

STARFINDER ADVENTURE PATHS

THE THREEFOLD CONSPIRACY

ADVENTURE PATH

STARFINDER SOCIETY ORGANIZED PLAY

STARFINDER ADVENTURES

The volumes of the *Starfinder Adventure Path: The Threefold Conspiracy* 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 Threefold Conspiracy* 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 Threefold Conspiracy* 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, *The Chimera Mystery*), 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

SANCTIONED CONTENT KEY

Adventure	Level Range
"The Chimera Mystery"	1-2*
"Flight of the Sleepers"	3-4
"Deceivers' Moon"	5-6
"The Hollow Cabal"	7-8
"The Cradle Infestation"	9-10
"Puppets Without Strings"	11-12

*This adventure also counts as having the Repeatable Tag

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.

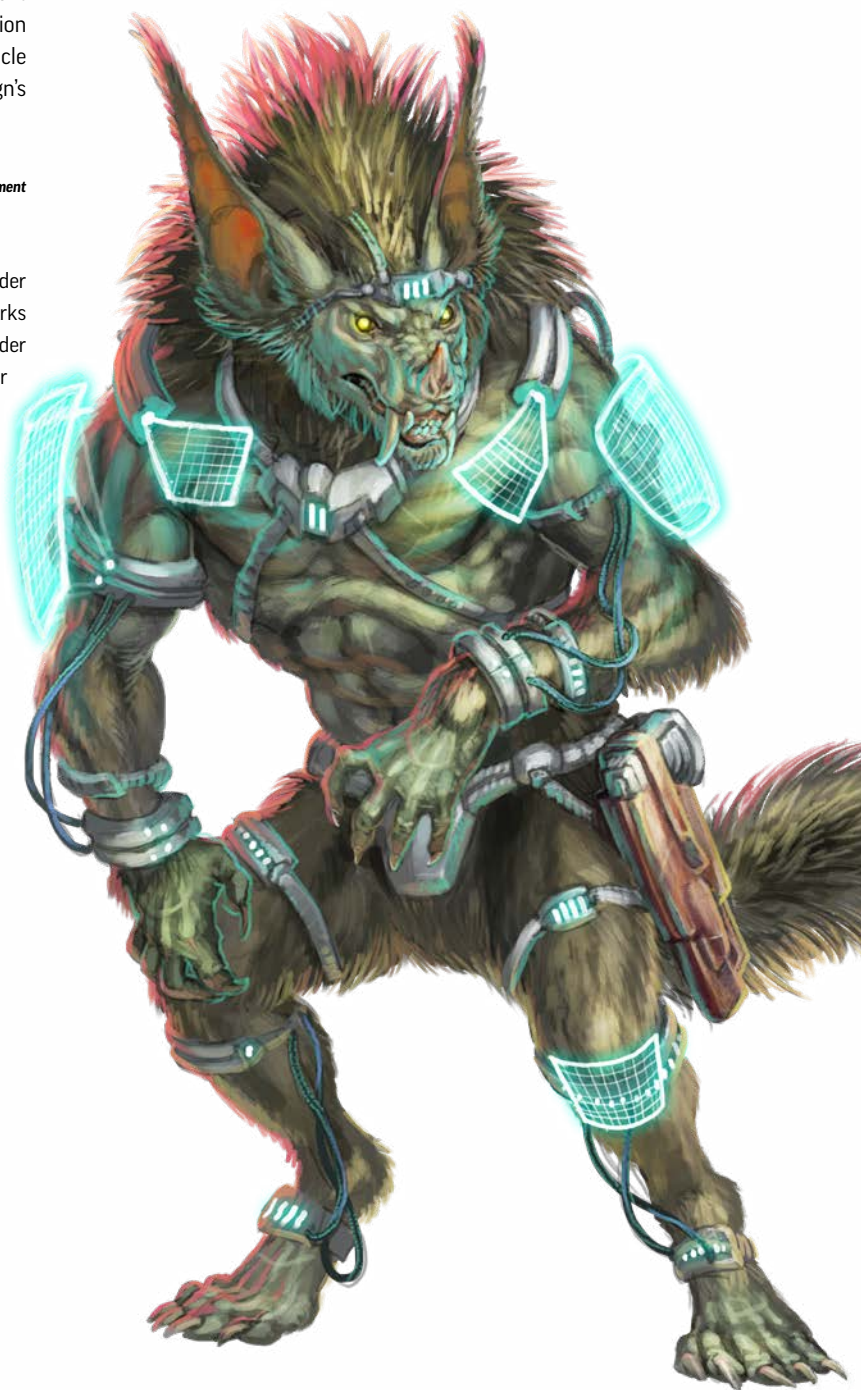
Players and GMs both earn special Achievement Points for participating, which they can use to buy special options for their characters on **paizo.com**. GMs earn double Achievement Points rewards for the games they run. For more information on the Starfinder Society, on how to read the attached Chronicle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

