

Read Free Starfinder Rpg Character Operations Manual

Starfinder Rpg Character Operations Manual

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Starfinder Adventure Path: The God-Host Ascends (Attack of the Swarm! 6 of 6)

Pathfinder Lost Omens Gods & Magic

The security officer aboard a luxury space liner, the Chimera, goes missing after the heroes witness her arguing with a passenger. Soon after, the Chimera's engines fail and defy repair. A scholarly patron asks the heroes to investigate the disappearance, which involves murder, misdirection, and misapprehension. To unravel the murder mystery around them, the heroes must follow clues about more than

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one enigma aboard the Chimera. Secrets and unexpected foes abound. In the end, the investigators find that the whole whodunit is only part of a much larger conspiracy! "The Chimera Mystery" is a Starfinder Roleplaying Game adventure for four 1st-level characters. This adventure begins the Threefold Conspiracy Adventure Path, a six-part, monthly campaign in which the heroes unravel the machinations of insidious aliens who have infiltrated galactic society. This volume also includes an article on running mystery scenarios, more on spies in the Pact Worlds and beyond, and a selection of new alien creatures! Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

Pathfinder Combat Pad

A Ship Without a Crew When a brutal gang war breaks out on a docking bay in Absalom Station, the player characters are recruited by the Starfinder Society to investigate the unexpected bloodshed. Delving into the station's seedy Spike neighborhoods, the heroes confront the gangs and discover that both were paid to start the riot and that the true conflict is between two rival mining companies battling over a new arrival in orbit around the station: a mysteriously deserted ship and the strange asteroid it recovered from the Drift. To head off further violence, the heroes are asked to investigate the ship and discover what happened to its crew, as well as the nature of the asteroid it tows. But what the players find there will set in motion events that could threaten the entirety of the Pact Worlds and

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change the face of the galaxy forever This volume of Starfinder Adventure Path launches the Dead Suns Adventure Path and includes: * "Incident at Absalom Station," a Starfinder adventure for 1st-level characters, by Robert G. McCreary. * A gazetteer of Absalom Station, by James L. Sutter. * Magical relics inspired by the lost planet Golarion, by Owen K.C. Stephens. * An archive of new alien creatures, by Jason Keeley and Robert G. McCreary. * Statistics and deck plans for a new starship designed just for the player characters, plus details on a new planet in the Codex of Worlds, by Robert G. McCreary.

Pathfinder Adventure

In this thrilling kick-off to the new Fly Free or Die Starfinder Adventure Path, a crew of scoundrels, rogues, and misfits finds it hard to survive in a galaxy where everyone has a price. Targeted by a crime boss and his army of enforcers, preyed upon by

Champions Powers

Still on the heels of the Devourer cult, the heroes head to a distant, uncharted star system, where they find the ruins of an ancient alien city floating in the atmosphere of a gas giant. Exploring the ruins, they encounter the degenerate descendants of a highly advanced species that once controlled the alien superweapon the heroes are searching for. Through the legends and superstitions of these savage aliens, the heroes can piece together clues to the superweapon's hidden location and the key to unlocking its power--an impossibly huge megastructure that the Cult of the Devourer is intent on seizing! "The Ruined Clouds" is a Starfinder Roleplaying Game adventure for 7th-level characters. The adventure continues the Dead Suns Adventure Path, a campaign in which players explore the secrets of the galaxy as members of the

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Starfinder Society. It also includes a gazetteer of the ruined alien city of Istamak, an exploration of the hyperspace plane called the Drift and the mysterious city at the center of it, and a selection of new monsters from alien worlds. Each bimonthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweepingscale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more! The Ruined Clouds is a Starfinder Roleplaying Game adventure for 7th-level characters. The adventure continues the Dead Suns Adventure Path, a campaign in which players explore the secrets of the galaxy as members of the Starfinder Society. It also includes a gazetteer of the ruined alien city of Istamak, an exploration of the hyperspace plane called the Drift and the mysterious city at the center of it, and a selection of new monsters from alien worlds.

