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Splintered WorldsSpireStarfinder Adventure PathThe Ruined CloudsSpecial Edition Dungeon Master's GuideStarfinderUltimate EquipmentD20 ApocalypsePathfinder Roleplaying GameNoirStarfinder Adventure PathPathfinder Combat PadStarfinder RPGStarfinder PawnsLongtailsStarfinder Rpg - Near SpaceEmpire of BonesStarfinder Adventure PathStarfinder Adventure PathStarfinder Combat PadPathfinder RPGPathfinder Gamemastery Guide (P2)Pathfinder Roleplaying GameBestiary 4Death's HereticPathfinder Roleplaying Game: Advanced Class Guide Pocket EditionStarfinderMonster CodexStarfinder Core Rulebook Pawn CollectionDestiny AuroraD20 FutureStarfinder Flip-Mat Basic StarfieldStarfinder Alien Archive 4Fantasy AGE Basic RulebookRoleplaying GameGravity AgePolaris Core Rulebook SetInner Sea PrimerNumenera CorebookStarfinder Adventure Path: The God-Host Ascends (Attack of the Swarm! 6 of 6)

Splintered Worlds

Spire

To Live and Die onEox Tracking the Cult of the Devourer, the herostravel to the asteroid belt called the Diaspora, but they must face spacepirates and other treacherous dangers of the

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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 alien superweapon! This volume of Starfinder Adventure Path 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.

Starfinder Adventure Path

A sharp sword and a powerful spell are not the answer to every problem an adventurer is bound to face. *Ultimate Intrigue*, the latest hardcover rules reference for the Pathfinder Roleplaying Game, arms players with every bit of charm, grace, innuendo, and insult necessary to defeat even the most difficult social encounters. This expansive 256-page hardcover book delves into the shadowy world of intrigue, giving both players and GMs alike plenty of rules to add to their game. Engage in social combat, dueling with words instead of

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steel. Participate in a heist, working as a team to steal a valuable object or vital piece of information. Curry favor with the local churches, guilds, and royals with a complete influence system. Give your character an edge in social situations with a wide variety of new archetypes, feats, spells, and gear! Ultimate Intrigue also introduces a new Pathfinder RPG class: the vigilante. Influential socialite by day, avenging warrior by night, the vigilante is ready for anything, but he must take care to ensure that no one learns about his secret life! Ultimate Intrigue includes: The vigilante, a new character class that lives two lives, one as a respected member of the community, another as a crusader willing to do anything to get the job done. Character options for every class that relies on skills to win the day, including the alchemist, bard, druid, hunter, inquisitor, investigator, mesmerist, ranger, rogue, slayer, spiritualist, and more! A complete system of influence, giving the GM a new way to reward players for helping out an organization or community. Rules for social combat and verbal dueling, using words as weapons to accomplish goals and defeat foes. Dozens of feats and spells that can be used in a social setting, some to spy with and some to hide the truth. and much, much more! "

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

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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 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!

Special Edition Dungeon Master's Guide

This new supplement provides new rules and modules for running a futuristic d20 Modern campaign. The wealth of information covers new character traits, advanced classes, starting occupations, gear, starships, monsters, and more.

Starfinder

Choose your weapon and stride boldly into battle with Pathfinder RPG Ultimate Equipment!

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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 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!

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Ultimate Equipment

Adventure like never before with the Pathfinder Roleplaying Game Advanced Class Guide! Explore new heights of heroism with 10 new base classes, each with 20 levels of amazing abilities. Incredible powers also await existing characters, with more than a hundred new archetypes and class options. Prepare characters for their most legendary adventure ever with massive selections of never-before-seen spells, magic items, and more! The Pathfinder Roleplaying Game Advanced Class Guide is a must-have companion volume to the Pathfinder Roleplaying Game Core Rulebook. This imaginative tabletop game builds upon more than 15 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 RPG Advanced Class Guide includes: * Ten new base classes--the magic-twisting arcanist, the ferocious bloodrager, the cunning investigator, the daring swashbuckler, the formidable warpriest, and others. * Variant class abilities and thematic archetypes for all 29 base classes, such as the counterfeit mage and the mutagenic mauler. * Nearly a hundred new feats for characters of all classes, including style feats, teamwork feats like Coordinated Shot, and more. * Hundreds of new spells and magic items, such as feast on fear and skullcrusher gauntlets. * An entire armory of amazing equipment, from vital new adventuring gear to deadly alchemical weapons. * and much, much more!

D20 Apocalypse

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The crew of the Oliphant 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 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 Roleplaying Game

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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 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!

