaign. Starfinder Society characters and characters from an ongoing Adventure Path campaign may not play together in the same adventure.

SANCTIONED CONTENT KEY

Adventure	Level Range
"Fate of the Fifth"	1-2*
"The Last Refuge"	3-4
"Huskworld"	5-6
"The Forever Reliquary"	7-8
"Hive of Minds"	9-10
"The God-Host Ascends"	11-12

*This adventure also has the Repeatable Tag

As mentioned in the *Starfinder Society Guide to Play*, if you have already played an Adventure Path and wish to play it an additional time for any reason, you must inform the GM. If you spoil the plot for the table, the GM has the right to ask you to leave. You are free to replay the Adventure Path in order to meet a minimum PC requirement, but if you have already received a player Chronicle sheet for these adventures for any of your PCs, you do not earn any additional rewards beyond having a good time.

APPLYING CREDIT

All players receive a Chronicle sheet unless, at the GMs discretion, they are replaying the Adventure Path for no credit. If a player uses an existing Starfinder Society character for the adventure, he must apply the Chronicle sheet to that character immediately. A player who uses a pregenerated character must hold the Chronicle sheet until his character reaches the level of the pregenerated character, at which point he applies the Chronicle sheet to that character immediately.

A GM who runs any adventures from the Attack of the Swarm Adventure Path may likewise apply the Chronicle sheet to one of her Starfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet

at the time the Adventure Path adventure is completed and the Chronicle sheets are filled out.

Playing each distinct adventure of the Adventure Path from beginning to end earns a character 3 XP, 5 Reputation, and 5 Fame. Reputation must be applied to a faction you possess an associated champion Faction boon for.

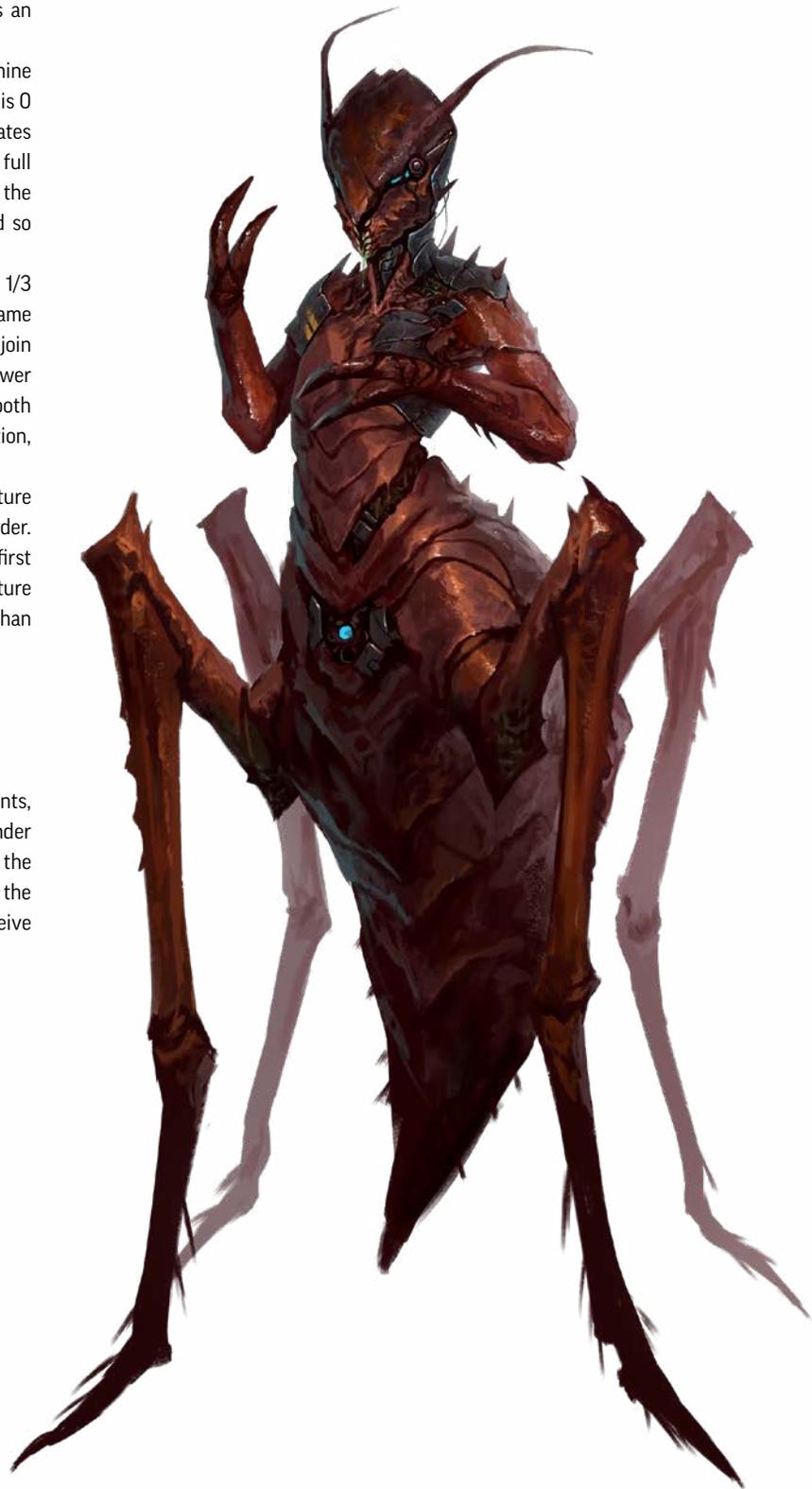
If a character is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 credits, 1 XP, 1 Reputation, and 1 Fame. If a character participates in more than 2/3 of the adventure, she should receive the full rewards. GMs and active players are encouraged to hasten the return of any characters waiting to be raised from the dead so that everyone may receive the full award.