Starfinder Adventure Path

The heroes have sent the Swarm into disarray, but the entity called the God-Host still stands on the verge of completing its plans. To ensure an end to the threat, the heroes at last return to their overrun homeworld--but this time with the might of an entire military behind them! Only by finally defeating the massive God-Host can the PCs break the will of the Swarm army and bring peace back to Suskillon! "The God-Host Ascends" is a Starfinder Roleplaying Game adventure for four 11th-level characters. This adventure concludes the Attack of the Swarm! Adventure Path, a six-part, monthly campaign in which the heroes fight back against a ruthless and nigh-unstoppable alien invasion. This volume also includes an

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article on continuing the Adventure Path's story with new threats, an assortment of new military vehicles, and a selection of new Swarm monsters and other deadly threats. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

Starfinder Alien Archive 4

The Alien Bestiary brings you an incredible array of sci-fi and space-themed monsters and menaces for the Starfinder Roleplaying Game! The creatures you'll find within are perfect for whenever your heroes make a foray into the dark tapestry of space or have to defend their home from alien invasion by eldritch horrors from beyond the stars.

Starfinder Adventure Path

Superman: Heroes (2020-) #1

Pathfinder RPG

The Agents of Edgewatch Adventure Path reaches its exciting climax! Only one member of the fiendish Twilight Four remains, but having completed her pact with the murderous god Norgorber, the already powerful politician has risen to new heights as she is imbued with both a spark of divinity and the authority of Absalom's

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crown. Now, the heroic Edgewatch agents must stop a massive, labyrinthine excavator before it stampedes the entire Radiant Festival fairgrounds, then secure a sacred relic long hidden in one of Absalom's most famous siege castles. With this powerful artifact in hand, all that's left is to ascend the reanimated nightmarescape of Beldrin's Tower and face off against the daemonic Gray Queen once and for all! "Ruins of the Radiant Siege" is a Pathfinder adventure for four 18th-level characters. This adventure concludes the Agents of Edgewatch Adventure Path, a six-part monthly campaign in which players take on the role of city watchdogs and dole out justice to Absalom's most nefarious criminal elements. This volume also includes new rules and inspiring legends about the otherworldly harbingers of fear, the sahkils; the long-abandoned and treasure-laden siege castles that dot Absalom's perimeter; and a pack of new monsters and villains for urban fantasy campaigns. Each monthly full-color softcover Pathfinder Adventure Path volume contains an in-depth adventure scenario, stats for several new monsters, and support articles meant to give Game Masters additional material to expand their campaign. Pathfinder Adventure Path volumes use the Open Game License and work with both the Pathfinder RPG and the world's oldest fantasy RPG.

Pathfinder Gamemastery Guide (P2)

Starfinder Adventure Path

No fantasy setting is complete without a pantheon of powerful deities for its characters to worship or fear. Whether you're a sneaky rogue asking the god of thievery for a blessing on your next heist or a valorous crusader calling the might of your patron down upon the forces of evil, faith and the forces behind it are key to every character's identity. Within this volume you'll find details on the

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gods and non-deific faiths of the Age of Lost Omens from the perspective of their clergy and lay worshipers. You'll also discover new domains, feats, and spells to customize your character, and an exhaustive index of hundreds of deities from the Pathfinder setting you can worship (and the mechanical benefits of doing so). An indispensable resource for both players looking to flesh out their characters' motivations and Game Masters aiming to bring the evil cults, zealous evangelists, and holy warriors of their campaigns to life, *Pathfinder Lost Omens Gods & Magic* is an essential addition to any Pathfinder Second Edition campaign!

Alien Bestiary (Starfinder)

While the heroes finish the liberation of an alien bubble-city in the sun, efreet launch an assault on the Burning Archipelago from within the star. The heroes have advantages of position, knowledge, and surprise, giving them a unique opportunity. With the aid of their new allies, the heroes can take the fight to the enemy base.