Noir

This beautiful, affordable volume of the Pathfinder Player Companion provides everything a player needs to know about the world of the Pathfinder Roleplaying Game. Short overviews of more than 40 nations of Golarion's Inner Sea region will help players choose a homeland for their character, with plenty of character traits to reward players for immersing themselves in the

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campaign world. Brief descriptions of the gods and religions of the Inner Sea expand the list of deities from the Pathfinder Core Rulebook and offer tips to help players pick an appropriate patron deity. Easy color reference maps on the book's inside covers give players an "at a glance" look at their world, allowing them to better chart their destinies. The Inner Sea Primer makes a perfect hand-out for GMs who need to get players up to speed on the campaign world and a perfect introduction to the world of the Pathfinder RPG!

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.

Pathfinder Combat Pad

A Ship Without a Crew When a brutal gang war breaks out on a docking bay in Absalom

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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 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.

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

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Starfinder Pawns

The mightiest monsters and foulest foes of nightmare and legend rampage into your Pathfinder Roleplaying Game campaign with Bestiary 4! This collection of creatures shatters all past thresholds of danger and destructiveness with phenomenally powerful beings like demon lords, kaiju, juggernauts, and Great Old Ones - including invincible Cthulhu! Terrors like nosferatu vampires, clockwork dragons, twisted fleshwarps, and sadistic tooth fairies number among the more than 250 monsters collected to challenge heroes of every level of play - from first-level novices to mythic champions. New familiars, player-friendly races, and other allies also rise to aid characters in combating this host of horrors, while new templates - like mummified and fungal creatures - breathe fearsome new menace into your existing monstrous arsenal. Strike fear in the hearts of the mightiest heroes and shake the foundations of your campaign with Pathfinder Roleplaying Game: Bestiary 4.

Longtails

A magical portal to the Plane of Fire disappears into the sun just after creatures exit it for the first time in recorded history. An overwhelming telepathic burst from within the sun quickly follows, and a scientist recruits the heroes to help her find out what's going on. The mission takes the heroes to the Burning Archipelago, a bubble city in the sun's atmosphere, and Asanatown, the lashunta enclave there, to meet with another scientist who can help. Before

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that meeting can happen, however, the recent psychic disturbance leads radicals among the telepathically sensitive lashuntas to take matters into their own hands, closing Asanatown off from the rest of the sun-based city. Trapped, the heroes must rescue their contact and return power to the proper authorities to escape! "Fire Starters" is a Starfinder Roleplaying Game adventure for four 1st-level characters. This adventure begins the Dawn of Flame Adventure Path, a six-part, monthly campaign in which the heroes uncover a plot that threatens the Pact Worlds sun. This adventure also includes a gazetteer of Asanatown, an article on the sun-worshipping faith that helped establish the Burning Archipelago, and a selection of new monsters from the sun and the planes. 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 - Near Space

Explore new and uncharted depths of roleplaying with the Pathfinder RPG Advanced Player's Guide! Empower your existing characters with expanded rules for all 11 Pathfinder Roleplaying Game core classes and seven core races, or build a new one from the ground up with one of six brand-new, 20-level base classes. Whether you're designing your own monstrous helpers as an enigmatic summoner, brewing up trouble with a grimy urban alchemist, or simply

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teaching an old rogue a new trick, this book has everything you need to make your heroes more heroic. The Pathfinder RPG Advanced Player's Guide is a must-have companion volume to the Pathfinder RPG Core Rulebook. This imaginative tabletop game builds upon 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. The 336-page Pathfinder RPG Advanced Player's Guide includes: *

- * Six new base classes: the monster-hunting inquisitor, the explosive alchemist, the noble cavalier, the prophecy-haunted oracle, the monster-crafting summoner, and the hex-weaving witch
- * More than a hundred innovative new feats and combat abilities for characters of all classes, including Steal, Point-Blank Master, and Bouncing Spell
- * Variant class abilities, rules subsystems, and thematic archetypes for all 11 core classes, such as the antipaladin, the hungry ghost monk, and the urban ranger
- * Hundreds of new spells and magic items, from phantasmal revenge to the Storm King's Cloud Castle
- * A wealth of fantastic equipment, such as fireblast rods and fortune-tellers' cards
- * New prestige classes like the Master Chymist and the Battle Herald
- * and much, much more!

Empire of Bones

A roleplaying game of shadows, betrayal, revolution and brutal violence set in a towering, ancient city.

