

STARFINDER ADVENTURE PATHS

ATTACK OF THE SWARM! ADVENTURE PATH

STARFINDER SOCIETY ORGANIZED PLAY

STARFINDER ADVENTURES

The volumes of the *Starfinder Adventure Path: Attack of the Swarm!* can be played to gain specific benefits for the Starfinder Society Organized Play campaign.

KEY DIFFERENCES FROM SCENARIOS

Starfinder Adventure Paths have variable playtimes. They don't contain specific faction-related elements, nor are they designed for play by characters over a wide range of levels. Sometimes they include pregenerated characters tailored and themed to the adventure. While not required, we recommend using these provided characters, as they strengthen players' immersion in the story.

Thematically, Starfinder Adventure Paths don't assume the characters are members of the Starfinder Society. *Attack of the Swarm!* is therefore offered outside of the standard Organized Play environment; characters don't need to conform to the standard Organized Play requirements laid out in the *Guide to Organized Play: Starfinder Society*.

APPLYING CREDIT

Players who play through *Attack of the Swarm!* as well as GMs who run the adventure can apply the adventure's Chronicle Sheet to any of their Starfinder Society Organized Play characters in the listed level ranges. Players and GMs must decide which character to apply credit to when they receive the Chronicle Sheet. Each Chronicle Sheet gives 3 Experience Point(s), 5 Reputation with one faction, and credits as listed on the Chronicle Sheet. A character can also attempt one Day Job roll to earn income per XP earned, using a skill bonus from the character receiving credit. In addition, players and GMs receive Achievement Points, which they can use to purchase Starfinder Society character upgrades. These adventures are not repeatable (with the exception of the first volume, *Fate of*

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

the Fifth), therefore an individual may earn a chronicle once as player and once as GM for the adventure.

Players earn access to the items and options listed on the Chronicle Sheet through their actions during the adventure. If the PCs don't discover an item or fulfill the conditions described in the adventure to gain access to an option, cross that option off of each player's Chronicle Sheet. If a PC gains access to an option presented on the Chronicle Sheet that can only be obtained by one member of the party, they earn that option on the Chronicle Sheet for all members of their group.