Players who do not complete each game session earn 1/3 fewer credits, 1 fewer XP, 1 fewer Reputation, and 1 fewer Fame for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer credits, 1 fewer XP, 1 fewer Reputation, and 1 fewer Fame for each session missed. In both cases, players earn a minimum of 1/3 credits, 1 XP, 1 Reputation, and 1 Fame.

As always, each player may receive credit for each Adventure Path volume once as a player and once as a GM, in either order. Players must accept a Chronicle sheet for their characters the first time they play an adventure. A player may replay an adventure at the GM's discretion, but the player may not receive more than one Chronicle sheet per adventure.

RUNNING MULTI-SESSION ADVENTURES

Since Adventure Path adventures are multi-session events, Starfinder Society characters may not be used in other Starfinder Society events until they receive a Chronicle sheet for the adventure. GMs are advised to work with players who miss the final session of the adventure in order for those players to receive their Chronicle sheets.





Starfinder Adventure Path #20: The Last Refuge

Character Chronicle #

A.K.A.	7		
Player Name	Character Name	Organized Play #	Character #
Faction			

This Chronicle sheet grants access to the following:

Commander Najiri's Respect (Ally Boon): Through your actions in New Grakka, you've cemented the respect of Commander Najiri, a senior member of the Suskillon Defense Force. As the SDF earns victories, Najiri's influence expands, along with her ability to help requisition additional equipment for your use. Check a box for each adventure in the Attack of the Swarm adventure path that you complete (does not have to be with this character).

- | | | |
|---|---|--|
| <input type="checkbox"/> #19: Fate of the Fifth | <input type="checkbox"/> #20: The Last Refuge | <input type="checkbox"/> #21: Huskworld |
| <input type="checkbox"/> #22: The Forever Reliquary | <input type="checkbox"/> #23: Hive of Minds | <input type="checkbox"/> #24: The God-Host Ascends |

When this boon is slotted, if you have checked two or more boxes on this boon, you can increase the item level of grenades you're normally allowed to purchase by 1. If you have checked four or more boxes, then you can increase the item level of all weapons and armor that you can purchase by 1. If you've checked five boxes, when you slot this boon and purchase armor or weapons, you gain a 15% discount on the purchase. Finally, when you check all six boxes on this boon, your character can always slot this boon, regardless of the number of Ally boon slots available.

All subtiers

advanced medkit (2,700; item level 5)
 frag grenade II (700; item level 4; limit 6)
 mk 1 mobility enhancer armor upgrade (1,500; item level 3; *Starfinder Armory* 84)
 mk 2 serum of healing (425; item level 5; limit 3)
 murmur sonic suppressor (1,430; item level 3; *Starfinder Armory* 16)
 obsidian electrovore figurine of wondrous power (3,000; item level 5; *Starfinder Armory* 111)

staff of mystic healing (3,700; item level 5)
 stalker assassin rifle AR (1,510; item level 3; *Starfinder Armory* 24)
 static polarity rifle (2,400; item level 4; *Starfinder Armory* 20)
 web grenade I AR (490; item level 3; *Starfinder Armory* 26; limit 4)

Reputation

Faction _____ Reputation _____	Faction _____ Reputation _____
Faction _____ Reputation _____	Infamy _____

