

PATHFINDER ADVENTURE PATH:

SHATTERED STAR

PATHFINDER SOCIETY ORGANIZED PLAY

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

KEY DIFFERENCES FROM SCENARIOS

Pathfinder Adventure Paths consist of six chapters, each roughly four times the length of a standard scenario, and can take months or even years to complete. They do not contain faction missions, nor are they tiered for play by characters over a wide range of levels. Thematically, most Adventure Paths do not assume the characters are Pathfinders. GMs and players are encouraged to create a reasonable plot hook for their characters' participation.

SANCTIONED CONTENT

Because of the length and scope of Pathfinder Adventure Paths, only specific portions of these adventures are sanctioned for Pathfinder Society credit. In general, a single dungeon complex or adventuring location is sanctioned from each Adventure Path volume, though some variation from this may arise from time to time. The following sections of the Shattered Star Adventure Path are considered sanctioned content.

LEGAL PATHFINDER SOCIETY CHARACTERS

All players must use an existing Pathfinder Society character (without modification) within the legal character levels range for the specific Shattered Star adventure being played.

For the sanctioned content in “Shards of Sin” and “Curse of the Lady’s Light,” if you do not have a character in the correct level range, you may use a Pathfinder

Sanctioned Content Key

Adventure	Sanctioned Content	Legal Character Levels
“Shards of Sin”	The Crow (areas B1–D15)	3–5
“Curse of the Lady’s Light”	The Lady’s Light (areas K1–M4)	6–8
“The Asylum Stone”	Therassic Workshop & The Black Keep (areas B1–C18)	9–11
“Beyond the Doomsday Door”	Beneath Windsong) Abbey (areas B1–E13)	11–13
“Into the Nightmare Rift”	Guiltspur (areas B1–F10)	13–15
“The Dead Heart of Xin”	TBD	TBD



Society pregenerated character, available on paizo.com. You may apply the credit for the adventure to a Pathfinder Society character as soon as she reaches the level of the pregenerated character played. Equipment listed on the pregenerated character sheet may only be sold to clear conditions, such as death, during the play of the adventure and any remaining wealth does not carry over at the end of the sanctioned content.

Alternatively, if you are participating in the Shattered Star Adventure Path with an ongoing group undertaking the entire, six-chapter campaign, you may receive credit for playing the sanctioned portions of the adventure as if you had played a pregenerated character. In this case, GMs running the Adventure Path are not bound to the rules of the Pathfinder Society Organized Play campaign (such as 20-point buy, unavailability of hero points, etc.) when running the campaign or the sanctioned portion of the adventure. Pathfinder Society characters and characters from an ongoing Adventure Path campaign may not play in the same adventure.

As mentioned in Chapter 5 of the *Guide to Pathfinder Society Organized Play*, if you have already played a sanctioned 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 sanctioned Adventure Path in order to meet a minimum PC requirement (see Chapter 7 of the *Guide to Pathfinder Society Organized Play*), but if you already have received a player Chronicle sheet for this sanctioned content 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 GM's discretion, they are replaying the Adventure Path for no credit. If a player uses an existing Pathfinder 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.

A GM who runs any of the sanctioned content from the Shattered Star Adventure Path may likewise apply the Chronicle sheet to one of her Pathfinder Society characters. The GM must decide which of her characters will receive the Chronicle sheet at the time the sanctioned Adventure Path content is completed and the Chronicle sheets are filled out.

Playing each distinct portion of Adventure Path sanctioned content from beginning to end earns a character 3 XP and 4 Prestige Points if that character is on the medium advancement track, or 1-1/2 XP and 2 Prestige Points for characters on the slow advancement track. There are no Day Job checks when playing a sanctioned Adventure Path.

If a character dies and is brought back to life, the GM must determine the rewards for that character. The minimum possible reward is 0 gp, 1 XP and 1 PP on the normal advancement track or 0 gp, 1/2 XP, and 1/2 Prestige Point on the slow advancement track. If a character participates in more than 2/3 of the module, 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.

Players who do not complete each game session earn 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. This also applies to players who join later sessions; they receive 1/3 fewer gold pieces, 1 fewer XP, and 1 fewer Prestige Point for each session missed. In both cases, players earn a minimum of 1/3 gold pieces, 1 XP, and 1 PP. If a character earns more XP than she needs to reach her next level, she may not choose to switch advancement tracks at the new level earned.

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 any sanctioned content. A player may replay sanctioned content at the GM's discretion, but the player may not receive more than one Chronicle sheet per adventure.

RUNNING MULTI-SESSION ADVENTURES

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

ABOUT PATHFINDER SOCIETY ORGANIZED PLAY

Pathfinder Society Organized Play is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest mysteries and wonders of an ancient world beset by magic and evil. The campaign's home base is sprawling Absalom, the so-called City at the Center of the World that stands astride the great Inner Sea on the mountain-capped Isle of Kortos. A Pathfinder's adventures explore the dark alleys and political intrigues of Absalom between far-flung travels to the most interesting and exotic locales in the world of the Pathfinder Roleplaying Game.

In an organized play campaign, your character exists in a common setting shared by thousands of other gamers from around the world. You can take

your character to any public Pathfinder Society event anywhere in the world, and while the Game Master and your companions might change every time you play, your character advances as normal. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth and character to the campaign world. It's also 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.

Alternatively, some players prefer to keep their Pathfinder Society experience limited to a familiar group of friends, using the Pathfinder Society character creation rules, adventure scenarios, and reward structure as the framework for a private campaign. Either approach is a valid way to experience the campaign, and many players enjoy a combination of public and private adventuring.

At the conclusion of a sanctioned Pathfinder Society event, each PC receives a Chronicle sheet, which serves as a record of the character's successes. Players use these to track XP, wealth, and their character's influence in the world around them. The Chronicle sheets for the first five parts of the Shattered Star Adventure Path are contained in this document. A sixth Chronicle sheet will be appended to this document upon release of the final volume of the Shattered Star Adventure Path.

For more information on the Pathfinder Society Organized Play campaign, on how to read the attached Chronicle sheets, and to find games in your area, check out the campaign's homepage at paizo.com/pathfinderSociety.