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Starfinder Adventure Path #25: The Chimera Mystery

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
Adventure Summary						
<p>Simulated Experiments (Slotless Boon; Limited-Use): You discovered your entire time on the <i>Chimera</i> to be a deception; a simulated environment. Other simulations of past events could exist out there, and you or others may stumble into them. Check a box for each adventure in the Threefold Conspiracy adventure path that you complete (does not have to be with this character).</p> <div><input type="checkbox"/> #25: <i>The Chimera Mystery</i><input type="checkbox"/> #26: <i>Flight of the Sleepers</i><input type="checkbox"/> #27: <i>Deceivers' Moon</i> <input type="checkbox"/> #28: <i>The Hollow Cabal</i><input type="checkbox"/> #29: <i>The Cradle Infestation</i><input type="checkbox"/> #30: <i>Puppets Without Strings</i></div> <p>Each time you use this boon, cross out one of the checked boxes above. For every two adventures marked in this manner, you can replay one scenario (but not module or adventure path adventure) you've previously played as though that scenario had the repeatable scenario tag, for any character you possess. This allows you to earn a Chronicle sheet and all associated rewards with the scenario, though you cannot select a scenario you've already played with the selected character.</p> <p>You can only ever use the effects of this boon once, regardless of how many characters have completed this adventure. Other characters playing through this adventure still earn credits and equipment access as normal, but do not gain an additional copy of this boon.</p>						
All Levels						
autotarget rifle (755; item level 2) burst fusion seal (3rd) (484; item level 3) defrex hide (2,250; item level 4) diamagnetic storm hammer (1,300; item level 3; <i>Starfinder Armory</i> 12) efficient bandolier (2,000; item level 4) engineer's puzzle box (1,500; item level 3; <i>Starfinder Armory</i> 103) flash dazzler (1,420; item level 3; <i>Starfinder Armory</i> 22) incendiary grenades I (375; item level 2; limit 2) ion tape (275; item level 3; <i>Starfinder Armory</i> 105) jump jets armor upgrade (1,000; item level 2) mk 1 grenade scrambler (250; item level 1; <i>Starfinder Armory</i> 103) mk 1 ring of resistance (735; item level 2) obsidian electrovore figurine of wondrous power (3,000; item level 5; <i>Starfinder Armory</i> 113) proximity helmet (2,050; item level 4; <i>Starfinder Armory</i> 107)			Starfinder backpack (750; item level 2; <i>Starfinder Armory</i> 116) subzero hailcannon (275; item level 1; <i>Starfinder Armory</i> 21) subzero ice carbine (510; item level 2; <i>Starfinder Armory</i> 16) tactical greataxe (1,100; item level 3; <i>Starfinder Armory</i> 9) tactical handaxe (1,825; item level 4; <i>Starfinder Armory</i> 8) tactical switchblade (1,300; item level 3; <i>Starfinder Armory</i> 8) vapor cavitation pistol (1,430; item level 3; <i>Starfinder Armory</i> 15) voltaic anchor pistol (2,100; item level 4; <i>Starfinder Armory</i> 15)			
Reputation						
Faction _____ Reputation _____		Faction _____ Reputation _____				
Faction _____ Reputation _____		Infamy _____				
MAX CREDITS						
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: LBMV



Starfinder Adventure Path #26: Flight of the Sleepers

Character Chronicle #

Character Name

Organized Play #

Character #

Faction

Adventure Summary

Gray Anatomy (Personal Boon; Limited-Use): Your efforts in escaping the mysterious gray installation have not gone unnoticed, and it's clear that other grays watch your actions with interest. In fact, the mysterious grays now follow you and learn about any species you contact, taking time to intensely analyze those species. Once they've analyzed enough species, the grays may even come to join the Society in hopes of uncovering even more new species to examine.