Thwarting the efreet plot requires closing gates to the Plane of Fire and returning the Far Portal to the surface of the sun. However, the forces overseeing the base don't stand idle during this infiltration. In the end, the efreeti commander risks everything to crush the heroes and see his plan to dominate the Burning Archipelago through!

"Assault on the Crucible" is a Starfinder Roleplaying Game adventure for four 11th-level characters. This adventure concludes the Dawn of Flame Adventure Path, a six-part, monthly campaign in which the players uncover a plot that threatens the Pact Worlds sun. It also includes details on the Plane of Fire in the science-fantasy Starfinder multiverse, an article on continuing the Adventure Path's story with new threats, and a selection of new monsters from the sun, the Plane of Fire, and elsewhere in the galaxy. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of

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interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

Starfinder Roleplaying Game

Upgrade your science fantasy heroes like never before with the Starfinder Character Operations Manual! Explore the bounds of futuristic roleplaying with three brand-new character classes forged in a worldwide playtest--the biohacker, the vanguard, and the witchwarper--or add depth to your spacefaring adventures with expanded rules and new options for existing races and classes, as well as new themes and archetypes, plus feats, equipment, spells, and more! Whether you're creating a studious biohacker with a knack for pharmaceuticals, bending the laws of reality with an enigmatic witchwarper, or simply looking to teach your grease-stained mechanic a few new tricks, the Starfinder Character Operations Manual is a must-have companion to the Starfinder Core Rulebook, Paizo's award-winning science-fantasy roleplaying game. Open up infinite worlds of possibilities with the Starfinder Character Operations Manual!

Starfinder Core Rulebook Pawn Collection

Whether you are a new Game Master or experienced storyteller, you can always find new ways to hone your craft. This 256-page Pathfinder Second Edition rulebook contains a wealth of new information, tools, and rules systems to add to your game. Inside you will find handy advice for building your own adventures, designing towns, and creating vibrant characters alongside rules

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systems for dramatic chases, thrilling tournaments, and deadly duels. This book also includes more 40 pages of sample nonplayer characters, from the simple town guard to the vile cultist, presented to make your job as GM that much easier! The Pathfinder Gamemastery Guide includes:

- * Rules, advice, and guidelines to build adventures, campaigns, and the denizens and treasures that lurk within, from settlements to nations to infinite planes!
- * Creative variant rules to customize the rules to make the game your own, including variant bonus, feat, and magic item progressions, characters gaining the power of multiple classes at once, and more!
- * All sorts of new and variant magic items including intelligent items, cursed items, artifacts, quirks you can add to items, and a brand new type of item called a relic that scales with your character!
- * A catalog of subsystems to handle unique situations, from thrilling chases to researching mysteries to vehicle combat to elaborate duels to sandbox-style "hexploration" and more! Plus, a universal victory point system to help you design your own subsystems!
- * More than 60 new NPCs to use in your game, designed for maximum usefulness to all Pathfinder campaigns!

Dungeons & Dragons Adventures Outlined Coloring Book

Raise your character to the pinnacle of magical might with Pathfinder Roleplaying Game Ultimate Magic! Within this book, secrets arcane and divine lie ready to burst into life at the hands of all the spellcasting classes in the Pathfinder Roleplaying Game. In addition to the brand-new magus class--a master of both arcane magic and martial prowess--you'll also find a whole new system for spellcasting, rules for spell duels and other magical specialities, and pages upon pages of new spells, feats, and more. Because when it comes to magic, why settle for less than absolute power? Pathfinder Roleplaying Game Ultimate Magic is a must-have companion

