



STARFINDER ADVENTURE PATH: DEVASTATION ARK

STARFINDER ADVENTURES

The volumes of the *Starfinder Adventure Path: The Devastation Ark* 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. *The Devastation Ark* 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 *The Devastation Ark* 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, 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

SANCTIONED CONTENT KEY

Adventure	Level Range
<i>Waking the Worldseed</i>	13–16
<i>The Starstone Blockade</i>	15–18
<i>Dominion's End</i>	17–20

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

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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.



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	-7	GM Name:	GM Faction:
Adventure #:		Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	Reputation Earned:
Bonus Faction Goal Achieved:	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	

Character Name:		Faction:		<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	

Character Name:		Faction:		<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	

Character Name:		Faction:		<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	

Character Name:		Faction:		<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
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Character Name:		Faction:		<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	

Character Name:		Faction:		<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #:	-7	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	

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Starfinder Adventure Path #31: Waking the Worldseed

Character Chronicle #

<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> <div>13-14</div> <div>240,000</div>
<div>Adventure Summary</div> <p>Called to rescue a team of xenoarchaeologists, you caused a tower to erupt from the ground. This tower broadcasted a signal to the Liavaran moon of Hibb, home of the bantrids. While exploring the facility to shut it down, your party discovered that the moon was once an ancient sivv vessel, and that another sivv craft called Ark Prime is currently approaching the Pact Worlds!</p> <p>Congratulations on completing the adventure! You've earned Starfinder Society Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to new playable species, character options, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p> <p>Completing all 3 volumes of Devastation Ark will earn you the following boon: Awakened from Rel-State.</p>				<div>LEVELS</div> <div><input type="checkbox"/> Normal</div> <div>Out of Level</div> <div>N/A</div>
				<div>LEVELS</div> <div><input type="checkbox"/> Normal</div> <div>15-16</div> <div>510,000</div>
				<div>LEVELS</div> <div><input type="checkbox"/> Normal</div> <div>-</div> <div>-</div>
				<div>EXPERIENCE</div> <div>Starting XP</div> <div>+</div> <div>XP Gained (GM ONLY)</div> <div>=</div> <div>Final XP Total</div>
<div>All Levels</div> <div>Levels 15-16</div> <div>commander's harness (122,500; item level 15; <i>Starfinder Armory</i> 75)</div> <div>elite hardlight series (123,500; item level 15)</div> <div>enginerunner (120,900; item level 15)</div> <div>entanglement badges (110,000; item level 15; <i>Alien Archive</i> 3 81)</div> <div>executioner disintegrator pistol (200,000; item level 16; <i>Armory</i> 36)</div> <div>executioner disintegrator rifle (210,000; item level 16; <i>Armory</i> 36)</div> <div>grounding boots (105,000; item level 15; <i>Armory</i> 104)</div> <div>heavy stellar cannon (122,800; item level 15)</div> <div>mk 2 tiara of translocation (185,000; item level 16)</div> <div>mk 3 thermal capacitor (120,000; item level 15)</div> <div>red force field (180,000; item level 16)</div> <div>standard gluon crystal (94,200; item level 15)</div> <div>steelbones (145,500; item level 16)</div> <div>vortex scattergun (91,900; item level 15)</div> <div>white star plasma pistol (107,500; item level 15)</div> <div>avalanche-class zero rifle (410,200; item level 18)</div> <div>bespoke echelon fashion (285,000; item level 17)</div> <div>D-suit V (244,300; item level 17)</div> <div>regia universal solvent (36,000; item level 17; <i>Armory</i> 125)</div> <div>vorpul fusion seal (18th) (60,300; item level 18)</div> <div>weightless footlocker (340,000; item level 18; <i>Armory</i> 109)</div>				<div>CREDITS</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>Reputation</div> <div>Faction Reputation Faction Reputation</div> <div>Faction Reputation Infamy</div>				
<div>For GM Only</div> <div>EVENT EVENT CODE DATE GM Organized Play #</div>				