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Starfinder Adventure Path

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 Adventure Path

Starfinder Combat Pad

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

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heroes can take the fight to the enemy base. Thwarting the efrete 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 efrete 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 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 RPG

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

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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

Pathfinder Gamemastery Guide (P2)

Science fiction will become science fact in the future and self-improvement through cybernetic augmentation will become commonplace.

Pathfinder Roleplaying Game

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 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! *

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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!

Bestiary 4

Death's Heretic

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

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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 Roleplaying Game: Advanced Class Guide Pocket Edition

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 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

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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 spellblihgts, 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

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 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

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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 sweepingly 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! 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.

Monster Codex

"With Pathfinder RPG Monster Codex, fleshed-out hordes are at your fingertips! This volume presents a trove of entries for 20 classic monster races, giving you new ways to use your favorite monsters in a variety of encounters and challenge levels. Pathfinder RPG Monster Codex is an indispensable companion to the Pathfinder RPG Core Rulebook and Pathfinder RPG Bestiary."--Back cover.

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Starfinder Core Rulebook Pawn Collection

"There have been eight previous worlds Each left behind remnants. People of the new world, the Ninth World, sometimes call these remnants magic, and who are we to say they're wrong? But most give a unique name to the legacies of the nigh-unimaginable past. They call them Numenera. The Ninth World is built on the bones of the previous eight. The game of Numenera is about discovering the wonders of the worlds that came before, not for their own sake, but as the means to improve the present and build a future."--Page 4 of cover.

Destiny Aurora

New rules designed for running a d20 Modern campaign in a postapocalyptic setting. This new rules supplement provides everything players and Gamemasters need to participate in adventures in a post-apocalyptic setting, including rules and designs for apocalyptic events, such as nuclear war, environmental disaster, alien invasion, or Armageddon. The book provides new rules for barter, scavenging, equipment, mutations and robots. Three ready-to-play campaign models are included. ERIC CAGLE's most recent credits are Star Wars Ultimate Adversaries, Star Wars Ultimate Alien Anthology, and the D&D Arms & Equipment Guide. DARRIN DRADER co-authored Serpent Kingdoms and the Book of Exalted Deeds. In addition, he frequently contributes articles to the D&D website and his work has appeared in Dragon Magazine. OWEN K.C. STEPHENS most recently contributed to Star Wars Ultimate

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Adversaries, theStar Wars Rebellion Era Sourcebook, theStar Wars Power of the Jedi Sourcebook, and theStar Wars Arms & Equipment Guide.

D20 Future

A Sci-fi Action novel filled with mystery and thrills. Join the eclectic crew of the Coalition ship, Destiny Aurora, as they set out to find the assassin responsible for the murder of Inspector Jayce Carver's wife. But what they find will be the last thing they expect and may change them all forever. In the vein of Star Wars, Star Trek and Guardians of the Galaxy all rolled up into one. If you're a fan, you'll love the twists and turns and humor of this futuristic adventure story.

Starfinder Flip-Mat Basic Starfield

Starfinder Alien Archive 4

Fantasy AGE Basic Rulebook

Roleplaying Game

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Gravity Age

A deluxe, leather-bound version of the essential tool every D&D Dungeon Master needs. The follow-up to the special edition Player's Handbook™ released in 2004 for the 30th anniversary of D&D, this special release of the Dungeon Master's Guide™ features an embossed, leather-bound cover and premium, gilt-edged paper.

Polaris Core Rulebook Set

The Fantasy AGE Basic Rulebook is your entry point to tabletop roleplaying. Now you can be the hero in your own sword and sorcery adventures! This is the game played on Wil Wheaton's new tabletop RPG show, Titansgrave: The Ashes of Valkana. The Adventure Game Engine (AGE) rules are easy to learn, and feature an innovative stunt system that keeps the action tense and exciting. This Basic Rulebook includes full 20 level advancement for all three classes, a new magic system, advice for players and GMs, and an introductory adventure so you can get started right away. You can use Fantasy AGE to run adventures in the campaign setting of your choice or a world of your own creation. A new AGE is upon us!

Inner Sea Primer

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

Numenera Corebook

Madcap, zany noir set on the mean streets of post-World War II San Francisco. Sammy "Two Toes" Tiffin is the bartender in a scruffy gin joint, with street connections that make him the go-to guy for just about everything. When one of his schemes goes south and his lady vanishes, Sammy follows a tortuous trail from Chinatown to Telegraph Hill to a hidden forest enclave in a desperate search to find his girl. Meanwhile, a suspicious flying object has been spotted by the Pacific Coast near Mount Ranier, followed by a mysterious plane crash in Roswell, New Mexico but the real weirdness is happening in the City by the Bay.

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