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volume to the Pathfinder Roleplaying Game Core Rulebook. This imaginative tabletop game builds on more than 10 years of system development and an Open Playtest featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. Pathfinder Roleplaying Game Ultimate Magic includes: * The magus, a new base class combining deadly arcane magic with the skills and weapons of a trained warrior. * Words of power, an innovative and flexible new spellcasting system. * New options for dedicated casters, such as alchemist discoveries, alternative uses for channeled energy, druid companions, sorcerer bloodlines, eidolon abilities, witch hexes, and oracle mysteries. * Additional feats and magical abilities for martially oriented casters, including monk ki tricks, inquisitor archetypes, and ranger traps. * New magical conditions called spellblights, as well as systems for crafting constructs, binding outsiders, and spell-dueling. * More than 100 new spells, plus detailed guidelines for designing your own. * and much, much more!

Starfinder

Death's Heretic

To Live and Die on Eox Tracking the Cult of the Devourer, the heroes travel to the asteroid belt called the Diaspora, but they must face spacepirates and other treacherous dangers of the asteroid field to find the cult's hidden command post. What the heroes learn in the Field of the Lost takes them to the dead world of Eox, where they must survive both the undead inhabitants of the planet and clandestine agents of the officially disavowed Corpse Fleet. Only then do the heroes learn that the Devourer cult is headed for a distant star system in search of clues to the location of an

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aliensuperweapon! This volume of Starfinder AdventurePath continues the Dead Suns Adventure Path and includes:

- *"Splintered Worlds," a Starfinder adventure for 5th-level characters, by Amanda Hamon Kunz.
- *A gazetteer of Eox, the planet of the dead, including rules for disturbing necromantic augmentations called necrografts, by Owen K.C. Stephens.
- *Details on the exiled Corpse Fleet, the rogue undead navy of Eox, including new necrotech armor and weapons and additional Corpse Fleet starships, by Thurston Hillman.
- *An archive of strange new alien creatures, both living and undead, by Amanda Hamon Kunz and Owen K.C. Stephens.
- *Statistics and deck plans for a new starship, by Amanda Hamon Kunz, plus a rogue planet that hosts a secret Corpse Fleet base in the Codex of Worlds, by Jason Keeley.

Ultimate Equipment

After years of struggle and sacrifice, Falcio val Mond, First Cantor of the Greatcoats, is on the brink of fulfilling his dead king's dream: Aline, the king's daughter, is about to take the throne and restore the rule of law once and for all. But for the Greatcoats, nothing is ever that simple. In the neighboring country of Avares, an enigmatic new warlord is uniting the barbarian armies that have long plagued Tristia's borders--and even worse, he is rumored to have a new ally: Trin, who's twice tried to kill Aline to claim the throne of Tristia for herself. With the armies of Avares at her back, led by a bloodthirsty warrior, she'll be unstoppable. Falcio, Kest, and Brasti race north to stop her, but in those cold and treacherous climes they discover something altogether different, and far more dangerous: a new player is planning to take the throne of Tristia, and with a sense of dread the three friends realize that the Greatcoats, for all their skill, may not be able to stop him. As the nobles of Tristia and even the Greatcoats themselves fight over who should rule, the Warlord of Avares threatens to invade. With so many powerful contenders

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ving for power, it will fall to Falcio to render the one verdict he cannot bring himself to utter, much less enforce. Should he help crown the young woman he vowed to put on the throne, or uphold the laws he swore to serve?

Starfinder

There are thousands of possible superpowers that a hero or villain could have - and you'll find them all in *Champions Powers*! If you need to create a *Champions* character quickly and easily, or are looking for inspiration for a character, this book provides you with just what you need. *Champions Powers* includes: -complete descriptions of superpowers in nearly fifty categories, including Acid, Cyberkinesis, Fire/Heat, Gravity, Matter Manipulation, Shape Alteration, Sonic, Time, and Weather -a "power template" for each power, making it easy to determine the basics of a power at a glance, but also including a complete HERO System write-up of the power for copying to a character sheet - multiple versions of most powers, so you can easily tailor a power to suit the character or ability you have in mind - writeups and rules explanations both for common superpowers (fire blasts, teleportation, force fields) and for unusual powers such as bodyjacking, inertia alteration, reflex copying, and power transference Whatever type of character you have in mind, *Champions Powers* has plenty of ideas and options to make him even better!

