

STARFINDER ADVENTURE PATHS

SIGNAL OF SCREAMS

STARFINDER SOCIETY ORGANIZED PLAY

STARFINDER ADVENTURES

The volumes of the *Starfinder Adventure Path: Signal of Screams* 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. *Dead Suns* 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 *Signal of Screams* 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

SANCTIONED CONTENT KEY

Adventure	Level Range
"The Diaspora Strain"	7-8
"Escape from the Prison Moon"	9-10
"The Rune Drive Gambit"	11-12

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.

CONTENT WARNING

The Signal of Screams Adventure Path contains typical Starfinder action and adventure, but be warned that it also presents scenarios in which horrifying things happen to the PCs and the NPCs around them. The events presented in this Adventure Path fall into the realm of body horror and psychological horror, which can include disfigurement, mutation, parasitism and disease, self-mutilation, injury, and the aftermath of such unpleasantness. Before you begin, understand that player consent (including that of the GM) is the most important thing to consider to running this adventure path. GMs should talk with their players about the horror elements included and obtain everyone's consent to the inclusion of these topics. It's also a good idea to include a method for players to indicate whether the game's content has gone too far during play. More instruction about running horror campaigns responsibly and ensuring that all players have fun is included in the article "Horror Campaigns" on page 46 of *Starfinder Adventure Path #10: The Diaspora Strain*.



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Starfinder Adventure Path #10: The Diaspora Strain

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
- 7						
This Chronicle sheet grants access to the following:						
Shadow Corruption: Phase 1 (Personal Boon): You escaped the horrific nightmare of New Elysium alive, but also drastically changed. You contracted a malicious shadow corruption that threatens to overwhelm your soul. You must slot this boon in your Personal boon slot when slotting boons for an adventure. If you have another boon in your Personal boon slot, then this boon instead takes up one of your non-Starship boon slots (you can decide which when slotting boons for that session). If you already possess a corruption-based boon, then this boon has no effect. This corruption follows the rules as detailed in <i>Starfinder Adventure Path #10: The Diaspora Strain</i> on page 40 but with the following adjustments: <ul style="list-style-type: none">This corruption begins at stage 2 and you immediately earn 1 manifestation that you must note on this Chronicle sheet. You can select a manifestation from the following list of available manifestations, as long as you meet the prerequisites: Coldblooded, Deadened Emotions, Eerie Perception, or Frightful. Your character applies both the gift and stain associated with these manifestations once a manifestation is selected.You do not roll to see if your corruption progresses, but instead you reduce your total Resolve Points by 1 when slotting this boon. This represents your ongoing struggle against the corruption. You cannot regain this Resolve Point by any means while this boon is slotted.The only chance of removing this effect is by continuing to play through the Signal of Screams adventure path on this character. As you continue to earn Chronicle sheets throughout the adventure path, you may have the opportunity to advance your corruption by checking the boxes listed below.						
<input type="checkbox"/> Phase 1: Manifestation: _____						
<input type="checkbox"/> Phase 2: Manifestation: _____						
<input type="checkbox"/> Phase 3: Manifestation: _____ Manifestation: _____						
<input type="checkbox"/> Cleansed						
All subtiers						
acolyte chains (6,800; item level 7; <i>Starfinder Armory</i> 11)						
advanced lashunta tempweave (8,500; item level 8)						
advanced semi-auto pistol (5,500; item level 7)						
aura goggles (9,000; item level 8; <i>Starfinder Alien Archive</i> 25)						
aurora shock pad (4,900; item level 6; <i>Starfinder Armory</i> 10)						
corona artillery laser (4,650; item level 6)						
corona laser pistol (4,270; item level 7)						
d-suit II (6,900; item level 7)						
flash grenade II (1,350; item level 6; limit 4)						
haste circuit armor upgrade (9,250; item level 8)						
kasatha microcord II (3,670; item level 6)						
silver abadarcorp travel suit (7,250; item level 7)						
static arc rifle (4,200; item level 6)						
tactical seeker rifle (6,030; item level 7)						
white hypopen (2,300; item level 9; <i>Starfinder Armory</i> 106)						
Reputation						
Faction _____ Reputation _____						
Faction _____ Reputation _____						
Faction _____ Infamy _____						

LEVELS	<input type="checkbox"/> Normal Max Credits
7-8	17,505

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: 52RW

Character Name	Organized Play #	Character #	Faction
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This Chronicle sheet grants access to the following:

☐ **Shadow Corruption: Phase 2 (Personal Boon):** You've continued your journey into undoing your growing corruption, though you've yet to fully remove the stain. This boon modifies the Shadow Corruption: Phase 1 boon, representing your further embrace of the shadow corruption that afflicts you. You can check the box that precedes this boon at any point to mark the Phase 2 checkbox on the Phase 1 boon.