ABOUT THE STARFINDER SOCIETY

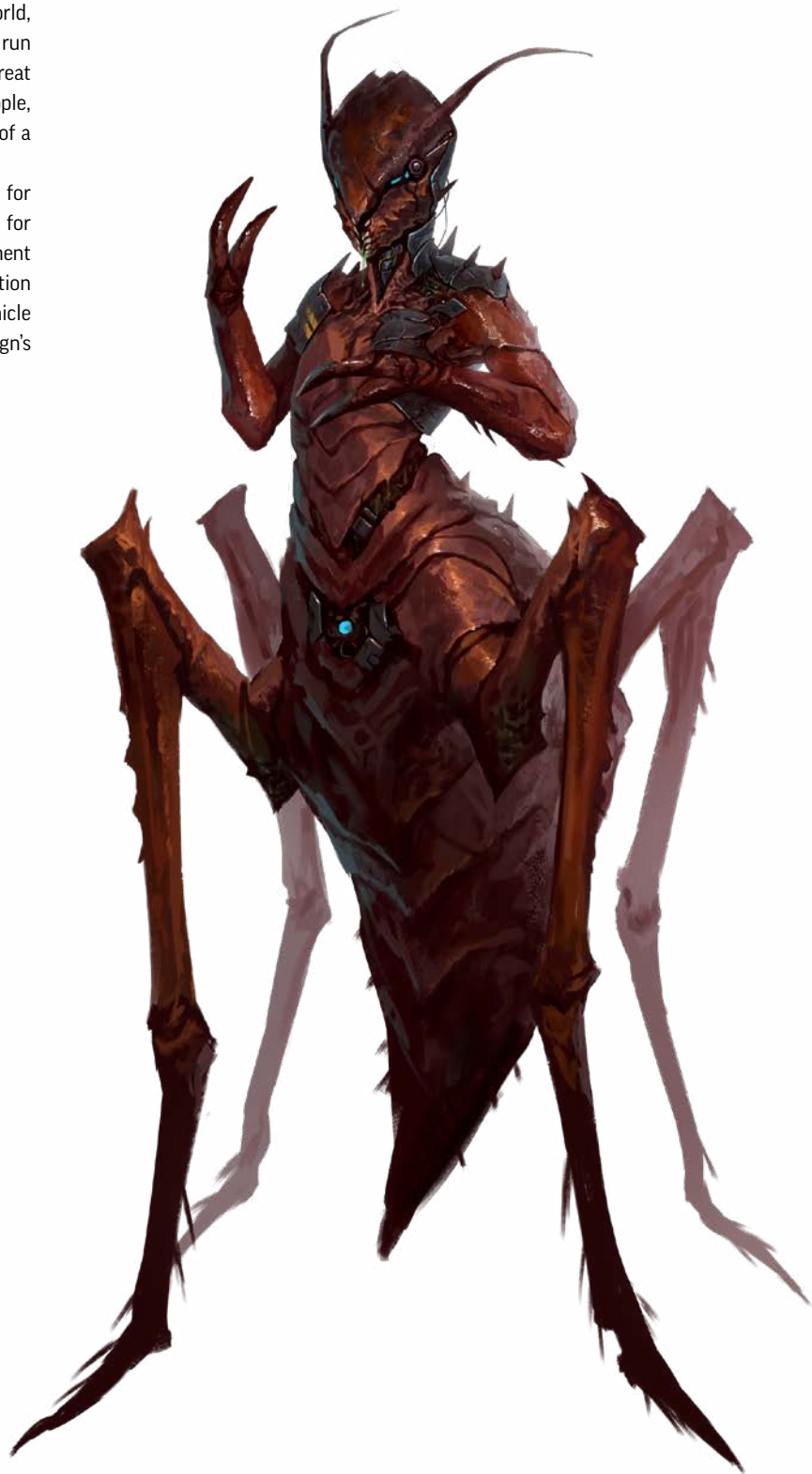
The Starfinder Society is a worldwide science fantasy living campaign that puts you in the role of an agent of the Starfinder Society. The Society is a group of explorers who travel out into the galaxy in search of lost knowledge and technologies, bringing what they learn back with them to share with the people of the Pact Worlds.

In an organized play campaign, characters exist in a common setting shared by tens of thousands of other gamers from around the world. Paizo's Organized Play programs, including Starfinder

Society and Pathfinder Society, are campaigns produced by Paizo and used by a volunteer community of organizers and GMs in more than 36 countries on six continents.

Participants in the Starfinder Society can take their characters to any public Starfinder Society event anywhere in the world, and any Game Master can gather a group of players to run through dozens of different pre-made adventures. It's a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

Players and GMs both earn special Achievement Points for participating, which they can use to buy special options for their characters on paizo.com. GMs earn double Achievement Points rewards for the games they run. For more information on the Starfinder Society, on how to read the attached Chronicle Sheet, and to find games in your area, check out the campaign's homepage at starfindersociety.club.



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Starfinder Adventure Path #19: Fate of the Fifth