Starfinder Flip-Mat

You have a business. A brand. Or at least an idea. Maybe you started a social media account. Maybe you even grew that account. And made some content. Got some fans. Some likes. Maybe even customers. But deep down you know you've only begun to scratch the surface of what's possible in the Digital Age..In the last few

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years, the Influencer market has exploded into a multi-billion dollar industry. But only a tiny handful of Influencers are earning 6-figure, 7-figure or even 8-figure incomes. It's time for you to get a seat at their table. Influencer Income will show you exactly how. As an Influencer, you're not just "posting content" or "building a brand". Through your audience, you have the power to breathe life into the world while turning your social media into your full-time income, no matter what industry you're in. It doesn't matter if you're active on every social media platform, or none at all yet. Influencer Income will show you how to beat your opponents on every social media platform. By applying what you discover inside Influencer Income, you'll find your account starts to get more engagement than most, if not all, of your competitors. You'll notice that everything you share has more influence with your audience than before. Your account will begin to get more traffic, convert more customers and drive more profits into your business than ever. We are living through the Digital Age. The gatekeepers are gone. Your time to act is now. "The question isn't who's going to let me; it's who is going to stop me." -Ayn Rand

People like you are getting rich on social media right now. Opportunity is within striking distance. This book is your treasure map. JASON CAPITAL started his first business in his dorm room. He went from broke to millionaire in 9 months. He's the only person to ever sell over a million dollars online in 5 different industries before the age of 30. Over the last 10 years, he's played college basketball, gotten recognized by the White House as a Top 100 Entrepreneur, been named the world's top dating coach for men, helped hundreds of people earn a full-time income from home (including creating 9 millionaire students in 2019), and founded an agency called Project Agent that unlocks hidden revenue streams for some of social media's biggest stars and Influencers.

Tyrant's Throne

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Nobody cheats death. A warrior haunted by his past, Salim Ghadafar serves as a problem-solver for a church he hates, bound by the goddess of death to hunt down those who would rob her of her due. Such is the case in the desert nation of Thuvia, where a powerful merchant on the verge of achieving eternal youth via a magical elixir is mysteriously murdered, his soul kidnapped somewhere along its path to the afterlife. The only clue is a magical ransom note, offering to trade the merchant's successful resurrection for his dose of the fabled potion. But who would have the power to steal a soul from the boneyard of Death herself? Enter Salim, whose keen mind and contacts throughout the multiverse should make solving this mystery a cinch. There's only one problem: The investigation is being financed by Neila Anvanory, the dead merchant's stubborn and aristocratic daughter. And she wants to go with him. Along with his uninvited passenger, Salim must unravel a web of intrigue that will lead them far from the blistering sands of Thuvia on a grand tour of the Outer Planes, where devils and angels rub shoulders with fey lords and mechanical men, and nothing is as it seems

Pathfinder Lost Omens Legends P2

Influencer Income

Lois Lane, Jimmy Olsen, the staff of the Daily Planet, even the Justice League-their lives all changed when Superman revealed his secret identity to the world! This unique Superman experience explores what the identity of Clark Kent meant to those close to him-and what their relationship to Superman will be in the future. All the rules are about to change-and it all starts here. The dream team of writers Brian Michael Bendis, Matt Fraction, Greg Rucka, and Jody Houser team up for this amazing special, with art anchored by

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DC legend Kevin Maguire, plus sequences focusing on each corner of the Superman universe by artists Steve Lieber (Superman's Pal, Jimmy Olsen) and Mike Perkins (Lois Lane). Lois Lane, Jimmy Olsen, the staff of the Daily Planet, even the Justice League-their lives all changed when Superman revealed his secret identity to the world! This unique Superman experience explores what the identity of Clark Kent meant to those close to him-and what their relationship to Superman will be in the future. All the rules are about to change-and it all starts here. The dream team of writers Brian Michael Bendis, Matt Fraction, Greg Rucka, and Jody Houser team up for this amazing special, with art anchored by DC legend Kevin Maguire, plus sequences focusing on each corner of the Superman universe by artists Steve Lieber (Superman's Pal, Jimmy Olsen) and Mike Perkins (Lois Lane).