When you've reached Phase 2, make the following adjustments to the Phase 1 boon:



Starfinder Adventure Path #12: Heart of Night

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>11-12</div> <div>104,100</div>
<div>LEVELS</div> <div><input type="checkbox"/> Normal</div> <div>-</div> <div>-</div>				<div>MAX CREDITS</div>
<div>LEVELS</div> <div><input type="checkbox"/> Normal</div> <div>-</div> <div>-</div>				
<div>LEVELS</div> <div><input type="checkbox"/> Normal</div> <div>-</div> <div>-</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>Starting Credits</div>				<div>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>				

This Chronicle sheet grants access to the following:

☐ **Shadow Corruption: Phase 3 (Personal Boon):** You've reached the end of your journey, though you've not yet decided to remove the stain of corruption that clings to you. This boon modifies the Shadow Corruption: Phase 1 boon, as long as that boon has been further enhanced by the Shadow Corruption: Phase 2 boon; otherwise this boon has no effect. You can check the box that precedes this boon at any point to mark the Phase 3 checkbox on the Phase 1 boon.

When you've reached Phase 3, make the following adjustments to the Phase 1 boon:

- Your corruption advances to stage 8 and you immediately earn 2 additional manifestations that you must write on the Stage 1 Chronicle sheet. You can select a manifestation from the following list of available manifestations, as long as you meet the prerequisites: Coldblooded, Coldblooded Touch, Deadened Emotions, Eerie Perception, Frightful, Insubstantiality, Shadow Jaunt, or Unnerving Gaze. Your character applies both the gift and stain associated with these manifestations once a manifestation is selected.
- Your descent into corruption has eroded your standing within the Society. You gain 1 Infamy that cannot be removed by any means as long as you possess this boon. This Infamy stacks with the Infamy earned from the Phase 2 boon.

Cleansed Corruption (Slotless Boon; Limited-Use): By stopping Dr. Gragant, you can purge yourself of your shadow corruption—if you wish. You can use this boon at any point if you have all three Chronicle sheets from the Signal of Screams Adventure Path on your character. You can cross this boon off this Chronicle sheet at any time to cross out all three Shadow Corruption boons and mark the Cleansed box on the Shadow Corruption: Phase 1 boon.

If you previously took the Corruption's Gift feat (*Starfinder Adventure Path #12: Heart of Night* 52) or take it in the future, you can select any of the manifestations listed on the cleansed Shadow Corruption: Phase 1 boon to be affected by that feat.

All subtiers

anharmonic dirge caster (49,900; item level 13; *Starfinder Armory* 23)

ecclesiastic shadow chains (76,800; item level 14; *Starfinder Armory* 12)

estex suit IV (49,250; item level 13)

flash shield generator (32,000; item level 12; *Starfinder Armory* 103)

gray force field (40,000; item level 12)

green nanite hypopen (5,600; item level 12; *Starfinder Armory* 106; limit 5)

mk 1 spell refractor (47,950; item level 13)

mk 3 ability crystal (75,000; item level 14)

red nanite hypopen (11,500; item level 14; *Starfinder Armory* 106; limit 1)

ripper spined blade (24,500; item level 11; *Starfinder Armory* 8)

superior iridishell (42,250; item level 12)

synaptic link headbands (75,000; item level 14; *Starfinder Armory* 108)

tomb-class void rifle (26,300; item level 11; *Starfinder Armory* 16)

ultrathin dagger (32,800; item level 12)

ultrathin dueling sword (26,000; item level 11)

white star plasma caster (49,100; item level 13)

zero-edge longsword (79,500; item level 14)

Reputation

Faction Reputation

Faction Reputation

Faction Infamy

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: DSH0