Anytime you, or any character you possess, earns a boon on a Chronicle sheet that allows you access to play a new race, you can cross that boon off the Chronicle sheet and mark a checkbox below along with the associated race. Note "Gray Anatomy" beside the crossed off boon and keep that Chronicle sheet (or a copy) with this Chronicle sheet. Each boon you cross out in this manner must give access to a different race.

- ☐ Race Boon 1: _____
- ☐ Race Boon 2: _____
- ☐ Race Boon 3: _____
- ☐ Race Boon 4: _____
- ☐ Race Boon 5: _____
- ☐ Race Boon 6: _____
- ☐ Race Boon 7: _____
- ☐ Race Boon 8: _____
- ☐ Race Boon 9: _____
- ☐ Race Boon 10: _____

Once you check all of the above boxes, you can play a gray character (*Starfinder Alien Archive 57*), beginning at 1st level as normal. In addition, you can select one ability score that is 14 or lower and increase it by 2 at the end of the character creation process. Other than access to this additional race, all character creation rules are the same as those outlined in the *Starfinder Society Guide to Play*. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character, and you must bring a copy of one of the rulebooks listed below to all sessions in which you place this character as if access to this race selection were granted by the Additional Resources list.

Allowed Race: Gray (*Starfinder Alien Archive 57*)

All Levels

advanced numbing beam (3,050; item level 5; *Starfinder Armory 16*)
blue whinnis poison (1,400; item level 8)
mk 1 null-space chamber (3,050; item level 5)
mk 2 culinary synthesizer (1,200; item level 3; *Starfinder Armory 129*)
sentry shield projector (2,180; item level 4; *Starfinder Armory 16*)

spell gem of caustic conversion (450; item level 5; limit 1)
spell gem of microbot assault (450; item level 5; limit 1)
vapor cavitation pistol (1,430; item level 3; *Starfinder Armory 15*)
zoologist injector pistol (2,890; item level 3; *Starfinder Armory 15*)

Reputation

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

LEVELS

☐ Normal Max Credits

3-4

4,380

LEVELS

☐ Normal

-

-

LEVELS

☐ Normal

-

-

LEVELS

☐ Normal

-

-

MAX CREDITS

EXPERIENCE

CREDITS

Starting XP

+

XP Gained (GM ONLY)

=

Final XP Total

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: W21G



Starfinder Adventure Path #27: Deceivers' Moon

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
Adventure Summary						
<p>Voidcrier (Starship Boon): You can only slot this boon in a Level 5–8 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>Guide to Organized Play: Starfinder Society</i> (such as the Drake or Pegasus), you can instead choose to take the <i>Voidcrier</i>. 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.</p> <p>When used in the 7–8 level range, the PCs crewing the <i>Voidcrier</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.</p>						
VOIDCRIER TIER 5						
Medium explorer						
Speed 10; Maneuverability good (turn 1); Drift 2						
AC 13; TL 13						
HP 65; DT –; CT 13						
Shields Light 80 (forward 20, port 20, starboard 20, aft 20)						
Attack (Forward) heavy laser cannon (4d8; 10 hexes)						
Attack (Turret) linked heavy laser cannons (8d8; 10 hexes)						
Power Core Pulse Green (150 PCU); Drift Engine Signal Booster; Systems basic computer, budget medium-range sensors, crew quarters (common), mk 3 armor, mk 3 defenses; Expansion Bays brig, guest quarters (2, common), medical bay						
Modifiers +1 Piloting; Complement 1–7						
All Levels						
advanced medkit (2,700; item level 5)						
advanced needler pistol (2,700; item level 5; <i>Starfinder Character Operations Manual</i> 125)						
advanced rotolaser (6,040; item level 7; <i>Starfinder Armory</i> 22)						
axiomatic holy sintered longsword (9,980; item level 7; limit 1)						
conspirator's emblem (6,500; item level 7; <i>Starfinder Armory</i> 111)						
Imperial Conquest strategy game (2,850; item level 5; <i>Starfinder Armory</i> 108)						
inheritor's grace I (4,450; item level 6; <i>Starfinder Armory</i> 69)						
knockdown advanced rail gun (1,810; item level 6; <i>Starfinder Armory</i> 20)						
mk 2 elemental gem (650; item level 6; <i>Starfinder Armory</i> 112)						
mk 2 ring of resistance (4,200; item level 6)						
mk 3 culinary synthesizer (2,500; item level 5; <i>Starfinder Armory</i> 129)						
phase detector (4,000; item level 6; <i>Starfinder Armory</i> 124)						
purple force field armor upgrade (4,550; item level 6)						
purple nanite hypopen (450; item level 5; <i>Starfinder Armory</i> 129; limit 2)						
static stun staff (4,210; item level 6; <i>Starfinder Armory</i> 12)						
subdermal extractor (3,850; item level 6; <i>Starfinder Armory</i> 108)						
zoologist injector pistol (2,890; item level 5; <i>Starfinder Armory</i> 15)						
Reputation						
Faction _____ Reputation _____						
Faction _____ Reputation _____						
Faction _____ Infamy _____						
MAX CREDITS						
<input type="checkbox"/> Normal Max Credits						
LEVELS 5–6 12,255						
<input type="checkbox"/> Normal						
LEVELS – –						
<input type="checkbox"/> Normal						
LEVELS – –						
<input type="checkbox"/> Normal						
LEVELS – –						
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: 931IW