Starfinder Adventure Path

Choose your weapon and stride boldly into battle with Pathfinder RPG Ultimate Equipment! Within this handy, all-in-one reference, you'll find 400 jam-packed pages of magic items and adventuring gear, from simple camping equipment and weapons up to the most earth-shaking artifacts. Included as well are handy rules references, convenient price lists, and extensive random treasure generation tables, all organized to help you find what you need, when you need it. With this vast catalog of tools and treasures, the days of boring dragon hoards are over, and your hero will never be caught unprepared again. Pathfinder RPG Ultimate Equipment is a must-have companion volume to the Pathfinder RPG Core Rulebook, now in a low-cost, smaller-dimensions edition. This imaginative tabletop game builds on more than 10 years of system development and open playtests featuring more than 50,000 gamers to create a cutting-edge RPG experience that brings the all-time best-selling set of fantasy rules into the new millennium. Pathfinder RPG Ultimate

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Equipment includes: * Thousands of items both magical and mundane, including the best weapons, armors, magic items, and gear from the Pathfinder RPG hardcover line and select other Pathfinder sources, as well as hundreds of never-before-seen items. * Tons of special materials and magical abilities to help you create exactly the magic item you've been looking for. * A wealth of specific magic items, organized by type to ensure your character is always wearing as much magic as possible. * An innovative new treasure generation system, designed to help GMs roll up exactly what they need, every time. * New alchemical weapons, tools, and poisons. * Kits to help your character get the most out of her skills or profession, plus new mounts, animal companions, and retainers. * Descriptions of every item, plus hundreds of full-color illustrations to aid in window-shopping. * and much, much more!

Pathfinder Adventure Path

Never miss a turn with the Pathfinder Combat Pad initiative tracker. Usable with any roleplaying game, this wet and dry erase board includes magnets that stick right to it! List the names of heroes and foes on the magnets using a wet or dry erase marker, then place them in initiative order. When the order changes, simply slide the magnets to their new places. Take the uncertainty out of battle with the Pathfinder Combat Pad! Includes: - 1 Double-sided magnetic wet and dry erase board - 2 Sheets of magnets, each with: - 13Blue player character magnets - 13Red enemy magnets - 9Green nonplayer character magnets - 2Round arrows - 2Turn arrows - 2 Next round magnets

Starfinder Adventure Path

The Perfect Firewall! Protect your important notes and die rolls from players' prying eyes with the Starfinder GM Screen! This

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beautiful, four-panel screen features stunning artwork from Ignacio Bazán Lazcano on the players' side and a huge number of tools and tables on the GM's side to speed up play and keep key figures at your fingertips. With helpful rules and reminders about tactical and starship combat, skill Difficulty Classes, common conditions, environmental radiation, zero gravity, and more, this GM screen gives you the information you need to keep the game fast and fun. Constructed of ultra-high-grade hardcover-book stock, this durable screen is perfect for convention play or use in your regular home game.