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
- 7						
This Chronicle sheet grants access to the following:						
<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Suskillon Survivor (Personal Boon; Limited-Use): Through perseverance, skill, and luck, you've managed to survive the fall of Suskillon and escape the doomed world before the Swarm conquered the planet. Your survival from near-death has given you a new lease on life and you hold onto yours with renewed vigor. When you slot this boon, whenever you would die as a result of losing Resolve Points while being unconscious, you can check one of the boxes below. You immediately regain 1d3 Resolve Points and can spend 1 of these points to avoid dying. You can only use this ability once per day. Despite being a Personal boon, you can still slot this boon if your existing Personal Boon slot is occupied by any boon that grants you the ability to play a special race option. Terminus Wild (Starship Boon): You can only slot this boon in a Tier 5–6 scenario, and everyone at the table must agree to you slotting this boon. When you slot this boon, rather than choosing the standard starships presented in the <i>Starfinder Society Guide</i> (such as the Drake or Pegasus), you can instead choose to take the <i>Terminus Wild</i> further modified by the Society to include a Drift engine. The statistics for this hull are presented below. This ship can be further upgraded with Starship boons from other characters in the group as normal. When used in Tier 5–6, the PCs crewing the <i>Terminus Wild</i> gain a bonus reroll that can only be used on a d20 roll made during a starship combat encounter. This reroll is meant to give the starship a slight bonus when outmatched by more powerful encounters. This reroll can be used by one PC, and does not count towards the reroll limit for that PC. Otherwise, this ability functions following the rules for rerolls as detailed in the <i>Starfinder Core Rulebook</i> on page 243.						
TERMINUS WILD TIER 3						
Medium transport Speed 6; Maneuverability average (turn 2); Drift 1 AC 13; TL 13 HP 70; DT —; CT 14 Shields Basic 40 (forward 10, port 10, starboard 10, aft 10) Attack (Forward) gyrolaser (1d8; 5 hexes), twin laser (5d8; 20 hexes) Attack (Aft) light plasma torpedo launcher (3d8; 20 hexes) Attack (Turret) laser net (2d6; 5 hexes) Power Core Arcus Heavy (130 PCU); Drift Engine Signal Basic; Systems basic mid-range sensors, crew quarters (common), mk 2 duonode computer, mk 3 armor, mk 3 defenses; Expansion Bays cargo holds, escape pods, guest quarters (2, luxurious), recreation suite (HAC) Modifiers +2 to any 2 checks per round, +2 Computers (sensors only), +1 Piloting; Complement 1–7						
All subtiers						
camouflage membrane (100; item level 1; <i>Starfinder Adventure Path #19: Fate of the Fifth</i> 44) cargo lifter power armor (2,150; item level 4) mk 1 planar runeplates (2,000; item level 4; <i>Starfinder Armory</i> 115) psychic booster (2,000; item level 4) wake-up patch (100; item level 2; <i>Starfinder Adventure Path #19: Fate of the Fifth</i> 45) warming balm (150; item level 2; <i>Starfinder Adventure Path #19: Fate of the Fifth</i> 45)						
Reputation						
Faction _____ Reputation _____ Faction _____ Reputation _____						
Faction _____ Reputation _____ Infamy _____						
LEVELS <input type="checkbox"/> Normal Max Credits						
1-2 2,160						
LEVELS <input type="checkbox"/> Normal						
- -						
LEVELS <input type="checkbox"/> Normal						
- -						
LEVELS <input type="checkbox"/> Normal						
- -						
EXPERIENCE						
Starting XP						
+ XP Gained (GM ONLY)						
=						
Final XP Total						
CREDITS						
Starting Credits						
+ Credits Garnered (GM ONLY)						
+ Day Job (GM ONLY)						
- Credits Spent						
= Total						

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: 7WMT



Starfinder Adventure Path #20: The Last Refuge

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
- 7						
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) stalker assassin rifle AR (1,510; item level 3; <i>Starfinder Armory</i> 24) frag grenade II (700; item level 4; limit 6) static polarity rifle (2,400; item level 4; <i>Starfinder Armory</i> 20) mk 1 mobility enhancer armor upgrade (1,500; item level 3; <i>Starfinder Armory</i> 84) web grenade I AR (490; item level 3; <i>Starfinder Armory</i> 26; limit 4) mk 2 serum of healing (425; item level 5; limit 3) murmur sonic suppressor (1,430; item level 3; <i>Starfinder Armory</i> 16) obsidian electrovore figurine of wondrous power (3,000; item level 5; <i>Starfinder Armory</i> 111) staff of mystic healing (3,700; item level 5)						
Reputation						
Faction	Reputation	Faction	Reputation	Faction	Reputation	
Faction	Reputation	Infamy				

LEVELS	<input type="checkbox"/> Normal Max Credits
3-4	4,380
LEVELS	<input type="checkbox"/> Normal
-	-
LEVELS	<input type="checkbox"/> Normal
-	-
LEVELS	<input type="checkbox"/> Normal
-	-

EXPERIENCE
Starting XP
+
XP Gained (GM ONLY)
=
Final XP Total

CREDITS
Starting Credits
+
Credits Garnered (GM ONLY)
+
Day Job (GM ONLY)
-
Credits Spent
=
Total