MAX CREDITS	SUBTIER <input type="checkbox"/> Normal	3-4	4,380
	SUBTIER <input type="checkbox"/> Normal	-	-
	SUBTIER <input type="checkbox"/> Normal	-	-
	SUBTIER <input type="checkbox"/> Normal	-	-
EXPERIENCE	Starting XP		
	+	XP Gained (GM ONLY)	<small>GM's Initials</small>
	=	Final XP Total	
FAME	Initial Fame		
	+	Fame Gained (GM ONLY)	<small>GM's Initials</small>
	-	Fame Spent	
	=	Final Fame	
CREDITS	Starting Credits		
	+	Credits Garnered (GM ONLY)	<small>GM's Initials</small>
	+	Day Job (GM ONLY)	<small>GM's Initials</small>
	-	Credits Spent	
=		Total	

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #
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Starfinder Adventure Path #22: The Forever Reliquary

Character Chronicle #

A.K.A.	7		
Player Name	Character Name	Organized Play #	Character #
Faction			

This Chronicle sheet grants access to the following:

Cytoplasmic Weaponry (Starship Boon; Limited-Use): You can slot this boon on any of your characters. When this boon is slotted, select one weapon onboard your starship. Replace this weapon with a light cytoplasm launcher (*Starfinder Alien Archive 2* 121). This new weapon must go in the same arc as the replaced weapon. If the weapon is a heavy weapon, instead replace that weapon with a heavy cytoplasm launcher.

Due to the organic nature of this weapon, every time you slot this boon, check a box that precedes it. Once all boxes are checked, you can no longer slot this boon.

Tuvah's Attention (Ally Boon): Through your defense of the Forever Reliquary and entrance into the Swarm mindscape, you've earned the respect of Tuvah and the other survivors on the comet. When you finish a scenario in which you've slotted this boon, you gain the attention of members of the Forever Reliquary under Tuvah's guidance. Your ally casts of the following spells is cast on you for free at an effective Caster Level of 9.

- greater dispel magic
- lesser restoration
- remove affliction
- remove radiation

All Subtiers

advanced lashunta tempweave (8,500; item level 8)
 black force field armor upgrade (10,500; item level 8)
 buzzblade dueling sword (9,500; item level 8)
 d-suit III (13,300; item level 9)
 frag grenade III (2,560; item level 8; limit 4)

green lotus extract poison (1,500; item level 8; limit 2)
 pearly white spindle aeon stone (25,000; item level 11)
 ring of cosmic alignment (25,000; item level 11)
 tier 3 antitoxin (15,000; item level 10)

Reputation

Faction _____	Reputation _____	Faction _____	Reputation _____
Faction _____	Reputation _____	Infamy _____	

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal
	7-8	17,505
	SUBTIER	<input type="checkbox"/> Normal
	-	-
EXPERIENCE	SUBTIER	<input type="checkbox"/> Normal
	-	-
	SUBTIER	<input type="checkbox"/> Normal
	-	-
FAME	Starting XP	
	+	GM's Initials
	XP Gained (GM ONLY)	
	=	
	Final XP Total	
	Initial Fame	
CREDITS	+	GM's Initials
	Fame Gained (GM ONLY)	
	-	
	Fame Spent	
	Final Fame	
	Starting Credits	
CREDITS	+	GM's Initials
	Credits Garnered (GM ONLY)	
	+	GM's Initials
	Day Job (GM ONLY)	
	-	
	Credits Spent	
=		
Total		

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #
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Starfinder Adventure Path #23: Hive of Minds

Character Chronicle #

A.K.A.	7		
Player Name	Character Name	Organized Play #	Character #
Faction			

This Chronicle sheet grants access to the following:

Blessing of Hylax (Social Boon): You were part of stopping the Suskillon Swarm's Connection from siphoning the divine power of Hylax. By doing so, and through your efforts within the Swarm mindscape, you earned a potent boon from the goddess of the shirren. When you slot this boon, you gain limited telepathy, as per the shirren racial ability. If you already have limited telepathy, you gain the ability to treat any creature that has a friendly or helpful attitude toward you as if it shared a language with you when determining whether you can use limited telepathy to communicate with it.

Mindscape Imprint (Slotless Boon): Your time in the Swarm mindscape has left an imprint on your psyche. Though you've mostly adapted to it, this imprint has the potential of reaching out to others. You can cross this boon off your Chronicle sheet at any time to earn the instinctive metaphysicist archetype (*Starfinder Adventure Path #23: Hive of Minds* page 44), replacing any abilities you previously earned with the abilities from this archetype as you desire. Alternatively, you can cross this boon off your Chronicle sheet at any time to apply this archetype to another character you possess.