Splintered Worlds

The crew of the Oliphaunt have earned the freedom to go where they please, but they've still got bills to pay and old enemies hot on their tail. The Fly Free or Die Adventure Path continues, as the player characters travel to the Veskarium, an interplanetary empire ruled by the militant and lizard-like Vesk, where the crew must become smugglers and bounty hunters, capturing illegal resources in the turbulent storms of a gas giant. But along the way, they're forced to make some tough decisions that will come back to haunt them later, attracting the anger of the Vesk military itself. Can the player characters keep running forever, or will they eventually turn, stand, and fight for their lives? "Merchants of the Void" is a Starfinder adventure for four 3rd-level characters. This adventure continues the Fly Free or Die Adventure Path, a six-part monthly campaign in which players take on the role of a merchant crew with an experimental starship, trying to get rich, escape interplanetary assassins, and outwit their rivals. This volume also details a crew of smugglers who cross the players at every turn, their starship, a collection of alien threats, a mysterious tropical paradise planet, and a series of "Side Jobs"--short mini-adventures the GM can insert into the campaign at any time. Each monthly full-color softcover

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Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more

Tome of Beasts 2

The discovery of a series of millennia-old ruins sets off a chain of events that puts an ancient titanic spacecraft on course to the Pact Worlds. When the vessel-which belongs to an evil, warmongering civilization long thought dead-begins destroying all other ships in its path and attacking important resources to increase its power, the heroes must rescue millions of lives from destruction and find a way to stop the ship and all aboard it. Will the heroes be triumphant? Or will the alien species take the Pact Worlds as its new home and conquer the galaxy? Rescuing a xenoarcheological team on a distant, frozen world from weather gone haywire, the heroes unearth more than they bargained for as an ancient ruin rises from the ground and kicks off a series of events that could change the face of the galaxy forever. The tower contains secrets of a warlike civilization thought long dead and is strangely connected to small moon in the Pact Worlds. Returning to explore a previously unknown facility under the moon's surface that threatens to overheat and destroy all life there, the heroes learn that the moon is signaling a gigantic alien craft, drawing it toward the system with lethal intent! "Waking the Worldseed" is a Starfinder Roleplaying Game adventure for four 13th-level characters. This adventure begins The Devastation Ark Adventure Path, a three-part, monthly campaign in which the players stop the threat of an ancient alien civilization in Starfinder's first high-level adventures! This volume also includes a

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gazetteer of the moon of Hibb and a selection of deadly threats. Each monthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

Starfinder RPG

Battle, befriend, or become more than 100 bizarre alien life forms in this all-new creature collection for the Starfinder Roleplaying Game! On countless worlds orbiting countless stars, strange and wonderful creatures await discovery. In this book, you'll

The Ruined Clouds

The undead Corpse Fleet has appeared in orbit above the Gate of Twelve Suns, intent on seizing the ancient alien superweapon called the Stellar Degenerator. Massively outgunned, the heroes' only hope lies in infiltrating the fleet's flagship and seizing control of the vessel's bridge. Only then can the heroes set the ship to self-destruct and pilot it on a collision course with the superweapon. If successful, the heroes can destroy the Stellar Degenerator, but they'll need to escape the destruction to live to tell the tale! "Empire of Bones" is a Starfinder Roleplaying Game adventure for 11th-level characters. The adventure concludes the Dead Suns Adventure Path, a campaign in which players explore the secrets of the galaxy as members of the Starfinder Society. It also includes a collection of new starships and starship options used by the Corpse Fleet, suggestions on how to expand your Dead Suns campaign, and a

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selection of new monsters from alien worlds. Each bimonthly full-color softcover Starfinder Adventure Path volume contains a new installment of a series of interconnected science-fantasy quests that together create a fully developed plot of sweeping scale and epic challenges. Each 64-page volume of the Starfinder Adventure Path also contains in-depth articles that detail and expand the Starfinder campaign setting and provide new rules, a host of exciting new monsters and alien races, a new planet to explore and starship to pilot, and more!