For GM Only

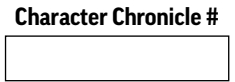
EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: WB07

**Chronicle Code: 1WEM**

<div>Character Name</div>				<div>Organized Play #</div>		<div>Character #</div>		<div>Faction</div>		<div>LEVELS</div> <div><input type="checkbox"/> Normal Max Credits</div>	
						- 7				<div>7-8</div> <div>17,505</div>	
<div>This Chronicle sheet grants access to the following:</div>										<div>LEVELS</div> <div><input type="checkbox"/> Normal</div>	
<div><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> Cytoplasmic Weaponry (Starship Boon; Limited-Use): You can slot this boon on any of your characters. When this boon is slottd, select one weapon onboard your starship. Replace this weapon with a light cytoplasm launcher (<i>Starfinder Alien Archive</i> 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.</div>										<div>LEVELS</div> <div><input type="checkbox"/> Normal</div>	
<div>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.</div>										<div>LEVELS</div> <div><input type="checkbox"/> Normal</div>	
<div>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.</div>										<div>LEVELS</div> <div><input type="checkbox"/> Normal</div>	
<div><ul style="list-style-type: none">•greater dispel magic•lesser restoration•remove affliction•remove radiation</div>											
										<div>MAX CREDITS</div>	
										<div>Starting XP</div>	
										<div>+</div>	
										<div>XP Gained (GM ONLY)</div>	
										<div>=</div>	
										<div>Final XP Total</div>	
										<div>EXPERIENCE</div>	
										<div>Starting Credits</div>	
										<div>+</div>	
										<div>Credits Garnered (GM ONLY)</div>	
										<div>+</div>	
										<div>Day Job (GM ONLY)</div>	
										<div>-</div>	
										<div>Credits Spent</div>	
										<div>=</div>	
										<div>Total</div>	
<div>All subtiers</div>										<div>CREDITS</div>	
<div>advanced lashunta tempweave (8,500; item level 8)</div>					<div>green lotus extract poison (1,500; item level 8; limit 2)</div>						
<div>black force field armor upgrade (10,500; item level 8)</div>					<div>pearly white spindle aeon stone (25,000; item level 11)</div>						
<div>buzzblade dueling sword (9,500; item level 8)</div>					<div>ring of cosmic alignment (25,000; item level 11)</div>						
<div>d-suit III (13,300; item level 9)</div>					<div>tier 3 antitoxin (15,000; item level 10)</div>						
<div>frag grenade III (2,560; item level 8; limit 4)</div>											
<div>Reputation</div>											
<div>Faction</div>		<div>Reputation</div>		<div>Faction</div>		<div>Reputation</div>		<div>Faction</div>		<div>Reputation</div>	
<div>Faction</div>		<div>Reputation</div>		<div>Infamy</div>							



Starfinder Adventure Path #23: Hive of Minds

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
- 7						
This Chronicle sheet grants access to the following:						
<p>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.</p> <p>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 (<i>Starfinder Adventure Path #23: Hive of Minds</i> 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.</p>						
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; <i>Starfinder Armory</i> 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; <i>Starfinder Armory</i> 69) pulse grenade II (4,350; item level 9; <i>Starfinder Armory</i> 115)						
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; <i>Starfinder Armory</i> 114) white hypopen (2,300; item level 9; <i>Starfinder Armory</i> 106; limit 2)						
Reputation						
Faction Reputation Faction Reputation						
Faction Reputation Infamy						

LEVELS	<input type="checkbox"/> Normal Max Credits
9-10	43,230
LEVELS	<input type="checkbox"/> Normal
-	-
LEVELS	<input type="checkbox"/> Normal
-	-
LEVELS	<input type="checkbox"/> Normal
-	-

EXPERIENCE
Starting XP
+
XP Gained (GM ONLY)
=
Final XP Total

CREDITS
Starting Credits
+
Credits Garnered (GM ONLY)
+
Day Job (GM ONLY)
-
Credits Spent
=
Total

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: MXS5