Chronicle Code: 8CQK



Starfinder Adventure Path #32: The Starstone Blockade

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
Adventure Summary						
Alerted to the danger posed by encroaching sivr vessels, the Directorate of the Pact Worlds asked for your assistance in determining the best defense strategy. Ark Prime caused havoc on Absalom Station, and you aided in civic defense efforts and restarted the Starstone reactor. Finally, you led what remained of the Armada into battle and landed on the massive starship.						
Congratulations on completing the adventure! You've earned Starfinder Society Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to new playable species, character options, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.						
Completing all 3 volumes of Devastation Ark will earn you the following boon: Awakened from Rel-State .						
All Levels		Levels 17-18				
bespoke echelon fashion (285,000; item level 17) D-suit V (244,300; item level 17) elite aegis series (209,000; item level 17) elite rotating pistol (153,000; item level 16; <i>Starfinder Armory</i> 44) elite shell knuckles (151,000; item level 16; <i>Armory</i> 53) extradimensional armor (278,000; item level 17; <i>Armory</i> 75) inferno skyfire sword (246,000; item level 17) mk 3 kinetic converter (172,000; item level 16; <i>Armory</i> 123) mk 4 null-space chamber (250,000; item level 17) mk 4 pulse grenade (82,500; item level 17; <i>Armory</i> 39) parallax laser rifle (248,000; item level 17) spell gem of mass mystic cure (6th level) (36,650; item level 17) spell gem of true seeing (36,650; item level 17) spell gem of wall of steel (36,650; item level 17) standard muon crystal (166,000; item level 16; <i>Armory</i> 49) zenith laser pistol (245,200; item level 17)		apocalypse devastation blade (410,200; item level 18) holy fusion seal (20th) (135,000; item level 20) mk 5 ring of resistance (361,500; item level 18) paragon crossbolter (327,200; item level 18)				
Reputation						
Faction	Reputation	Faction	Reputation	Faction	Reputation	
Faction	Reputation	Infamy				

LEVELS	<input type="checkbox"/> Normal Max Credits
15-16	510,000

LEVELS	<input type="checkbox"/> Normal
Out of Level	N/A

LEVELS	<input type="checkbox"/> Normal
17-18	1,020,000

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: R1I1J



Starfinder Adventure Path #33: Dominion's End

Character Chronicle #

<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> <div>17-18</div> <div>1,020,000</div>
<div>Adventure Summary</div> <p>Upon gaining access to Ark Prime, you found yourself in a simulation designed to win your allegiance to the sivr. This brainwashing failed, and you broke free to find other creatures who shared your cause. You and your newfound allies teamed up to destroy Ark Prime and the malevolent AI who controlled it. Thanks to your efforts, the Pact Worlds and the universe were saved, and you faced one final choice that would affect the entire sivr species.</p> <p>Congratulations on completing the adventure! You've earned Starfinder Society Achievement Points, a currency that can be redeemed on our website at paizo.com for special character boons, such as access to new playable species, character options, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.</p> <p>Completing all 3 volumes of Devastation Ark will earn you the following boon: Awakened from Rel-State.</p>				<div>LEVELS</div> <div><input type="checkbox"/> Normal</div> <div>Out of Level</div> <div>N/A</div> <div>LEVELS</div> <div><input type="checkbox"/> Normal</div> <div>19-20</div> <div>2,400,000</div> <div>LEVELS</div> <div><input type="checkbox"/> Normal</div> <div>-</div> <div>-</div>
				<div>EXPERIENCE</div> <div>Starting XP</div> <div>+</div> <div>XP Gained (GM ONLY)</div> <div>=</div> <div>Final XP Total</div>
				<div>CREDITS</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 Levels</div> <div>D-suit VI (552,000; item level 19) heavy degenerator (550,000; item level 19; <i>Starfinder Adventure Path #33: Dominion's End</i> 49) nanotube carbon skin (825,000; item level 20) specialist aegis series (932,000; item level 20) thrall hardshell (615,500; item level 19; <i>Dominion's End</i> 28) true photino crystal (495,000; item level 19; <i>Alien Archive</i> 2 117)</div>		<div>Levels 19-20</div> <div>disintegration hoop (750,000; item level 20; <i>Armory</i> 101) icequake-class zero knife (729,000; item level 20; <i>Armory</i> 36) incandescent hardlight hand wrap (880,000; item level 20; <i>Alien Archive</i> 3 67) mk 6 grenade scrambler (815,000; item level 20; <i>Armory</i> 106) rel-state contingency (800,000; item level 20; <i>Starfinder Adventure Path #33: Dominion's End</i> 50) transposition key (800,000; item level 20; <i>Dominion's End</i> 39)</div>		
<div>Reputation</div> <div>Faction Reputation Faction Reputation</div> <div>Faction Reputation Infamy</div>				
<div>For GM Only</div> <div>EVENT EVENT CODE DATE GM Organized Play #</div>				

Chronicle Code: ZRQA