All Subtiers

comet hammer (16,900; item level 10)
 holy fusion seal (12th) (7,612; item level 12)
 lesser photon crystal (25,100; item level 11)
 mk 2 plasma bead (12,500; item level 9; *Starfinder Armory* 115)
 mk 3 ring of resistance (18,100; item level 10)
 mk 3 serum of healing (1,950; item level 9; limit 6)
 preserver's mantle III (35,400; item level 12; *Starfinder Armory* 69)

pulse grenade II (4,350; item level 9; *Starfinder Armory* 26; limit 4)
 spell gem of death ward (3,700; item level 11; limit 1)
 spell gem of wall of fire (3,700; item level 11; limit 1)
 unholy series-42 plasma guide sniper rifle (33,080; item level 11; *Starfinder Armory* 114)
 white hypopen (2,300; item level 9; *Starfinder Armory* 106; limit 2)

Reputation

Faction _____	Reputation _____	Faction _____	Reputation _____
Faction _____	Reputation _____	Infamy _____	

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal
	9-10	43,230
	SUBTIER	<input type="checkbox"/> Normal
	-	-
EXPERIENCE	SUBTIER	<input type="checkbox"/> Normal
	-	-
	SUBTIER	<input type="checkbox"/> Normal
	-	-
FAME	SUBTIER	<input type="checkbox"/> Normal
	-	-
	SUBTIER	<input type="checkbox"/> Normal
	-	-
CREDITS	Starting XP	
	+	GM's Initials
	XP Gained (GM ONLY)	
	=	
	Final XP Total	
	Initial Fame	
	+	GM's Initials
	Fame Gained (GM ONLY)	
	-	
	Fame Spent	
Final Fame		
Starting Credits		
+	GM's Initials	
Credits Garnered (GM ONLY)		
+	GM's Initials	
Day Job (GM ONLY)		
-		
Credits Spent		
=		
Total		

For GM Only

EVENT _____	EVENT CODE _____	DATE _____	Game Master's Signature _____	GM Organized Play # _____
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Starfinder Adventure Path #24: The God-Host Ascends

Character Chronicle #

A.K.A.	7		
Player Name	Character Name	Organized Play #	Character #
Faction			

This Chronicle sheet grants access to the following:

Suskillon Defense Force War Hero (Slotless Boon; Limited-Use): You've saved the entirety of Suskillon from the Swarm's attacks and earned yourself the fame of a true hero. Because of your accomplishments, your prestige within the Starfinder Society allows you to earn yourself or your allies whatever missions you desire. Each time you use this boon, check a box below. When you do, you can replay one Starfinder Society scenario (but not module or Adventure Path adventure) you've previously played as though that scenario had the repeatable scenario tag. You can use this boon to grant the benefit to any of your characters. This allows that character to earn a Chronicle sheet and all associated rewards for the scenario, though you cannot select a scenario you've already played with the selected character.

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal
	11-12	104,100
	SUBTIER	<input type="checkbox"/> Normal
	-	-
EXPERIENCE	SUBTIER	<input type="checkbox"/> Normal
	-	-
	SUBTIER	<input type="checkbox"/> Normal
	-	-
FAME	SUBTIER	<input type="checkbox"/> Normal
	-	-
	Starting XP	
	+	<small>GM's Initials</small>
	XP Gained (GM ONLY)	
	=	Final XP Total
	Initial Fame	
	+	<small>GM's Initials</small>
Fame Gained (GM ONLY)		
-	Fame Spent	
Final Fame		
CREDITS	Starting Credits	
	+	<small>GM's Initials</small>
	Credits Garnered (GM ONLY)	
	+	<small>GM's Initials</small>
	Day Job (GM ONLY)	
-	Credits Spent	
=	Total	

All Subtiers

- | | |
|---|---|
| <p>advanced emotion regulator (37,000; item level 12; <i>Starfinder Armory 103</i>)</p> <p>bloodstone bloodbrother figurine of wondrous power (48,000; item level 13; <i>Starfinder Armory 113</i>)</p> <p>carter's baton (65,000; item level 14; <i>Starfinder Armory 100</i>)</p> <p>celerity rigging powered armor (38,500; item level 12; <i>Starfinder Armory 75</i>)</p> <p>elite X-gen gun (53,700; item level 13)</p> | <p>flash shield generator (32,000; item level 12; <i>Starfinder Armory 103</i>)</p> <p>gray nanite hypopans (3,500; item level 11; <i>Starfinder Armory 106</i>; limit 2)</p> <p>mk 4 ring of resistance (70,000; item level 14)</p> <p>parallax laser pistol (82,000; item level 14)</p> <p>silver lemniscate aeon stone (65,000; item level 14; <i>Starfinder Armory 110</i>)</p> |
|---|---|

Reputation

Faction _____	Reputation _____	Faction _____	Reputation _____
Faction _____	Reputation _____	Infamy _____	

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Organized Play #
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