Starfinder Adventure Path #28: The Hollow Cabal

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
Adventure Summary						
<p>Zernivian Companion (Slotless Boon): After uncovering the dycepskian threat on Roselight, you spent some time further studying these fungal infiltrators. Your research had you learn of zernivians, tiny plant-eating aberrations who the dycepskians have come to fear. Though you've yet to encounter a true zernivian yourself, your research has put you in contact with a black market dealer who sells a companion creature that is a zernivian trapped within an inhabited host creature.</p> <p>For any of your characters, you can select the trapped zernivian companion creature. For rules on companion creatures, see <i>Alien Archive</i> 3 page 138. Zernivians and trapped zernivians are detailed in <i>Starfinder Adventure Path</i> #28: <i>The Hollow Cabal</i>.</p>						
TRAPPED ZERNIVIAN LEVELS 10-20						
Small aberration						
Senses darkvision 60 ft., herbsight 60 ft., low-light vision						
Good Save Will; Poor Saves Fort, Ref						
Immunities disease						
Speed 30 ft.						
Melee Attack tongue (A & B)						
Ranged Attack acid spittle (A)						
Space 5 ft.; Reach 5 ft.						
Ability Modifiers Dex Wis						
SPECIAL ABILITIES						
Acid Spittle (Ex) Every 1d4 rounds, a trapped zernivian can spit a blob of acidic spittle with a maximum range of 30 feet.						
Herbicide (Ex) Plant creatures, creatures with the dycepskian subtype, and creatures with the plantlike universal creature rule take half again as much damage (+50%) from the trapped zernivian's acid spittle and tongue attacks, and are never immune.						
Herbsight (Ex) Trapped zernivians have an extrasensory ability that enables them to rapidly seek out and find plant life. This ability functions as blindsight (scent), except the trapped zernivian can detect only plant creatures and creatures with the dycepskian subtype or the plantlike universal creature rule.						
Host Body (Ex) A zernivian trapped in a host body appears to be a Small predator or herd animal (<i>Starfinder Alien Archive</i> 2); anyone who might penetrate this disguise must succeed on a Perception check with a DC equal to the bound zernivian's skill bonus + 15.						
All Levels						
hoverskates (8,500; item level 8; Armory 104) minor W-boson crystal (9,800; item level 8) mk 2 mindlink circlet (11,000; item level 8) mk 2 null-space chamber (12,250; item level 9)						
mk 2 weaponized prosthesis (9,250; item level 8; Armory 89) mk 3 serum of healing (2,300; item level 9; Armory 106) white carbon skin armor (19,650; item level 10)						
Reputation						
Faction _____ Reputation _____ Faction _____ Reputation _____						
Faction _____ Reputation _____ 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: KB51