Starfinder

The Tome of Beasts 2 from Kobold Press brings nearly 400 new monsters to 5th edition—designed by some of the most talented, and wildly creative, designers working today. You'll find monsters for almost every location your heroes might journey: from farmlands to forests, dungeons to deserts and from bustling cities to fantastical planar realms. Tome of Beasts 2 brings you: Angelic Enforcers and Alligator Turtles. Befouled Weirds and Clockwork Tigers. Hoard drakes and zombiedragons. Death Vultures and Dragonflesh Golems. Imperial dragons and swordbreaker skeletons. Swamp Nagas and Magma Octopuses. Sasquatch and Shriekbats. Walled Horrors and Wraith Bears. Keep your players surprised, entertained, and terrified with all-new opponents they've never seen before—and won't be expected.

Wonder Woman (2016-) #750

Get your first glimpse into the world of Dungeons & Dragons, through the masterful illustrations of Todd James. The Dungeons & Dragons—Adventures Outlined coloring book features fantastical designs and shows off classic monsters from the game as seen through the eyes of world renowned artist, Todd James. Color your

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way through each adventure with these delightful illustrations. This coloring book features unique designs including beholders, trolls, goblins, dragons, and more. Provides hours of creativity, fun, and relaxation.

Starfinder Adventure Path

In the cosmopolitan trading city of Kibwe, at the edge of the Mwangi Expanse, innocent people struck by a terrible curse known as the slithering are melting into malevolent oozes. The heroes are at the epicenter of this slimy curse and might be the only ones capable of recovering the ancient magic required to break it. Tracking the course of the slithering through Kibwe's colorful markets and shrines, the heroes must untangle the curse's origin and discover the role the nefarious Aspis Consortium plays in the unfolding conspiracy. The mysteries the heroes uncover might usher in a new era of plenty and prosperity for Kibwe, if the heroes can survive the slithering to experience it! The Slithering is a deluxe adventure for 5th-level characters written by Ron Lundeen. Featuring terrifying new monsters, repulsive new rules and magic items, and an in-depth look at one of the most exciting cities in the jungle-choked Mwangi Expanse, The Slithering provides a wealth of secrets and dangers!

Fall of Plaguestone

Starfinder Combat Pad

Empire of Bones

"Open Game License version 1.0a"--4th unnumbered page.

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Starfinder Flip-Mat Basic Starfield

An all-star 96-page celebration of the Amazon Princess by longtime favorites and acclaimed new voices! In the lead story, Wonder Woman's epic "Year of the Villain" battle comes to a close, leading the way to new challenges ahead. Additionally, this oversized gem tells tales from Diana's past, present and future by some of the greatest storytellers in the business- including Colleen Doran, Mariko Tamaki, the Teen Titans: Raven team of writer Kami Garcia and artist Gabriel Picolo, and legendary Wonder Woman creators returning to the character, including Gail Simone and Greg Rucka!

Starfinder Adventure Path

"A group of new adventurers, traveling through the small community of Plaguestone, must come together to solve the murder of a friend. What starts as simple investigation quickly turns sinister with the discovery of forbidden alchemy, mutant animals, and a nearby forest rotting away due to a mysterious blight. It becomes clear that if these young heroes don't get to the heart of the plot, then the fall of Plaguestone is all but certain! The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off against monsters found in the Pathfinder Bestiary. The Fall of Plaguestone is the first Second Edition Pathfinder roleplaying game standalone adventure, taking new players and Game Masters on a daring adventure filled with wilderness exploration, dungeon encounters, and much more! This 64-page softcover adventure is designed for 1st-level characters, built using the rules in the Pathfinder Core Rulebook, facing off

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against monsters found in the Pathfinder Bestiary. "--Provided by publisher.

Starfinder Adventure Path

Record Your Glory Fully detail your heroes and document their exploits with the Starfinder Player Character Folio! This deluxe, innovative character record provides space for absolutely everything you need to know about your Starfinder hero. This sturdy folio's 16 character-defining pages include: -Expanded space for your hero's attacks, defenses, feats, and class features. -A section for detailing your starship's statistics and capabilities. -Quick reference charts for everything from combat to character advancement. -Tons of space to track gear. -Room to chronicle your character's achievements, goals, and history. -Folder-flaps to hold handouts and other documents.

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