Starfinder Adventure Path #29: The Cradle Infestation

Character Chronicle #

Character Name				Organized Play #	Character #	Faction
7						
Adventure Summary						
<p>Inheritorworks Crusader (Starship Boon): You can only slot this boon in a Level 7-10 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>Guide to Organized Play: Starfinder Society</i> (such as the Drake or Pegasus), you can instead choose to take an Inheritorworks Crusader. 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.</p> <p>When used in the 7-8 level range, the vessel is slightly damaged; reduce its HP to 160 and lower its AC and TL by 2.</p>						
INHERITORWORKS CRUSADER TIER 9						
Large destroyer						
Speed 8; Maneuverability average (turn 2); Drift 1						
AC 23; TL 22						
HP 190; DT —; CT 38						
Shields heavy 240 (forward 60, port 60, starboard 60, aft 60)						
Attack (Forward) heavy antimatter missile launcher (10d10; 20 hexes), persistent particle beam (10d6; 20 hexes)						
Attack (Aft) gyrolaser (1d8; 5 hexes)						
Attack (Turret) laser net (2d6; 5 hexes)						
Power Core Pulse Prismatic (300 PCU); Drift Engine Signal Basic; Systems advanced long-range sensors, crew quarters (luxurious), mk 5 armor, mk 5 defenses, mk 1 tetranode computer; Expansion Bays brig ^{PW} , cargo hold, life boats (4); Modifiers +1 to any 4 checks per round, +4 Computers (sensors only); Complement 1-7						
All Levels						
advanced iridishell (13,100; item level 9)						
aphelion laser pistol (14,820; item level 9)						
artifice ice needle (18,400; item level 10; Armory 9)						
incapacitator (14,200; item level 9)						
kasatha microcord IV (23,800; item level 11)						
memory expunger (50,000; item level 13; Alien Archive 57)						
platinum AbadarCorp travel suit (34,600; item level 12)						
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: 3QI8



Starfinder Adventure Path #30: Puppets Without Strings

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>Adventure Summary</div>				<div>LEVELS</div> <div><input type="checkbox"/> Normal</div> <div>-</div> <div>-</div>	
<div>Life of a Clone (Slotless Boon; Limited-Use): The truth has been revealed: you are a clone! Though your life has been the creation of powers seeking to usurp you for their ends, you've managed to wrest control of your destiny. Still, your background always provides you with the opportunity for your original to step into the limelight, whether you want them to or not.</div> <div>You can use this boon in one of two ways. The first is to change up to 6 levels worth of character choices as though using a mnemonic editor. Using this boon in this manner does not count towards the number of mnemonic editors your character can use. This represents your clone taking over your position in life and you may decide to make suitable personality and appearance changes to your character as a result of this change.</div> <div>The second way to use this boon is only when your character dies during the course of an adventure. You gain the benefits of a raise dead without taking any negative levels. You can then immediately choose to gain the benefits of the previous boon option; allowing you to change up to 6 levels worth of character choices as though using a mnemonic editor. This represents your clone taking over your position in life and you may decide to make suitable personality and appearance changes to your character as a result of this change.</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>All Levels</div>				<div>MAX CREDITS</div>	
<div>advanced cryopike (34,800; item level 12)</div> <div>aurora arc pistol (45,700; item level 13)</div> <div>d-suit IV (45,800; item level 13)</div> <div>elite hardlight series (123,500; item level 15)</div> <div>elite shirren-eye rifle (54,000; item level 13)</div> <div>estex suit IV (49,250; item level 13)</div> <div>glacier subduer (169,000; item level 16; Armory 14)</div> <div>heavy sap (23,100; item level 11; Armory 8)</div> <div>LFD sonic pistol (26,200; item level 11)</div> <div>mk 2 holding gloves (35,000; item level 12; Armory 122)</div>				<div>EXPERIENCE</div>	
<div>mk 3 planar runeplates (34,000; item level 12; Armory 115)</div> <div>mk 3 synaptic accelerator (75,000; item level 14)</div> <div>paragon semi-auto pistol (45,200; item level 13)</div> <div>parallax optic laser (122,400; item level 15; Armory 89)</div> <div>perihelion laser pistol (40,200; item level 12)</div> <div>pulsar captive-star amulet (270,000; item level 17; Armory 120)</div> <div>ultrathin dagger (32,800; item level 12)</div>				<div>Starting XP</div> <div>+</div> <div>XP Gained (GM ONLY)</div> <div>=</div> <div>Final XP Total</div>	
<div>Reputation</div>				<div>CREDITS</div>	
<div>Faction</div> <div>Reputation</div> <div>Faction</div> <div>Reputation</div> <div>Infamy</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>	

For GM Only

EVENT

EVENT CODE

DATE

GM Organized Play #

Chronicle Code: ZIWC